

# Nexus Point Xenas

## Quick Guide

@The\_Bog\_Man

@Bogs Adventures



### Color Code

Priority Target



Dispelable



Defensive



Care



Very Important

### First Room



Lingerin Image

**Searing Rend**  
Tank buster, leaves goop on ground

**Blistering Smite**  
Single Target Dot, Big Ouchie

**Luciferin Flare**  
Frontal Cone



Core Technician

DONT KNOW YET



Shadowguard Defender

Small Tank Heal Absorb



Corewright Arcanist

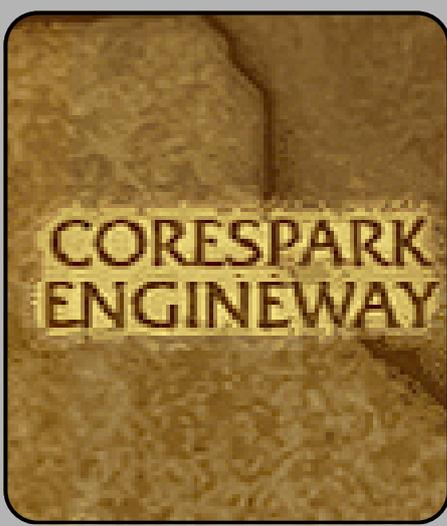
Transference Ticking Debuff with Pulsing Circle



Hallowsoul Scrounger

Leechveil Latches onto player, CC/Stop to remove

### Left Side Trash



Nexus Adept

Umbra Bolt ST Cast, Kick



Flux Engineer

Mana Battery Spawns on death, must be killed quick



Shadowguard Defender

Small Tank Heal Absorb



Corewright Arcanist

Transference Ticking Debuff with Pulsing Circle

## Curcuit

### Seer



Arcing Mana  
Heavy AOE Damage,  
ramps up with debuff

Power Flux

### Extra Notes

There are a lot of **swirlies** which leave **goop** behind in this area. Make sure to conserve space.

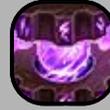
**Energy beams** will be damage, avoid these

# Kasreth (Left Boss)



### Arcane Zap

Single Target Bolt  
Kick Where Possible



### Reflux Charge

Dot on one player

This person must intercept an energy beam



### Corespark Detonation

Hurls Big Ball,  
Dodge Circle!

Leaves goop



### Leyline Array

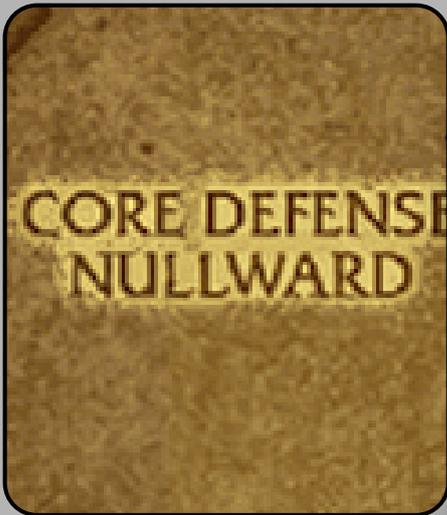
Beams link between conduits

Only reflux player can intercept

### Extra Notes

Reflux player should stand at the intersection of 2 beams to clear both at once

# Right Side Trash



### Hallowsoul Scrounger

Leechveil  
Latches onto player,  
CC/Stop to remove



### Reformed Voidling

Smallies



### Cursed Voidcaller

Smallies



### Duskfright Herald



Entropic Leech  
ST Beam, Hurts

Dark Beckoning  
Pulsing AOE + Lines -  
**DODGE GHOSTS**



### Null Sentinel



Nullwark Blast  
Big Beam Aimed on Tank

Dreadbellow  
AOE + Knockback



### Grand Nullifier

Nullify  
Kick Cast

AOE Scary  
Dodge Circle

### Extra Notes

Mobs Dying Spawns Smudges, **KILL ASAP** before they reach void spirit. Tank away from this.

Final section before boss is a gauntlet



### Dreadflail

**Void Lash**  
**Tank Buster + Frontal Cone**

**Flail Storm**  
**Spinny Move + Circle**  
**Fixated on Player**



### Lingering Image

**Searing Rend**  
**Tank buster, leaves goop on ground**

**Blistering Smite**  
**Single Target Dot, Big Ouchie**

**Luciferin Flare**  
**Frontal Cone**

## Corewarden Nysarra (Right Boss)



### Umbral Lash

**Tank Buster + Knockback**

**50% Damage Taken Increase For 10 Sec**



### Lightscar Flare

**Stuns Boss and Damage Amp (If Standing in Beam)**

**Causes AOE**

**Burn Cooldowns Here**

### Extra Notes

**Boss also summons 2 Grand Nullifiers and 1 Dreadflail.**



### Eclipsing Step

**Big Circle + Damage on 1 Player**

**Take Out**

### Grand Nullifier



**Nullify**  
**Kick Cast**

**AOE Scary**  
**Dodge Circle**

### Dreadflail



**Void Lash**  
**Tank Buster + Frontal Cone**

**Flail Storm**  
**Spinny Move + Circle**  
**Fixated on Player**

## Bridge Trash



### Flarebat

**Leave Huge Circle After Dying, Heals Any Mobs Inside**

### Lingering Image



**Searing Rend**  
**Tank buster, leaves goop on ground**

**Blistering Smite**  
**Single Target Dot, Big Ouchie**

**Luciferin Flare**  
**Frontal Cone**



### Radiant Swarm

**Fixate random players**  
**Kite into Melee**

# Final Trash



**Flarebat**

Leave Huge Circle  
After Dying, Heals Any  
Mobs Inside



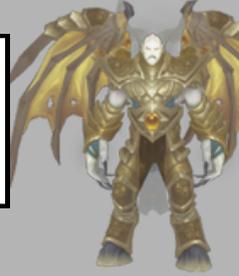
**Radiant  
Swarm**

Fixate random players  
Kite into Melee



**Lightwrought**

Holy Bolt  
Single Target Cast,  
Kick  
Leaves a dot



**Linger  
Image**



Searing Rend  
Tank buster, leaves  
goop on ground  
Blistering Smite  
Single Target Dot, Big  
Ouchie  
Luciferin Flare  
Frontal Cone

# Lothraxian (Final Boss)



**Searing Rend**

Double Slash  
Tank Buster

Same As Linger  
Image



**Brilliant Dispersion**

Targets 3 Players  
With Radiant  
Circles

Leaves Images



**Divine Guile**

Trades Place with  
One of the  
Images

**KICK THE ONE  
WITH NO HORNS**

Knockback after  
cast



**Flicker**

Images  
periodically  
charge, watch  
arrows and dodge