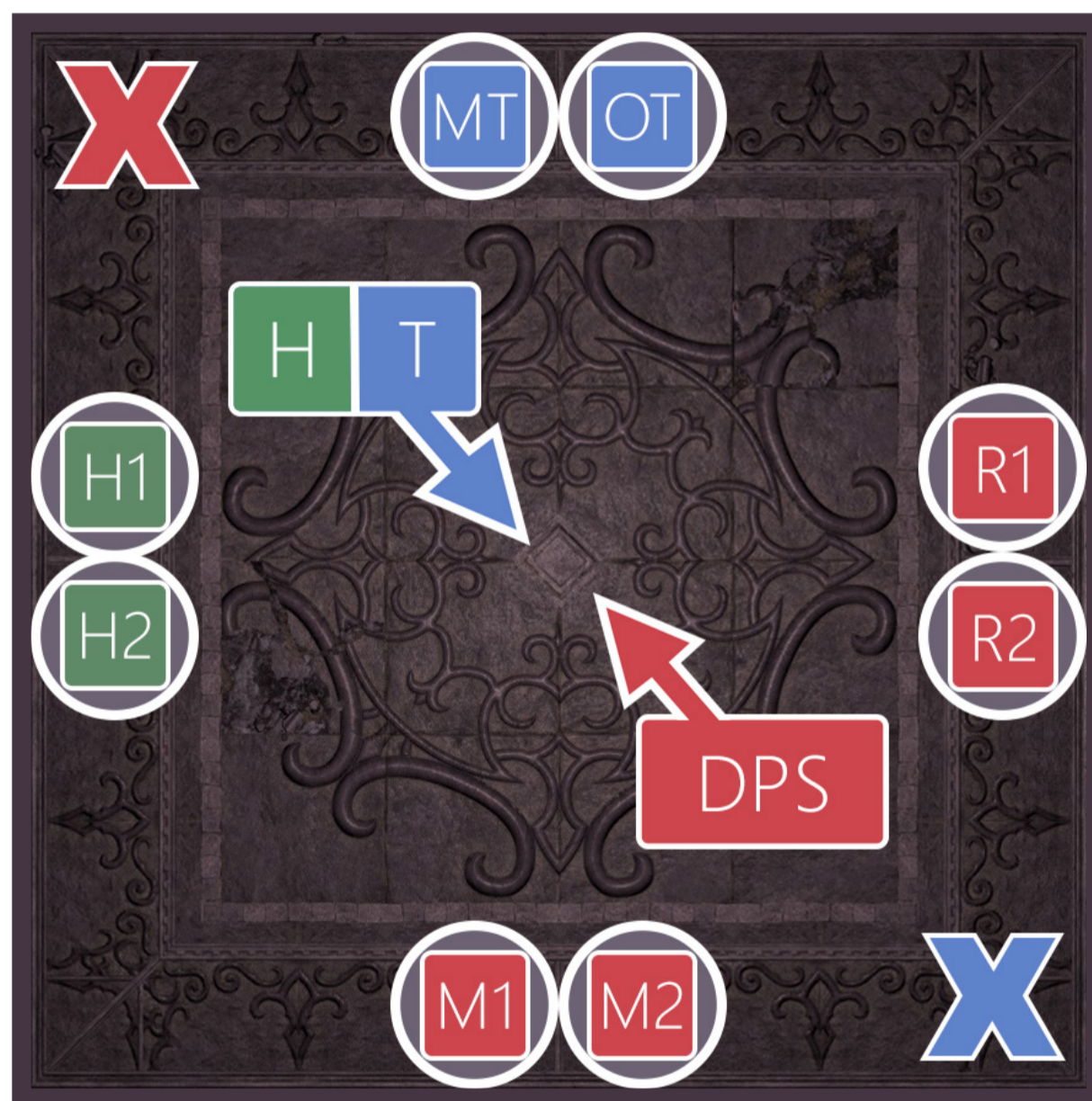


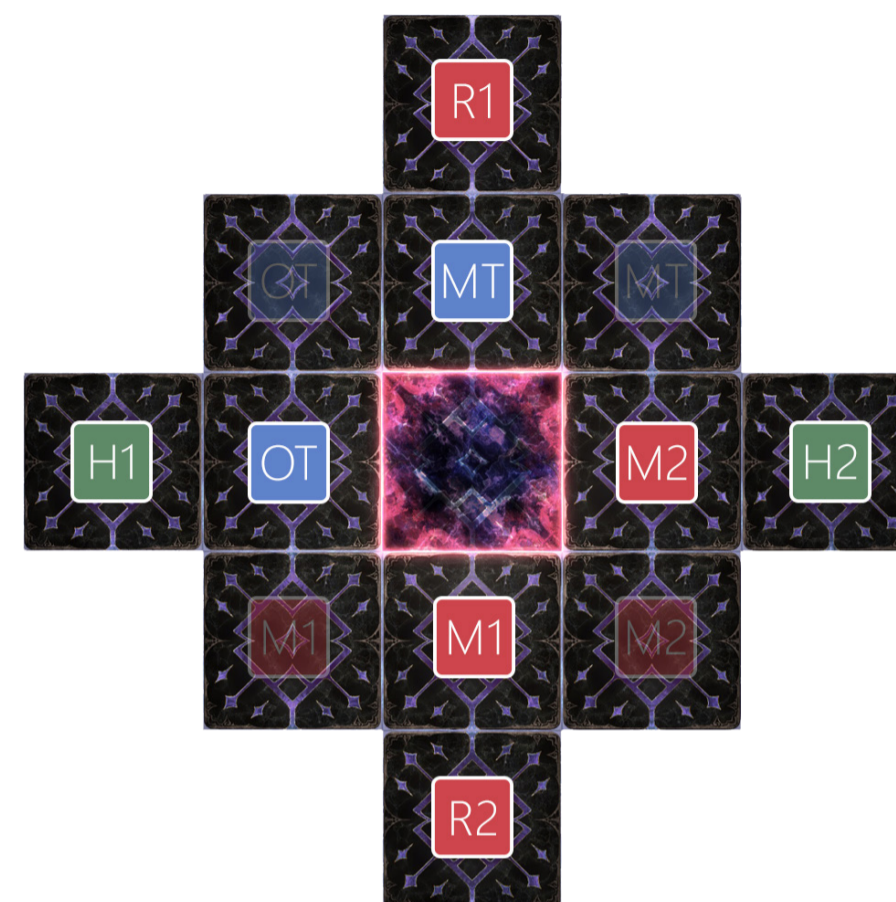
# Brambles

1. Drop puddles at cardinals
2. Always bait brambles NW/SE
3. Sprint to X
3. Run to safe zone

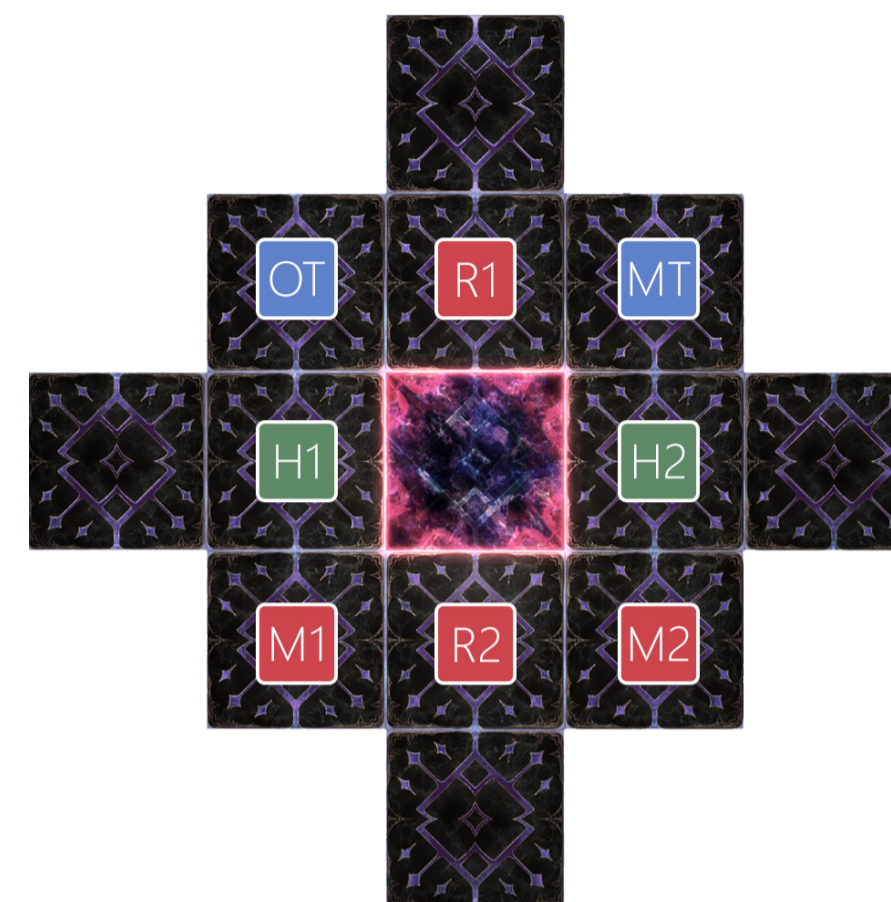


## Notes

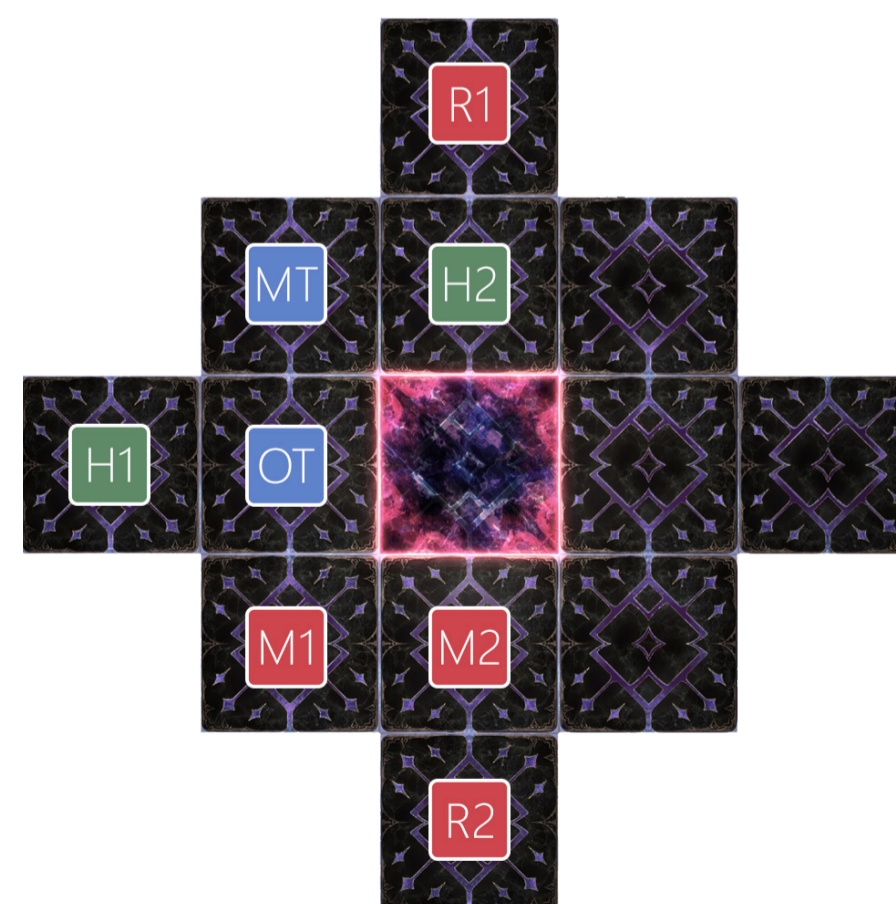
# Tiles



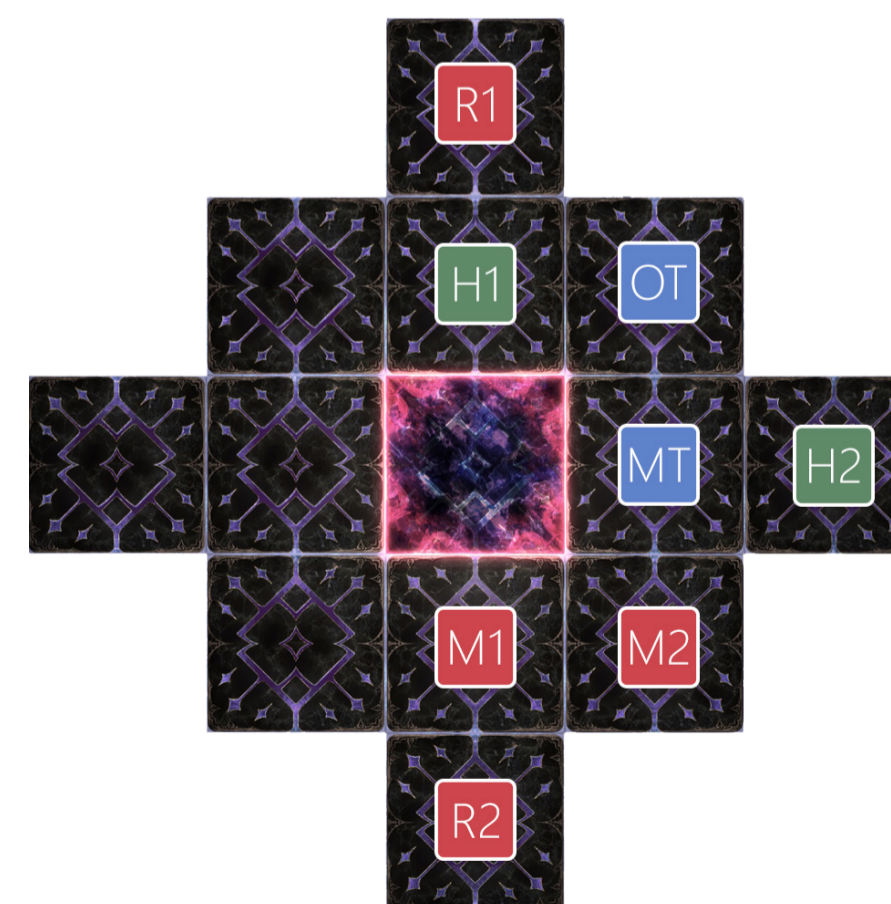
OUTER



INNER

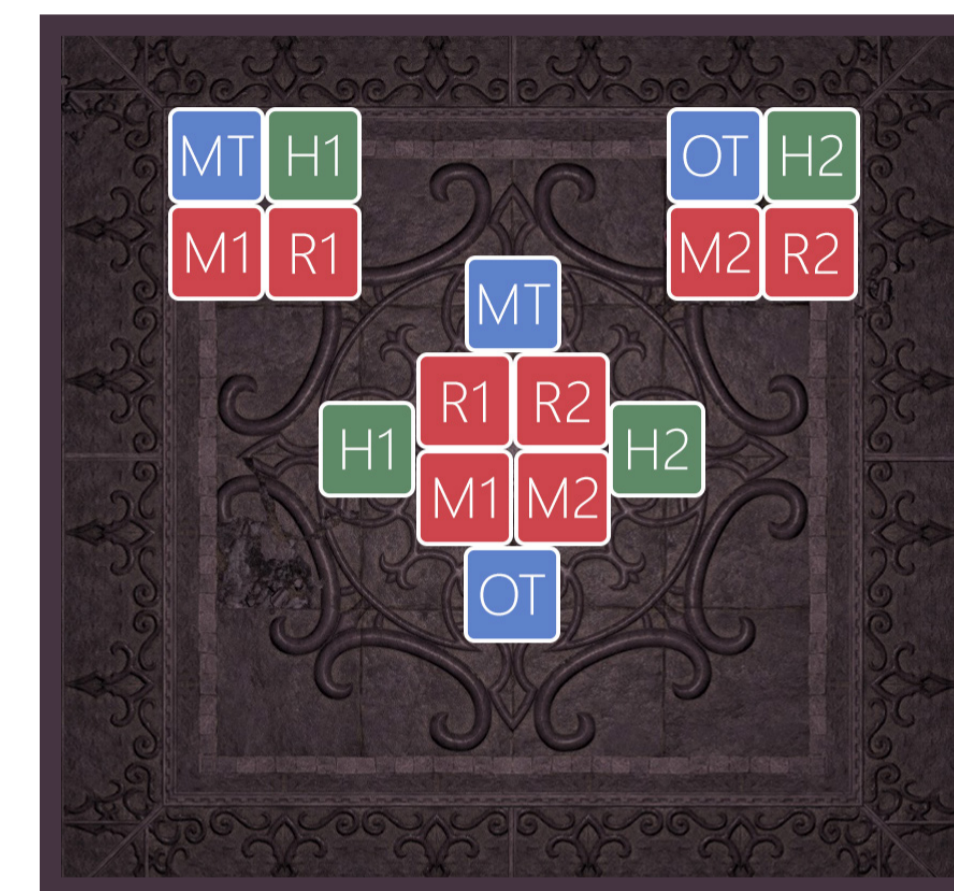


WEST

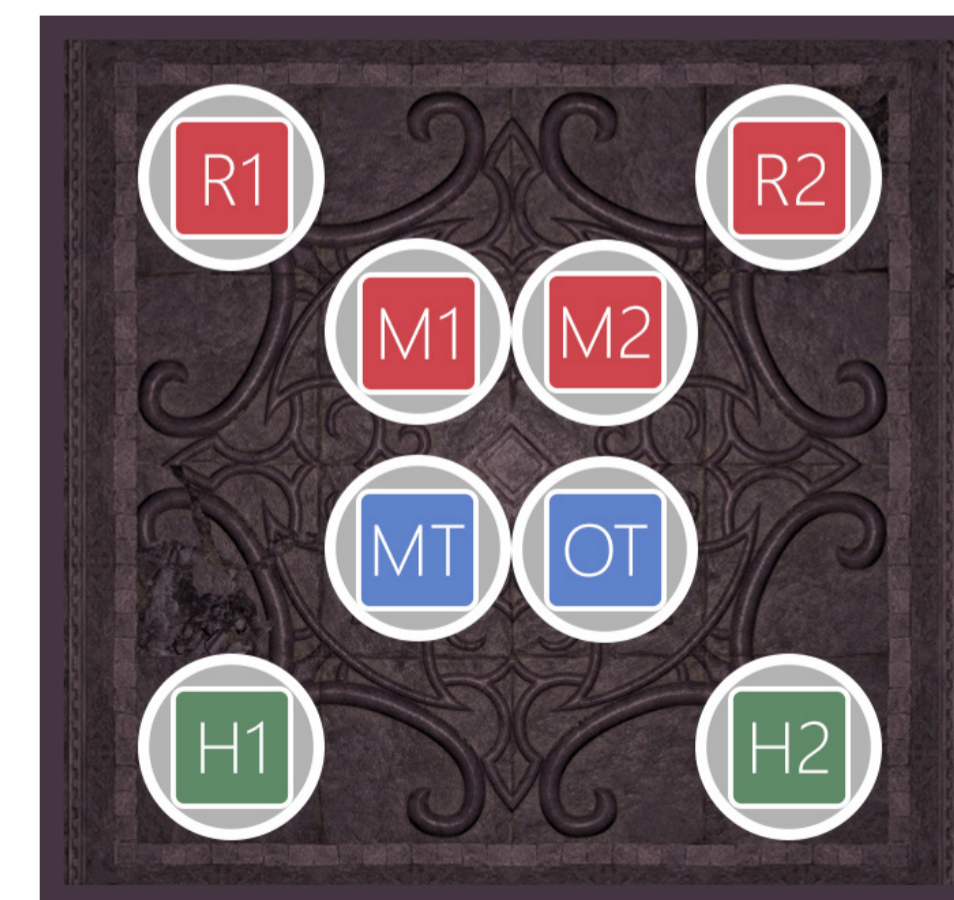


EAST

# Other



T/H rotate clockwise  
to make pairs



Towers

## PHASE I

Ground-Razing (AOE)

Art of Darkness x 2

Devouring Dark (TB)

Obscure Woods (AOE)

Flood of Obscurity (KB)

Brambles

Rejuvenating Balm

Anti-Air or Wide Angle

Ground-Razing (AOE)

The 2nd Art of Darkness

Anti-Air or Wide Angle

Devouring Dark (TB)

## Tiles

Empty Plane (AOE)

Clouds + Gaze Debuff

Full-Perimeter (Donut)

AOD Cleave → Spread/Pairs

Deluge of Darkness (AOE)

## PHASE II

Summon (Mirrors)

Devouring Dark (TB)

The 3rd Art of Darkness

Obscure Woods (AOE)

Flood of Obscurity (KB)

Brambles + Towers

Anti-Air or Wide Angle

Ground-Razing (AOE)

Rejuvenating Balm

The Second Art of Darkness

Devouring Dark (TB)

## Tiles + Enrage

## TIMELINE

# Cloud of Darkness

## Art of Darkness

One Orb: Cleave on orb side.

Two Orb: Partners.

Boss Glows: Spread.

## Brambles

The length of the initial bramble tether snapshot is the distance you must stretch it to break it.

[Brambles don't break based on how far players are apart].

[A long bramble is impossible to break].

Player-Puddle brambles are proximity based.

T/H and DPS brambles x4 are random.

## Anti-Air or Wide Angle

Split into Light Parties: Group 1 | Boss | Group 2

Anti-Air: Pointblank → T circle + H stack → Cone

Wide Angle: Cone → T cone + H stack → Pointblank

## Clouds + Gaze

Clouds spawn at cardinals toward center.

Standing in between the cloud and the boss slows the cloud. (Heavy works too).

Kill them before they reach boss and buff her.

Curse of Darkness Gaze Debuff:

After 15 sec, the debuff emits a laser in the direction you're facing. Look to outside.

## Summon (Shiva Mirrors)

The cloud does an Art of Darkness cleave.

Superimpose her on her clones.

Find safe zone.

## Towers

Stand in towers to prevent wipe.

Tiles: <https://www.youtube.com/watch?v=fg4Flu2MWSw>

Start Outer Position.

Clouds + Gaze (Melee refresh before gaze).

Inner Position for Full Perimeter Donut.

(Ranged stay in inner position for 3 sec).

Outer Position.

East/West Positions for Art of Darkness Cleave.

Outer Positions (Ranged Refresh then Melee).

Inner Position for pairs/clock position cones.

Outer Position + Refresh as needed.

Inner Position for shields and heals.

# Notes