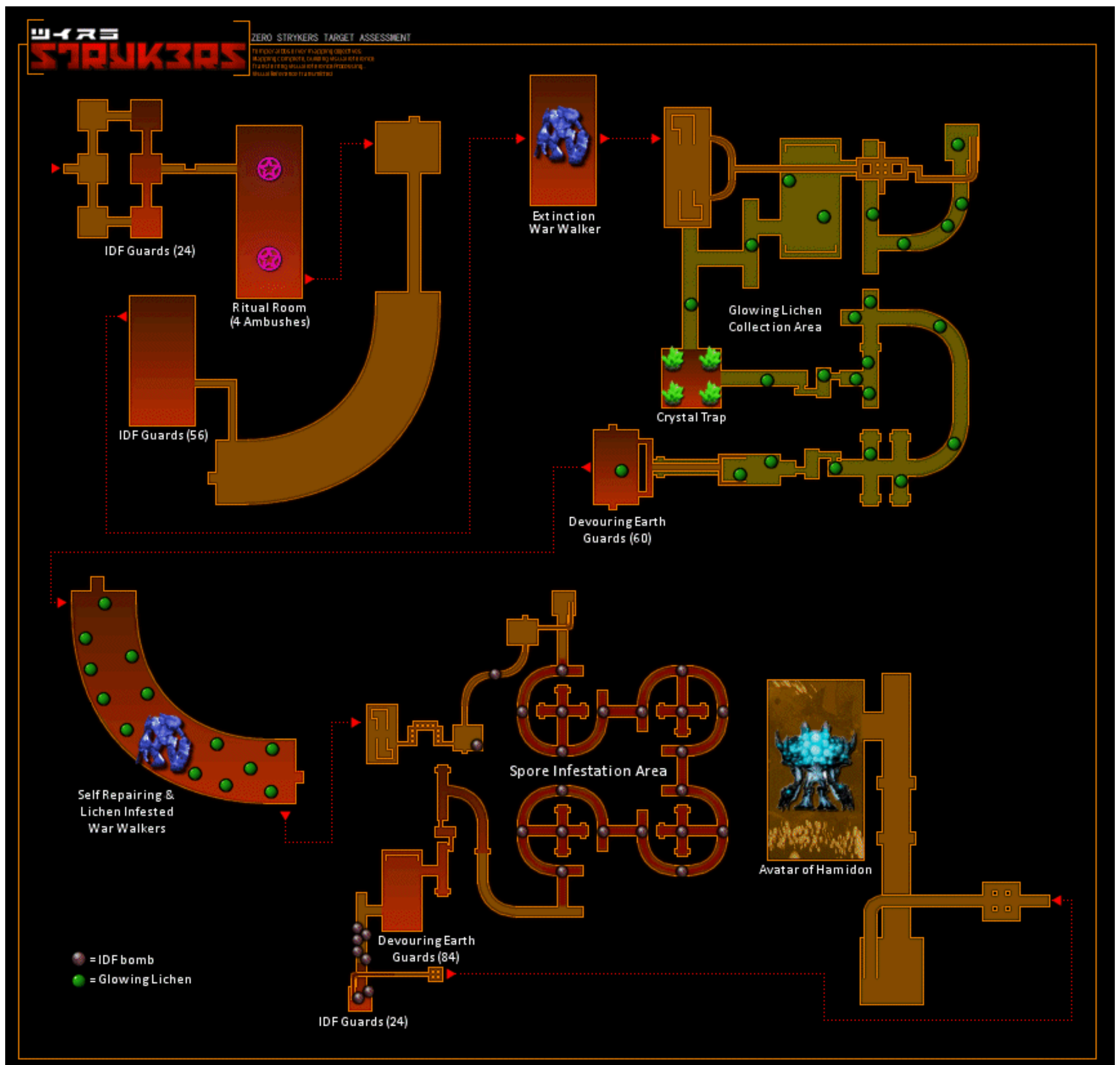


Where each area is marked with an enemy type and a number in brackets, these indicate **mandatory** defeats required to proceed.

- **Ritual:** Desdemonda will perform a ritual in two marked locations in the room. During these rituals, opponents indicated by the Raid UI will spawn and attack, Desdemonda must be defended during these rituals.
- **Extinction War Walker:** Straightforward AV fight, concentrate fire as appropriate between the War Walker and mobs to proceed.
- **Glowing Lichen:** as the raid proceeds, the tanks/brutes amongst the group should gather Glowing Lichen to use on the upcoming War Walker.
- **Crystal Trap:** This room holds Desdemonda Captive and drains her health points. To proceed, the raid group must defeat the mobs in the room, and the Crystals they protect. **The Crystals regenerate from the mobs and must be defeated last**
- **Self Repairing Extinction War Walker:** The War Walkers regeneration will overcome the majority of raid groups, the Glowing Lichen gathered up until this point should be used to overcome this regeneration.
- **Lichen Infested Extinction War Walker:** The War Walker will now be infested with Devouring Earch Lichen and will attack, in the area, **Regenerating Lichen** will spawn which will regenerate the War Walkers health. To proceed, move the War Walker to a corner of the room, so that only one Lichen can effect its regeneration. Then assign a few players to spawncamp the Lichen so that it only has short windows of uptime while the rest of the group attack the War Walker.
- **Spore Infestation Area:** being in this area will inflict Damage Over time - lead Desdemonda through making sure to destroy the IDF bombs in your path before they explode as they WILL one shot AT's with ease.
- **Avatar of Hamidon:** Still working on that one...



Underground Incarnate Trial Walkthrough by [VoodooGirl](#):
Lead to Desdemona through the Underground Tunnels to discover the secret of whatever it is Praetorian Vanessa DeVore has found.

Enemy Groups

- IDF
- Devouring Earth [[Praetorian](#)]

Bosses

- Extinction War Walker [[EWW](#)]
- Self Repairing War Walker [[SRWW](#)]
- Lichen Infested War Walker [[LIWW](#)]
- Avatar of Hamidon

PHASE 1

Part 1: Clear out the 3 mobs in the area.

Part 2: Desdemona's Ritual - protect her through 4 IDF assaults in 2 locations.

Part 3: Lead through the subways/tunnels. Best to stay to the right when going through the long, curved tunnel.

Part 4: Clear 60 IDF.

Part 5: Defeat [EWW](#).

PHASE TWO

Part 1

- DE & IDF fighting - respawnable mobs.
- Clear through the tunnels, stairs, and more tunnels.
- Start collecting glowing lichen you will need them for the fight against the [SRWW](#).

Part 2

- Crystal Chamber Trap
- Defeat the 4 regenerating crystals that have locked Desdemona.
- Desdemona cannot be healed while she is trapped.
- Crystals will quickly regenerate if there are any DE near them.

Part 3

- Lead through the tunnels
- Collect lichen

Part 4

- Defeat 60 DE
- COLLECT LICHEN!!!

Part 5

- Go up elevator
- Defeat [SRWW](#)

- Use collected Lichen on [SRWW](#) (it helps to CTRL-Click them so they become auto when useable)
- Collectable lichen will respawn in room. Collect and use as necessary.

Part 5b

- Defeat [LIWW](#)
- Same room as [SRWW](#)
- [LIWW](#) regens on the nearest respawning **Regenerative Lichens**
- Try to push [LIWW](#) as far back as possible and focus on the two nearest lichen spawns.
- Ranged toons should "camp" lichens so they can alternate from attacking lichen and then range attack [LIWW](#). The Regenerative Lichen targeting macro will make these role more efficient.
- 2 - 3 people on lichen if best.
- DE mobs will constantly respawn, mostly Boss and EB level. It is best to ignore them and focus on the [LIWW](#)
- There is a badge for defeating the [SRWW & LIWW](#) in under 8 minutes from the start of the battle.

PHASE THREE

Part 1

- Orb Bombs! Stay near Desdemona - she will shield from bomb blast.
- Fight DE through subway corridors.
- There is a badge for defeating all bombs before they detonate. **All bombs**

Part 2

- Toxic Hallway - environmental effects will do around 2 - 3 ticks of damage every now and then plus random effects.
- Defeat X amount of Avatar's Mobs.
- Defeat X amount of IDF
- **BOMBS BOMBS BOMBS**

Part 3

- Defeat Avatar of Hamidon (*I have no strategy for that at the moment*)
- During parts of the fight the league will have to stay away from Desdemona or she will take more damage.
- Watching out for the **Spinning Disco Portal of DOOM!*** (*Will find out the real name of this later*)
- Seeds will deploy from the ceiling throughout the fight.

Tips

- The best Incarnate Power to have on hand is **Clarion**.
- The easiest way to target Regenerative Lichen during the fight with the [LIWW](#) is with a bind/macro (i.e. **/macro RL targetcustomnext Regenerative**)