

Elemental Break

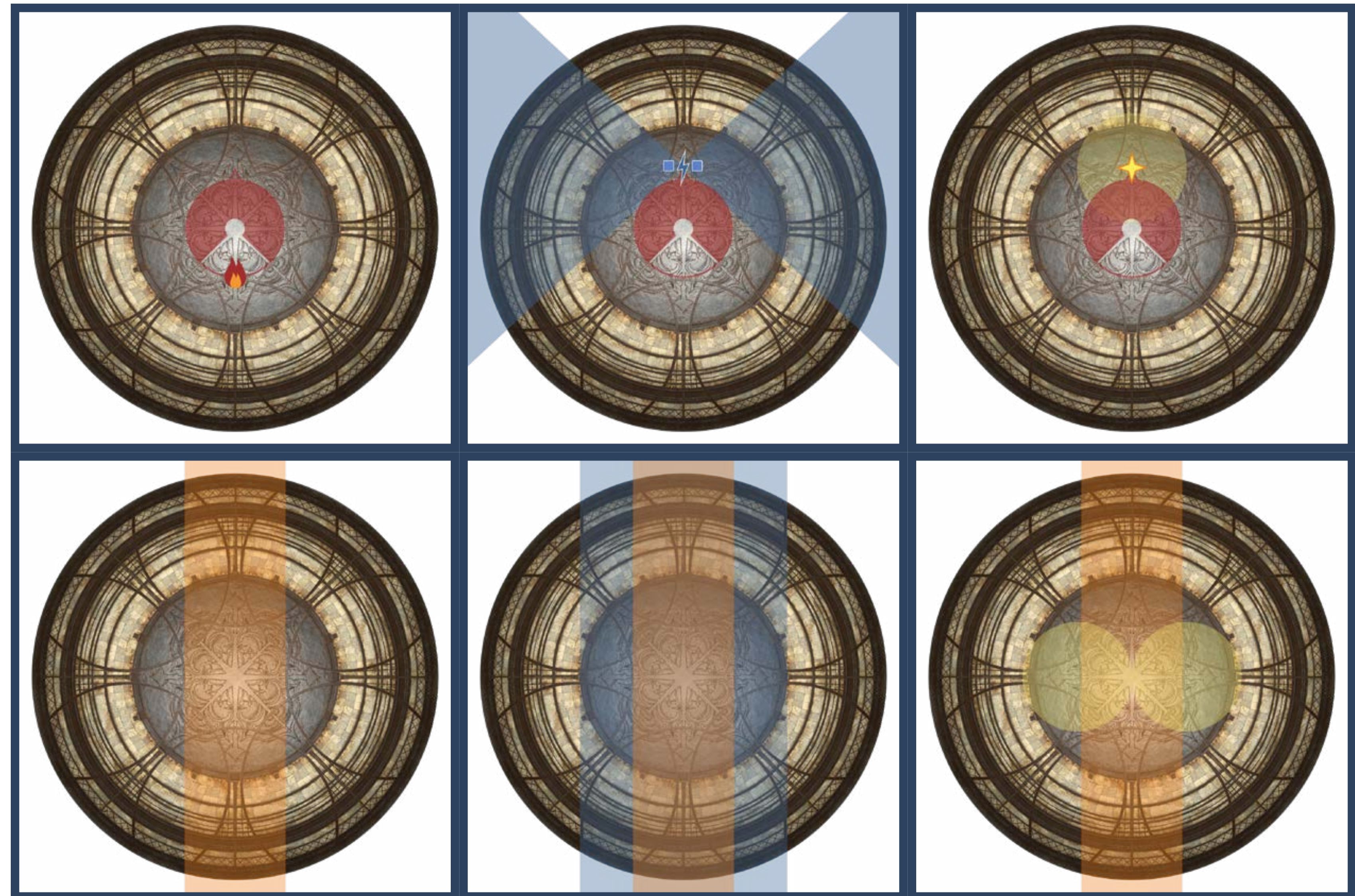
Bait cones at clock positions

Fire: Pairs after.

Lightning: Spread after.

Holy: Healer and tank stacks after.

Elemental Break



Tethers

Fire: Stack on tether.

Lightning: DoT on tether. Proximity tank cleaves.

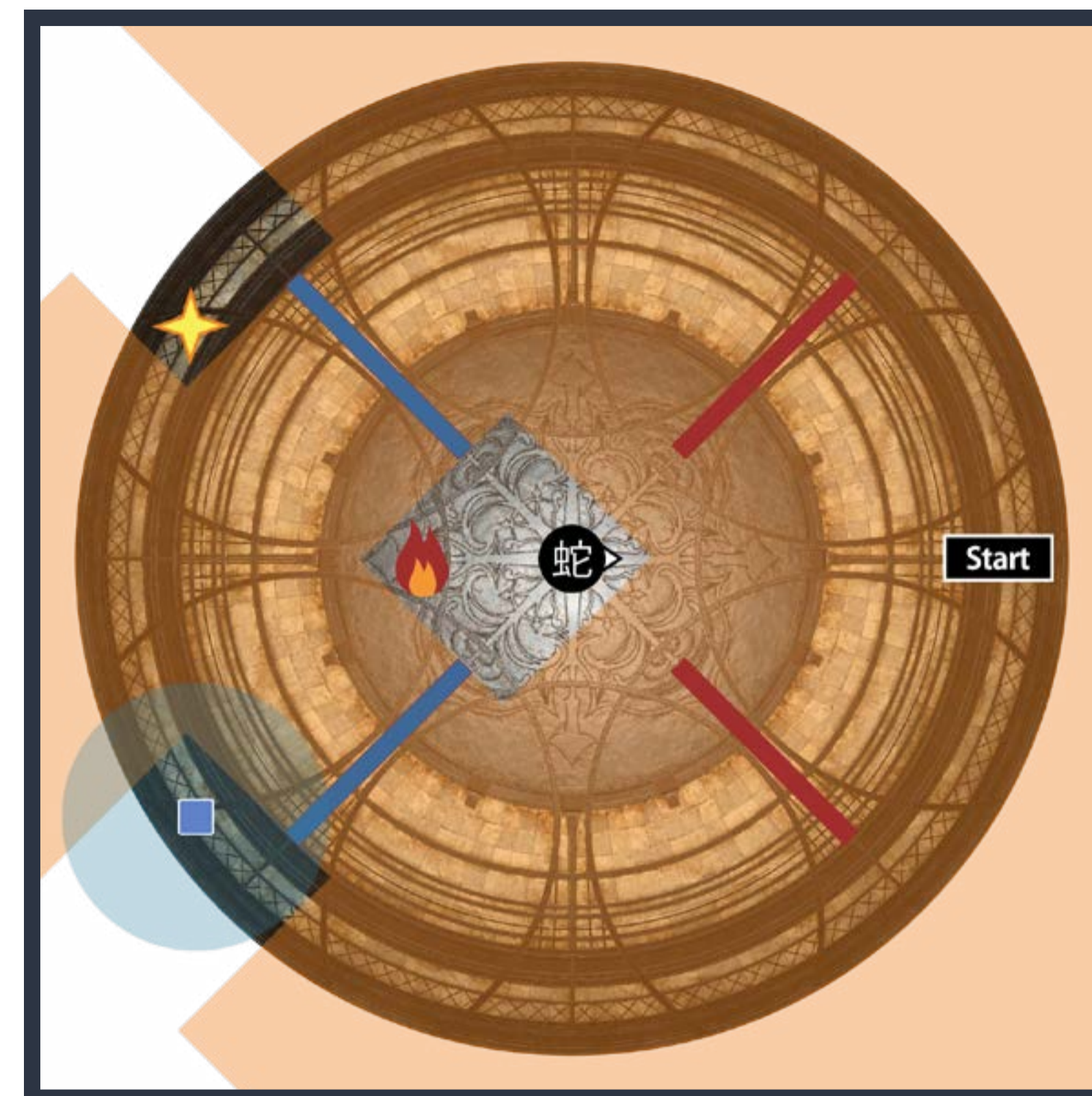
Holy: AOE puddles applies raidbuster debuff if hit

Cleaves

Fire: Knockback. Run in after castbar.

Lightning: Bigger cleave afterwards.

Holy: Bait AOE. Move after gunshot.



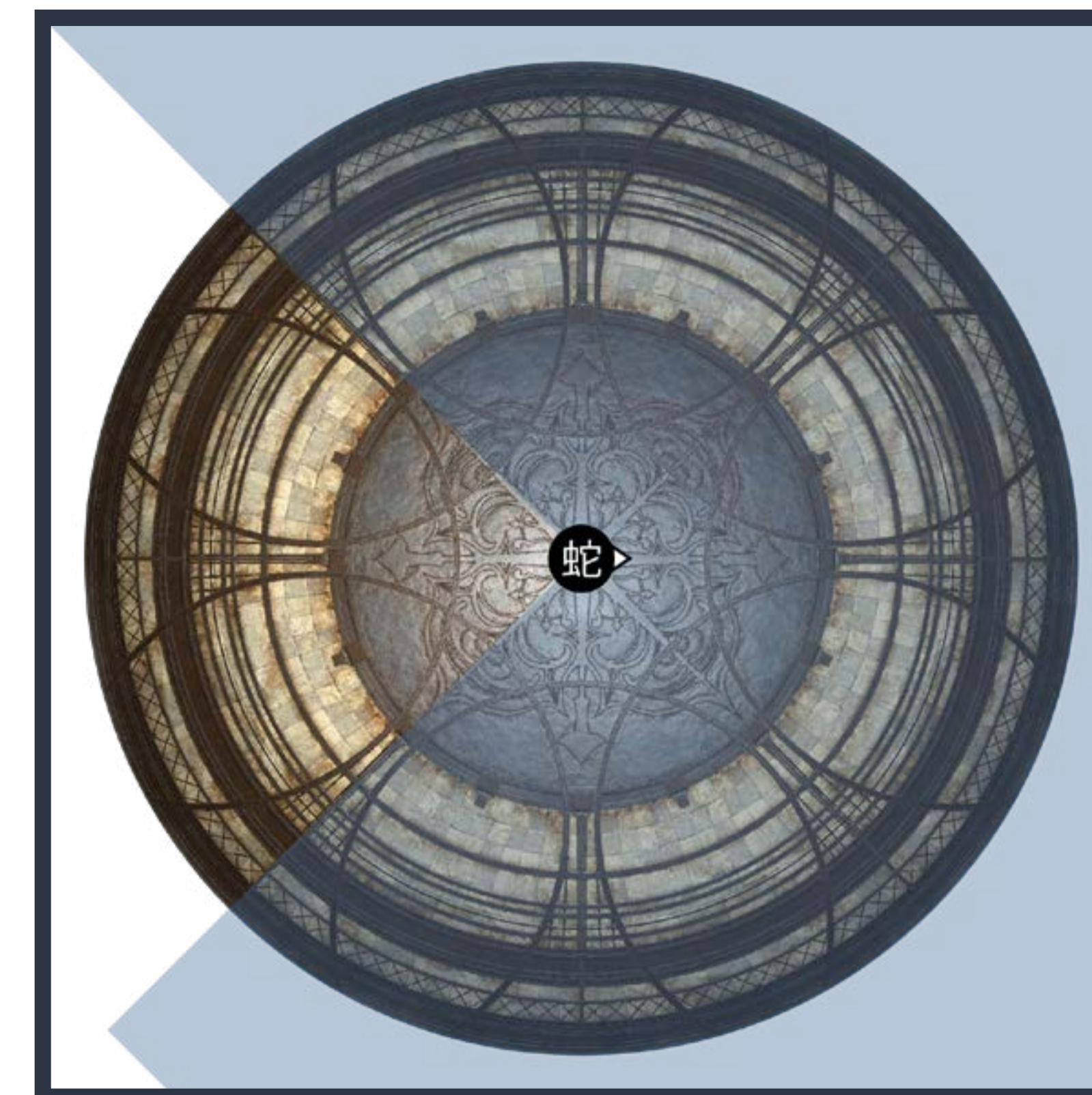
Sundered Sky

Knockback to unsafe side and pop sprint

Fire tether center safe zone

Light tether corner safe zone

Powder mark tank invuln away or other safe zone



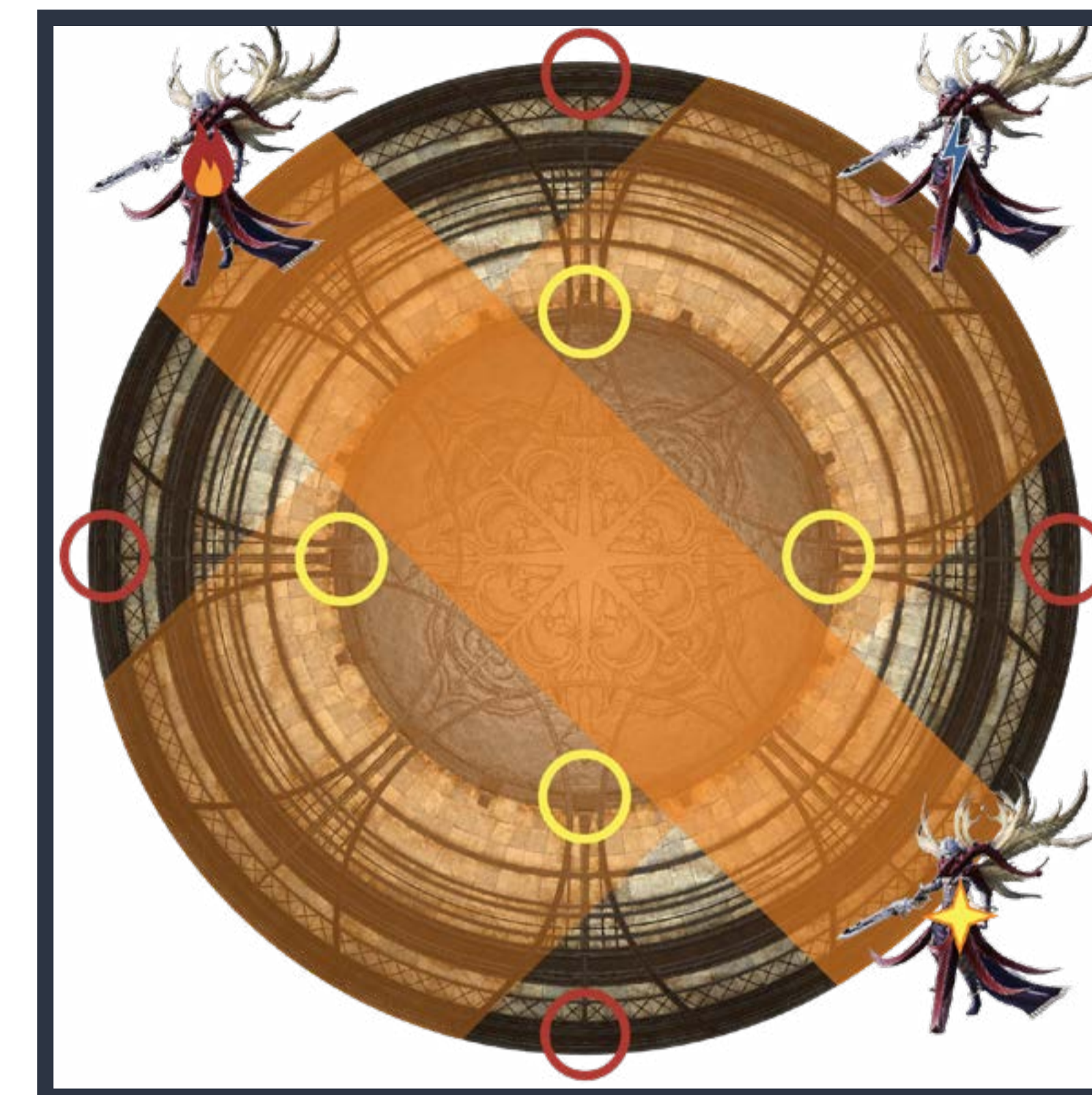
Cleaves

Holy -> Lightning -> Fire

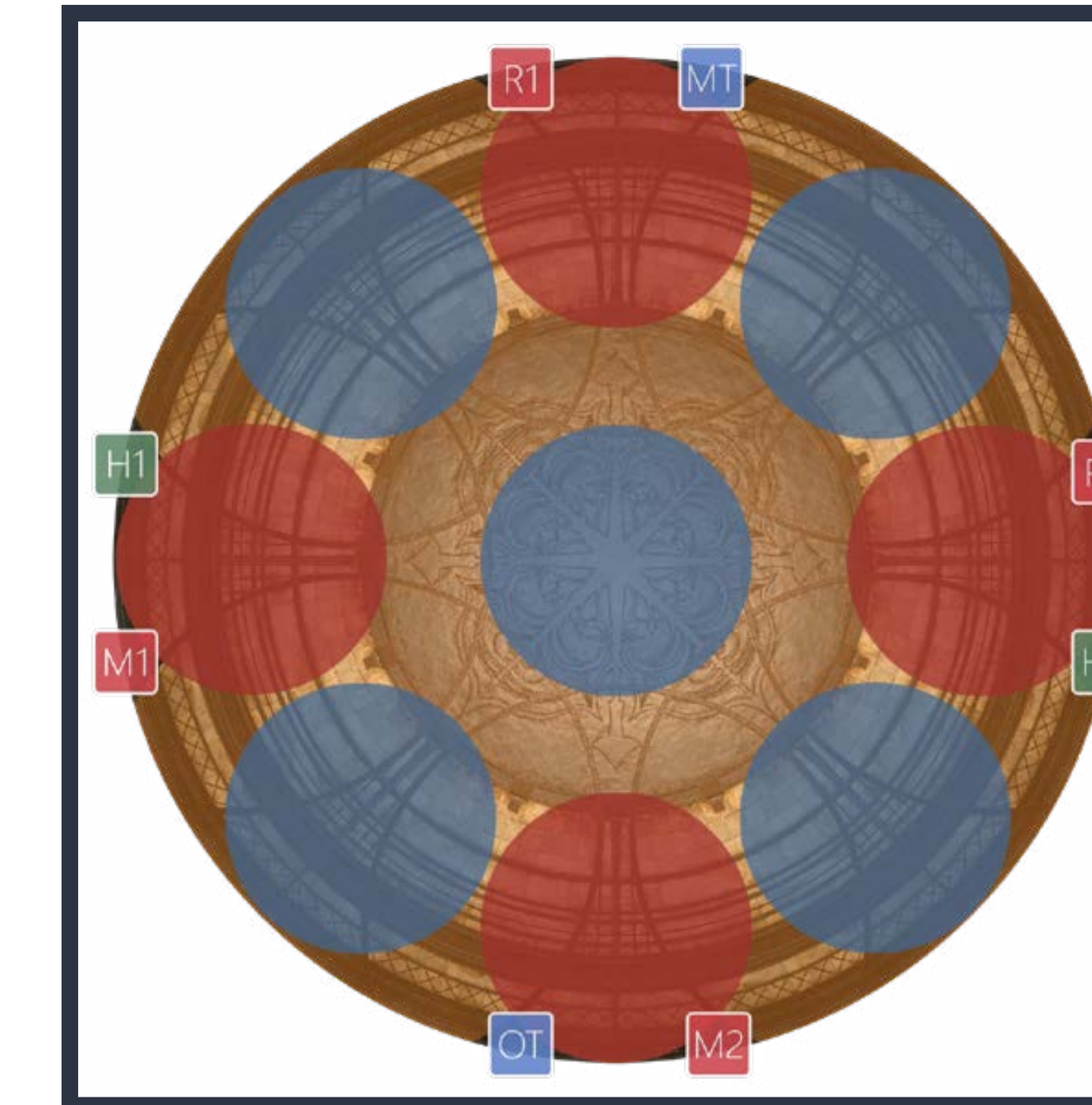
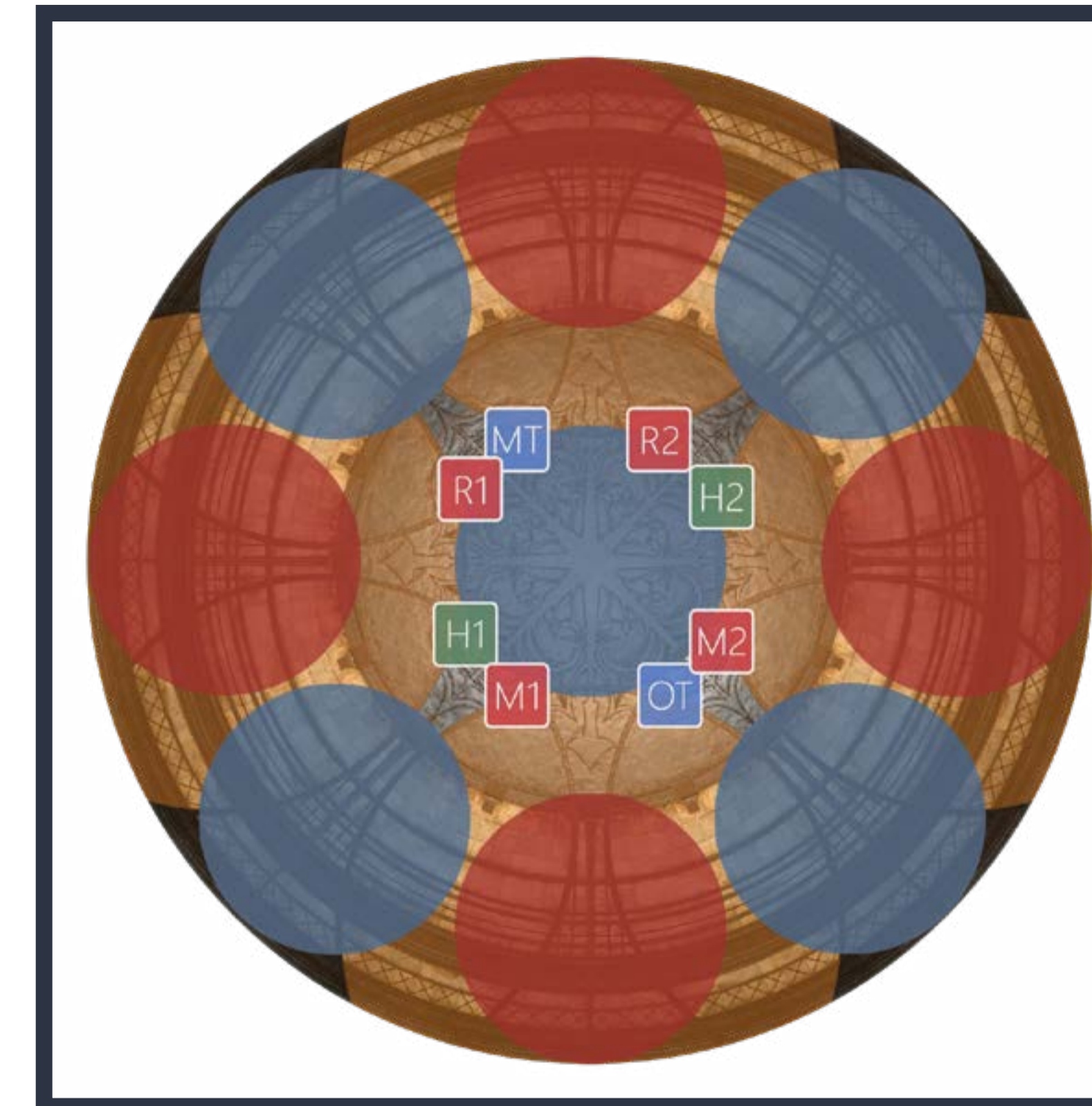
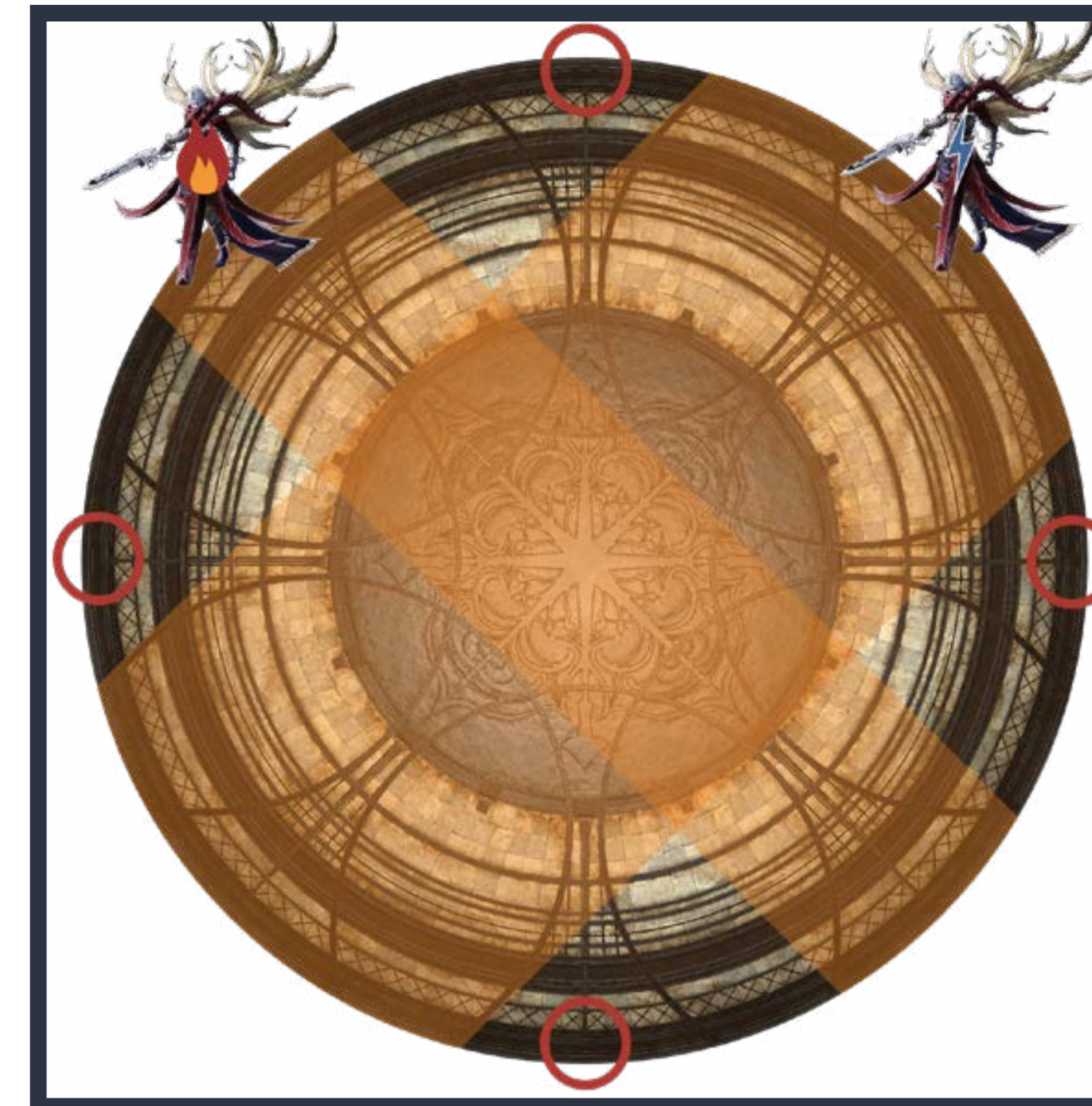
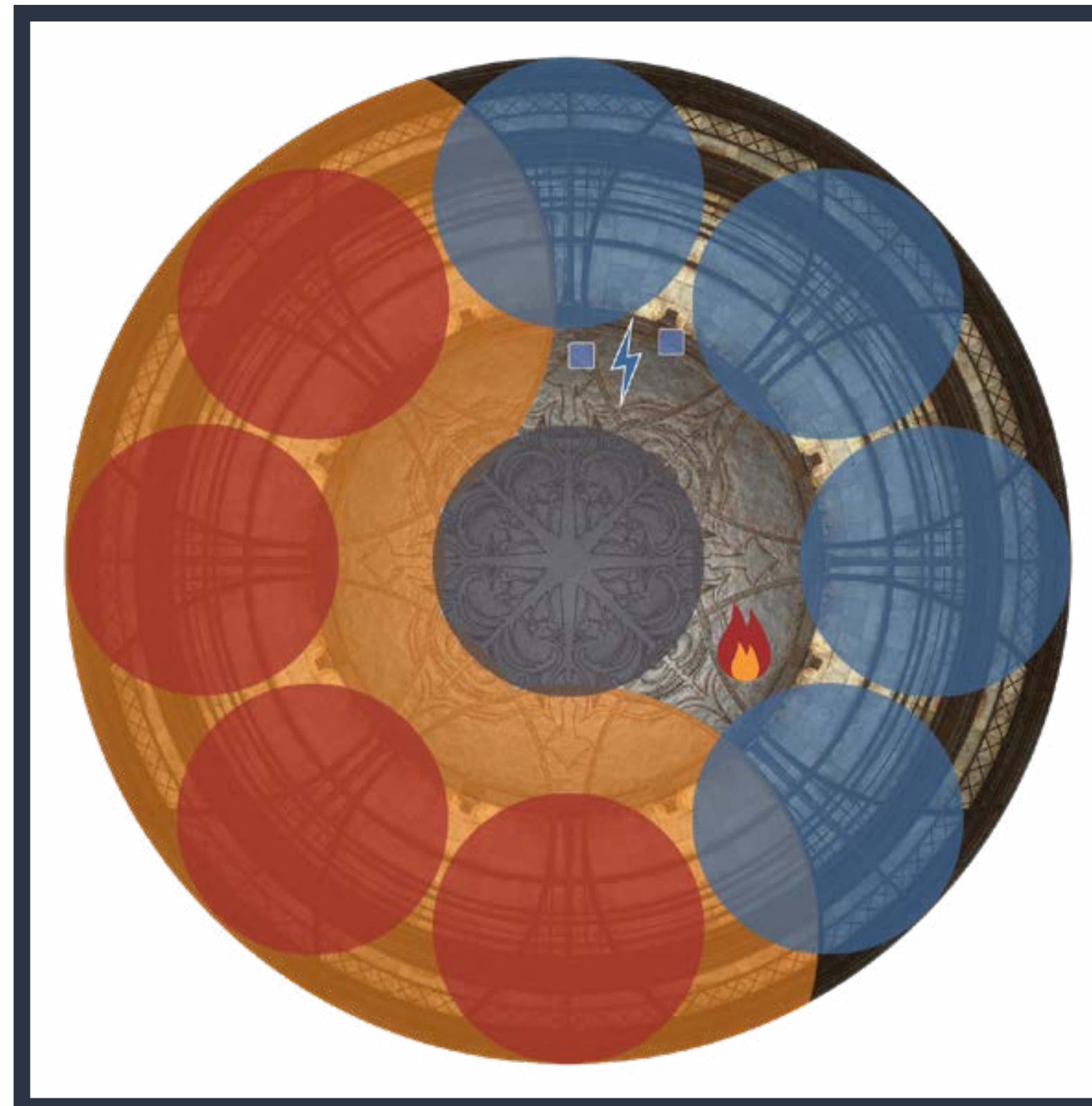
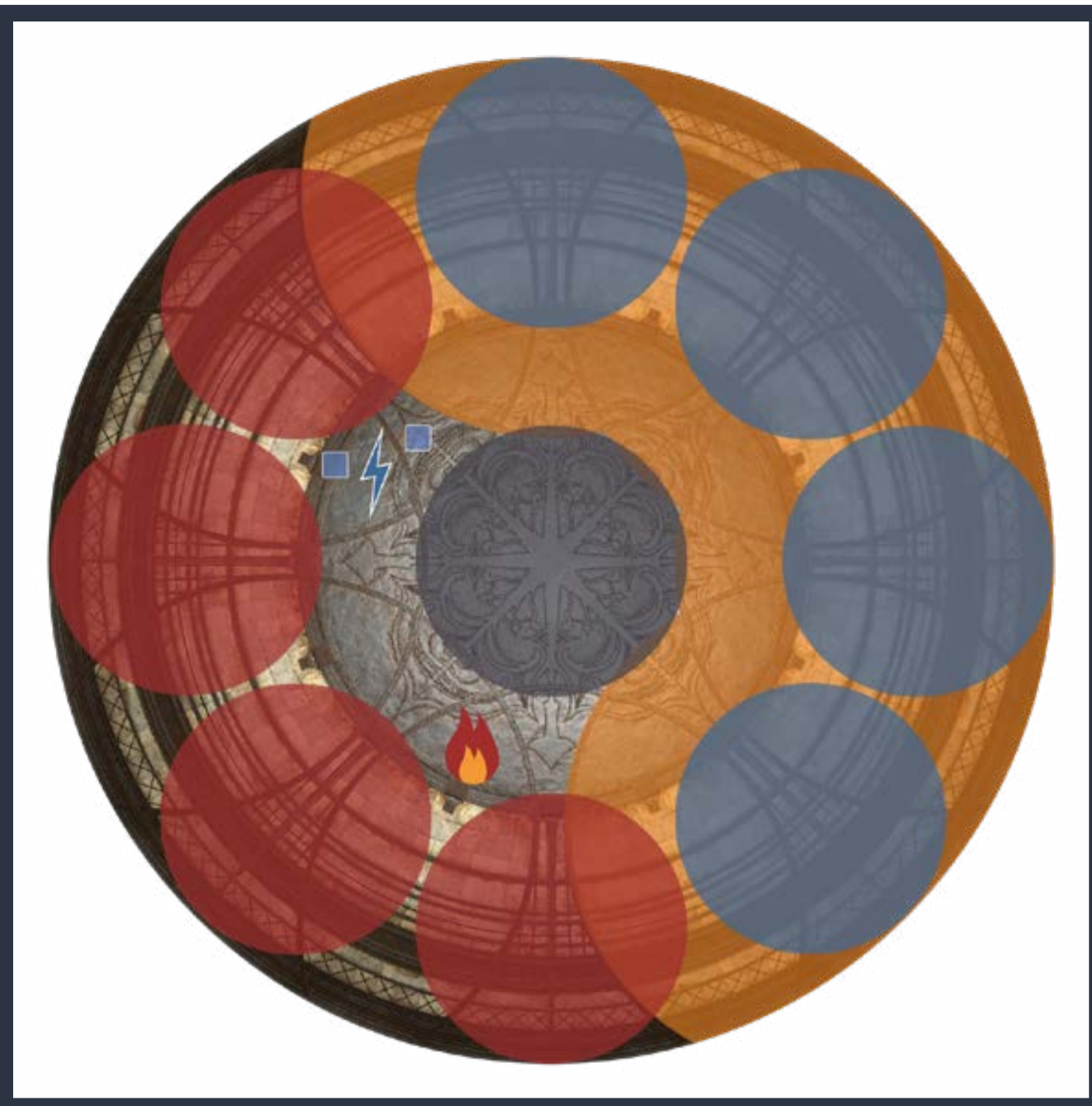
First bait holy puddles on safe inner markers

On gunshot, move straight back to red markers

AR on lightning, Holy||Fire. Lightning perp Fire.



Sundered Sky



Bounds of Faith:

Fire Tether: Move south inside safe zone

Lightning Tether: Move north inside safe zone

Blue: Blows up circle + adjacent circles.

Cleaves

Lightning first, then fire.

Surecast/Arms' Length during lightning

Fire and Lightning cleaves are perpendicular

Shifting Sky

Blue Safe

Can stand inside or outside with partner.

Enough room for elemental break cones.

Spread or stack afterwards.

Pair up based off marker colors. (4-D, purple markers together)

Red Safe

Must go on the outside.

Turn of the Heavens II