



Circle of Sundering

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This sacred site within the Ajanara Monastery is where trainees confront their past memories manifested into reality. As you step into this place, a feeling of greed, rage, fear, and goals washes over you... what dark secrets lie within your mind, Cricket?

“Greed” - Yonkai & Goyong:



Goyong HP: 7,480,000

Yonkai HP: 1,040,000

Enrage: 4:00

CC Bars: 1x Each

Goyong Attack Pattern:

1. 5 rapid AoE spins, each hit is blockable.
2. 3 upward swings with pushback on each hit, each hit is blockable.
3. 180 degree frontal cleave inflicting knockback and knockdown, unblockable.
4. Linear frontal downward cleave, blockable.

Periodically he will say **“Face me like a real warrior!”** and rush toward you with a shoulder charge, stunning you; this is blockable. If successful, he will grab you, punch you twice, and slam you into the ground.

If you're too far, he will jump at you creating a blockable AoE slam that stuns.

Yonkai Attack Pattern:

- 180 degree sword swipe, blockable, inflicts knockdown.
- Rolls in a straight line.
- Drops a small bomb on the ground that shortly explodes in an unblockable AoE that knocks back.
- Rolls away from you and pulls out a giant bomb and throws it at you in an unblockable AoE that knocks back, this is CC'able. If you CC him he will receive the "Incapacitated" debuff for 15 seconds and be dazed for its duration. If you don't CC him, he will wave a foxtail and heal Goyong by 2% HP per wave over 5 waves.

Fight:

While Goyong is alive, Yonkai has the "Goyong Effect" buff which **makes him take 90% less damage from all attacks**, making it impossible to defeat him first. Goyong will stay on top of you at all times, while Yonkai will either roll around or harass you with weak but CC-inducing sword slashes and bombs. Yonkai poses little threat, but it is important to CC Yonkai when he pulls out a giant bomb so that he does not try to heal Goyong after.

Once Goyong is eliminated, Yonkai becomes cleansed of Incapacitate or stops whatever he is doing and rushes to the center of the room. A message warns "**Yonkai planted an Ultra Bomb. It will explode in 30 sec**" and a large bomb will spawn in the center of the room. Yonkai must be swiftly eliminated within 30 seconds before the bomb explodes and causes an unavoidable instant death. Instead of attacking, Yonkai will roll away thrice before cowering and healing himself by 3% every second over 5 seconds. He is CCable as he is planting the bomb and while cowering but does not give him Incapacitate.

“Rage” - Juwol:



HP: 13,600,000

Enrage: 4:30

CC Bars: 1x

Attack Pattern:

1. Linear slash, blockable.
2. AoE slash, unblockable and stuns, CC'able.
3. Targeted single slash, blockable.
4. Blindside behind you.
5. Targeted sword smack inflicting stun, blockable.
6. Linear energy wave, unblockable.

If you're too far, she will do a very fast blockable charge that stuns.

Periodically Juwol will say "**Dance for me!**" and drop a star-shaped AoE puddle on you, then do a charge stun.

Any time you are stunned she will do a 5-hit rapid combo.

All of Juwol's attacks inflict the "Ember" debuff which is permanent, on 5 stacks the debuff detonates for significant damage.

Searing Slash (80%/40%):

Juwol will jump to the center of the room, stating "**C'mon, hero! Burn!**", then does a linear unblockable instant charge slash that dazes and covers the entire room. As she charges, twelve small unblockable AoE explosions occur in a cross-shape spanning the entire field, rotating on every charge. **She will charge shortly after the ground indicators for the explosions appear**, with enough delay to avoid by walking perpendicular to the charge. She will do this a total of four (80%) or five (40%) times, after which she will resume normal patterns.

“Fear” - Dochun:



HP: 19,000,000

Enrage: 5:00

CC Bars: 1x

Attack Pattern:

1. Wide punch, blockable.
2. Near instantaneous AoE stun vacuum, blockable.
3. Wide punch.
4. Shadow Dance behind you.
5. One of the following:
 - Slow punch inflicting knockback, blockable.
 - Raises his elbow. This is a counter, if you hit into it he responds with an instantaneous linear unblockable punch that stuns. Has a blind spot behind him.
6. Upward kick inflicting aerial, blockable.

7. Linear punch inflicting knockback, unblockable. If hit by the upward kick, this attack can be avoided by using Retreat (F Roll).
8. Holds his hands out. This is also a counter into an instantaneous linear unblockable punch that stuns.

If you're too far, he will do a very fast blockable charge that stuns.

Any time you are stunned he will do a palm attack that applies the "Focus Reduction" debuff that causes you to lose focus over 5 seconds. This attack cannot be blocked or iframed.

Periodically, Dochun will say "**Don't underestimate my power!**" before backstepping and performing a 10-hit unblockable charge combo.

Eight Gates (75%/50%/25%):

Dochun says "**This won't be like last time...**" before jumping to the center of the room, creating an AoE covering 0-6 meters and slowly expands outwards in rings covering 6-12 meters and 12-24 meters. Each AoE causes aerial and **cannot be blocked or iframed; you must physically avoid the attack.**

After the second AoE ring, Dochun will say "**You can't run!**" and try to get a buff and must be CC'd, failure will grant him a stack of "Open Gate" which increases his damage, **on two stacks he will enrage and do an instant kill.**

“Goals” - Master Hong:



HP: 33,100,000

Enrage: 7:00

CC Bars: 1x

Attack Pattern:

1. Linear punch, shortly after a gust of wind occurs with expanded range and **hits 2 meters behind him**, aerial on the first hit and knockback on the second, unblockable. The second hit, even if iframed, inflicts the “Deep Scar” debuff which deals 5,500 damage per 2 seconds over 30 seconds and stacks 5 times. **This attack can be avoided by running through him, while making sure to stay 3 meters behind.**
2. AoE wind gust, then hits outward in a ring, knockdown on both hits, unblockable.
3. Linear double sky punch with wind gust, aerial on both hits.
4. Leaps back into a charging punch and uppercut, the second hit inflicting aerial, blockable.

5. Holds his hands in front of him. This is a block, if you hit into it he will gain a stack of “Focus Charge”, used to enhance one of his attacks. Does not prompt guard breaks.
6. One of the following:
 - 100% - 76% / 50% - 0%: Linear stomp with wind gust, significantly wider, knockdown on both hits.
 - 75% - 0%: Two rising AoE kicks, knockback on both hits, blockable.

Periodically, Master Hong will say “**Stay present!**” and then punch the ground five times in rapid succession, each hit is unblockable, and the last hit causes knockback. Any Focus Charge stacks are consumed to increase the number of hits.

Getting aeriealed at any point will make him do an aerial stomp attack and then stomp you into the ground.

If you're too far, he will do a fast unblockable jump slam that aerieals, which then expands into a wider AoE, the second hit inflicts Deep Scar even if iframed.

Special Phase (75%/50%/25%):

Master Hong will jump to the center of the room, then say “**Feel, don't think!**” and perform a daze vacuum that cannot be blocked or iframed. He will then put his hands to his side before releasing a linear two-hit unblockable beam that paralyzes on the first hit and knocks backs and Deep Scar on the second hit, then sweep the beam 180 degrees across the entire arena to the same side his hands were facing, the sweep itself does no damage but leaves an **instant death field**. He will do the beam sweep four times in total, with the first death field disappearing on the third beam and the second on the fourth, before the final one he will do a daze vacuum.

The direction of the beam sweep is always random, but is always indicated by the direction of his hands and can be avoided by moving opposite. For example, if his hands are facing left from your perspective, the attack can be avoided by moving right.

To avoid the first sweep, **immediately use Retreat (F Roll) and then Backstep (SS) away from the sweep's direction, then stay in the midsection so there is enough room to maneuver.**

The second sweep is avoided by moving accordingly to the sweep direction. The first death field will vanish as he casts the third beam, so stay near it to give enough room to move. **If you are on the wrong side of the sweep, use movement skills to quickly move out before the field spawns.**

The fourth and final sweep consists of a daze vacuum, so once again Retreat and Backstep accordingly.

After the final beam sweep, all the death fields will disappear and Master Hong will say “**Cricket, act, don’t react!**” and attempt an **instant kill attack**, CC him to stop it.

Rewards:

Tranquility Emblems:



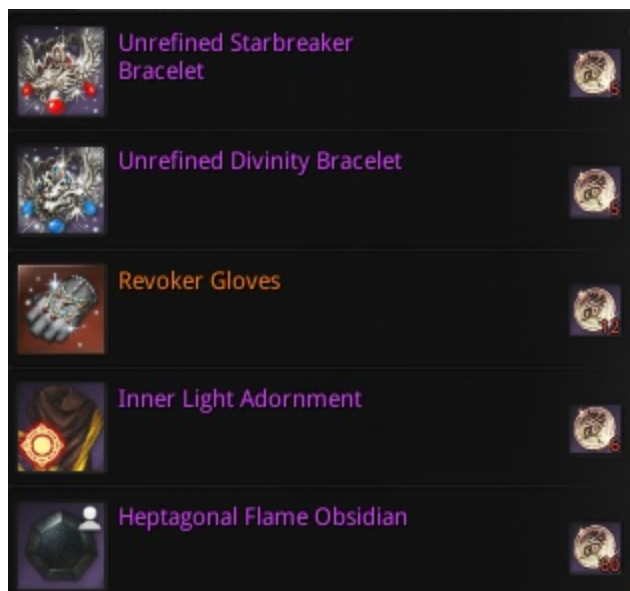
Similar to Yunsang’s Prayer Beads and Mewtineer’s Coins, each boss has a chance to drop a Tranquility Emblem Fragment, 10 of which can be combined into a full emblem. The final boss guarantees one fragment, with a chance for an additional fragment and a full emblem. The daily quest also guarantees two fragments, with a lootbox for a chance at a full emblem.

Remembrance Necklace:



This is a breakthrough material used to evolve the Hellion Necklace from Ransacked Treasury into the PvP Skysunder Necklace. Each boss has a chance to drop this. Can be salvaged to yield a full Tranquility Emblem.

Shop:



Items are sold by Songhyun, just outside the Circle of Sundering. **None of the items in this list are dropped by any boss.**

Unrefined Starbreaker/Divinity Bracelet:

Unrefined Starbreaker Bracelet  Block 392 Recovery 392 Attack Power 10 Advance Evolution Material Acquired from Ajanara Monastery Merchant Songhyun Requires Level 55 Equippable by All Unable to Trade	Unrefined Divinity Bracelet  Block 392 Recovery 392 Attack Power 10 Advance Evolution Material Acquired from Ajanara Monastery Merchant Songhyun Requires Level 55 Equippable by All Unable to Trade
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These are breakthrough materials used to upgrade the Hellion Bracelet from Sandstorm Temple into the Starbreaker/Divinity Bracelet.

Revoker Gloves:

Revoker Gloves  Critical Damage 749 Recovery 279 Attack Power 8 Damage Reduction 35 PvP Attack Power 19 Advance Evolution Material Acquired from Ajanara Monastery Merchant Songhyun "Victory is within reach." Requires Level 55 Equippable by All Unable to Trade	Starfire Gloves - Stage 10  Critical Damage 874 Recovery 382 Attack Power 10 Damage Reduction 46 PvP Attack Power 25 Triggers 8,000 Additional Damage. Chance to trigger Starborn Effect for 6 sec. During Starborn Effect, PvP Attack Power +100, Debuff Damage +210. Ancestral Blessing (0/6) Skyshatter Ring - Stage 1 Skypearl Earring - Stage 1 Skybreaker Belt - Stage 1 Skysunder Necklace - Stage 1 Subjugator Bracelet - Stage 1 Starfire Gloves - Stage 1 Set Effect 2 Attack Power +20, HP +20,000 3 PvP Attack Power +20, Combat Health Regen +1,000 4 Critical Defense +500, PvP Defense +1,000 5 PvP Attack Power +20, HP +20,000
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The Revoker Gloves are legendary gloves that evolves into the PvP Starfire Gloves.

The Starfire Gloves:

- Causes all attacks to inflict 2,400/4,000/6,000/8,000 Additional Damage at Stage 1-3, 4-6, 7-9, and 10 respectively.
- Causes all attacks to have a chance to grant the “Starborn” buff for 6 seconds, increasing PvP Attack Power by 35/50/65/100 and Debuff Damage by 100/130/160/210.

Heptagonal Obsidian Gem:

