

Eye of the Jailer

The Beam Boss

OVERVIEW

PHASES: 3

Hero: P3

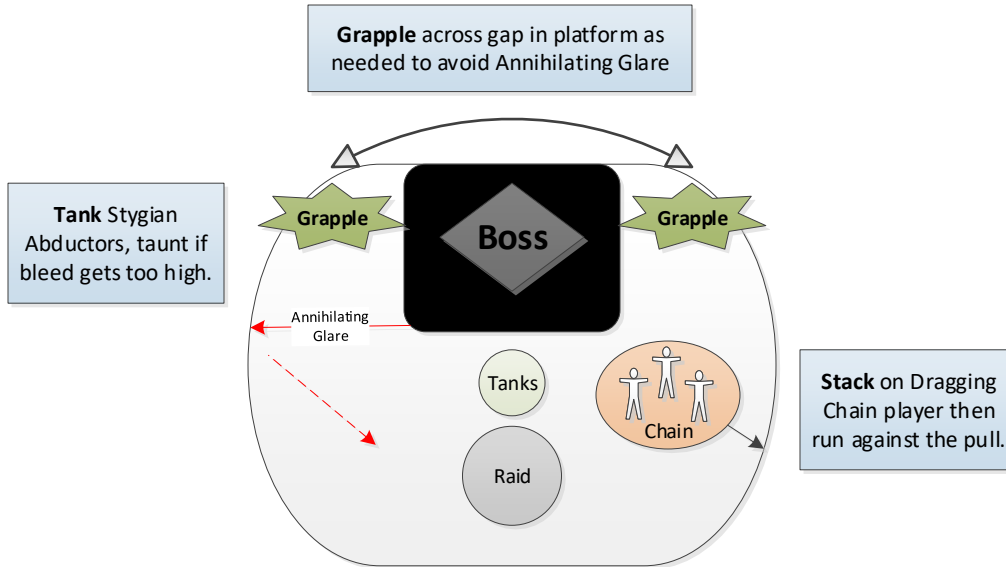
After all those trips to the Maw cut short by the Eye ruining your fun, it's finally time to get some revenge. Players will need to utilize the entire platform, including a grappling chain that takes you from one side to the other to avoid the Eye's massive beam. Stack on your friends who are being abducted before they fly away to their death, split up to take on the Double Eyes, and then regroup to collect your loot.

SPECIAL NOTES

Immunities/Personals – None
CC – None
Dispels – Slothful Corruption, Spreading Misery

Phase 1

ABILITIES



Piercing Lens – Replaces melee attacks (physical damage).

Deathlink – 4 second blast on tank that chains to raid, mitigate it (physical damage).

Eye Bolt – Damages random targets.

Annihilating Glare – Channeled beam that sweeps across the platform.

Grapple – Use the harpoon at edge of platform to grapple to the other side.

Stygian Abductors:

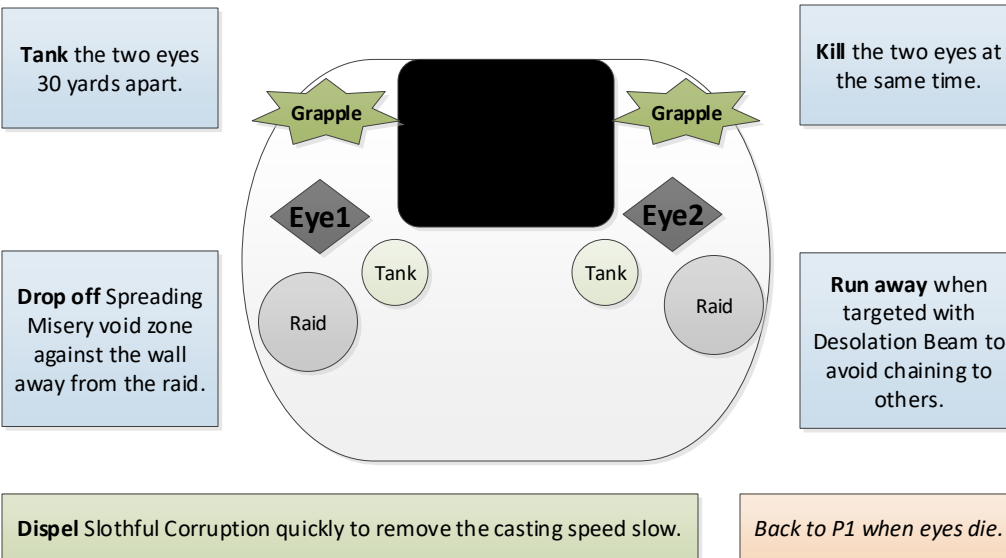
Dragging Chain – Attempts to drag player off platform. Pull reduced by nearby players soaking the chain and running against the pull.

Assailing Lance – Stacking bleed on tank.

Phase 2: Triggered At 66% and 33%

PHASE 2:

The boss retreats, summoning two new Eyes and casting abilities from afar.



Suffering – When the two eyes are within 30 yards, or if one eye dies before the other, pulses raidwide damage and increases shadow damage taken for 1 minute.

Titanic Death Gaze – Deals raidwide damage.

Desolation Beam – Blasts a target with damage that jumps to nearby players.

Fracture Soul – If hit by swirlie, splits soul into 3, dealing large damage until the souls are collected.

Slothful Corruption – DoT that reduces casting and movement speed, dispel.

Spreading Misery – Debuffs targets who drop void zone when dispelled/expired.

Phase 3: 33-0%

PHASE 3:

Boss enrages and increases his attack speed while dealing raidwide ticking damage and reducing healing taken by players, stacking over time.

Immediate Extermination – The boss receives 50% increased attack speed, inflicts raidwide damage, and reduces healing taken by players, stacking over time.

Hero!

Blast!

Defensives!

Loot.

MYTHIC ONLY

Hopeless Lethargy – Player is corrupted and reduces movement speed of nearby allies by 50% + ticking damage. In P2, players are given **Scorn** or **Ire** debuffs. If opposite debuffs touch, there is a deadly 10 yard explosion.