

N'zoth, the Corruptor

Hope You Missed Tentacles!

OVERVIEW

PHASES: 3

Hero: P3

We once again must keep our sanity above 0, this time by using a channeled action button ability to restore it. We start the encounter fighting Psychus in the Mind Realm, who we can only really damage if we apply a debuff to him. Once defeated, we are pulled back to reality to fight N'zoth and his tentacles. Yep, more tentacles. We have to keep sending people to the Mind Realm, handling new mechanics. Once past the tentacles, we focus on taking out N'zoth himself.

SPECIAL NOTES

Immunities/Personals – N/A

Interrupts – Corrupted Mind

Dispels – Corrupted Mind

PHASE 1: Mind Realm (And Subsequent P2 Mind Realms)

Utilize your extra action button ability to restore sanity and avoid hitting 0.

Exposed Synapses Adds

Probe Mind – Damage to random player that will spread to others within 5 yards.

Synaptic Shock – If add dies near Psychus, he takes 50% increased damage for 20 seconds, stacks.

Resilient Synapses – When add dies, others heal.

Tank Psychus near Synapse adds at edge of room, dropping Anguish puddles strategically.

Nuke the nearby add to debuff Psychus, increasing his damage taken.

Burn boss at ~7 stacks!

Exit Mind Realm by clicking your body's spirit, located where you entered.

Leaving Mind Realm **stuns boss** in Normal Realm, breaking his immunity – damage him!

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

Azeroth's Radiance – Action button, 4 second sanity restoring channel. (3 min CD)

Mind Realm (P1 and P2):

Mindwrack – Psychus deals large physical damage + increase damage taken on tank.

Creeping Anguish – Void zone spawns under Psychus, grows over time. Drains sanity and slows.

Mind's Eye – Occasionally deals damage and drains sanity of players in Mind Realm.

Manifest Madness – At full energy, Psychus wipes raid by draining all sanity.

Shattered Ego – When Psychus dies, boss and tentacles are stunned for 30 seconds. Leave Mind realm now or die to Collapsing Mindscape.

P2 Normal Realm:

Unless stunned by Shattered Ego, boss is immune.

Corrupted Neuron – Adds spawn and Anguish void zone seeps out of them. Zones shrink as add health drops, drains sanity if stood in.

Mindgrasp – Shadow shoots from player towards or away from boss. Shortly after, they are forced in that direction.

Corrupted Viscera – Void zones rain down when add dies, draining sanity and dealing damage

Paranoia – 3 sets of players are paired and must run together or take ticking damage. If standing near a player that is not their partner, they also lose 5 sanity per second.

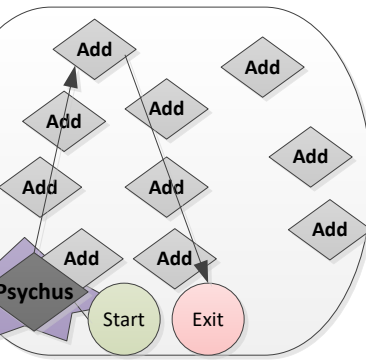
Eternal Torment – Raid-wide damage.

Mindgate – Portal to Mind Realm opens, half the raid stands on it to go inside. Fettered Mind prevents the same player from going in twice.

P3 (N'zoth Fight!)

Evoke Anguish – 8 second debuff on random players, at expiration will drop void zone. Pool grows with every Evoke Anguish cast.

Stupefying Glare – Eye appears and shoots a beam in a random direction, fearing players hit.



Avoid standing in Anguish pools, and stay spread 5 yards.

PHASE 2 (Normal Realm)

Add Priority:
Basher > Corrupted > Spike

Damage adds to clear encounter area in preparation of Mindgrasp shove.

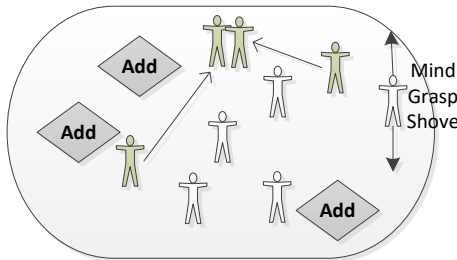
Assign half the raid (include tank) in each Mindgate portal, sending them to Mind Realm to defeat Psychus again.

Corrupted Neuron Adds:

→ **Basher Tentacle** – Casts AoE if not tanked. Casts Void Lash at tank, dealing shadow damage + DoT. Damage done increases over time.

→ **Corrupted Minds** – Not tankable. Cast Corrupted Mind – applies DoT to random player, drains sanity if expired. **Dispel or interrupt to avoid sanity loss.**

→ **Spike Tentacle** – Low health, cast Pain Spike on random player (moderate damage).



Spread out for Paranoia and run carefully to partner.

Dodge Viscera swirlies.

First Mindgate team will deal with fire damage randomly that drains sanity and requires dodging fire swirlies.

Second Mindgate team will deal with shadow damage randomly that drains sanity and requires players to limit movement or risk taking damage.

PHASE 3 (After Second Mindgate Team Returns)

Thought Harvester Add:
Tankable, casts Mindwrack on tank.

Harvest Thoughts - Drains 100 sanity divided evenly between all players close to add. *If fewer than 5 hit, all players lose 50 sanity.*

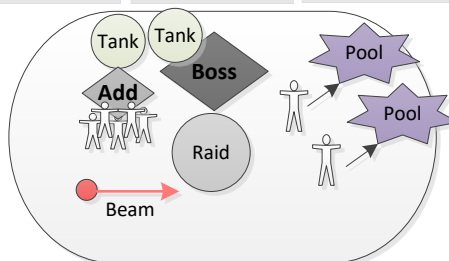
Nuke Harvester, rotating soaks.

BURN BOSS!

Continue dealing with Paranoia and Mindgrasp.

Dodge Stupefying Glare beam.

Drop Anguish Pools strategically and move around room as they grow.



MYTHIC ONLY

The encounter now starts in P2. Shattered Ego no longer stuns tentacles, only boss. When an Exposed Synapse or Corrupted Mind is killed, a **Psychophagic Anomaly** add spawns in the opposite realm, dealing damage around its body. *There is a secret, unknown last phase.*