

Loom'ithar

The Web Boss

OVERVIEW

During the first half of the fight we must deal with collapsing rings of web, breaking them with the tank mechanic and quickly DPSing a hole in the web. In the last phase it is a race against the clock as our space is filled with arcane ichor.

TANK

Aim frontal at tangle next to raid.
In P2, aim frontal at group that is soaking.

Healer

Focus healing on Tethered players.
Line up CDs for P2 Arcane Outrage.

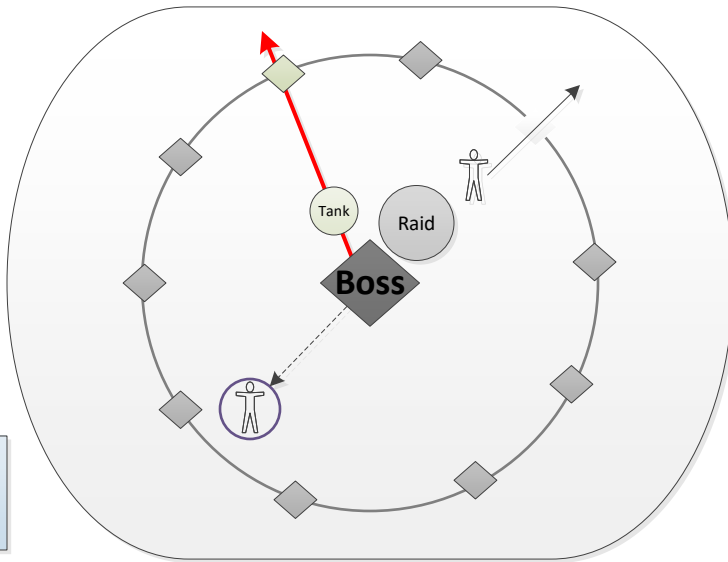
DPS

Nuke tangle add once its shield has been removed.
Line up CDs with P2 Damage Amp.

Phase 1

Aim tank frontal at tangles in the collapsing web to break their shield.

DPS down the tangle to free space in the web and escape



Run away from boss to break tether.

Snap in a good spot to conserve space, as you will drop a puddle.

Run away from boss when it explodes

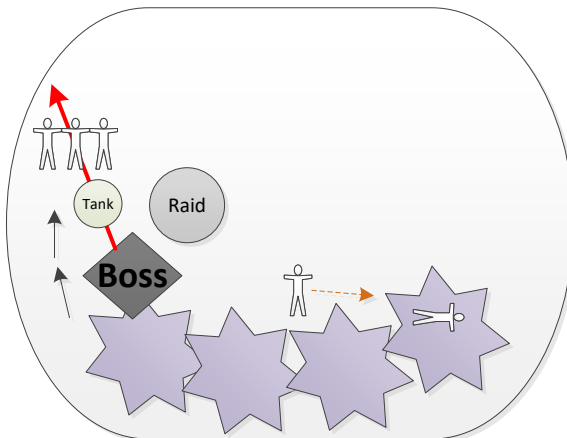
Phase 2 (50% Health)

At 50% health, boss becomes mobile and takes 25% increased damage. Begins spilling out void, filling up space slowly.

Soak frontal with two rotating groups.

Position carefully before knockback to avoid landing in bad.

Move boss around room as it drops void puddles.



Dodge swirlies!

Kill boss before you run out of space!

Phases: 2 Hero: P2

SPECIAL NOTES

Immunities – N/A

Dispersals – N/A

Interrupts – N/A

ABILITIES

Lair Weaving – A collapsing ring moves in from the outside of the arena to the boss in the center, rooting and damaging anyone who attempts to walk through.

Woven Ward – Infused Tangle adds on the web are protected by a shield that is broken when struck by Piercing Strand.

Piercing Strand – Active tank is targeted by an arcane beam, dealing damage to anyone standing within.

Infusion Tether – Several players are pulled under the boss, binding them with thread – they must run away to snap the thread and remove the DoT and slow. Upon removal, drops a Living Silk.

Living Silk – Void puddle that deals damage and slows. If a Tether is snapped in an existing puddle, the player will be stunned for 3 seconds.

Overinfusion Burst – Boss pulses damage for 8 seconds and then explodes, dealing damage to anyone nearby.

Primal Spellstorm – Dodgeable swirlies.

Phase 2:

Unbound Rage – At 50% health, the boss becomes mobile and takes 25% more damage.

Arcane Outrage – Pulsing raidwide damage for 3 seconds, followed by Arcane Ichor.

Arcane Ichor – Void puddles pour from the boss and slowly fill the area.

Writhing Wave – A frontal at the active tank, inflicting damage split between the players who soak and leaving a DoT and increasing damage taken by the wave for 25 seconds.

MYTHIC ONLY

Pylons spawn around the arena that shoot a beam of energy towards the boss, exploding if it reaches. Players must stand between the beam to block its path, gaining stacks that increase the damage taken by the beam. Rotate players to keep the beam blocked.