

Uu'nat, Harbinger of the Void

(The Relics Are Ours Now)

OVERVIEW

PHASES: 3

Hero: P3

At the entrance of the encounter can be found three relics, each with separate powers for the raid to use to defeat the boss. Upon use, player cannot pick up relic again for a time, and the relic takes time to recharge on the ground before another player can utilize it.

SPECIAL NOTES

Immunities/Personals – Soaking Void Crash

Interrupts – Consuming Essence
Dispels – Unknowable Terror Fear

Trident (Tank): Used to shield raid.
Pro: 75% of raid damage taken redirected to shield.
Con: If shield health pool not removed, explodes dealing that damage to raid.
(2 min recharge)

Void Stone (Healer): Used to prevent healing on enemies and raid.
Pro: Stops enemies from healing.
Con: Prevents raid from being healed until user takes enough damage.
(1 min recharge)

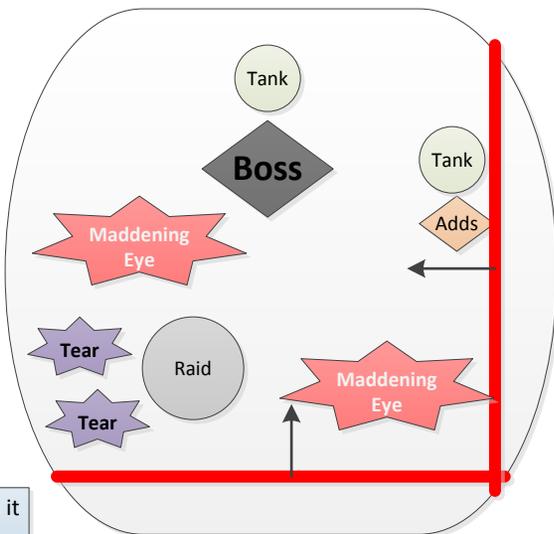
Tempest Caller (DPS): Used to kill any add under 25% health.
Pro: Kills otherwise unkillable adds.
Con: Raidwide damage, reduces damage done, kills player under 25%.
(30 second recharge)

P1 – 100%-70%

Move to center of arena before **Obscurity** to avoid taking damage from the outer ring of void.

Avoid touching **Oblivion Tears**, and stand near edge of arena to bait them there (keep mid safe).

Soak **Void Crash** when it is at its smallest size.



Tank boss facing away from raid. After **Touch** debuff applied, swap and move adds away to prevent the 99% damage reduction.

DoT adds, but only to 25%, then wait to kill with **Tempest Caller**.

Gift of N'Zoth: Obscurity – Upon reaching 100 energy, deal raidwide damage, void zone appears at edge of arena.

Oblivion Tear – Void zone spawns on player, heals boss 1% but disappears if touched.

Maddening Eyes of N'Zoth – Void zones fill arena, find limited safe area or take damage and turn hostile to allies.

Piercing Gaze of N'Zoth – Two beams move down arena, applying 4 second stacking DoT.

Touch of the End – Frontal cone at tank, applies 24 second DoT, requires swap.

Undying Guardian – Fixate tank with **Touch** DoT, damage increases the lower their health. Heals to full if dropped to 1% health.

Void Crash – Purple swirly zone - if no players hit, will jump to a new area, shrinking in size and damage twice.

Dodge **Maddening Eye** void zones.

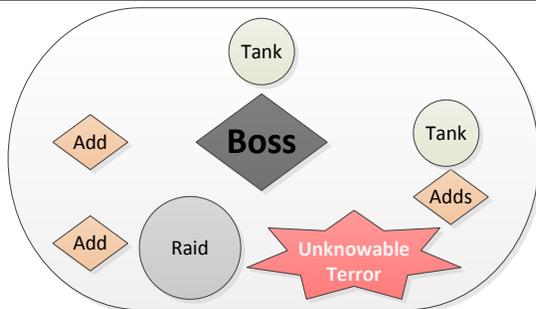
Move through one **Piercing Gaze** beam, wait 4 seconds for DoT to drop, then move through the second beam.

P2 – 70%-40%

Phase begins with 20 seconds of boss downtime, use it to clean up adds and Tears with relics as necessary. P2 continues to cast **Oblivion Tears** and tank mechanics.

CC/Interrupt **Mindbenders** to prevent healing, focus down.

Dodge **Unknowable Terror** zone, dispel anyone caught.



Use **Tempest Caller** to kill **Undying Guardians**.

Use **Void Stone** to clear up **Tears** as needed, but user must take enough damage to remove healing debuff.

Gift of N'Zoth: Hysteria – Upon reaching 100 energy, boss casts raidwide damage and heals adds for 75% + granting them increased haste.

Unknowable Terror – Large blue void zone, run out of it or be feared + damaged.

Primordial Mindbender – Non-tankable adds spawn around arena, casting consume essence (deals shadow damage and heals to full if not interrupted). Upon dying, splits into **Voidspawns** (which when killed, explode dealing raidwide damage)

P3 – 40%-0%

P3 continues to cast **Tears** and **Tank** mechanics + **Piercing Gaze** beams.

Ignore adds until tank damage is too high – can then kill with **tempest** relic.

Continue to execute **Piercing Gaze** dance – step across one, wait, then the other.

Avoid cleave during **Lunacy** – use **Trident** to protect each other if necessary.

Leech health off **friends** – immune to healing, do not stack with other leeches.

Gift of N'Zoth: Lunacy – Upon reaching 100 energy, boss casts raidwide damage and turns all players hostile to each other for 5 seconds.

Insatiable Torment – Marked player takes damage periodically and can receive no healing, but can feed on nearby players to heal by leeching their health.

MYTHIC ONLY

New ability = **Unstable Resonance** (players marked with storm, void, or ocean for 15 seconds – stand with matching relic to remove debuff or else explode on raid; contacting wrong type/player will also cause explosion). Adds passively buff damage over time.