

Midnight Falls

The Simon Says Boss

OVERVIEW			<i>Phases: 4</i> <i>Hero: Pull</i>
While dodging beams and blades, we must also pay attention to the order of notes displayed in a melody. Players will be marked with runes and must line up in the correct note order by the sweeping beam. Players must also hold and protect crystals to prevent wiping the raid, if damaged we'll need to soak their tears – try to stop taking damage if you're holding one!			SPECIAL NOTES <i>Immunities – N/A</i> <i>Dispels – N/A</i> <i>Interrupts – Safeguard</i> <i>Purge - Safeguard</i>
TANK Taunt after high stacks of Impaled.	Healer Heal the Crystal to turn it into a carryable object.	DPS Interrupt/Purge Safeguard to remove the barrier protecting the boss.	
Phase 1			ABILITIES
<div>COMING SOON</div> <p>The final boss was not available for testing on PTR, so more information will come once strategy has been determined for the boss.</p>			
Intermission			
Phase 2			
Phase 3			
MYTHIC ONLY			
Safeguard Matrixes are instead Termination Prisons, increasing damage boss deals instead of protecting her. Held Crystals can now be fully destroyed, wiping the raid. In P3, raid is split into opposing realms and marked with runes that must be triggered in the correct order.			