

# Broodkeeper Diurna

## The Fierce Guardian

### OVERVIEW

PHASES: 2

Hero: P2

This mama will protect the unhatched eggs with her life, and she'll throw everything she has at you, including a LOT of adds! You must careful trek across the large egg filled area, breaking eggs to further lower her health while trying not to be overcome with the enemies both inside the eggs and swarming the room. Be extra careful as she enrages near death, dealing increasing damage and reducing healing done on targets she hopes to take out of the fight.

### SPECIAL NOTES

*Dispel Icy/Frozen Shroud.*  
*Interrupt Ice Barrage and Static Jolt.*

### Phase 1

### ABILITIES

Each uncracked egg prevents boss damage for 2% per egg remaining. Must destroy eggs to damage boss.

#### Phase One

**Broodkeeper's Bond** – Each egg in the room prevents Diurna from losing health, requiring the raid to kill eggs to continue to damage the boss. When the boss is near her allies, she greatly reduces the damage they take, increasing the damage they deal, and healing them.

**Greatstaff of the Broodkeeper** – Staff jolts to the ground, pulsing damage nearby. Two players may consume a charge of the staff, causing a beam to fixate them until it breaks one egg open.

**Clutchwatcher's Rage** – When an egg is broken, boss pulses damage for 10 seconds, stacking.

**Rapid Incubation** – The boss empowers the two nearest eggs, 15 seconds later they will hatch.

**Wildfire** – Players within 50 yards are ignited, dealing damage in a radius around them.

**Icy Shroud** – Deals damage and slow to players within 50 yards, putting a heal absorb on them.

**Mortal Stoneclaws** – Active tank is hit with a large blow, reducing healing received by 65% for 8 seconds and leaving a DoT.

**The Clutchwarren** – Empowers all movement speed by 15%.

**Diurna's Gaze** – Players within 50 yards of the boss lose their Clutchwarren movement speed buff and take 10% increased damage.

#### Primalist Reinforcements

**Tarasek Legionnaire** – Deals damage to player.

**Primalist Mage** – Ice Barrage is interruptable, dealing large damage to a target.

**Tarasek Earthreaver** – Charges current target, reducing armor by 20%, stacking. Sends out dodgeable tremors stunning and damaging players.

**Dragonspawn Flamebender** – Erupts dealing damage and then healing, and summons fiery beams.

**Juvenile Frost Proto-Drake** – Bites and bleeds their target, stacking. Inflicts damage and slow to players within 50 yards.

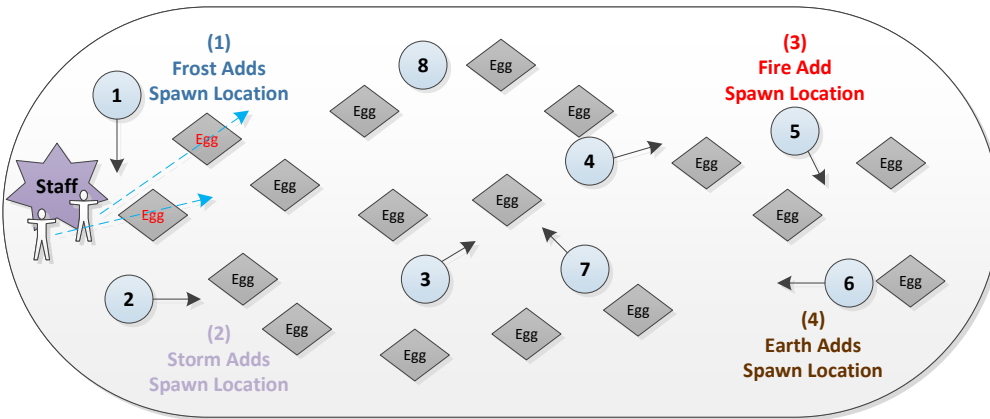
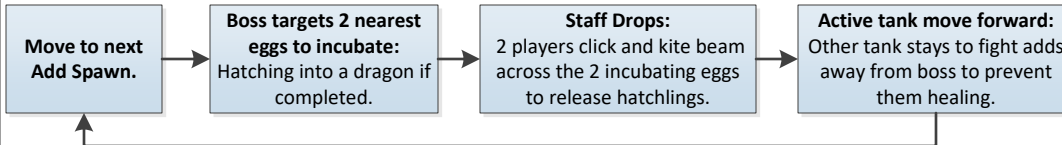
**Drakonid Stormbringer** – Interruptible storm jolt that deals massive damage and stuns for 2 seconds, pulses damage 5 yards around itself.

#### Phase Two

**Broodkeeper's Fury** – Boss damage increased by 15%. Empowers abilities: Staff now targets random players. Shroud now immobilizes players in an attackable rime.

Adds spawn on a timer at set locations.

Frost > Storm > Fire > Earth  
Repeat.



Be aware, if within 50 yards of boss, increases damage taken by 10%.

Tank swap after Mortal Stoneclaws.

Dispel Icy Shroud and heal off the absorb.

Loose spread if near boss when debuffed with wildfire.

Tank adds away from boss or they will heal.

#### Frost Adds Spawn

#### Storm Adds Spawn

#### Fire Adds Spawn

#### Earth Adds Spawn

##### 1 Protodragon:

Big tank damage + 50 yard slow/damage.

##### 2 Mages:

Interrupt Ice Barrage.

##### 1 Stormbringer:

Interrupt Static Jolt (stuns). Loose spread to avoid pulsing damage on each other.

##### 1 Legionnaire:

Fixates random player.

##### 1 Mage:

Interrupt Ice Barrage

##### 1 Flamebender:

Explodes dealing damage then healing enemies, purge off all enemies nearby. Dodge spinning flame orb.

##### 3 Legionnaires:

Fixates random player.

##### 1 Earthreaver:

Big tank damage and armor reduction + frontal stun cone.

##### 2 Mages:

Interrupt Ice Barrage.

### Phase 2 (Phase Timer Uncertain – Final Phase)

Boss deals 15% more damage and empowers abilities. This effect stacks, applying every 30 seconds.

Mortal Wounds duration is doubled.

Greatstaff pulses much higher damage.

Icy Shard now freezes player, they must be attacked to be freed.

### MYTHIC ONLY

Static Field around staff now deals damage and Wildfire launches swirls around you. Players near boss now increase damage taken by 1% every 7 secs and stacks, lasts 30 seconds – split into two groups and swap boss/add groups every 30 seconds. 2 add groups spawn at once.