

# Maisara Caverns

## Quick Guide



### Color Code



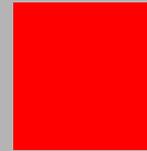
Dispelable



Defensive



Care



Very Important

### First Area



**Frenzied Berserker**

Leeches HP



**Bramblemaw Bear**

Stacking tank bleed?



**Keen Headhunter**

Throw Spear  
Grip or Tank On Top

Hooked Snare  
Leaps and Tries to Yoink, Kick



**Mire Laborer**

Smallies



**Dread Souleater**



Rain of Toads  
AOE Swirlies

Necrotic Wave  
Heal Absorb on 3 Players



**Hex Guardian**



Ritual Firebrand  
Ticking Dot,  
Dispellable

Magma Surge  
Frontal

Fire Swirlies



**Hulking Juggernaut**



Rending Gore  
Tank Buster + Bleed

Deafening Roar  
Large AOE Damage



**Ritual Hexxer**

Shadow Bolt  
ST Cast, Kick

Hex  
MUST KICK



**Hexbound Eagle**

Shredding Talons  
Stops and Frontal  
Channel, Dodge



**Umbral Shadowbinder**

Shrink  
Channel, Kick/Stop  
AOE Swirlie, DODGE

### Extra Notes

This is quite a large area, try to prio the ! mobs as much as possible. Each hut has a cauldron which gives a buff.

# Kasreth (1st Boss)



## Flanking Spear

Leaps Behind Tank  
Physical Tank  
Damage + Bleed



## Freezing Traps

Throws Traps At Player Locations



## Barrage

Frontal Cone,  
DODGE



## Infected Pinions

Applies Disease to All Players,  
Dispellable



## Fetid Quilstorm

Big Circle and Small Swirlies,  
DODGE



## Carrion Swoop

Targets A Player  
Person Needs to Stand on a Trap to Negate the Ability

### TLDR Guide

- Stay Stacked And Move As a Group To Conserve Space
- Disease Dispels Are Massive
- Pop Minor Defensive If Caught In Barrage

# Post 1<sup>st</sup> BOSS



## Grim Skirmisher

Smallies, Start With Shield Worth 66% Health



## Reanimated Warrior

Reanimation  
Resurrection, Kick or Stop



## Tormented Shade

Spirit Rend  
Bolt Cast, Kick  
Ticking Dot if Cast On



## Restless Gnardin

Staggering Blow  
Physical Tank Buster



## Umbral Shadowbinder

Shrink  
Channel, Kick/Stop  
AOE Swirlie, DODGE



## Bound Defender

Soulstorms  
Swirlies Moving Around Mob

Vigilant Defence  
Frontal Shield, Move Behind



## Rokh'zal

Invoke Shadow  
Dispellable Magic Debuff

Ritual Sacrifice  
Add Spawns On Altar, Kill ASAP

Shadow Whirlwind  
Move Away



## Hollow Soulrender

Shadowfrost Blast  
ST Cast, Kick

Rend Souls  
Group AOE

Frost Nova  
Move Out of Group



### Extra Notes

Dodge the walking shades, they stun players hit



# Vordaza (2nd Boss)



## Drain Soul

Channeled  
Magical Tank  
Buster



## Unmake

Frontal Beam  
That Rotates  
While Channeled



## Necrotic Convergence

AOE Damage +  
Orbs Until Shield  
Is Broken

Occurs at 50%

Stacking Damage,  
DPS CDs Here



## Wrest Phantoms

Summons 4  
Phantoms Which  
Fixate Players

Kite These Into  
Each Other

Ticking Damage  
When Phantoms  
Are Removed

## TLDR Guide

- Tank On One Side of Room, Run the Close 2 Adds Together First, Let Debuff Drop, Then Touch Far 2 Adds
- Save DPS CDs for 50% HP Channel
- Frontal Beam Can Overlap With Shades, Care Beam
- Popping Phantoms Leaves Puddle, This Will Shrink

# Final Trash (GAUNTLET)



## Tormented Shade

Spirit Rend  
Bolt Cast, Kick  
Ticking Dot if Cast On



## Grim Skirmisher

Smallies, Start With  
Shield Worth 66%  
Health



## Bound Defender



Soulstorms  
Swirlies Moving  
Around Mob

Vigilant Defence  
Frontal Shield, Move  
Behind



## Gloomwing Bat

Piercing Screech  
Pulsing AOE, Kick



## Zil'Jan

Ritual Drums  
Pulsing AOE Damage  
Until Killed  
Kill Fast

## Extra Notes

There are bouncing green orbs that travel down the centre of the bridge, tank on the sides where possible, be careful if you need to move an ability into the middle

# Rak'tul (Final Boss)



## Spiritbreaker

3 Tank Buster  
Slams  
Final Cast Leaves  
Large Goop



## Volatile Essence

Small Swirlies,  
Dodge



## Soulrending Roar

Throws Players into  
Gauntlet

Hitting Ghosts Stuns  
Players

Kicking/CCing Malignant  
Souls Gives Stacking  
Speed Buff



## Crush Souls

Leaps to 3  
Players in  
Succession

Leave Soulbind  
Totems Behind

Ticking Shadow  
Damage To Close  
Targets, Don't  
Stack Totems



## Shattered Totem

Kill All Totems  
ASAP, Otherwise  
Ticking Party  
Damage when  
Soulrending Roar  
is Cast

## TLDR Guide

- Try to Take Final Tank Buster Hit to Edge of Room
- Loose Stack Totems, Avoid Getting Channeled by 2 at the same time, Kill ASAP
- Kick + Stop as Many Adds in the Gauntlet As Possible, The Faster You Get Back, The More Free Boss Damage You Get