

The Hivemind

The Padlord's Dream

OVERVIEW

PHASES: 1

Hero: On Pull

The raid must deal with two very needy bosses – at times they will demand to be close together, and other times far apart. Failure to comply will net your raid taking more damage from the encounter thanks to the Shadow Veil debuff. As if two target cleave wasn't good enough, adds will constantly be filling the arena for you to pad off of. Enjoy going AoE build and not having your raid leader yell at you for it!

SPECIAL NOTES

Immunities/Personals – N/A
Interrupts – Mind-Numbing Nova
Dispels – None

On pull, Tek'ris is buffed to control the **Hivemind**.
 This swaps every 1:10, changing mechanics accordingly.

Tek'ris Hivemind
 Keep bosses within 20 yards.
 Adds gain Void Infusion (buffed over time).
 Transforms one Drone into a Ravager.

Ka'zir Hivemind
 Keep bosses 20+ yards apart.
 Adds gain Regeneration (heal when low).
 Applies Volatile Eruption to Drone.

Aqir Drones
 Many spawn every 1:20.
 Fixate on players, meleeing.
 Drop acidic pools when killed.
 Stack to group them, CC, AoE.

Aqir Darter
 Sets of 3 after drones appear.
 Deal burst of damage (Psionic Resonance), then fly to new location.
 Focus down, stun if near boss.

Ravager –
 Tank and nuke the Ravager drone.

Volatile Eruption –
 Nuke buffed drone or it will explode.

Cleave off priority targets – if adds are kept clean, boss will die.

Dark Reconstitution – Boss heals to 30% if both are not killed within 10 seconds.

Shadow Veil – When bosses are too far apart / too close together (depending on who has Hivemind control), reduce damage they take by 99%.

Devouring Frenzy – When Hivemind swaps bosses, 12 seconds of raidwide damage, increasing each tick.

Echoing Void – After 4 seconds, players AoE around their bodies.

Nullification Blast – Frontal cone by Tek'ris, applies DoT (damage and reduced healing) – can sidestep.

Mind-Numbing Nova - Interruptible cast by Ka'zir, reducing raid haste 50%.

Spawn Acidic Aqir – Bugs spawn from eggs on edge of room, then roll across room.

Corrosion - Players hit by roly bugs take increased damage taken for 8 seconds.

Volatile Eruption – One drone receives mega health, immune to CCs, and will explode after 20 seconds.

Ravager – One drone transforms to a Ravager, increasing health and applying stacking DoT to tank.

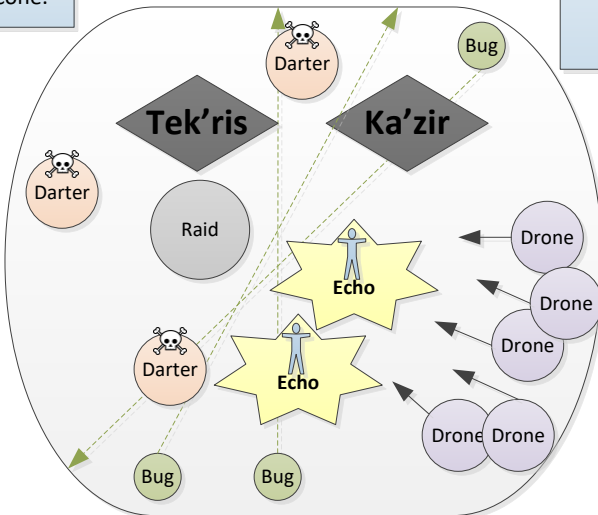
Void Infusion – Increases add's damage dealt and movement speed, stacks.

Regeneration – Adds under 20% health heal up over time, until killed.

Face Tek'ris away from raid, step out of frontal cone.

Interrupt Ka'zir's Nova cast – ideally tank and 1 melee with range interrupt.

Stack and utilize CC to keep adds as grouped as possible.



Spread out during Echoing Void.

Dodge the acidic bugs that pop out of eggs and roll across the room.

Kill bosses within 10 seconds to prevent their heal.

MYTHIC ONLY

Devouring Frenzy deals even higher damage per tick. Rolling bugs now seep pools of acid before hatching from eggs. Missed interrupts on Mind-Numbing Nova net 100% lost haste. Echoing Void now drops void zone after splash damage.