

Chimaerus, the Undreamt God

The Split Realm Boss

OVERVIEW

Rotate sending two groups down to the Aln-realm in order to target adds and break their shields, popping them back to reality where they can be killed before reaching the boss. Dodge the boss' deadly breath attack during intermission.

TANK

Taunt after group soak.
Tank adds away from boss.

Healer

Dispel players once they are stood on void puddles to remove them.

DPS

Nuke/CC adds before they reach the boss.

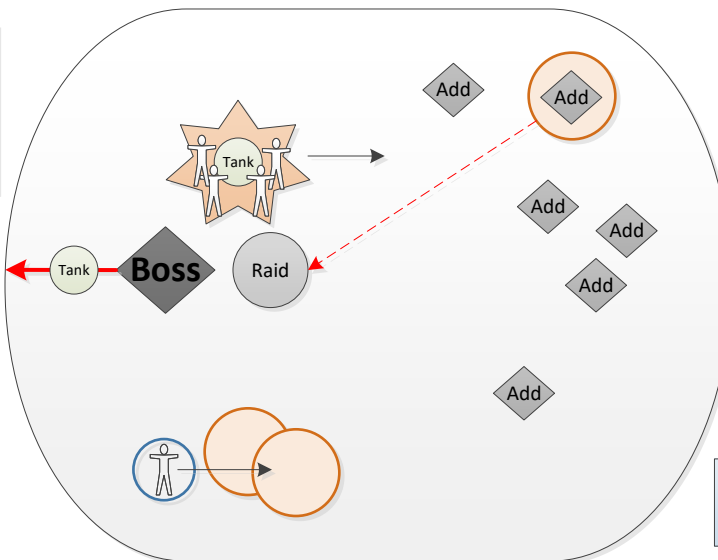
Phase 1

Split raid into 2 groups that you will rotate sending to the Aln realm.

Enter the Aln Realm by soaking the tank smash.

Break shields on Aln adds to send them up to main realm.

Aim the Rending Tear frontal away from the raid, watch knockback.



When sent to main realm, adds drop an Alndust puddle and then fixate towards boss.

Aln tank should keep/kill adds away from boss to prevent them being consumed.

Interrupt add fear cast.

Run out with Consuming Miasma and stand near an Alndust puddle.

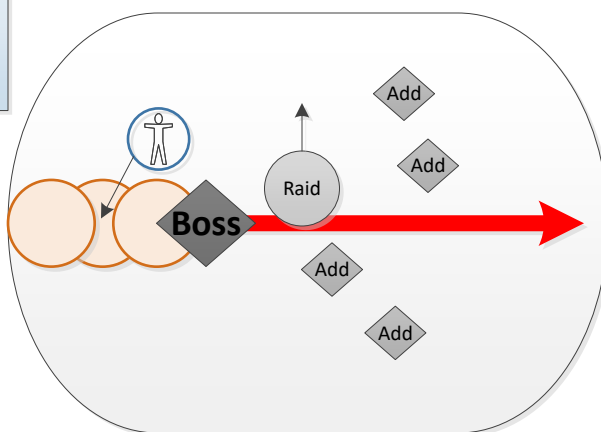
Dispel players near puddles in order to clear space.

Kill all adds before the end of P1 or they will enrage the boss.

Intermission

Boss becomes immune to damage and flies over the platform.

Dodge Corrupted Devastation breath as it drops Aln puddles across the arena.



Kill adds as they spawn.

Do not get knocked off when the boss lands.

Adds remaining at the end of Intermission will enrage the boss.

Continue to dispel players near puddles in order to clear space.

Phases: 2 Hero: Pull

SPECIAL NOTES

Immunities – N/A

Dispers – Consuming Miasma

Interrupts – Fearsome Cry

ABILITIES

Alndust Upheaval – Tank smash that splits damage and sends players within to the Aln realm. Can only soak once every 1.5 minutes due to Rift Vulnerability.

Alnsight – Able to see Manifestations within the Aln, sent back out after 40 seconds.

Rift Emergence – Raidwide damage that spawns Manifestations in the Aln realm.

Manifestations – Adds that apply a healing absorb to all players. Once their shield is broken, they drop an Alndust Essence puddle and appear in the real realm.

Colossal Horror: Increasing AoE damage and tank damage.

Haunting Essence: Casts interruptible aoe fear.

Swarming Shade: Low health adds.

Alndust Essence – Pool that deals damage and slows any player inside. Removed by dispelling Consuming Miasma on top.

Consuming Miasma – DoT on player that when dispelled will erupt, dealing knockback and damage to nearby players as well as removing Alndust puddles.

Insatiable – If adds reach the boss, it deals raidwide damage and heals, increasing damage done by 100%, stacking.

Caustic Phlegm – Raidwide damage lasting 12 seconds.

Rending Tear – Frontal cone at tank, causing bleed and knockback.

Consume – Raidwide damage and knockback at the end of P1, consumes any remaining adds.

Intermission:

Boss becomes immune to damage.

Corrupted Devastation – Boss flies across platform, dealing a breath of damage, dropping Alndust Essence puddles, and spawning Manifestations.

Ravenous Dive – After swooping, boss lands, knocking up raid and consuming any remaining adds.

MYTHIC ONLY

Players in different realms will inflict large damage if stood on top of one another. Two rift players will become stunned, requiring reality players to stand on top of them to swap realms and free them. During P2, players will be split realms, so must dodge beam carefully.