



Naryu Sanctum

By: Litewarior

Corrections by Shadowv

Deep within the Celestial Basin lies an ancient place of Naryu worship, until a powerful automaton named Xanos claimed it as his domain. Treasure hunters seek to excavate the Sanctum, oblivious to the dangers of Xanos's forgotten empire. Tread carefully, for Xanos's watchful eyes may judge unfortunate souls to be sacrificed to the darkness, while avoiding being completely purified by his blinding light.

Beginning

You will start on a pathway that leads to a room with statues and a sentinel in the center. When someone jumps down, the sentinel will awaken and wake up all the statues before vanishing, which will aggro on the person who woke up the sentinel. Stand near an archer statue to pull all the melee statues to one spot, and aoe them down before finishing off the archers.

Killing all the statues opens the door to the next room. There will be 2 archer statues, jump and glide over them to avoid aggroing them. There will be another room with 4 statues, kill those statues to open the door to the first boss.

Granite Titan



HP: 67,200,000

Enrage: 7:30

CC: 2x

Granite Titan will be standing in the center of the room, and will be untargetable until someone moves close enough to aggro him (8m).

Basic Attack Pattern:

1. 3x Straight Punch, blockable, dazes on each hit
2. Frontal 180 degree jump shoulder, unblockable, knocks back.
3. AoE Slam, unblockable, launches.
4. 3x straight
5. 5-hit Spin, blockable and CC'able, knocks back on the last hit

If the tank is too far, Granite Titan will teleport to them, producing an unblockable AoE that aeriels.

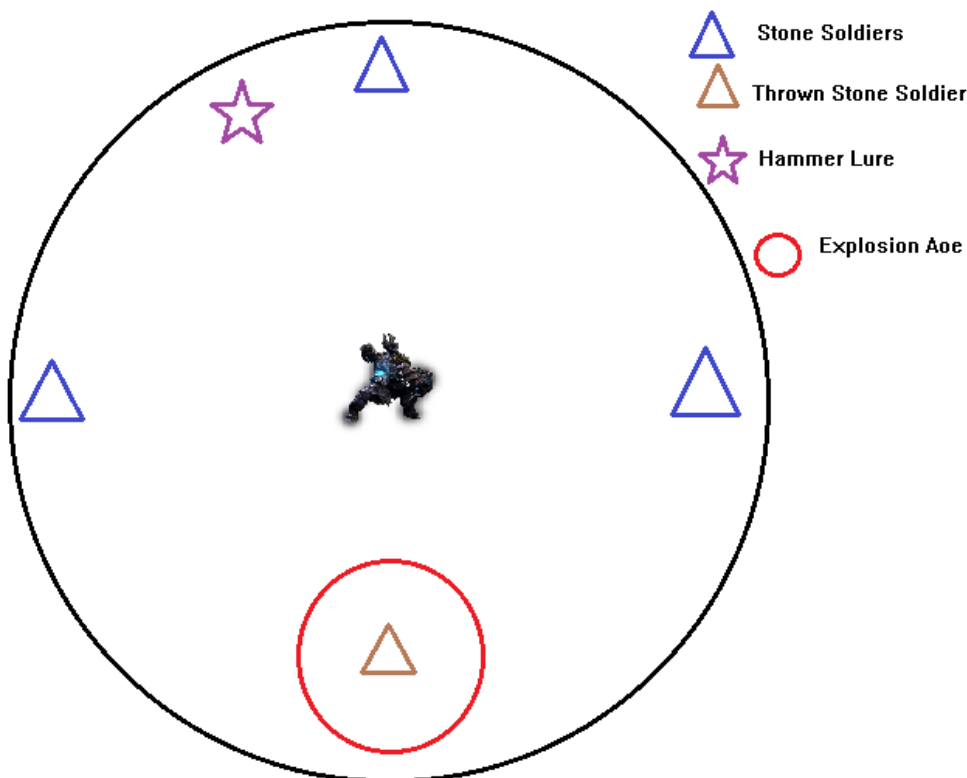
Special Attack Phase (70%/30%):

When Granite Titan reaches one of these thresholds, he will throw a large linear AoE unblockable hammer at the tank which causes knockback.

Afterwards, a message warns “**Granite Titan uses Fiery Punch**” and he will target the closest person to him, and do three blockable punches to the closest people. This punch deals damage and dazes.

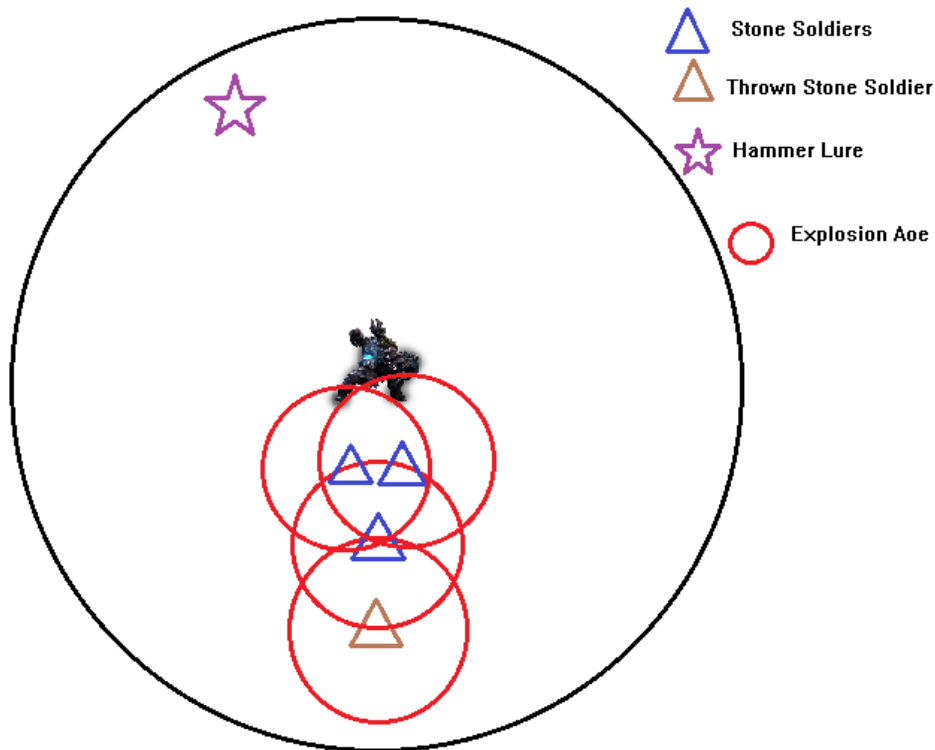
After he does 3 punches, a message warns “**Granite Titan uses Unleashed Fiery Punch**”, and he will target the farthest person, travel to them and punch the 5 closest people including the target after travelling to them.

Granite Titan then teleports to the middle of the room, doing an unblockable stomp that launches and damages anyone who happens to be there. A message warns “**Naryu Guards are created**” and he will spawn soldiers at the 12:00, 3:00, 6:00, and 9:00 positions, each with 2x CC. Granite Titan will then grab one of them at random, drain the energy from it and throw it away from him, gaining an invulnerable shield in the process, and the other three soldiers will aggro onto the tank. He will throw 5 hammers at the farthest person before blowing up the statue he threw. In order for his invulnerability to be removed, you must use the rest of the soldiers to create a chain reaction explosion to blow him up.



When he throws the soldier, you will see a red circle around that soldier. When you bring the other stone soldiers down to 50% of their HP, they will kneel down, stop attacking and moving, become invulnerable and gain a red circle of their own. When he

blows up the soldier he threw, it will also blow up any other soldiers in the red circle, which will blow up any soldiers in that red circle, which can blow up Granite Titan.



You want one person to aggro/grab a soldier and have tank to draw the other two soldiers, and move those two groups of soldiers in a way that the explosion circles can chain to the boss, while the farthest person moves left and right opposite from the thrown soldier to keep the hammers away from the soldiers and the rest of the party.

If done correctly, he will blow up the farthest soldier, and the explosion will chain between soldiers until it hits Granite Titan. The explosion will remove his invulnerability, deal 10% of his maximum HP, and daze him for a couple seconds. Once the CC is over, he will do an AoE slam around him that will damage and aerial, followed by a field-wide AoE explosion that should be iframed to prevent damage, finishing his special attack rotation.

Failing to properly blow him up will simply cause him to retain his shield until the AoE explosion.

Giant Naryu Augerite



HP: 15,950,000

Enrage: None

CC: 2x

This miniboss has a basic Augerite attack pattern, but until 50% HP, periodically a message warns “**Giant Naryu Augerite is creating waves of power ripples**”, and it will jump in the air and when it lands, a circular wave will come out from it damaging and knocking back everyone who does not jump over it or iframe it. After 50% HP, the power ripple will become a series of 5 waves, the fifth of which is slightly delayed.

At 50%/30%/10% a message warns “**The Giant Naryu Augerite absorbs its underlings**”. A number of small augerites (1 at 50%, 2 at 30%, 4 at 10%) will appear around it in random locations, and if not quickly 2x CC'd, will heal the giant augerite by 10% of its health per add. As the miniboss doesn't have an enrage, failing to CC here just makes the fight longer.

Once the miniboss is dead, the path to the second boss will open up. Look for the glowing footsteps on the pillar in the path, and run up the pillar until you reach the ledge. If you're stuck in combat, you can walk up the tree going around the room.



Agoni



HP: 109,150,000

Enrage: 7:00

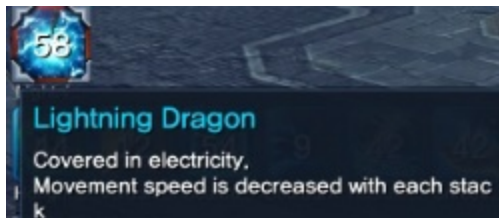
CC: 2x

While this boss's HP and enrage time might seem daunting, it is actually the easiest boss, as it deals an enormous amount of damage to itself with mechanics. You will likely see very little of its basic attack pattern, as it should just chain its special attack pattern constantly.

Basic Attack Pattern:

1. Two forward swipes + one back swipe, all blockable, the back swipe knocks down
2. Forward lightning breath, unblockable, stuns
3. AoE explosion, unblockable, stuns, CCable

All of Agoni's attacks inflict the stackable Lightning Dragon debuff which reduces movement speed and stacks up to 10 times, lasts for 30 seconds.



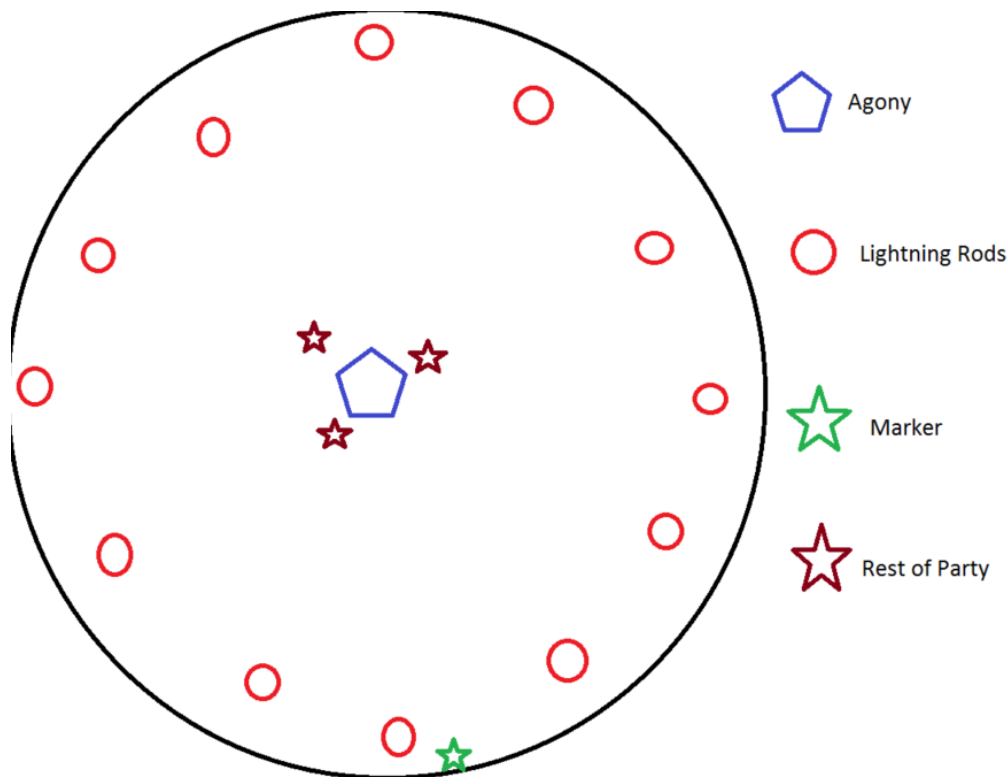
If the tank is too far, Agoni fires a series of unblockable scattered beams at them. He will then jump in place, knocking back anyone around him which is blockable, before doing an unblockable stomp at the tank.

After some time, Agoni will do a different pattern:

1. AoE slam, unblockable, knocks back.
2. Shoots 3 lightning AoE puddles at the 3 farthest people.
3. Field-wide AoE lightning explosion, detonates Lightning Dragon stacks for massive damage, unblockable.

Special Attack Pattern (70%/30%)

When Agoni reaches these thresholds, he will jump to the center of the arena, knocking back everyone he lands on. Twelve lightning rods will spawn around the arena, and one person should stand slightly behind and to the right of one of the rods.



Agoni will fire two scattered laser beams at the farthest person, if possible.

He will then fire a lightning beam at the farthest person, which will bounce to the closest lightning rod to the marker and then to 3 more adjacent lightning rods, followed up by

him doing a small blockable jump (knocking down people around him) and jumping on top of the farthest person. He will do this a total of 3 times, and on the third time instead of jumping to the farthest person, he will charge at the tank, who should block the charge.

When the lightning rods get electrocuted, they can be picked up and thrown at Agoni. Throwing them deals 3 million damage and applies a 20 second Goldtalon stack to Agoni. Blocking the charge at the end will cause all of the electrocution stacks to detonate, which does about 0.5% of his max HP per stack, cleanses Lightning Dragon stacks, heals everyone around him, and he will be knocked down for a couple seconds (can be grabbed). After recovering he will do a roomwide AoE which should be iframed, and his special attack rotation will be finished.

Naryu Guardian Archer

HP: 7,755,000

Enrage: None

CC: 2x

Before the final boss there is a room with one archer statue in the center, and six other statues on the walls. Burst it down as fast as possible, as the other statues will wake up and aggro onto the tank. The archer will fire unblockable linear AoEs that knockback and time bombs that knockup and damage people. You should either have another person aggro and tank the statues (hit them as they wake up), or burst down the main statue extremely quickly.

Xanos



HP: 57,650,000

Enrage: 5:50

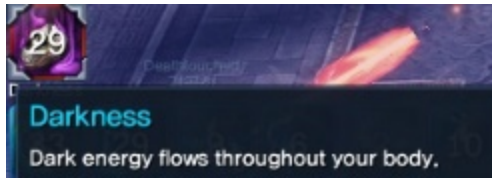
CC: 2x

Xanos has the lowest HP of all of the bosses, but no self damaging mechanics.

Basic Attack Pattern:

1. 180 degree frontal Double Arm Swipe, blockable, applies Darkness.
2. Criss-Cross Slams: Creates a pair of dark lines to his sides as well as front and back, in a random order, applies Darkness.
3. Light Circles: Creates a circle of light hitting 0-8m, then 8-14m, then 0-8m again, each circle will knock up, all unblockable.
4. Laser Beam: Shoots a light laser beam in front and behind him, unblockable, causes knockback.
5. Frontal Slam: Does a frontal slam in a rectangle, applying Darkness. Blockable and CCable.

All of Xanos's hand or dark-based attacks apply the Darkness debuff, which does roughly 500 damage per two seconds over 30 seconds and stacks up to 25 times.



If the tank is too far, Xanos will teleport to them, performing a small unblockable AoE that causes knockback.

If Xanos is knocked down, a message warns **“Xanos emits a Blinding Light”** and he will rise back up and create a giant flash of light. **If you are facing Xanos when he does this, you will be stunned, blinded, deafened, and take damage.** This get-up attack, if not iframed, grants the “Blessing of Light” buff which cleanses and immunizes Darkness for 5 seconds.

After some time:

1. Xanos will teleport to the farthest person from him, doing an unblockable knockback on landing.
2. He will then spawn 6 unblockable dark pits around him after a delay, then far from him, applying daze and a darkness stack.
3. Finally, he will spin around and fire 6 blockable projectiles at the party, in order of who hit him, looping back to the start if there are less than 6 people.

Light/Dark Phase (80%/50%/20%):

At these HP thresholds, Xanos will start his special attack rotation. He will teleport to the center of the room and knock back anyone there.

The center of the room around Xanos (10 meter radius circle) will be lit up, and the rest of the room will be in darkness, everyone must move into the light zone near Xanos. **If you stand in the dark area you will receive the “Darkness Prison” debuff, immobilizing you and any attack received will cause you to instantly die.**

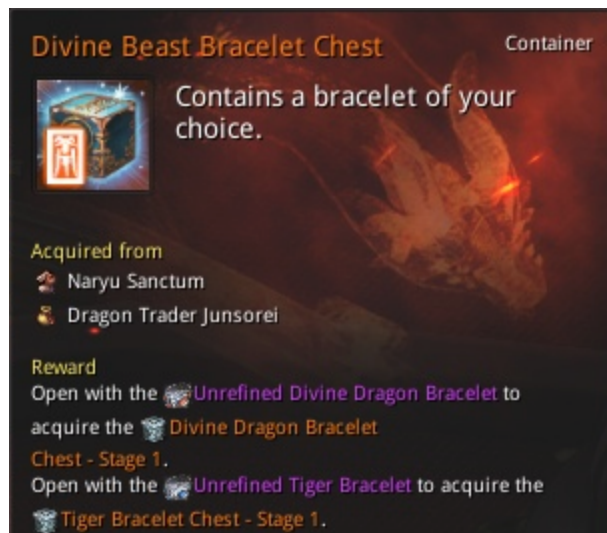
A few seconds after creating the light/dark zones, Xanos will stop spinning for a moment and cause a large light explosion that should be protected with a party iframe, this will not blind but will do a significant amount of damage. After the explosion, the disc on his back will circle around him and dark pits will appear in lines around him, and he will heal

2% of his health every time the wheel circles around him, CC him to stop his regeneration.

Once the CC is over, the light/dark zones will disappear, he will do 5 rapid AoE light bursts which do a lot of damage, and third hit will knockback. Force Master's/Destroyer's Frost Sheath/Iron Plating should be used for this, but personal iframes work as well, and Xanos's special attack rotation is finished.

Rewards

Divine Beast Bracelet Chest



The final boss can drop the legendary Divine Beast Bracelet Chest, which can be opened into either the Divine Dragon or Tiger Bracelet using an Unrefined Bracelet from Mushin's Tower Floor 16-20. Hard difficulty has an extremely low chance to drop a tradeable version of the chest.

You can also buy the Chest from Coin Exchange Merchant Junsorei in most towns for 100 Draken Cores.

Both Bracelets have the same stats, but with different class-specific effects.

Divine Dragon Bracelet:



- Blade Master: Lightning Rod grants the “Divine Dragon” buff for 12 seconds, adding an Attack Power Bonus to:
 - Honed Slash by 215%/295%/385%/480% at Stages 1-3, 4-6, 7-9, and 10 respectively.
 - Dragontounge by 210%/285%/370%/460%
- Kung Fu Master: During Searing Palm’s Unleashed effect, an Attack Power Bonus is added to:
 - Tiger Strike by 30%/60%/90%/160%
 - Swift Strike by 40%/80%/120%/200%
 - Cyclone Kick by 80%/120%/200%/280%
- Force Master:
 - Dragonblaze grants the “Firewyrn” buff for 15 seconds, adding an Attack Power Bonus to Dragonchar/Blazing Beam by 55%/90%/125%/180%.
 - Dragonfrost grants the “Frostwyrn” buff for 15 seconds, adding an Attack Power Bonus to Glacial Beam by 27%/45%/63%/90%.
- Destroyer:
 - Wrath permanently gains an Attack Power Bonus of 75%/100%/130%/200%.
 - Shadow Wrath grants the “Divine Dragon” buff for 4 seconds, adding an Attack Power Bonus to Galeforce by 420%/600%/780%/1,200%.
- Assassin: Fighting Spirit grants the “Divine Dragon” buff for 10 seconds:
 - Increases Heart Stab’s attack speed
 - Heart Stab refunds 1 focus on critical hit
 - Adds an Attack Power Bonus to Heart Stab by 140%/190%/235%/475%
- Summoner: Doom ‘n’ Bloom grants the “Divine Dragon” buff for 6 seconds, adding an Attack Power Bonus to:
 - Rumblebees by 34%/44%/55%/110%
 - Sunflower/Super Sunflower by 46%/60%/75%/150%
- Blade Dancer: Five Point Strike/Skyward Slash/Thunder Slash grants the “Divine Dragon” buff for 6 seconds, adding an Attack Power Bonus to:
 - Rolling Typhoon by 130%/170%/215%/430%
 - Lightning Flash by 90%/125%/155%/315%
- Warlock: During Leech’s Siphon effect, an Attack Power Bonus is added to:
 - Bombardment by 55%/70%/85%/170%
 - Dimensional Volley/Charge/Salvo by 45%/60%/75%/150%
- Soul Fighter: During Kingfist’s/Frost Storm’s Gold Dragon effect, an Attack Power Bonus is added to:
 - Kingfist by 150%/240%/340%/480%
 - Kingstrike by 450%/720%/1,020%/1,440%

- Frost Storm/Ice Helix by 240%/400%/560%/800%.
- Gunslinger: Triple Shot grants the “Divine Dragon” buff for 10 seconds, adding an Attack Power Bonus to:
 - Quickshot by 100%/150%/180%/240%
 - Flame Unload by 300%/450%/550%/720%
 - First hit of Flame Bullet Storm by 730%/1,150%/1,350%/1,700%
 - Darkshot by 85%/110%/130%/180%
 - First hit of Shadow Bullet Storm by 85%/115%/140%/195%
- Warden: Seismic Strike grants the “Divine Dragon” buff for 15 seconds, adding an Attack Power Bonus to:
 - First hit of Greatslash/Blade Frenzy by 120%/200%/280%/?
 - Fellstrike/Raze by 215%/360%/500%/?
 - First hit of Bloodstorm by 270%/450%/635%/?

Tiger Bracelet:



- Blade Master: Lightning Draw/Searing Slash grants the “Tiger” buff for 10 seconds, adding an Attack Power bonus to:

- Honed Slash by 185%/250%/325%/410% at Stages 1-3, 4-6, 7-9, and 10 respectively.
 - Dragontounge by 180%/240%/310%/390%
- Kung Fu Master: During Searing Palm's Unleashed effect, an Attack Power Bonus is added to:
 - Flame Comet Strike by 160%/230%/340%/500%
 - Wind Comet Strike by 100%/140%/250%/380%
- Force Master: Dual Dragons grants the "Tiger" buff for 10 seconds, adding an Attack Power Bonus to:
 - Dragonchar/Blazing Beam by 90%/145%/200%/290%
 - Glacial Beam by 45%/70%/100%/145%
- Destroyer:
 - Mighty Cleave grants the "Earth Tiger" buff for 6 seconds, adding an Attack Power Bonus to Cleave by 70%/100%/130%/200%
 - Galeforce grants the "Shadow Tiger" buff for 2 seconds, adding an Attack Power Bonus to Eradicate by 70%/100%/130%/200%
- Assassin: Poison Breath/Choke Bomb grants the "Tiger" buff for 10 seconds, adding an Attack Power Bonus to:
 - Dark Strike by 140%/180%/225%/450%
 - Lightning Rod - Move 1 by 190%/250%/310%/620%
- Summoner: Vine Whip/Thorn Strike grants the "Tiger" buff for 6 seconds, adding an Attack Power Bonus to:
 - Rumblebees by 34%/44%/55%/110%
 - Sunflower/Super Sunflower by 23%/30%/38%/75%
- Blade Dancer:
 - The last hit of Multislash grants the "Wind Tiger" buff for 9 seconds, adding an Attack Power Bonus to Rolling Typhoon by 90%/120%/150%/305%.
 - Storm Cleave grants the "Lightning Tiger" buff for 9 seconds, adding an Attack Power Bonus to Lightning Flash by 50%/70%/90%/185%.
- Warlock: Soul Shackle grants the "Tiger" buff for 9 seconds, adding an Attack Power Bonus to:
 - Dragoncall by 85%/110%/140%/280%
 - Dragon Helix by 80%/105%/130%/260%
- Soul Fighter: Iron Shoulder grants the "Tiger" buff for 4 seconds, adding Attack Power Bonus to:
 - Cobalt Punch by 130%/200%/280%/400%
 - Right Punch by 70%/110%/150%/220%
 - Dragonfury by 70%/110%/150%/220%

- Gunslinger: Scorched Earth grants the “Tiger” buff for 15 seconds, adding an Attack Power Bonus to:
 - Quickshot by 140%/200%/240%/330%
 - Flame Unload by 420%/600%/720%/1,000%
 - First hit of Flame Bullet Storm by 960%/1,320%/1,650%/2,200%
 - Darkshot by 110%/150%/180%/250%
 - First hit of Shadow Bullet Storm by 120%/160%/195%/270%
- Warden: Blade Ward grants the “Tiger” buff for 12 seconds, adding an Attack Power Bonus to:
 - First hit of Blade Barrage by 120%/200%/280%/400%
 - First hit of Sonic Strike by 115%/190%/265%/380%
 - First hit of Sword Salvo/Divine Strike by 750%/1,235%/1,725%/2,470%

Xanos Discs



These are used to upgrade to Baleful/Seraph from Stage 9 to 10 to 11 to 12, using one per stage. They can come in a sealed form which is tradeable.

Blackstone



These stones are fairly common, and are used for evolving Raven weapon stage 7-9, Hellion Ring or Earring breakthroughs, and Awakened Skybreak Spire accessories, as well as using 25 to buy a Khanda Vihar Elemental Prism from Coin Exchange Merchant Junsorei in most towns along with 250 Hellion Cores and 100 Gold to upgrade a Faded Raven Accessory into a Skybreak Spire accessory. The daily for this dungeon give fragments, 10 of which can be combined into a single Blackstone.

Draken Core



The final boss drops a chest containing this item. On Normal, the chest contains 1 with a chance for an additional 5; on Hard the chest contains 2 with a chance for an additional 10.

A Stage 1 Draken accessory can be received by trading in 100 Draken Cores to Coin Exchange Merchant Junsorei in most towns, or 50 Cores and 8,000 Celestial

Peaches to Celestial Peach Exchange Merchant Lee Youjin at Celestial Basin.

Forgotten Raven King's Soul Shield Chest



Hard Mode can drop this chest which contains a random piece of the Skybreak Spire Soul Shield.