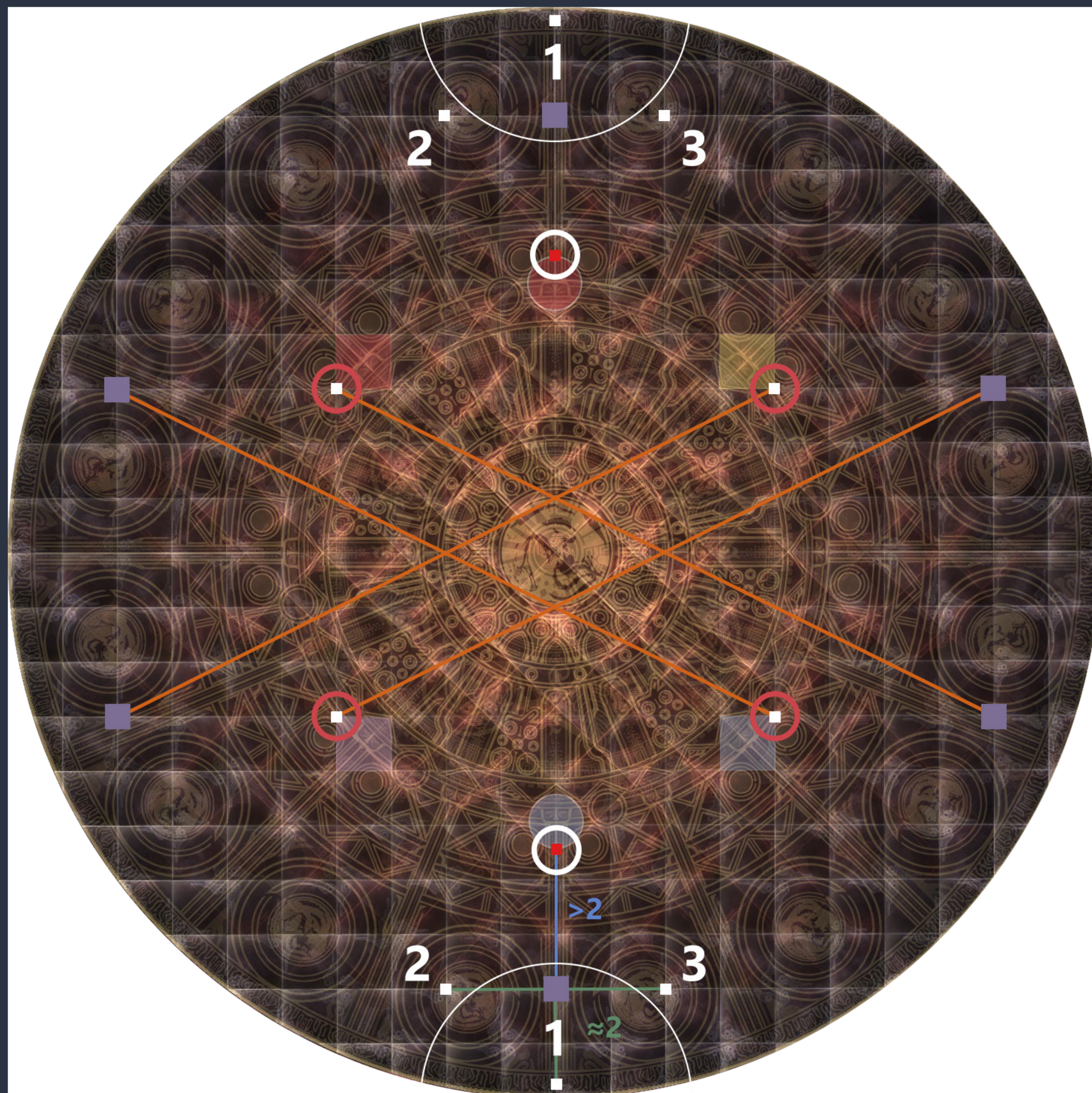


# Bilibili Uptime Lions



# Big Lion Baiters

Light party #1 takes north baits.  
Light party #2 takes south baits.

Ranged baits 1st puddle + cone on dot #1.  
Melee baits 2nd puddle + cone on dot #2.  
Ranged baits 3rd puddle + cone on dot #3.

Place N/S circle markers, so their outer edge marks the red dots.

While not baiting, players wait on the red dot.

To avoid accidental baits, the player not baiting must be > 2 squares from the big lion.  
The baiter should be approximately 2 squares from the big lion.



# Order

1. Stock → Rapturous Reach (Cleave)
2. Lionsblaze (Cones+ Baits)
3. Knockback (Surecast/Arms' Length)
4. Lionsblaze (Cones+ Baits)
4. Release (Stocked Primal Combo)
5. Lionsblaze (Cones+ Baits)
6. Rapturous Reach (Cleave)

# Small Lion Baiters

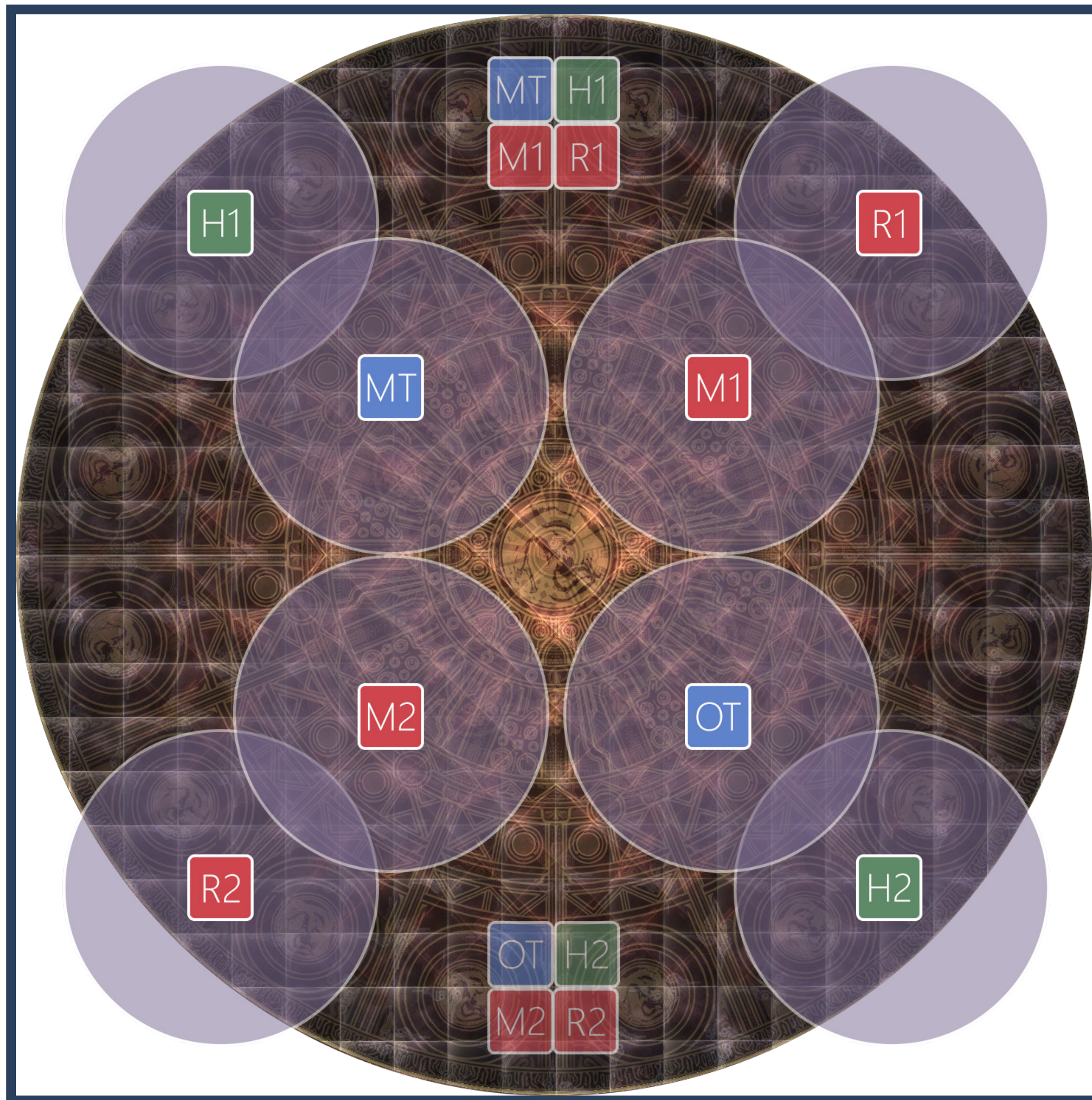
The arena has a square grid drawn onto it.

Go to white dot opposite to tethered lion for Lionsblaze.

If numbered markers are placed exactly on the intercardinal squares, the white dot matches up exactly with the corner of the marker.

# Lions



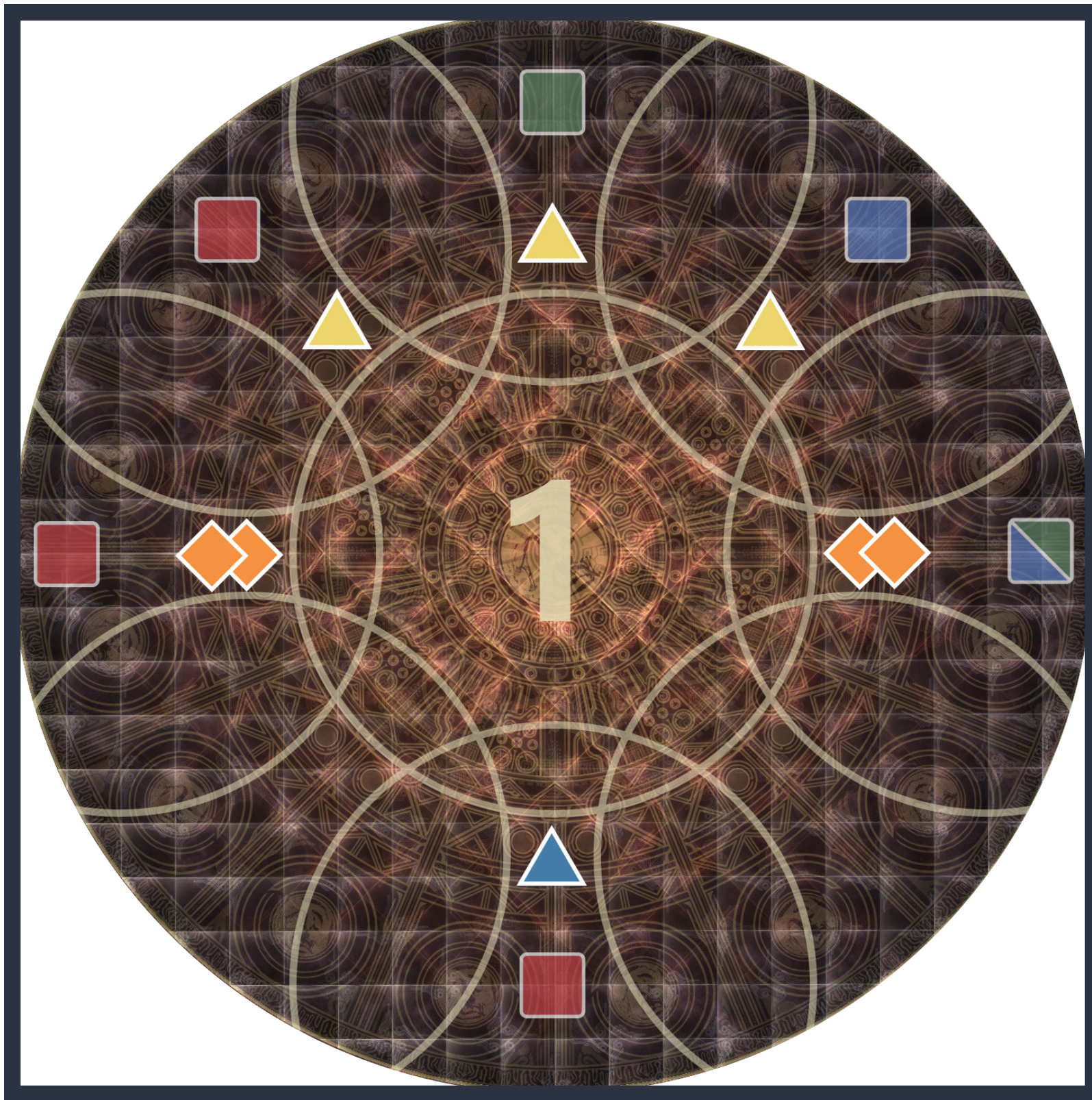


## Shiva Junction

1. Diamond Dust (30+% mitigation)
2. Ice Floe: Healer Stacks  
G1 goes to closest safe zone clockwise from N. G2 goes clockwise from S.
3. Ice Pillar puddles.
4. Move in for heals and shields.
5. Go to safe zones (opposite pillar).  
Optional: Surecast/Arms' length when puddles form in safe zones.
5. Go in for shields + heals and get knocked away from pillar. Or move away from pillar with knockback mitigation.

## Shiva Phase





## Titan Markers

Orange: 2 or more players in the same circle.

Yellow: Exactly 1 player in the circle.

Blue: Blows up circle + adjacent circles.

Earthen Fury - 30+% Mitigation + Shields

## Wave 1

Orange x2 - DPS

Orange x2 - T/H

Yellow x1 - DPS

Yellow x1 - T

Blue x1 - DPS

## Wave 2

Orange x3 - DPS

Orange x3 - T/H

Blue x1 - DPS

Blue x1 - T/H

## Wave3

Orange x2 - DPS

Orange x2 - T/H

Yellow x1 - DPS

Yellow x1 - T/H

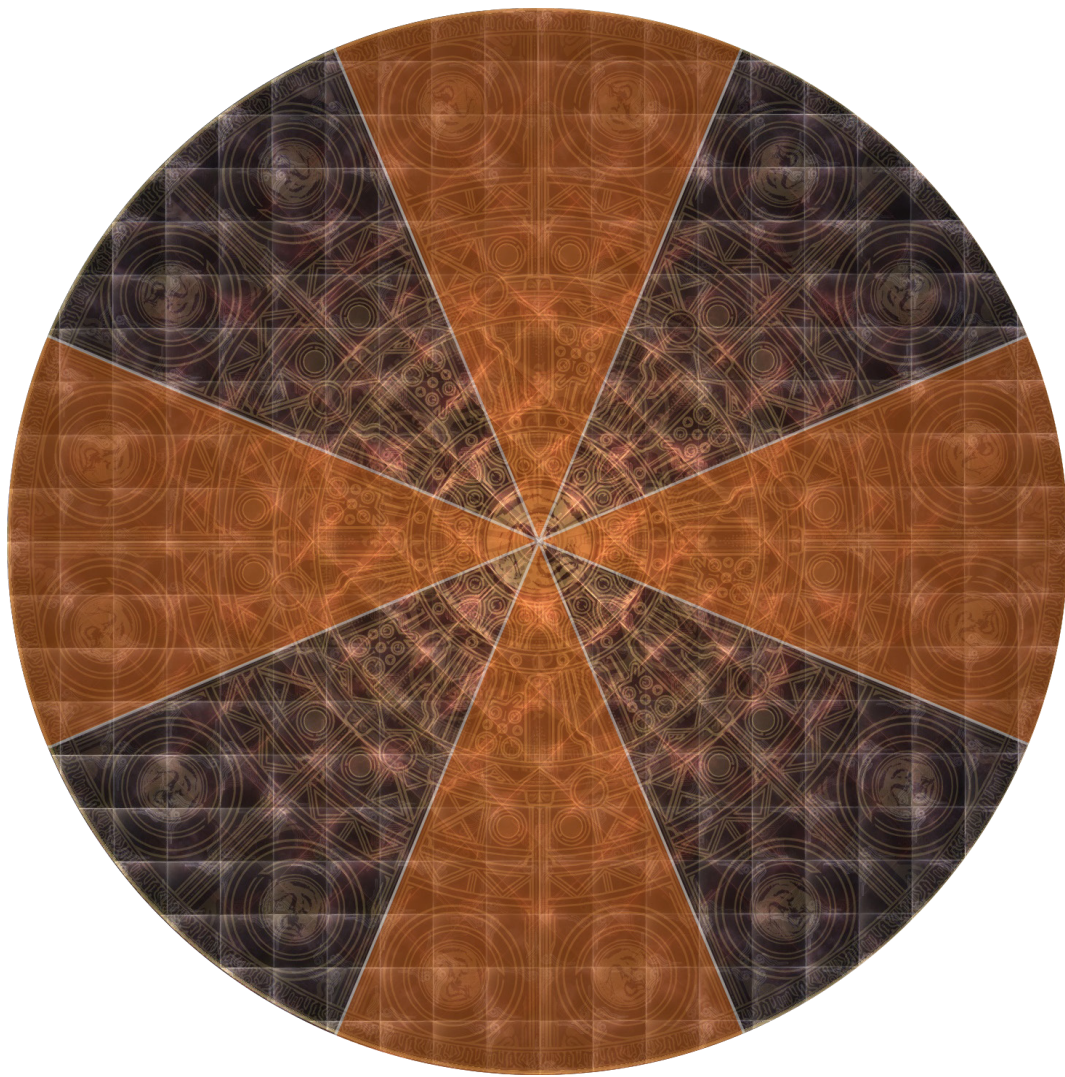
Blue x1 - DPS

Blue x1 - T/H

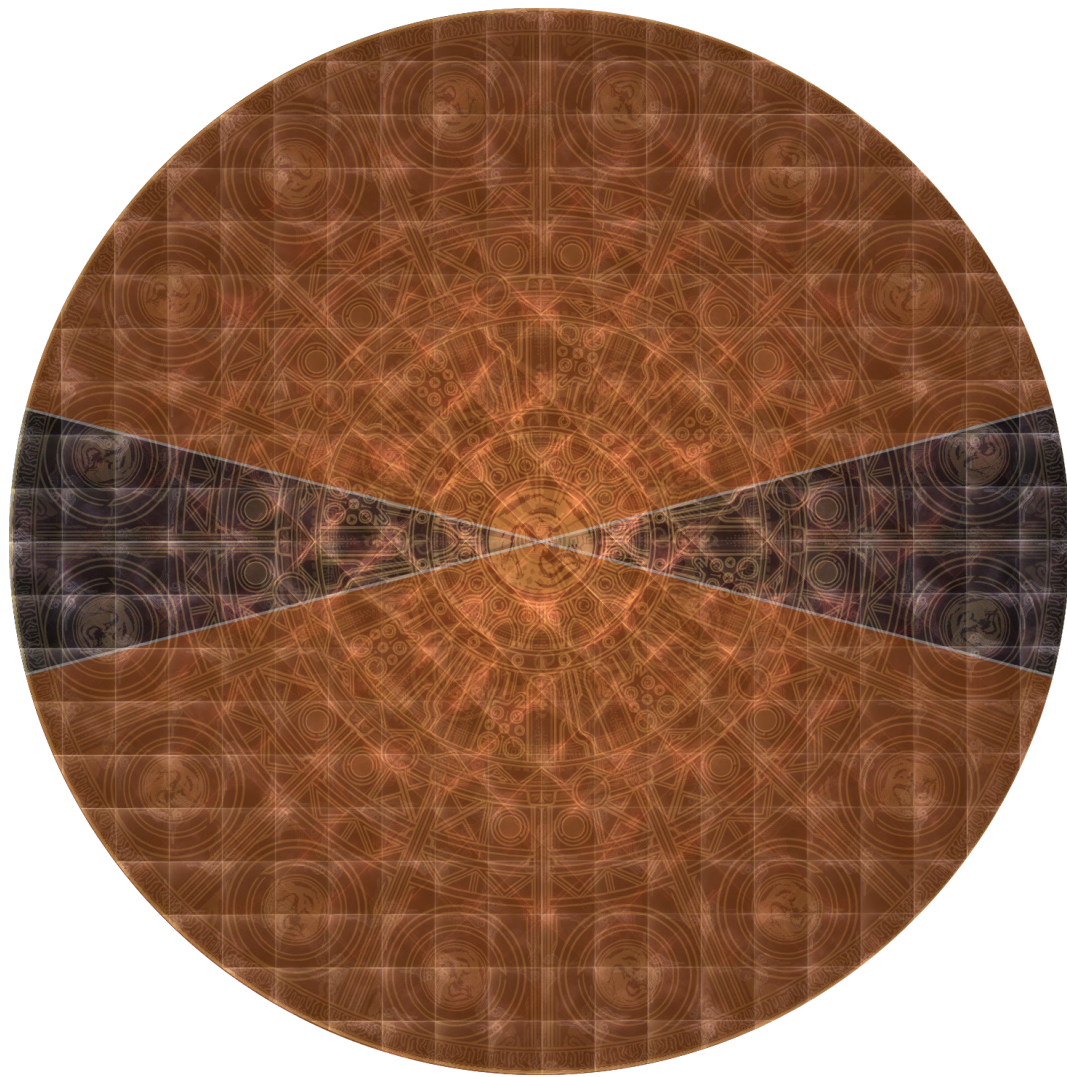
# Titan Phase



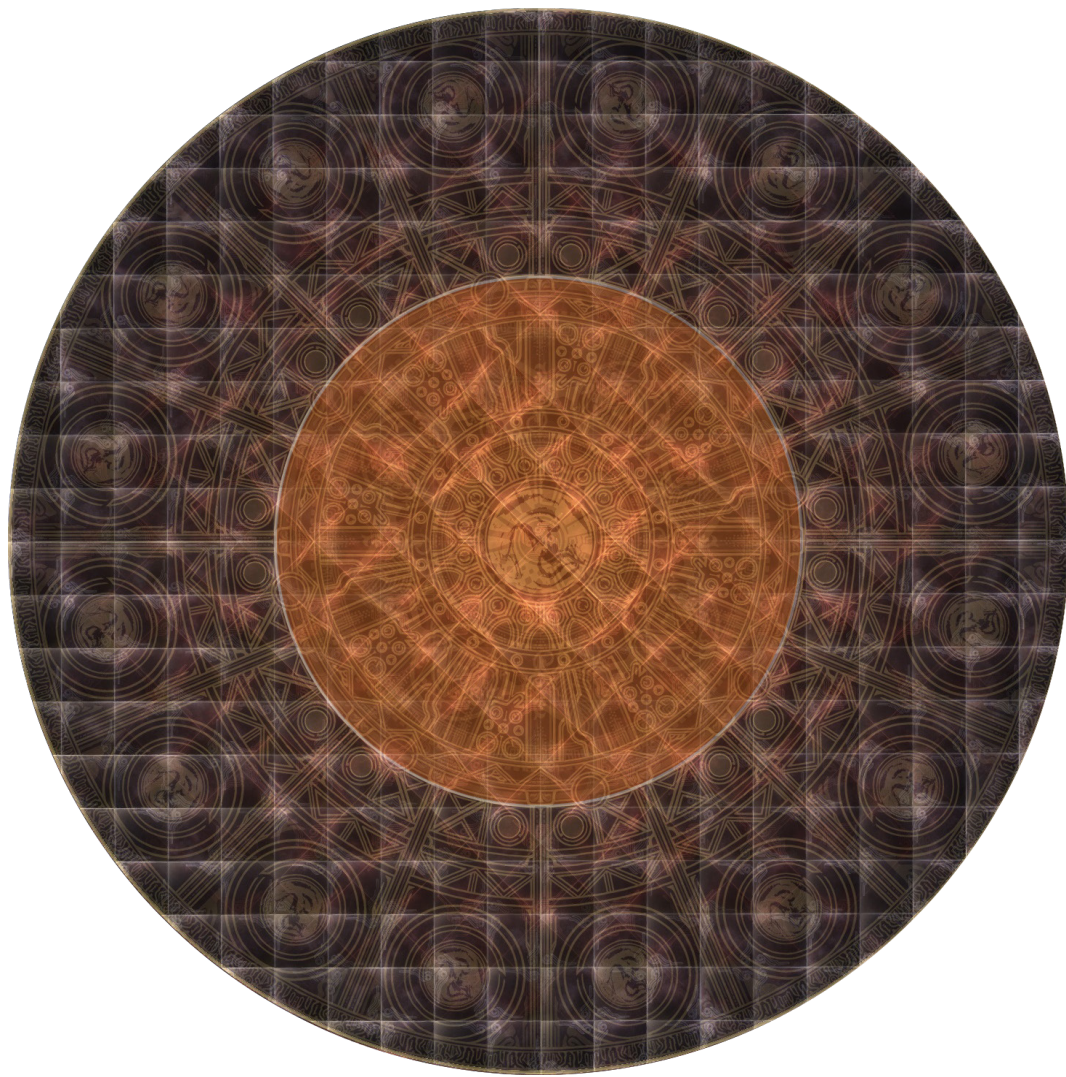
# Guardian Forces



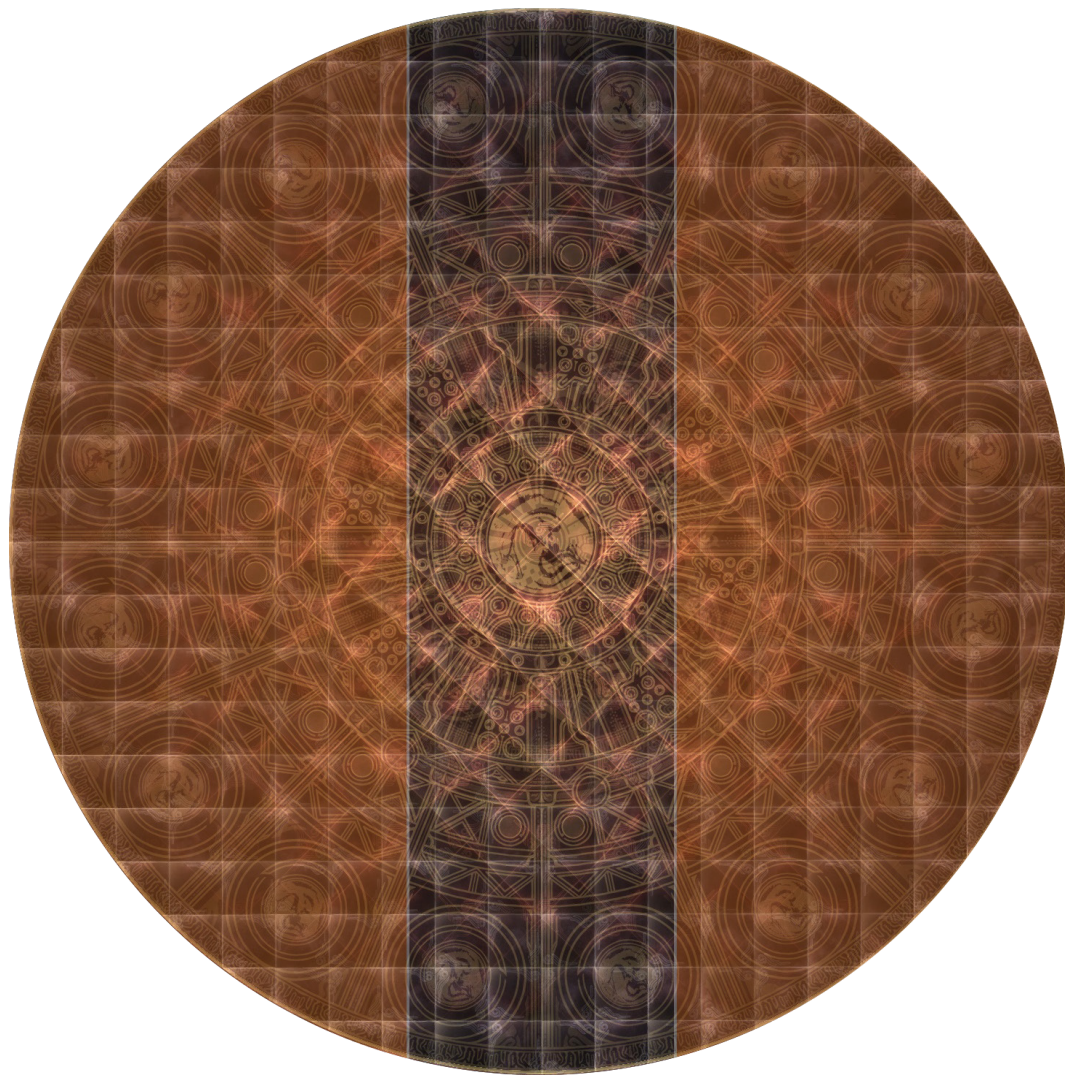
Garuda



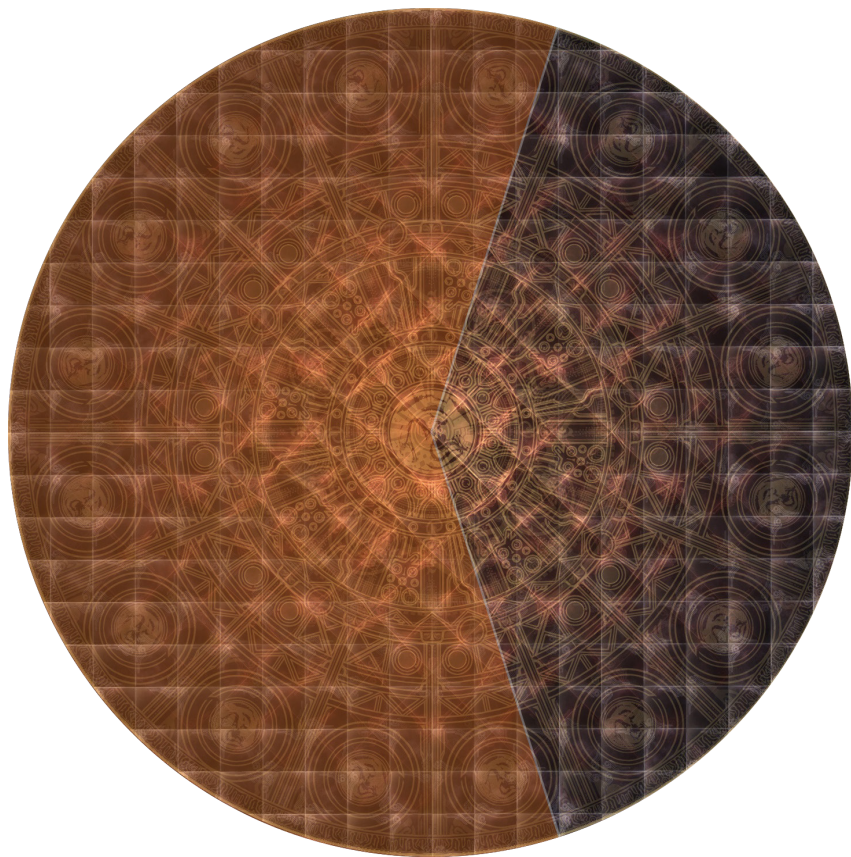
Ifrit



Ramuh



Leviathan



Rapturous Reach

## Abilities

- Cast: Uses the primal AOE's immediately.
- Stock: Stores the primal AOE's for later.
- Release: Releases stored primal AOE's.

- Titan: Healer stacks after next release/cast.
- Shiva: Puddle spread after next release/cast.

Notes



## PHASE I

Maleficium (AOE)

Shiva or Titan (Spread/ H. Stack)

Rapturous Reach + (Spread/ H. Stack)

Cast

Judgement (TB Invuln + Swap)

Maleficium

Shiva Phase

Maleficium

Titan Phase

## TIMELINE

## Phase II

Maleficium (AOE)

Cast + Obliteration (Stack)

Maleficium (AOE)

Stock

Classical Sculpture (H. Stack)

Rapturous Reach (Cleave)

Blade of Flame x 4 (Limit Cut)

Palm of Temperance (KB)

\*Do not use surecast if doing uptime lions.  
If #4 during limit cut, use sprint for KB.

Release

Maleficium

Judgement (TB Invuln + Swap)

Lions

## Phase III

Maleficium (AOE)

Stock

Shiva or Titan (Spread/ H. Stack)

Cast

Maleficium (AOE)

Shiva or Titan (Spread/ H. Stack)

Release

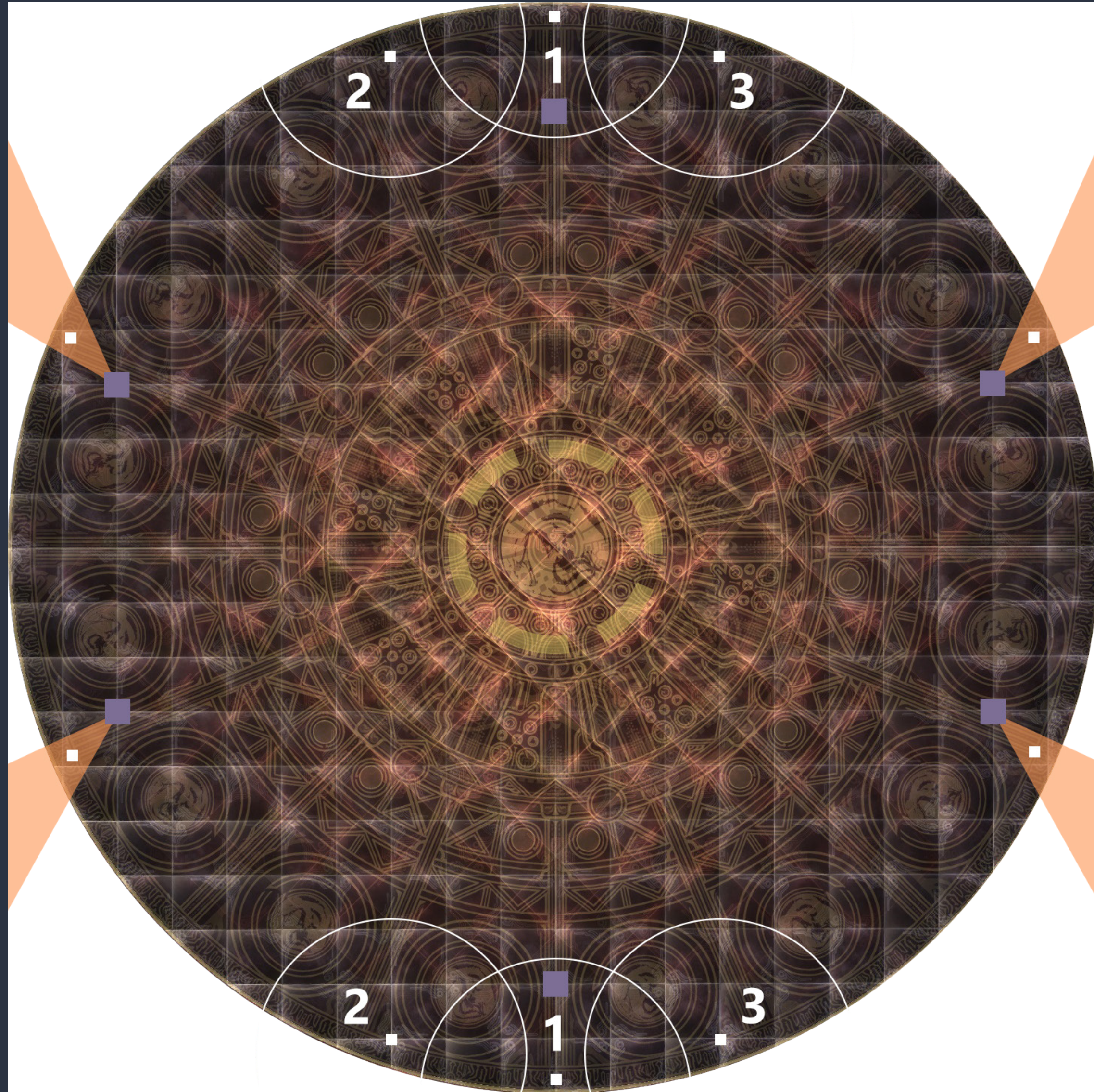
Judgement (TB Invuln + Swap)

Maleficium (AOE) x 2

Paradise Lost (Enrage)



## No Uptime Lions



## Order

1. Stock → Rapturous Reach + Sprint
2. Lionsblaze (Cones+ Baits)
3. Knockback (Yellow line or Surecast)
4. Lionsblaze (Cones+ Baits)
4. Release (Stocked Primal Combo)
5. Lionsblaze (Cones+ Baits)
6. Rapturous Reach (Cleave)

## Notes

The hardest part is the first small lion bait after rapturous reach.

The bait can be made without sprint, but popping sprint and moving the moment the castbar fills is recommended.

Getting knocked back from the yellow line will place you near the lions.  
(Allows surecast/arms' length during statues.)

## Small Lion Baiters

Find tethered lion.

Pop sprint during the rapturous reach cast.  
The moment the castbar finishes, run to lion.

Either stay in place and surecast, or move to yellow line and be knocked back into position.

Resolve the released primal combo,  
Run back to lion for final lionsblaze.

## Big Lion Baiters

Light party #1 takes north baits.  
Light party #2 takes south baits.

Ranged baits 1st puddle + cone on dot #1.  
Melee baits 2nd puddle + cone on dot #2.  
Ranged baits 3rd puddle + cone on dot #3.

## Lions