

Maut

If You Want to DPS – Feed Your Healers!

OVERVIEW

PHASES: 2

Hero: On Pull

A basic movement phase starts the fight, forcing players to move out with debuffs that drop void zones – and then move in to void zones to avoid one shots. Avoid getting sucked into the black holes that form (kill the add that pops out of them). Once P2 hits, you have a minute to nuke off a shield or your raid will wipe – but be warned, 100% of the damage you deal is reflected back at you! Catch incoming orbs to feed your healers mana so they can deal with you popping CDs.

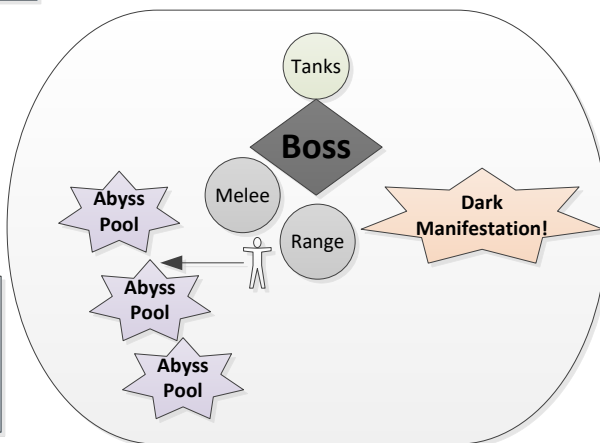
SPECIAL NOTES

Immunities/Personals – N/A
Interrupts – None
Dispels – Drain Essence in P2
Curse dispels great for mythic.

PHASE 1

Avoid the frontal cone attack directed at melee players.

Taunt every 2-3 Shadow Claw casts, ideally just before add spawns.



Move out with Devour Magic debuff, but drop it close enough to raid that they can utilize the pool it leaves behind.

Run from the pull of the Dark Manifestation black hole.

Kill the add that forms from the black hole.

Tank add away from boss. Move it into Abyss zone to interrupt its Dark Offering cast.

Step into Abyss zone before end of Stygian Annihilation, or you will achieve death.

P1:

Consuming Shadows – Pulsing raid-wide damage, increasing throughout phase.

Devour Magic – Debuff that explodes 9 yards, giving boss mana for every player hit. Drops Devoured Abyss pool.

Devoured Abyss – Zone makes players/adds immune to magic damage and healing, silencing and draining mana from anyone inside. Detonate at P1 end.

Stygian Annihilation – 5 second channel of lethal shadow damage dealt to all players, immuned by Abyss zone.

Black Wings – Cone attack at melee.

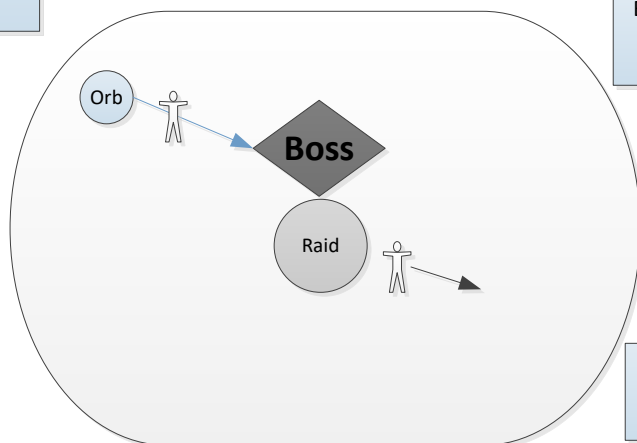
Dark Manifestation – Black hole forms, sucking in players and detonating after 6 seconds, creating an add – if tanked 20 yards near boss, dies and transfers mana. Interrupt its Dark Offering cast (gives boss mana) by using Abyss pools.

PHASE 2

Damage off the boss' shield in 1 minute to prevent raid wipe cast from going off.

100% of damage dealt is reflected – take care!

Mobile DPS should soak incoming orbs, returning to buff raid with mana.



Boss is inactive, tanks can soak incoming orbs.

Move out to be dispelled with Drain Essence.

Phase quickly – boss gains permanent damage buff for every moment in P2!

Shadow Claws – Physical attack that debuffs tank with Shadow Wounds, 24 second stacking shadow DoT.

P2:

Obsidian Skin – Boss becomes inactive, protected by mana shield – losses mana instead of health. 100% of damage done is reflected by at attacker. If his shield is not broken in 1 min, raid wipes.

Drain Essence – P2 mana-draining debuff, when removed deals damage and drains mana from nearby allies.

Forbidden Ritual – Orbs spawn and travel to boss granting him 15% mana. If intercepted, player is buffed to grant nearby allies 150% mana regen and 50% increased healing for 8 seconds.

Consumed Magic – Boss gains damage buff based on P2 length.

MYTHIC ONLY

Ancient Curse – Every minute in P1, all players receive 24 second curse that is removed by curse dispel or standing in Abyss zone. Deals raidwide damage when removed. If expired naturally, player dies.