

Tangled Depths Meta Event guide - by Furienify.5738

When I first started typing this guide, I was maybe 10 attempts in with no success. Partway through, I was brought in as a lane commander for the LoD/Att/NA attempt that ultimately succeeded in the world first. Even with a full organized guild map, this event was **hard**. There is no easy, exploitable pub strategy like the circle strat of Dragon's Stand, and you don't have the time buffer and general slack window of Tarir. You have 15 minutes or so to kill 4 legendaries - one in each lane - in 3 burn phases, with up to 3 checks for failure (12, counting all lanes) along the way. It is a hard test of DPS and general competence

Modeling after the successful Auric Basin guide by Andazeus.1928, this guide will be laid out in several parts:

- Map Layout
- Requirements & Recommendations
- Preparation Phase
- Event Phase
 - Global
 - Ogre Lane
 - Hylek ("Nuhoch") Lane
 - Asura ("Rata" or "Novus") Lane
 - Charr ("SCAR") Lane
 - Boss
- Rewards

There will also be a **current events & happenings** section at the very end, for those still plugging away at this meta themselves. I will list trends, strategies, bugs, etc. there.

Map Layout

Tangled Depths is, as its name implies, a tangled hellhole filled to the brim with mordrem and chak. There are many levels to it, including a few open-air surface sections and a deep underground reservoir of water, but the main focus is the underground portion of the map. At the centre of this, you can find the Ley-Line Confluence, which serves as a hub for most of the meta event. Branching north, northwest, west, and east from the Ley-Line Confluence are various **lanes** of ley energy, full of the chak that are drawn to such things. SCAR is east; Rata Novus is north; Nuhoch is northwest; Ogre is west. Along the lanes, there are openings to 4 outposts with their own waypoints and event chains.

Requirements & Recommendations

There are no requirements for this fight, but because it is hard as *heck*, the more of the following you have, the better your chance of success:

- Ley-Line Confluence waypoint unlocked; as well as waypoints for the 4 lane outposts
- Nuhoch Mastery 2, to use the wallows at those outposts to speed runback after death
- Full DPS gear, traits, and consumables
- One commander tag for each lane
- 10 people per lane minimum to not fail objectives; **ideally 15-20** to kill boss in time
- Ice Bows slotted on all Elementalists, to help break the boss's CC bar
- Flesh Golems slotted on all Necromancers, to help break the boss's CC bar

Preparation Phase

Each outpost has a chain of events to bring the outpost online and to maximum power. The further along these event chains are, the more defenses are available in the lane to assist in fighting the boss. You want all outpost chains to be finished before you start the event. Unlike Auric Basin, outposts will continue to spawn repeatable dynamic events - these do not have to be done, and will not impact the Meta Event.

Ideally, you want to be in the map 30 minutes before the event starts, because the prep phase is very slim. At the :20 minute mark, you get a 5 minute timer warning the chak gerent is coming. After that timer, another 5m timer begins. Whispers agents will meet at the Ley-Line Confluence, and then split up to the four lanes. If you're late, that's a whopping 5 minute window to get everything organized before pubs follow the NPCs like headless chickens.

Don't be late.

Event Phase

WAYPOINT AND RUN
BACK IMMEDIATELY IF
YOU DIE. NO TIME CAN BE

WASTED REZZING

ANYONE.

With that out of the way...

Each of the four lanes has an **objective** they need to lure out the boss and damage it. **If a lane fails its objective, all four lanes immediately fail, and the event concludes.** Objectives are the #1 priority, and will be described in each section for the specific lanes.

When the objective phase finishes successfully, the boss emerges from underground and can be damaged. Once this damage phase ends, he burrows underground and moves up the lane, where the combatants will have to repeat their objective phase once again. **There are three total burn phases before the boss reaches the cannons you are trying to defend; you must kill it in 3 burns.** At the end of each phase, the area you were fighting in fills with poison, stacking a very damaging debuff on you, preventing you from returning to that area. Toxins mastery does not apply against this.

When an objective is finished successfully before the timer, a **bonus objective bar** appears, filled by doing the same thing as before. Filling this bar unlocks bonus support for the lane, which typically greatly helps on the boss fight. This bar can be filled multiple times. **Stack this bar as high as it can go in Phase 1; future phases are much harder.**

Now, on to the specific lanes...

Global - Chak Rush

Once during each objective phase, a wave of chak (normals, elites, and veterans) will spawn and rush down the lane to attack the cannons in the Ley-Line Confluence. 5 players per lane with heavy area damage and CC (cripple, chill) are recommended to combat this - Reapers are particularly adept at it. SCAR and Ogre lanes can generally skip out on a dedicated chak team, because their objectives are very close-quarters and full of enough AoE damage that the chak rush will crumble before it becomes a threat.

With each successive phase, the chak rush will happen earlier. It occurs at 1:00 on the first phase, 0:30 on the second, and immediately on transition to the third.

Ogre - West

Objective: Smash chak eggs to lure out the boss.

Bonus: Smash more chak eggs to make the boss vulnerable.

Details: An easy lane. Split up among the clusters of eggs and smash them - their health pool is sizable and they're spread out in small clusters, so AoE is recommended. Eggs will respawn over time, so do not abandon your post.

The bonus for Ogre lane is fairly easy to stack, and applies a stacking, unique Vulnerability buff. Given that this lane tends to have DPS issues (and my own DPS while in it isn't wildly improved with bonuses), I assume it's a 1% damage bonus per level of objective bonus, like regular vulnerability. No matter how many eggs you smash, this bonus can only stack up to 10 levels in a single phase, and will reset to 0 at the start of the next objective phase.

Hylek (Nuhoch) - Northwest

Objective: Stomp on mushroom nodules to lure out the boss.

Bonus: Stomp more nodules to gain chak allies against the boss.

Details: The **hard** lane. The one I commanded and am most familiar with. Spread out among the shroom tops and stomp on the nodules found there. Doing so will spawn sporelings and other mushrooms that will try to knock you to your death; blinds and stability help greatly here. Beware: Not only do they hurt and chain CC, but they will also explode on death.

It is **highly recommended** that you kill the shrooms that spawn on stomp as soon as you're finished stomping; this seems to make the nodules themselves respawn faster, which will increase your chance of success.

Phase 2 and 3 are very difficult for the Hylek lane. Leave the boss 20 seconds early to get in position for the nodule spawns. Phase 2 has a small 'cranny' reached by a second bouncy shroom on the southern (right side, facing towards mid) side where several nodules spawn. Phase 3 has several nodules spawn on a lower 'ledge' of shrooms. The shrooms involved are 'locked' and covered in green sludge when the meta event is not active, if you want to go scout ahead of time. Do not neglect these little detours; they're essential to success.

Because of the time-intensive nature of the Hylek lane's objective, it is **highly recommended** that its commander establish a 5-man "Chak Team" in the lane before the event begins. When the chak spawn (once per objective phase), this team *and only this team* will descend to deal with them, while everyone else focuses on stomping nodules.

Also note that the bonus objective for this lane will cause allied *chak globbers* to appear. They will stack the Goo debuff on the boss like any other player, and when this hits 10 stacks, it turns into a debuff that **amplifies incoming damage by 150%**. This makes Nuhoch the easiest DPS check of the lanes despite its technical difficulty; it's not uncommon for ad-hoc pub attempts to kill the gerent in this lane, while all the others sit at 50%.

Asura (Rata/Novus) - North

Objective: Smash open ley energy containers and use the contents to power the nearby golem and lure out the boss.

Bonus: Power the golem up further to unlock additional abilities and damage.

Details: Smash open nearby containers of ley energy (a sort of 'stand' with 3 pods attached to it, scattered along the lane) and deliver that energy to the golem. When carrying energy, you can use 1 to throw it at the golem and power it from a distance.

When in a boss phase, **kite the boss towards your golem** to help it stay on target and deal damage.

Charr (SCAR) - East

Objective: Defend the charr engineers as they man a megathumper to lure out the boss.

Bonus: Continue defense of the charr engineers to amplify the megathumper, pulsing a powerful daze effect that will help break the boss's defiance bar.

The most straightforward of lanes; pure, 100% combat and defense. The chak tend to approach from 3 directions, and contain a mixture of normal chak, veteran chak, and the special flyer chak that can only be killed via CC.

Because of the sheer amount of chak, it's **highly recommended** that from Phase 2 onwards you put a target on the boss while he's burrowed. Many SCAR lanes have been lost because people didn't see the boss burrowing towards them until they got 2-shot from the stalagmites he shoots up.

The SCAR lane bonus appears to be bugged, currently; while it shreds the boss's defiance meter during its rock fall attack, it will not trigger the Exposed debuff for bonus damage, making it one of the harder lanes for straight DPS. What's even worse is that this daze will trigger even when the defiance bar is otherwise closed. If it triggers when the boss is burrowing up for its burn phase, he'll be stunned while invulnerable, and forced to repeat the animation again, potentially losing SCAR up to ~15 seconds of burn if their luck is bad.

Boss

The boss is relatively straightforward compared to some of the objectives.

He has an evade and a charge attack that both move him a fair distance. Because of this, all DPS should be positioned *up the lane* (that is, towards the Ley-Line Confluence) to bait him as close to their Phase 2/Phase 3 area as possible, to save time on the transition.

Periodically he will stop and thrash his tail against the ground, causing small avalanches of rock to fall all over the place. The tail itself has a hitbox and will damage + knockback when it impacts you. The rocks fall everywhere and do decent damage, but typically only cripple on top of that. His breakbar is open during this attack, and he will continue channeling it until his bar is broken.

Despite appearances, melee DPS can stay on him during this phase with relative ease. He swishes his tail in a pattern, left to right. If you stack behind him under his butt, you can just step in the opposite direction of the tail swipe each time he does it; all you'll have to worry about are the pools mentioned below and avoiding avalanche AoEs.

He will also spawn little pools of pheromones. These look like small, translucent bluish-purple whirlpools on the ground. They'll kill you in seconds if you stand in them, and the pool will grow in size 3 or 4 times before fading away. These pools, combined with chained avalanche hits, are the main cause of death for pubs.

NOTE that the pheromone pool graphic sometimes bugs; people refer to it as a 'jelly donut', but sometimes it hugs more closer to the ground, almost like a mist, and can be very hard to see. If you have issues with seeing pheromones in general, or the bugged ones, I highly recommend you *avoid any water puddles* in your lane, as they can obscure the pheromones.

Rewards

Assuming all 4 chak gerents are dead, you win and the reward chest will spawn in the Ley-Line Confluence, near the waypoint. This chest has a chance to drop the *chak egg* items needed to purchase chak weapons at Nuhoch mastery vendors.

Completion of this event will also blow open an alternate entrance to Dragon's Stand. While this functionally changes nothing on its own, the revealed area has the "Plains of Golghein" Strongbox for loot, an achievement, and mastery point. There are also four crystallized caches in the area; they do not seem to drop any more loot than normal when opened. A merchant is inside for convenience - he does not sell any new items and they are not any cheaper.

Revenants in particular want to finish this event, as it's necessary for their Mistward Headwrap collection, which will give them the "Mistwarden" title on completion. You do not have to be at the event playing your Revenant to get the necessary drop provided you have the collection unlocked. If you do not have the collection unlocked, the chest will drop a different item that will unlock the collection - but a second kill will be needed for the Mistward Headwrap.

Current Events & Happenings

After the Wurms kill in EU, a **No CC Strat** has started to enter the public consciousness. The basics of this strat involve not CCing the chak gerent when he does his avalanche attack; this minimizes his movement, as well as the associated knockbacks and evade frames, making it much easier for melee to DPS the boss. This strat can be quite strong in the Nuhoch lane, as this will allow allied chak lobbers to stack their goo pools at his feet and maximize debuff uptime - provided they don't die to the avalanche AoEs themselves.

When doing the No CC Strat, it's highly recommended melee stay clustered as close to his face as possible. Spreading around the gerent will cause him to turn towards whoever has his aggro, prompting chain stuns, knockbacks, and heavy damage on whatever side has his tail. Make small sidesteps to avoid the avalanche AoE, and rezz anyone that goes down in the melee blob immediately.

Stunbreaks are highly advised for this strat, as well as highlighting pheromone pools for your lane team at every opportunity.

No-Bonus SCAR Lane Strat

One method to help the SCAR lane's lacklustre DPS involves ditching the NPCs just as they finish their objective. So long as the chak keep them at 1 health, the bonus bar will not fill up, and the boss will not receive the stun from the megathumper, and can be No-CC'd like the other three lanes.

The timing for this is *very* tight, though. It's not that the NPCs are at risk of dying if you leave too early (they *are*, this just never happens); it's that the bonus bar will fill in all of 5 seconds if you don't clear the area fast enough.

The Rata Lane Laser Exploit

In the Rata Novus lane, the chak gerent surfacing destroys all nearby lasers in the relevant combat area - but you can still drag him further up the lane to the next area, where the floating vertical lasers will deal a percentage of his health in damage as he stays under it. This allows for a very fast gerent kill, but if the whole lane dogpiles onto another lane's gerent, upscaling tends to throw the DPS race off-kilter.