

Carapace of N'zoth

It's About To Get Crazy

OVERVIEW

PHASES: 3

Hero: Phase 3

The raid must attempt to keep their sanity levels high for as long as possible, easier to do in the beginning of the fight. If your sanity drops to 0, you get a nice damage/healing buff for 20 seconds, but then become a servant of N'zoth and will try to slap your friends. Wrathion comes back to help us keep our sanity fed in P1 and P2, nuking adds drops sanity orbs, and avoiding bad mechanics doesn't hurt. P3 however... we're on our own to finish off the boss before we LOSE IT.

SPECIAL NOTES

Immunities/Personals – N/A

Interrupts – Do NOT Interrupt Breed Madness

Dispels – None

PHASE 1 (100%-50%)

Keep your sanity from reaching 0, otherwise become charmed.

Gain sanity by standing near Wrathion or using your extra action button in P1 and P2 when sub 20 sanity.

Shroud of Resolve – (Action Button) Heals player to full and protects from sanity loss, teleporting them to Wrathion. (2 min CD)

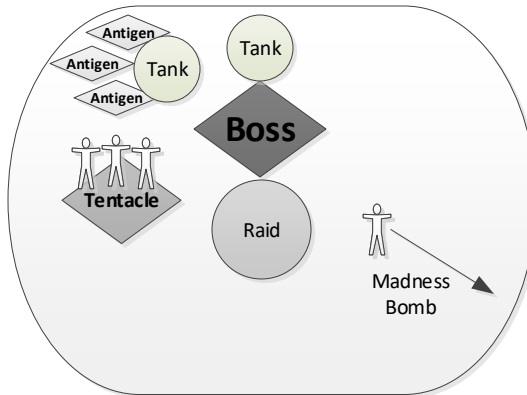
Sanity – Encounter resource each player has, when it hits 0, gain 100% increased damage/healing done for 20 seconds, then become MCD (casts Mental Decay, draining Sanity from allies).

Avoid the Tentacle slam zones.

Climb onto tentacles after slam and kill the Horrific Hemorrhages.

CC and nuke Adaptive Antigen adds after the tentacle is destroyed.

Run away with Madness Bomb to avoid exploding on raid.



Taunt after 2 Mandible Slams, when Black Scar debuff falls off.

Damage off Adaptive Membrane to receive Sanity fragment for tanks (they cannot easily move to Wrathion).

Mental Decay – DoT that drains sanity.

Madness Bomb – Debuff exploding after 12 seconds, fearing and removing sanity.

Mandible Slam – Physical tank damage, triggers Black Scar (shadow damage, increasing Black Scar damage taken by 100%, stacks).

Adaptive Membrane – Shields enemy, absorbing damage. If shield is broken, all damage applies to target as well, and fragment of sanity is dropped.

Fragment of Sanity – Restores 10 sanity.

P1:

Growth Covered Tentacle – Knockback to struck targets, becomes climbable, spawns adds.

→ **Horrific Hemorrhage** – Spits void zone, dealing damage and forming Nightmare Antigen. Upon dying, deals damage to boss.

→ **Nightmare Antigen** – Tankable, damage done and reduces CC effects over time. Melee attacks on players decrease haste by 5% and slow, stacks.

Gaze of Madness Add – Blasts several targets. Interrupting results in 5 sanity loss and raid-wide damage, and increases the next cast's damage – do not interrupt!

P2:

Eternal Darkness – Drains sanity, raid-wide damage.

Occipital Blast – Frontal cone, drains sanity.

Mycelial Cyst

Mycelial Growth – Web spreads reducing move speed, shrinks as add dies. Buffs boss' damage.

Regenerative Mass – Self heal.

Synthesis Growth

Synthesis – Each growth heals N'zoth while alive.

P3:

Insanity Bomb – Madness Bomb + summons a Nightmare Antigen.

Infinite Darkness – Drains sanity, raid-wide damage, creates Infinity Void (zone drains sanity).

Thrashing Tentacle – Damage and knockback.

PHASE 2 (50%-40%)

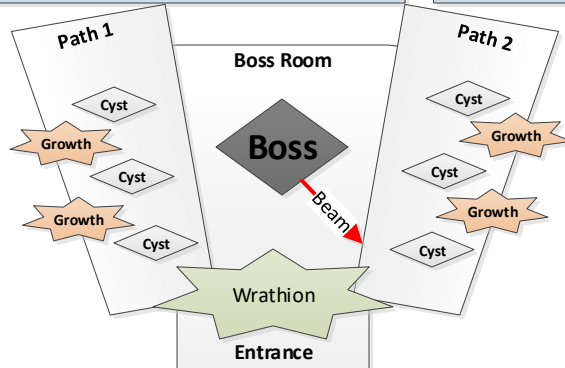
Move down path, damaging Cysts to clear patches.

Nuke Synthesis Growths (they are healing boss) along the path, then use action button to return to start.

Clear the other path, then jump down and engage boss.

Avoid Occipital Blast beam, random direction.

Restore Sanity at Wrathion before phasing to 40%.

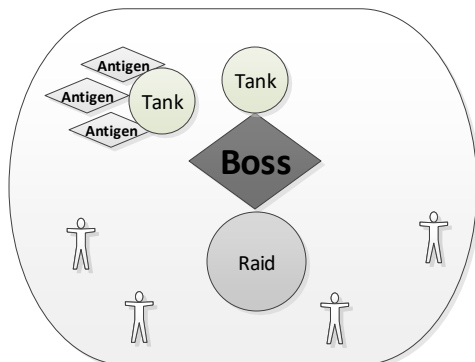


PHASE 3 (40%-0%)

Dodge Tentacle slam zones, stand in safe slice.

Spread out for Insanity bomb, it applies to all players and will spawn Antigen Adds.

Return to boss, tank and CC/Kite Antigen Adds. **Nuke** when they receive Adaptive Membrane.



Keep moving out of Infinity Void spheres as they drop.

The only Sanity gain is through add fragments – collect to restore sanity as needed.

MYTHIC ONLY

Players can now be targeted by **Adaptive Membrane**, which reduces healing received. Wrathion leaves in P2 instead of P3. P2 ends when all **Synthesis Growths** are killed, and they spawn Antigen adds. P3 also has **Mycelial Cysts**, which now explode shortly after they hit 1 hp.