

Lady Inerva Darkvein

The Anima Juggling Boss

OVERVIEW

PHASES: 1

Hero: On Pull

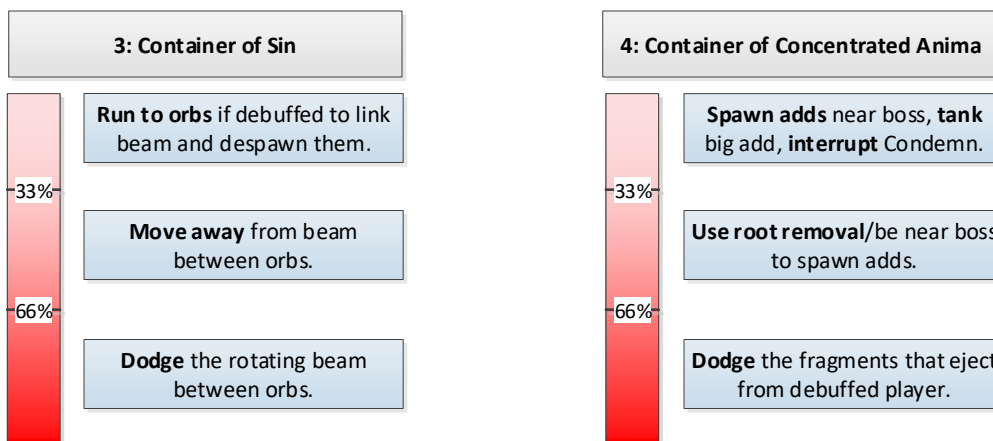
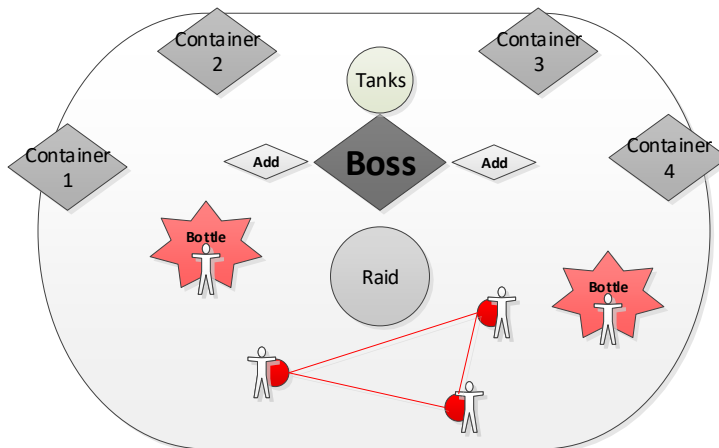
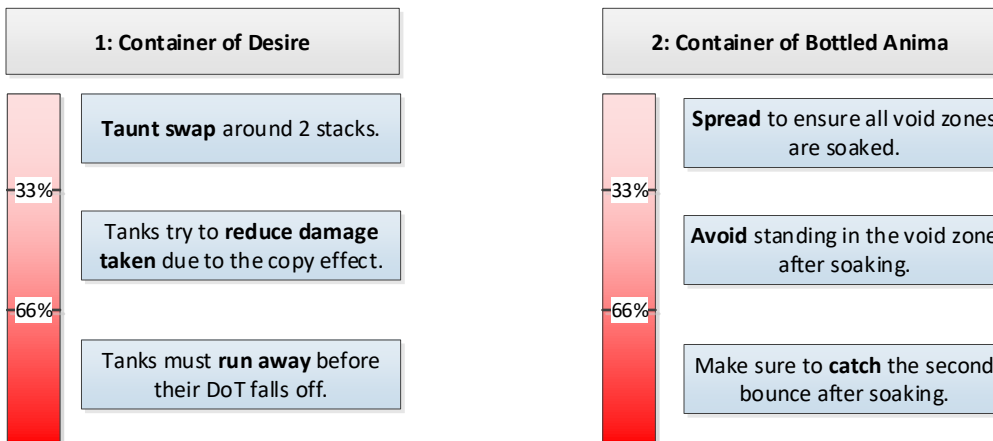
Utilizing the power of anima, Lady Inerva fills up one of four containers at a time to empower one of her four abilities. As the fight continues, you must drain each container to prevent it's empowerment from overwhelming your raid, while dealing with a rotation of increasingly more difficult mechanics. Learn each container's abilities one at a time, and you are sure to finish her off before she grows too powerful.

SPECIAL NOTES

Immunities/Personals – N/A
Interrupts – Condemn from little adds
Dispers – None

PHASE 1

ABILITIES



After Lady is done focusing a container, drain it! Heal through the resulting raidwide damage.

Loose Anima – Containers can be interacted with to deplete their anima levels, causing raid wide damage for every second drained.

Container Breach – While at max capacity, containers pulse heavy raidwide damage.

Focus Anima – Lady focuses one container, preventing it from being drained and increasing the rate it receives anima.

1: Container of Desire

Expose Desires (default ability) – Applies a DoT to active tank.

Shared Cognition (33% full) – Damage dealt to tank with DoT is copied to random players.

Change of Heart (66% full) – When tank debuff expires, deals damage to raid based on distance away.

2: Container of Bottled Anima

Bottled Anima (default ability) – Red circles must be soaked to prevent raidwide damage.

Lingering Anima (33% full) – After being soaked, leaves a void zone.

Replicating Anima (66% full) – After being soaked, splits into one more zone to be soaked.

3: Container of Sin

Lesser Sins and Suffering (default ability) – Spawns three red orbs that pulse damage to nearby players, and connects three players with a red line that deals damage to anyone in contact with it. Connect beams to orbs to despawn them.

Anima Web (33% full) – The red orbs are connected by a beam that deals damage when touched.

Greater Sins and Suffering (66% full) – The anima web rotates around the red orbs.

4: Container of Concentrated Anima

Unleashed Shadow (default ability) – Debuffs players with 10 second DoT, upon expiration damages nearby players and spawns an add.

Rooted in Anima (33% full) – The debuffed player is rooted immediately.

Fragment of Shadows (66% full) – Upon expiration, the debuffed player shoots out avoidable void fragments, dealing damage to anyone hit.

Conjured Manifestation Add (Little) – Casts condemn, dealing damage to raid if not interrupted.

Harnessed Specter Add (Big) – Immobile add that will spam Condemn damage to raid if not tanked. Deals increasing damage to its active tank, including Expose Desires.

MYTHIC ONLY

Released anima is put into closed containers instead of being drained. **Hidden Desires** - Tanks must correctly face images when they spawn to avoid taking extra damage. **Sins and Suffering** spawns one additional red orb to be dealt with.