

Prototype Pantheon

The Tag Team Showdown Boss

OVERVIEW

PHASES: 3

Hero: P3

With the Sepulcher now being overrun, the Prototypes are activated to defeat the raid. Each Prototype represents a Covenant although the bodies themselves are empty, soulless hosts that are incapable of doing anything beyond following orders without Mercy. Fight each in pairs of 2, learning and handling a variety of unique mechanics paying tribute to their Covenants. Once you have weakened them, you must assault all 4 at the same time to put this Pantheon down.

SPECIAL NOTES

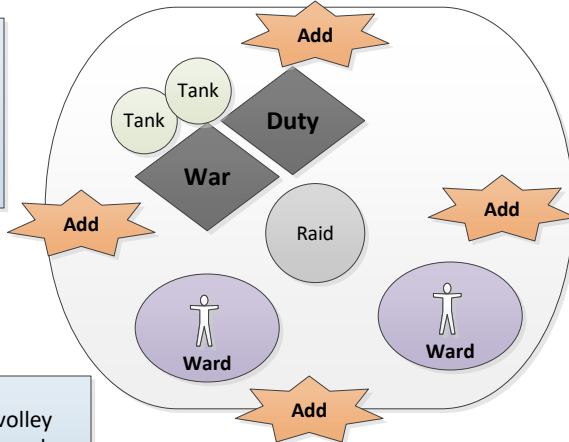
Immunities/Personals – None
CC – Interrupt Gloom/Anima Bolt
Dispels – Runecarver's Deathtouch

Phase 1: War and Duty

Nuke the Necrotic Adds ASAP.

Interrupt Gloom Bolt.

Tank swap after Humbling Strikes (use CD due to raid splash damage).



Deathtouched Dispel

2 players debuffed with Deathtouch.

If Dispelled > Deals large damage and jumps to nearby player.

STRATEGY:

One player per Ward.

Dispel once player is in Ward.

This destroys the ward but negates the damage and jump effects.

ABILITIES

P1: Prototypes of War and Duty

Necrotic Ritual – Adds that create a growing void zone. Standing in the void zone reduces healing received by 100% and deals damage.

Runecarver's Deathtouch – 30 second debuff that explodes 8 yards around player when dispelled, jumping to a nearby target unless the dispelled player is under a Ward.

Bastion's Ward – Protective barriers created by sacrificed Kyrians; reduces damage taken by Deathtouch and prevents the debuff from jumping targets after dispelled. While under the barrier, damage and healing done reduced by 100%.

Gloom Bolt – Interruptible cast, deals damage and applies healing absorb.

Pinning Volley – Duty takes to the sky dealing raidwide ticking damage and raining down dodgeable arrows that will pin any player hit, stunning and dealing ticking damage until they are killed.

Humbling Strikes – Duty tank takes large physical damage and increasing damage from next strike. 30% of the impact splashes onto the raid.

Phase 2: Renewal and Absolution

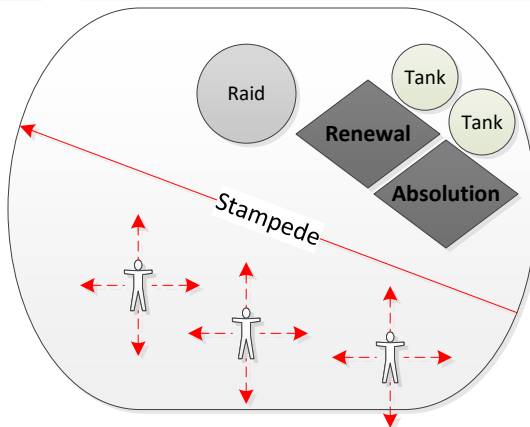
Avoid crossing the stampede of soulshapes.

Run away after pulled to Absolution. Then **dodge** projectiles from players.

Tank swap after Wracking Pain, aim away from raid.

Interrupt Anima Bolt.

Dodge the swirlies or be silenced.



Withering Seeds

Healable seeds appear that bloom at full health.

If healed, buff healing by 25% for 30 seconds, stacking.

If not healed, explode for raidwide ticking damage.

STRATEGY:

Keep seeds alive!

Heal to full in a staggered fashion to extend the healing buff.

P2: Prototypes of Renewal and Absolution

Wild Stampede – A herd of soulshapes crosses the room, dealing damage and knocking back players.

Withering Seeds – Healable wildseeds that once full health buff healing done by 25% for 30 seconds, stacking. If they are not healed, deal raidwide ticking damage.

Animastorm – Silences and damages players caught in the swirlie.

Anima Bolt – Interruptible nature damage to random players.

Hand of Destruction – Players pulled to Absolution, who 6 seconds later explodes for damage reduced by distance.

Sinful Projection – Players shoot out projectiles dealing damage and stunning anyone hit, granting a burden of sin stack.

Wracking Pain – Frontal damaging cone, increases damage taken by 25% for 40 seconds if hit (includes players and Ritualists).

Burden of Sin – Stacking debuff that deals ticking damage.

All four Prototypes are fought at the same time. If one is defeated, they begin a 100% heal that will complete in 20 seconds, interrupted when all Prototypes are dead.

Phase 3: All Four Prototypes

MYTHIC ONLY

The Prototypes now can cast **Night Hunter** (from Sire) – Players are marked and charged at by an image, damage is split based on people in the path. The aoe on the player at the end can remove **Safeguards**, which are new mechanics that protect Ritualists and Seeds.