

Halondrus the Reclaimer

The Spider-Maut Boss

OVERVIEW

PHASES: 3

Hero: 3

This ancient keeper of ephemeral energy may remind you of Maut, if he looked like a spider. We must utilize mechanics to slow down ephemeral motes of energy as they travel towards the boss, soaking them in a staggered fashion to avoid wiping the raid. If any reach the boss, we go BOOM. Once the energy has been soaked, Halondrus will move to the next location to gather some more, and we must follow him in quick pursuit or risk being left behind. Keep up at all costs!

SPECIAL NOTES

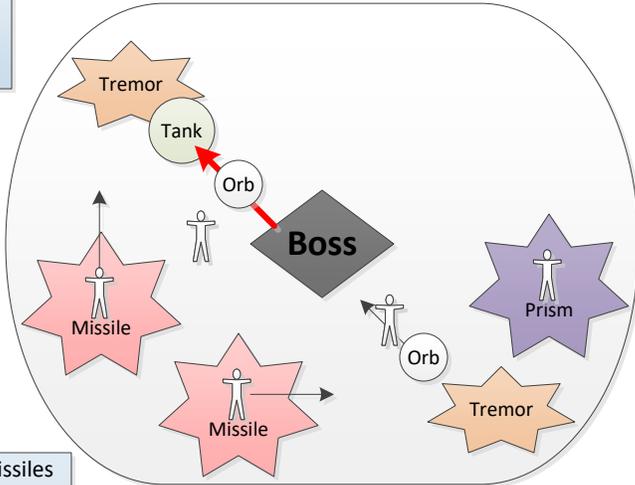
Immunities/Personals – Mote Soaks
CC – None
Dispels – Crushing Prism

Phase 1: 100-50%

ABILITIES

Aim tank beam at shielded Motes, then taunt swap.

Position near Tremors in preparation for Mote soaking, but dodge the beam!



Dispel Prism player's void zone near tremors to slow Motes.

Soak motes once the shield has been broken by tank beam.

Spread out with Missiles and move immediately to a safe spot after dropping void zone.

Don't trap your friends!

Stagger soaking due to raidwide damage!

P1: Main Phase

Reclaim – Shield on boss for 3% of max HP, deals raidwide damage and pulls players/orbs inward until DPSed off.

Seismic Tremors – Creates a void zone that spawns Ephemeral Motes.

Ephemeral Mote – A shielded orb spawns and moves towards boss, erupting to wipe the raid if it reaches him. Causes damage to the player and raid when soaked. Cannot be soaked until the shield is removed.

Lightshatter Beam – Aims a beam at tank, dealing damage and shattering any existing Mote shields that are in its path. Increases damage taken from future beams by 500%.

Earthbreaker Missiles – Missiles target players and explode, leaving a void zone behind that will explode shortly after, dealing damage to anyone inside.

Planetcracker Beam – Dodgeable beam.

Crushing Prism – DoT applied to random players that slows them (increasing over time) and drops a void zone when dispelled. This void zone will slow Motes that pass it.

P2: Intermission

Relocation Form – Boss becomes mobile and moves to the next area, dealing raidwide damage with each step.

Shatter – Orbs in the pathway will explode and knock all players away from its location, killing anyone standing near it.

P3: Final Phase

Eternity Overdrive – Boss begins pulsing raidwide damage and pulling Motes towards its location, growing in intensity every 10 seconds.

Phase 2: Intermission At 80% and 50%

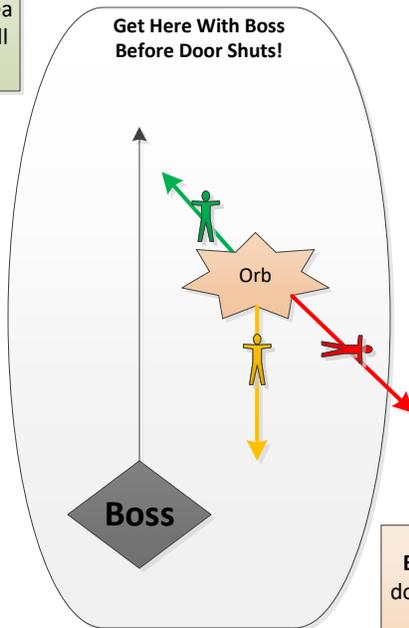
Prepare to move to the next area around 80% and 50% or you will get left behind.

Utilize speed boosts.

Continue to loosely spread for Missiles.

DPS the Boss!

Heal the raidwide damage while moving through the pathway.



Get Here With Boss Before Door Shuts!

Avoid standing in the Orb AoE.

Position carefully so the Orb knockback does not send you flying off the cliff or get you too far behind.

Enter the new area before the door shuts or you will be trapped out. Repeat main phase.

Phase 3: 50-0% / After Two Intermissions

Phase 1 mechanics + enrage mechanic of increasing raidwide damage and faster orb movement.
 Nuke before things get out of control!!

MYTHIC ONLY

Volatile Charges spawn that will explode after 10 seconds unless picked up, which will reset the timer and deal damage to the player (can pickup once every 30 seconds per player). If the charge comes into contact with a Mote or tank beam, it will also explode.