

# Ra-den

## Which Looks Best – The Void Tie, Or The Vita Tie?

### OVERVIEW

PHASES: 2

Hero: P2

Ra-den will draw in powerful essences, gaining abilities based on which essence he absorbs. We need to kill the essence we don't want him to absorb before it reaches the boss. If the same essence reaches him twice, Ra-den gets very upset and wipes us all immediately. Rotate between mechanics until you make yourself dizzy, and eventually get to the final phase where we must burn him before he kills us.

### SPECIAL NOTES

**Immunities/Personals** – Instability Exposure  
**Interrupts** – None  
**Dispels** – None

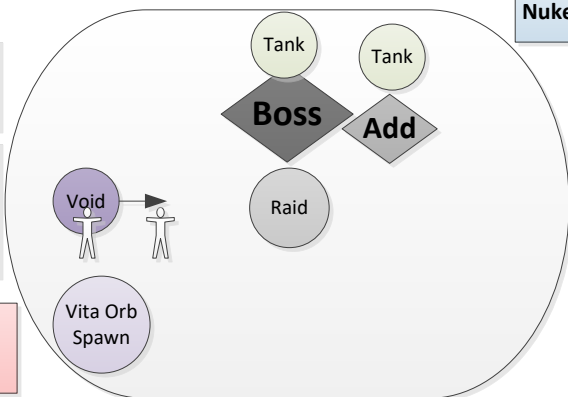
### PHASE 1 (Void Empowered)

Kill Vita orb first.

**Phase Start** – Healing absorb on raid, heal it off.

**Take turns soaking the Unstable Void missile**, facing direction you want it to travel.

*You can only soak once every 30 seconds!*



Nuke the Void Hunter add.

**Stack to split Void Collapse damage.**

**Killing the same orb twice enrages boss, leading to a wipe.**

**Nullifying Strike** – At 100 energy, strike tank decreasing their health by 20% for 25 seconds.

**Instability Exposure** – Increases damage taken from Unstable Vita/Void by 300% for 30 seconds, applied after the first time damage is taken by them.

#### Void Empowered (Absorb Void Essence)

**Unleashed Void** – Applies healing absorb and DoT to all players

**Unstable Void** – Void zone that must be soaked, applying Instability Exposure and bouncing to a new location. If missed, silences and applies Instability Exposure to all players.

→ **Void Hunter** – Drops void energy at largest group of players, damage split, reducing their healing received by 50% for 14 seconds.

#### Vita Empowered (Absorb Vita Essence)

**Unleashed Vita** – Raid-wide damage

**Unstable Vita** – Charges player with lightning, dealing damage and jumping to furthest player after 7 seconds, giving Instability Exposure to all players in its path.

→ **Charged Stalker** – Summons add that casts chain lightning, hitting target and chaining 5 yards, increasing damage.

**Overwhelming Rage** – If boss absorbs the same orb twice in a row, enrages/wipes raid.

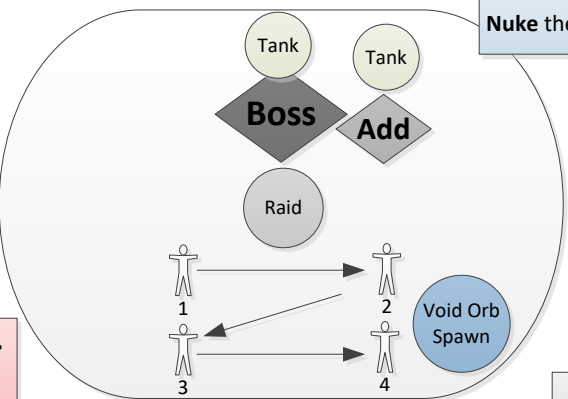
### PHASE 1 (Vita Empowered)

Kill Void orb second.

**Phase Start** – Raid-wide damage explosion.

**Bounce the Unstable Vita back and forth** (targets player furthest away), returning to raid after your bounce.

*You can only participate once every 30 seconds!*



Nuke the Charged Stalker add.

**Heal through chain lightning add casts, stay stacked.**

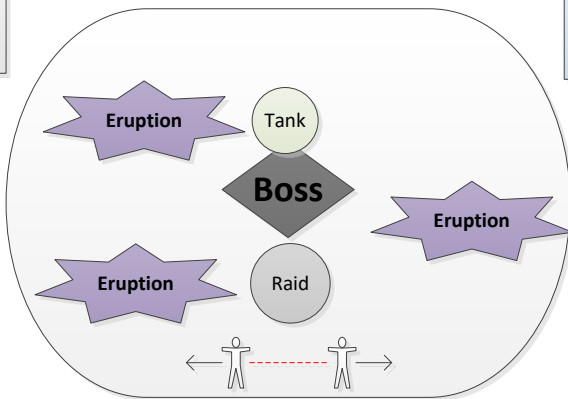
**Repeat P1 until 40%.**

### PHASE 2 (40%-0%)

**Try to phase at end of empowerment phase, but before orbs spawn.**

**Stack for healing due to ramping damage.**

**Dodge Void Eruption Zones**, boss in middle makes this easier.



**Tanks aim to be sub 50% health for Decaying Strike hit.**

**Run away when chained to another player.**

*Kill the boss before it gains too many Linger Energy buffs!*

**P2:**

**Ruin** – Raid-wide ticking damage.

**Decaying Strike** – At 100 energy, damage tank equal to 50% of current health at application every 2 seconds for 10 seconds.

**Void Eruption** – Void zones appear, dealing great damage if not avoided.

**Charged Bond** – Two players tied together, run apart to break damaging chains.

**Linger Energies** – Boss gains 10% increased damage every 30 seconds.

### MYTHIC ONLY

New essence for Ra-den to absorb – **Nightmare Essence**, granting Nightmare abilities. He will absorb 2 per phase, must deal with both empowerments. P2 applies **Corrupted Existence** - ticking damage and killing the player if they reach 100% health while the debuff is active.