



Overview

A single-phase fight about add management. All adds should be grouped up and burned down in the same spots on LFR/Normal. Heroic adds should be grouped up with each Sporecap. At 100 energy burn down all the adds before their cast finishes. LUST on pull.

Mechanics

1. Awaken Fungi

- Creates a bunch of green circles which creates **Shroomlings**
- **Shroomling**: Fixates random players and pursues them until defeated
- 🦴 Creates 1 blue circle which creates a **Sporecap**
- 🦴 **Sporecap: Poison Burst** - deals **raid damage** and applies 16sec stacking DOT - **Interrupt**

2. Fungal Bloom (100 Energy)

- Deals a burst of **raid damage**, applies a 16sec DOT, and knocks everyone backwards
- **Bursting Shroom**: Dead **Shroomlings** are revived and turned into stationary bombs. Kill them before this cast goes off otherwise it deals a big burst of **raid damage**
- **Fungal Frenzy**: Any alive **Shroomlings** are healed fully and enraged making them immune to CC

3. Festering Vines

- Players marked with green circles take damage and are slowed by 30%
- **Writhing Vines**: Left behind when **Festering Vines** expires, deals damage to anyone touching

4. Bursting Pustules | Rotting Pustules

- Deals **raid damage** and applies a permanent stacking DOT that ticks damage every second

5. Putrid Fist

- Inflicts physical damage, knocks the tank up and back, and applies a stacking debuff
- **Debuff**: Increases dmg taken by (20% LFR | 35% N | 75% H) for 14-sec

Tanks

Overview

- Taunt swap after each **Putrid Fist**
- Keep the boss grouped with the adds
- 🦴 Move the boss to the **Sporecap**

Healers

Overview

- Expect constant pulsing raid damage with most attacks
- Damage ramps the longer this fight lasts due to **Rotting Pustules**
- **Festering Vine** targets take heavy damage until it expires

DPS

Overview

- Stack the adds and burn them all down together
- 🦴 Interrupt the **Sporecap Poison Burst** every time
- Use defensives if targeted with Writhing Vines and drop them near the wall