

# Nymue

## The Weaver of Dreams

### OVERVIEW

Phases: 2 Hero: P1

Be careful crossing the dream lines in this room, as they leave a stacking dot. Make sure to handle the flowers of the fight well, by either soaking or dropping them away from your team! Split up at intermission to defeat the adds, then regroup.

### SPECIAL NOTES

Immunities – None

Dispels – None

Interrupts – None

#### TANK

Run out with Weaver's Burden detonation, taunt swapping each time.

#### Healer

Save CDs for Continuum at the end of P2.

#### DPS

Save CDs if needed for P2 adds to get out of phase before damage overwhelms.

### ABILITIES

#### Phase 1

#### P1:

**Verdant Matrix** – Glowing lines fill the arena, crossing over them applies a stacking dot for 3 seconds.

**Continuum** – The Matrix is altered over 10 seconds, inflicting raidwide damage.

**Impending Loom** – Glowing beams of energy shoot out from the boss, stunning and damaging players on contact.

**Surging Growth** – Small flower zones grow, inflicting raidwide damage until stood on for a few seconds.

**Viridian Rain** – Raidwide damage every 1.5 seconds for 6 seconds.

**Weaver's Burden** – Tank and a few players are debuffed causing them to detonate after a short delay, damaging players within 12 yards and dropping a Barrier Blossom. Grants Inflorescence as well as increasing nature damage taken by 100% for 30 seconds.

**Inflorescence** – Player drops grass at their feet for 4 seconds, allowing others to walk unharmed through the Matrix lines.

**Barrier Blossom** – Void zone that knocks away any player who tries to enter it.

**Threaded Blast** – Large physical and nature damage at tank.

#### P2:

**Full Bloom** – Upon reaching 100 energy, the boss becomes immune and explodes in the space around them, inflicting large damage and applying Inflorescence to anyone inside. Then summons two powerful Cycle Wardens adds.

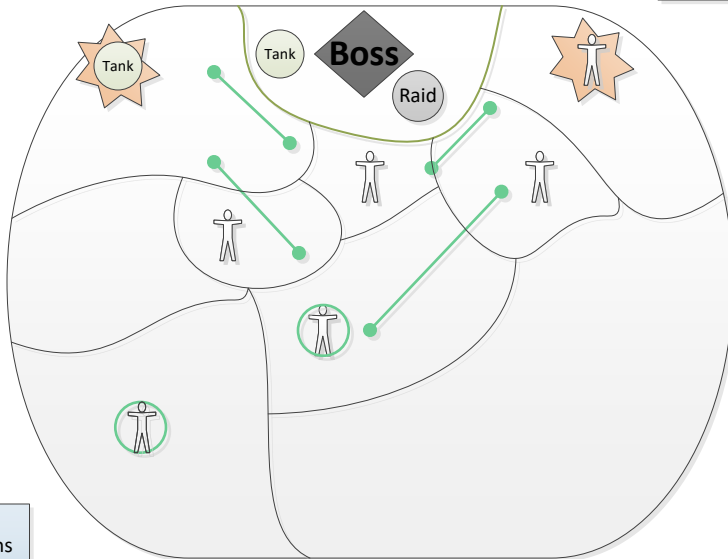
**Cycle Warden** – Slams ground in frontal cone, causing Surging Growths to sprout (soak them). Casts dodgeable swirlies. If these adds move across Matrix lines, deal raidwide damage, increasing each time.

**Unravel** – Raidwide damage every 3 seconds, increasing over time.

Dodge beams that come from boss.

Spread to cover quadrants for Growth Soaks.

Run away with Weaver's Burden to drop void zone away from raid.



Soak growths quickly.

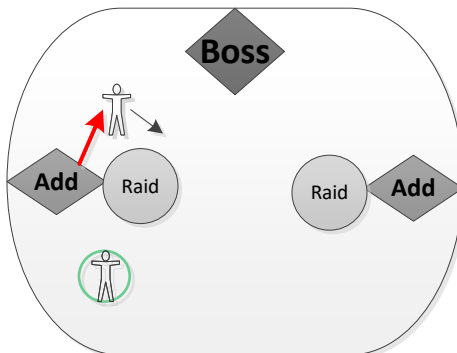
Avoid crossing Matrix lines too often due to 3 second DoT.

#### Phase 2

Split the raid into two groups to kill each add.

Dodge frontal.

Soak growths.



Tank soak explosion by boss to gain Inflorescence and lead the way to add.

Do not move adds across lines.

Once adds die, boss will do aoe damage and reset the Matrix lines. Repeat P1.

### MYTHIC ONLY

**Emphemeral Flora** – New flower spawn, exploding after 10 seconds if unsoaked, inflicting massive pulses of raidwide damage. Must be soaked quickly. **Reclamation** – Every time a flower is soaked, it will explode around it 3 seconds later. **Manifested Dream** – New P2 add that will wipe the raid if not killed quickly by standing inside its vision cloud.