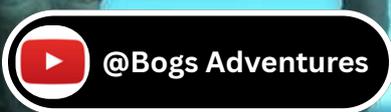
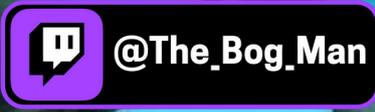


Windrunner Spire

Quick Guide



Color Code



Dispelable



Defensive



Care



Very Important

Area 1



Spellguard Magus

Spellguard Protection
AOE shield, kite mobs away

Arcane Salvo
Group AOE



Restless Steward

Spirit Bolt
ST Cast, Kick



Dutiful Groundskeeper

Whacks tank I guess

Area 2



Territorial Dragonhawk

Fire Spit
Heavy AOE Channel on 1 Player, KICK ASAP



Creeping Spindleweb

ST Poison
Cleanse/Dispel on CD, this hurts



Spindleweb Hatchling

Smallies
Only AOE if no funnel class in party

First Boss Room



Scouting Trapper

Places a Trap
Don't stand in it



Territorial Dragonhawk

Fire Spit
Heavy AOE Channel on 1 Player, KICK ASAP



Creeping Spindleweb

ST Poison
Cleanse/Dispel on CD, this hurts



Restless Steward

Spirit Bolt
ST Cast, Kick



Apex Lynx

Ferocious Pounce
Leaps to 3 players, spread out to not overlap the leaps!



Bloated Lasher

Fungal Bolt
ST Cast, Kick

Spore Dispersal
AOE Dot

Tank Dot
Kite/Immune at high stack



Smallies

No mechanics, just kill alongside other prio mobs

plants spawn if stood on

Emberdawn (Boss 1)



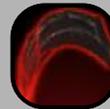
Flaming Updraft

Ticking Dot On 2 Players
Leave Puddle, Take To Edge



Fire Twisters

Tornados, Ejected From Puddles, Dodge!



Searing Beak

Tank Buster
Upfront Damage + Fire Damage for 8 Seconds



Searing Beak

Pulsing Group Damage for Duration, Defensive + Heal Check

Casts 4 Frontals Throughout, DODGE!

Tornados Continue Throughout DODGE!

Extra Notes

Try to keep puddles somewhat close together at edge of room, to make dodging tornados easier and more predictable

Area 3



Ardent Cutthroat



Poisoned Blades
Cast which poisons weapon, MUST STOP

Shadow Dive
Leaps to Random Player

Zealous Reaver



Whacks Tank?

Fervent Apothecary



Phial Toss
Slowly Expanding Goop, Dodge

Windrunner Soldier



Precise Cut
15% Heal Reduction Per Stack (Tank)

Devoted Woebringer



Shadowbolt
ST Kick

Piecing Shrieks
Shield + AOE, DPS to interrupt cast



Flesh Behemoth

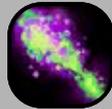


Cleaving Slice
Targeted Tank Frontal

Fetid Spew
Goop on Ground, Move Out



Derelict Duo (Boss 2)



Shadowbolt

ST Cast
Kick



Debilitating Shriek

Ports Away and Channels AOE Damage

Hit with Heaving Yank from Latch



Bone Hack

Tank Buster
Defensive!



Splattering Spew

Targeted Circle
Leaves Goop Behind



Heaving Yank

Targeted Hook
Aim through Kalis to stop Debilitating Shriek

Extra Notes

Bosses must be killed evenly, as the boss left alive will get a ramping damage increase if the other boss is dead.

Area 4 (Outside)



Phalanx Breaker



Break Ranks
Charges Tank, Aim @ Wall + Dodge

Interrupting Screech
AOE Silence, Don't Cast At End



Windrunner Soldier

Precise Cut
15% Heal Reduction Per Stack (Tank)



Windrunner Archer

Ranged Attacks
LOS or Grip

Volleys
Dodge Circles

Area 4 (Inside)



Haunting Marauder

Whirlwind
Move out



Phantasmal Mystic



Chain Lightning
AOE Bolt, Kick

Ephemeral Bloodlust
Soothe

Flame Nova
Ouchie AOE



Spectral Axethrower

Archers Basically
Grip in to group



Haunting Grunt

Smallies



Loyal Worg

Debuffs Players

Commander Kroluk (Boss 3)



Rampage

Tank Buster
(Channelled)



Rallying Bellow

AOE Damage
Grants Shield Wall



Reckless Leap

Leap to Farthest Player
Bleed on Anyone Caught



Shield Wall

99% Damage Reduction

Killing Ads Remove



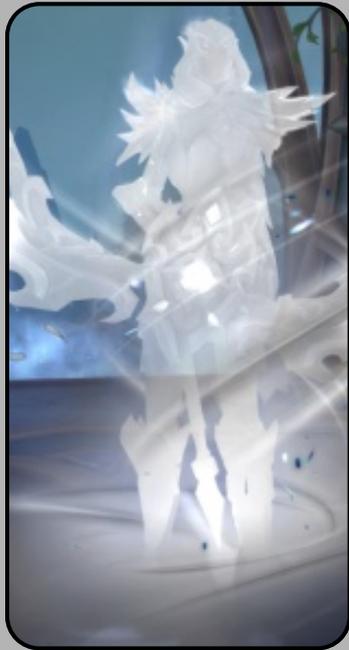
Bladestorm

Channels Spiny Move While Shield Wall Up

Extra Notes

Drag Melee Adds Onto Archers (Unless DK To Grip In)

Restless Heart (Final Boss)



Arrow Rain

Shoots Arrows
Which Stick to
Floor



Bolt Gale

Frontal Cone,
Fixates To Tank



Gust Strike

Tank Buster

Knocks
Backward, Care
Arrows



Bullseye Windblast

Teleports, Casts
Expanding Circle
Which Travels Outward

Stand on Arrow When
Circle Close to Jump

Extra Notes

Make sure to use a defensive and not be too low when jumping with arrow, as it causes damage through a DoT for 5 seconds