

Skyreach Quick Guide

@The_Bog_Man

@Bogs Adventures



Color Code

 Priority Target



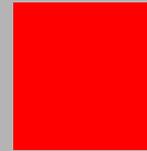
Dispelable



Defensive



Care



Very Important

First Platform



Soaring
Chakram Master

Group AOE Bleed
Removable



Adorned
Bladetalon

Shear
Tank Charge + Bleed

Frontal Slash
Care



Blooded
Bladefeather

Piercing Rush
ST Tank Buster



Dread
Raven 

Dread Wind
ST Knockback, Avoid
Ledge

Dire Screech
3 Second AOE



Lowborn
Arakoa

Smallies



Raging
Squall

Pulses AOE at low
health

Leaves big swirlie
when killed

First Boss Area



Soaring
Chakram Master

Group AOE Bleed
Removable



Driving Gale
Caller 

Repel
Knockback if cast,
KICK



Adorned
Bladetalon

Shear
Tank Charge + Bleed
Frontal Slash
Care



Raging
Squall

Pulses AOE at low
health

Leaves big swirlie
when killed

Ranjit (Boss 1)



Gale Surge

Knocks 2 Players Backwards

Leaves Circle



Fan of Blades

AOE Damage

Leaves Bleed Debuff



Wind Chakram

Throws a Blade Outwards

Returns to Boss



Chakram Vortex

Big Swirlie in Centre, Then Many Tornadoes
DODGE

Post Boss



Solar Elemental



Solar Flare
AOE Swirlies

Solar Orb
Spawns Add, DPS Before Explosion



Blinding Sun Priestess

Blinding Light
AOE Disorient, KICK



Adept of the Dawn

Tank Bleed
Hurts a lot, try to drop if possible

2nd Boss Room



Solar Construct



Solar Flame
Single Target Channel
Big Ouchie

Solar Nova
AOE Circle

Adept of the Dawn

Tank Bleed
Hurts a lot, try to drop if possible



Lowborn Servant

Smallies
Don't AOE if funnel class in group



Blinding Sun Priestess

Blinding Light
AOE Disorient, KICK

Araknath (Boss 2)



Fiery Smash

Frontal Line on Tank

Will Kill



Supernova

AOE Damage

Buffed if soaks are missed



Energise

Beams Aim at Boss From Constructs

Players Must Soak or Boss Damage Amp



Heat Exhaustion

Frontal Cone After Soaks, DODGE

Extra Notes

Tank Must Stay in Melee Range, Otherwise Big Group AOE

3rd Boss Trash



Sun Talon Tamer



Mark of Death Marks a Player, Which the Smallies then Fixate



Skyreach Suntalon

Fixate Marked Player Kite/CC

Rukhtran (Boss 3)



Burning Claws

Tank Buster

Mixed Phys + Fire Damage, Leave Dot



Searing Quills

Lethal Damage

LoS Using Pillar in Middle



Sunbreak

AOE Damage

Summons Sunwing, fixates player



Sunwing Add



Pulse AOE

AOE Swirlie After Killed, Leaves Smoldering Egg

Kill Away from Eggs, Or Adds Will Respawn

Extra Notes

Tank Must Stay in Melee Range, Otherwise Group Dead, Move Quickly After LoSing

Dont Stack Eggs from Add Kills Next to Pillar so you can LoS

Final Trash



Solar Construct 

Solar Flame
 Single Target Channel
 Big Ouchie
 Solar Nova
 AOE Circle



Adorned Bladetalon

Shear
 Tank Charge + Bleed
 Frontal Slash
 Care



Blinding Sun Priestess

Blinding Light
 AOE Disorient, KICK



Adept of the Dawn

Tank Bleed
 Hurts a lot, try to drop if possible



Solar Elemental 

Solar Flare
 AOE Swirlies
 Solar Orb
 Spawns Add, DPS Before Explosion



Initiate of the Rising Sun

Flash Heal
 ST Heal, Kick
 Solar Shower
 AOE Heal, Kick



Soaring Chakram Master

Group AOE Bleed
 Removable



Blooded Bladefeather

Piercing Rush
 ST Tank Buster



Raging Squall

Pulses AOE at low health
 Leaves big swirlie when killed

High Sage Viryx (Last Boss)



Solar Blast
 Fire Damage Cast
MUST BE KICKED



Scorching Ray
 Targets Random Players, Leaving Fire Dot



Lens Flare
 Targeted Fire Beam, Leave Fire Puddles Behind



Cast Down
 Add Grabs Random Player
CC and Kill Fast To Free Ally

Extra Notes
 Tank as Far Back From The Edge As Possible to Give the Most Time for Killing Adds.
 Stack Puddles Towards Back To Conserve Space