

# G'huun

## The Parasite Boss

### OVERVIEW

PHASES: 3

Hero: Last Phase

Well, this boss has a lot going on. Dodge things, chuck items into a machine, kill adds, kill boss. Wait until you see Mythic! An end boss indeed. Phase 1 involves killing adds and depositing items into the Reorigination Drive in order to activate it and fight G'huun (P2). The final phase the Drive explodes and it is a race to the finish – who will kill who first?

### SPECIAL NOTES

Immunities/Personals – N/A  
Interrupts – Torment, Decaying Eruption  
Dispels – None

### Phase 1 – Adds

#### Reorigination Drive

On the left and right sides of the arena are pathways leading up to the Reorigination Drive. Deposit Power Matrixes from their spawn point to the turn in to empower the drive to shoot off a Blast (35 energy per matrix). The first player to touch the Matrix cannot touch again for 5 minutes.

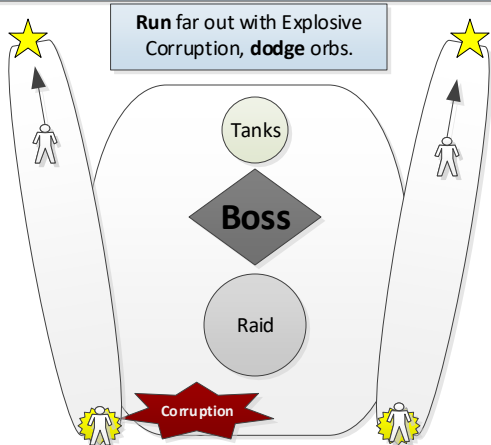
**Power Matrix –** Holding it slows until turned immobile – throw it to another player, catch or it is destroyed.

**Reorigination Blast –** At 100 energy; Damages and increases damage taken by enemies, clears Blighted Ground.

*Tip: Warlock gates and clever rolls/jumps can get you there without passing more than once.*

#### Add Priority: Tendrils > Terror > Young

(Use Dark Bargain ability to debuff adds and kill them quicker. Interrupt other casts.)



Run far out with Explosive Corruption, **dodge** orbs.

Rotate players to **grab** Matrixes and **dimb** to drop off. Avoid lingering in void zones left by Contagions.

**Explosive Corruption** – Random player explodes after 5 seconds, dropping a void patch and shooting Virulent Corruption out.

**Virulent Corruption** – Dodge these orbs; hitting one applies Explosive Corruption.

**Amorphus Cyst** – Adds on pathways that leave void zones (Undulating Mass) and damage players with spore clouds (Unclean Contagion). Can be run through/ignored or damaged to reduce void zone patches.

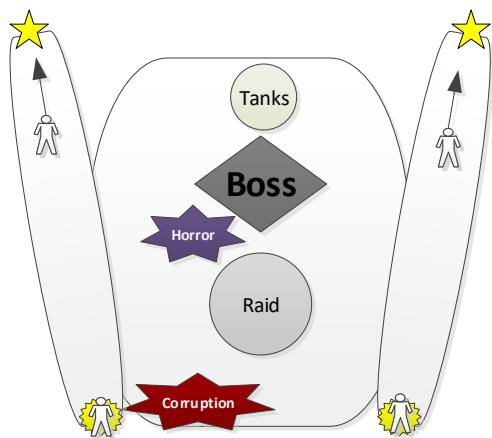
**Thousand Maws** – Minions summoned.

\* **Cyclopean Terror** – Random shadow damage (Torment)

\* **Dark Young** – Slams/knockbacks target, at 100 energy casts Dark Bargain to buff other enemies and players (damage/healing done and damage taken) – two stacks of this buff Mind Controls players, avoid or be killed.

\* **Blightspreader Tendril** – Inflicts raid damage (Decaying Eruption) and burrows to new locations.

### Phase 2 – After Activating Reorigination Drive



Stack on Blood Feast player to remove DoT.

Nuke add that spawns.

Continue **running** Matrixes to increase damage taken by boss.

G'huun is tankable, continue dealing with Explosive Corruption.

**Corrupting Bite** – Buff on boss that increases plague damage from melee hits. Resets when tank swap.

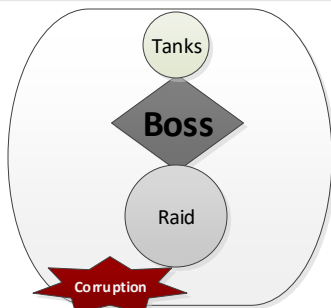
**Wave of Corruption** – Shoots out from boss, explodes upon contact applying putrid blood – unavoidable.

**Putrid Blood** – Stacking DoT, dealing damage every 3 seconds.

**Blood Feast** – Tendrils immobilize target, spawning Gibbering Horror; after 8 seconds any player nearby has Putrid Blood debuff removed (health of Horror based on stacks of Putrid Blood removed). Horror casts Mind-Numbing Chatter (Raid-wide damage/interrupts spellcasting).

### Phase 3 – 25%

**Burn boss** before you die to Putrid Blood stacks.



**Dodge** orbs and growth explosions.

**Look away** from G'huun when casting Gaze.

Reorigination Drive is destroyed, ceiling begins to Collapse (deals knockback and damage reduced based on distance from impact). Continue dealing with Explosive Corruption, Wave of Corruption, and Corrupting Bite. No more Blood Feast = no way to remove stacks of Putrid Blood.

**Malignant Growth** – Random explosions dealing damage within 8 yards.

**Gaze of G'huun** – Players facing boss at end of cast are feared for 6 seconds.

### MYTHIC ONLY

Explosive Corruption affects more players. When minions are killed, Spawns erupt from the corpse and infect players w/ DoT. When it expires, two more spawn and spread. Must deposit two Matrixes within 3 seconds to power up the Drive, and holding a Matrix causes a Matrix Surge of damage to fixate the player, pulsing damage. Tendrils spawn, immobilizing players who touch them. Gibbering Horrors must be killed with Reorigination Blast or will resurrect. Two stacks of Boil's bursting will result in Mind Control.