

Magisters Terrace

Quick Guide



Color Code



Dispelable



Defensive



Care



Very Important

First Area



Arcane Sentry

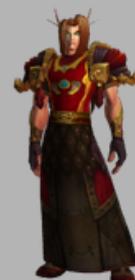


- Ethereal Shackles
Roots Tank (Magic)
- Arcane Beam
ST Channel on Random Player
- Crowd Dispersal
Group AOE



Sunblade Enforcer

- Charges Tank + Shield
If Out of Melee Range



Arcane Magister

- Arcane Bolt
Single Target Cast
- Polymorph
Prio Kick!



Animated Codex

- Do Random Party
Damage, Don't Pull Too Many!



Lightward Healer

- Smallies



Blazing Pyromancer



- Ignition
Group AOE Debuff
- Flamestrike
Dodge Swirlie
- Pyroblast
Lethal ST, KICK



Spellwoven Familiar

- Smallies



Brightscale Wyrms

- Explode, AOE Damage on Death

Arcanotron Custos (1st Boss)



Repulsing Slam

Magical
Tankbuster +
Knockback



Arcane Explosion

Party AOE +
Knockback

Leaves Goop On
Floor



Ethereal Shackles

Ticking Debuff On
Party Members +
Movement Slow



Refueling Protocol

Channels, Casting
Orbs Which
Travel To Boss

Must Be Soaked,
Does 3 Second
DoT After Soak

TLDR Guide

- Move from one side of room to other
- Dispell/Root Removal on CD
- Don't Soak Multiple Orbs Within 3 Seconds

Pre 2nd Boss Trash



Runic Spellbreaker ⚠

Runic Glaive
Ricochet Damage,
Lose Spread

Shield Slam
Frontal Slam on Tank



Sunblade Enforcer

Charges Tank + Shield
If Out of Melee Range



Brightscale Wyrms

Explode, AOE Damage
on Death

Seranel Sunlash (2nd Boss)



Runic Mark

Ricocheting
Damage on 3
Players

Leaves Ticking
Dot, Removed by
Standing in
Suppression Zone

Causes AOE Dot
After Removing!



Suppression Zone

Big Swirlie, Move
Out

Silences Upon
Entering



Vow of Silence

Party Wide AOE

Stand in
Suppression Zone
As Cast Hits

TLDR Guide

- Stagger debuff removal! This boss is conceptually simple, but mistakes with this will wipe the group

Pre 3rd Boss Trash



Shadowrift
Voidcaller 

Call of the Void
Summons Ads
Consuming Shadows
Party AOE Channel



Hollowsoul
Shredder

Smallies



Dreaded
Voidwalker

Shadow Bolt
ST Cast, Kick



Void
Infuser

Void Surge
AOE Fear, MUST KICK



Devouring
Tyrant 

Devouring Strike
Massive Tank Buster +
Heal Absorb

Gemellus (3rd Boss)



Triplicate

Splits Itself Into 3
Mobs
Shared HP Pool



Cosmic Sting

Targets 3 Players
With Magic Dot
Leaves Puddle
After Expiry



Neural Link

Absorb Shield On
1 Boss, Run To
Linked Mob To
Remove Shield
and Damage
Increase on Self



Astral Grasp

Pulls Players To
Boss + Ticking
Damage
DO NOT TOUCH
THE BOSS

TLDR Guide

- Stack Puddles On Outer Edges of Room
- Spread Cleave Where Possible
- Quickly Link With Mob That Arrow Points To

Final Trash



Hollowsoul Shredder

Smallies



Void Infuser

Void Surge
AOE Fear, MUST KICK



Dreaded Voidwalker

Shadow Bolt
ST Cast, Kick



Shadowrift Voidcaller

Call of the Void
Summons Ads

Consuming Shadows
Party AOE Channel



Devouring Tyrant



Devouring Strike
Massive Tank Buster +
Heal Absorb

Degentrius (Final Boss)



Void Mote

Splits Room Into
4 Quadrant

Must Have At
Least 1 Player In
Each Quadrant



Devouring Entropy

20 Second Magic
Debuff

Removal/Expiry
Projects Orbs,
DODGE



Unstable Void Essence

Launches Ball
Which Bounces
Into Each
Quadrant

Must Be Soaked

Leaves Magic Dot



Hulking Fragment

Magical Tank
Buster + AOE
Circle

TLDR Guide

- Minimum 1 Player Per Quadrant
- Tank Take Quadrant Alone To Prevent Buster Overlap With Balls
- Dispel One Player With Devouring Entropy Immediately, Other Player Use Defensive