

Seat of the Triumvirate Quick Guide

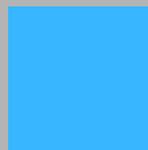
 @The_Bog_Man

 @Bogs Adventures



Color Code

 Priority Target



Dispelable



Defensive



Care



Very Important

First Area



Merciless Subjugator 

Chains of Subjugation
Ticking Damage on
Linked Players

Leeching Void
Non-dispellable heal
absorb



Shadowguard Champion

Charges tank if out of
melee range



Famished Broken

Smallies



Bound Voidcaller

Smallies???



Dark Conjurer

Umbral Bolt
Single Target Cast

Zuraal the Ascended (1st Boss)



Void Slash

Tank Buster (2
Phys + 1 Shadow
Hit)



Decimate

Charges Players,
Leaves Goop



Null Palm

Frontal Cone
DODGE



Oozing Slam

AOE Party
Damage

Summons Adds,
Don't Let Touch
Boss, Leave Goop
When Killed



Crashing Void

Sucks in Any
Remaining Adds,
Buffing Boss

TLDR Guide

- Stack puddles near edge
- Try to kill adds near side/on top of each other
- CC to prevent adds reaching boss

Rift Area



Shadowguard Champion

Charges tank if out of melee range



Ruthless Riftstalker

Shadowmend
Channeled Heal, KICK

Shadowstep
Jumps to Random Player



Ravenous Umbralfin

Piercing Shriek
AOE Cast, KICK



Umbral War-Adept

Void Bash
Magic Tankbuster + Knockback

Slams Out Lines, DODGE



Dark Conjurer

Umbral Bolt
Single Target Cast

Rift

Warden



Rift Essence
Tick Magic Debuff

Rift Tear
Pulsing AOE Damage
Continues Pulsing Until Mob Dies,
Higher Damage Further From Portal

Summons Riftstalkers If Not Killed Quickly

Notes

Must kill all 4 Rift Wardens in order to summon next boss

Sapriish (2nd Boss)



Dread Screech

Shadewing jumps away and casts

MUST KICK - 4 Sec Disorient + Damage



Shadow Pounce

Leaps to Player, Dealing Damage + Bleed



Void Bomb

Places Purple Orbs, Damage + Dot If Touched



Void Dash

Circle On All Players

Cover As Many Void Bombs As Possible



Overload

Groupwide AOE

Does More Damage If Orbs Are Still Remaining

TLDR Guide

- Stay semi-stacked to keep Orbs condensed into one location
- Remove as many orbs as possible, don't stack on another player though
- Overload does +20% damage each time it casts, so somewhat soft enrage.

Third Area Trash



Void-Infused Destroyer

Eruption
AOE Circle, Spread

Void Cleave
Frontal - DODGE



Grand Shadow-Weaver 

Gate of the Abyss
Summons Portal,
Shoots Orbs Outward

Void Infusion
Ticking Single Target
Damage



Dire Voidbender

Abyssal Enhancement
Kick - Will Buff Trash

Vicerot Nezhar (3rd Boss)



Mind Blast

Single Target
Bolt, Kick



Mind Blast

Ticking DoT On 3
Players

TLDR Guide

- Try to kite boss on adds, kill clusters first
- Speed boost to reach boss quickly during void storm



Umbral Tentacles

Summons 4
Tentacles, AOE
Damage

ST Beam On
Targets, Kill
Quickly



Collapsing Void

Pushes Players
Away, Big Storm
Converges On Boss

Quickly Run To Boss
To Dodge

L'ura (Final Boss)



Notes of Dispair

Summons 4
Symbols



Dirge of Despair

Causes Notes To
Radiate Damage



Discordant Beam

Beam on Players

Point at Notes To
Stop Damage



Disintegrate

Revolving Beams To
Dodge



Grim Chorus

Big Circles, Stacking
Damage Increase



Symphony of Eternal Night

Alleria Stuns Boss,
Damage Increase to Boss

TLDR Guide

- Must hit as many notes as possible, missing one will likely kill party in later stages of fight