

Prophet Skitra

What Would Sherlock Do

OVERVIEW

PHASES: 2

Hero: P2 – Reduce Dark Ritual Stacks

Juggle a few dance steps in P1 – drop off adds (then nuke them), CC an incoming death wall of immune enemies (then kill them 30 seconds later when they can take damage), and heal large amounts of pulsing damage. Take advance break in P2 to play detective with your team, identifying which of the boss images is the real boss. The raid is split into two colors, each color sees 5 adds – but only 1 is seen by both, the real one! Kill it to return to P1 and repeat the dance.

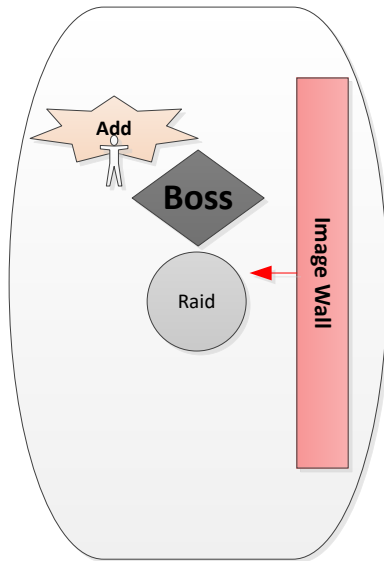
SPECIAL NOTES

Immunities/Personals – N/A
Interrupts – None
Dispels – None

PHASE 1

Run out with Shred Psyche to drop off adds away from raid.

Nuke the add. Melee only approach after it casts Psychic Outburst (tanks move boss on top of adds after cast).



Taunt around 4-6 stacks of Shadow Shock.

Utilize CC (mass roots, frost traps, etc) to halt the wall of Images. Dodge them as necessary.

P1:

Shadow Shock – Replaces boss melee attacks, dealing shadow damage and applying stacking debuff increasing shadow damage taken by tank and two other random players.

Shred Psyche – Debuff that drops an add upon expiring. Add will cast Psychic Outburst

Psychic Outburst - Deals large damage to raid, less the further away it is. Then pulses damage until defeated.

Images of Absolution – Spawns a moving wall of images, 1 hp but immune to damage for 30 seconds, dealing damage to nearby players.

P2:

Illusionary Projection – At 80%, boss spawns multiple mirror images, and debuffs half the raid red and half blue. Each will see a set of 5 adds, with one being seen by both (the real one).

Illusionary Bolt – Images deal damage to random players.

Dark Ritual – During P2, players gain stacking permanent debuff increasing shadow damage taken by 2%.

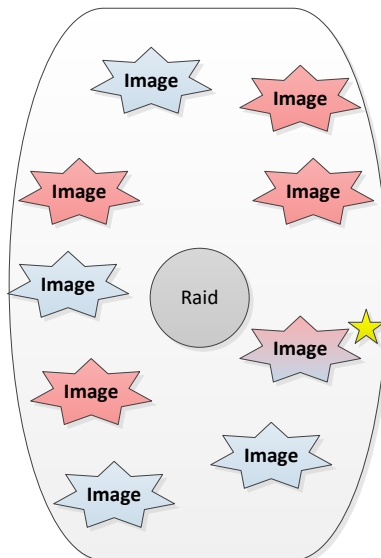
Mind Quake – Killing an incorrect image results in a large burst of damage to raid.

PHASE 2: Every 20% Health

Raid is **split** into two colored debuffs. Each can see a set of 5 adds.

Communicate to identify the add both colors can see.

A blue player can **drop raid markers** on their 5 adds – ask a red player which of the 5 they can also see.



Solve the P2 Mystery as quickly as possible to reduce the Dark Ritual stacks.

Nuke the shared add (while stacking by it for AoE heals) to return to P1.

Removing an **incorrect image** will result in large raid-wide damage.

Hint: Abilities like moonfire can be seen by both teams – if a blue player moonfires an add and the red player sees it on their add – that is the add!

MYTHIC ONLY

Players are assigned red/blue debuffs at beginning of P1, can change randomly every P2. **Shredded Psyche adds** are now only visible to same-color players. The **Image Walls** also are red or blue, seen only by same-color players. Must be CCed by those players.