Seeker fight accessed through a void portal surrounded by 4 or more probability beacons, attuned to the portal.

Player is dropped onto a floating island in the middle of the void, with the Temple Beyond Days in the center. Placing and breaking blocks is disabled here.

Upon reaching the Dais of the Final Moment in the temple, the Seeker arrives, gives some exposition, then summons 8 giant orbs of power around the island, one for each element.

The orbs of power are each representative of their element, and passively provide the Seeker a powerful buff.

The orbs orbit the island at a distance, out of reach of any melee weapons, and have shielding to protect them from projectiles.

Upon using an active ability, the Seeker draws the relevant orbs in close, drawing power from them. This temporarily disables their shields, allowing them to be damaged and eventually destroyed.

When an orb is destroyed, the passive buff it provides is disabled, and the Seeker loses the ability to use the active abilities associated with its element.

Upon bringing the Seeker’s health down to 0, the Seeker gives the players some more exposition, then places a block in the center of the Temple, allowing the player to perform the fight again, against a copy (no exposition for future fights).