

Mother

The House Tour Boss

OVERVIEW

PHASES: 3 Rooms

Hero: Third Room

We must travel from room to room (3 total) at a steady pace. Every time a player moves rooms, raid-wide damage occurs as well as spawning an add. Moving on one group at a time, we cross to the last room while handling adds – when in the final room, Mother takes 100% increased damage, and we must nuke her before she lights our room on fire all while dodging a Trilliax style beam. On the way there, be sure not to kill your teammates as you cross, or die in a fiery swirl.

SPECIAL NOTES

Immunities/Personals – N/A
Interrupts – Clinging Corruption
Dispels - None

Room 1 and 2

Pass into Room 2 a few people at a time as each player crossing inflicts raid damage + summons an add.

Sanitizing Strike - Frontal cone increasing damage taken by Strike to anyone inside (was dodgeable by tank on beta).

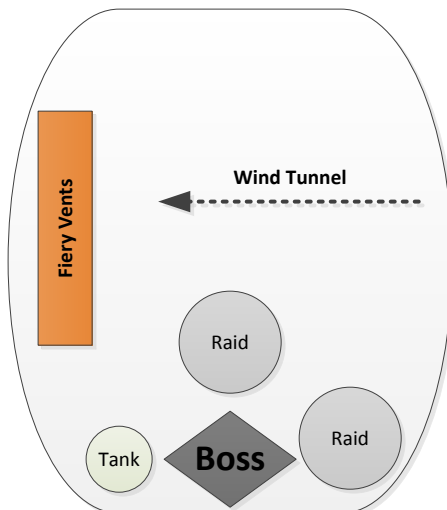
Wind Tunnel – Pushes players towards fiery vents on the walls. There may be a safe spot to stand near the defense grid where wind will not affect you.

Purifying Flame – Fire swirlies appear under players feet, dodge them.

Cleansing Purge – Enrage timer per room, when time is up the room catches on fire.

Dodge swirlies as they spawn under your feet.

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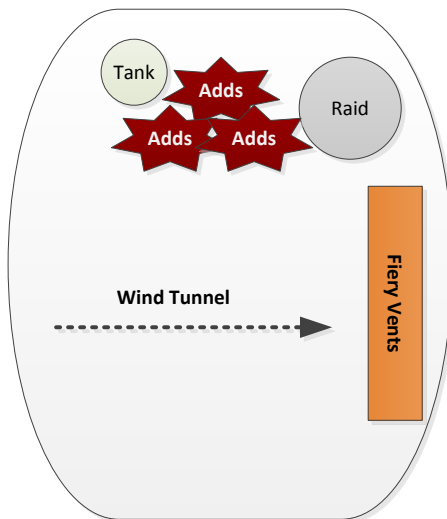


Run against wind tunnel to avoid burning.

Cross rooms 2-3 people at a time, as directed. You cannot heal/dps across rooms.

Nuke/interrupt adds to keep your team alive.

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Room 2

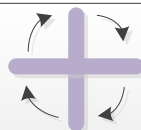
All room 1 mechanics.

Send strong CC group first. Bring tank + healer last as moving Mother into the next room triggers that room's countdown.

Remnants of Corruption – Add spawns on player 3 seconds after crossing room. Casts Clinging Corruption (interrupt/stun) which deals aoe damage until killed.

Room 3

Same as above + Dodge Beam



All room 1 + room 2 mechanics. Mother now takes 100% increased damage.

Uldir Defense Beam – Giant beams lower from the ceiling and rotate. Inflicts damage to any standing inside the visual effect.

MYTHIC ONLY

New types of adds (key add is Resistant Bacterium which will buff other adds). New abilities = **Endemic Virus** infects a player (20 second DoT), when removed applies a DoT (Spreading Epidemic) to any player within 10 yard.