

# The Hatchery: Orgozoa

So This Is Where Zoatroids Come From...

## OVERVIEW

PHASES: 3

Hero: On Pull

Get ready to be covered in goo. As the fight progresses, more and more players are covered in Orgozoa's incubation fluid – try not to think about it too hard. These players need to make sure not to splatter on to their unaffected friends to reduce raid damage, or risk getting out of control as the debuffs continue to grow. Meanwhile, focus on bursting down adds before they overtake the arena, all while trying to kill the boss. Enjoy a trek from P1 to P2 – don't get knocked off!

## SPECIAL NOTES

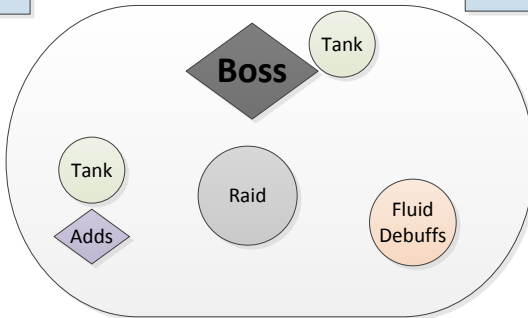
*Immunities/Personals* – Amniotic Splatter  
*Interrupts* – Massive Incubator, Conductive Pulse  
*Dispels* - None

## PHASE 1

**Dodge** Dribbling Ichor zones by finding the small safe spaces to stand.

**Tank swap** when adds spawn, after acquiring enough Sting stacks to tank and soak Zoatroid add splatter.

**Keep adds away** from boss due to the Chaotic Growth buff.



**Focus down** adds and let tank or immunity **soak** Amniotic Splatter.

Players covered in Fluid should **move away** from others to avoid spreading debuff during Arcing Currents.

**Incubation Fluid** – Debuffs random players, deals ticking damage.

**Arcing Current** – Hits player with Incubation Fluid and spreads to 3 nearby targets, applying Fluid debuff to them.

**Dribbling Ichor** – Room fills with damaging zones, move to tiny safe spaces between zones.

**Desensitizing Sting** – Applied to boss' target, reducing damage taken by 10%. At 10 stacks, player is instantly killed.

**Chaotic Growth** – Buff enemies within 15 yards of boss, increasing damage done/reducing damage taken by 50%.

### Zoatroid Adds:

**Pervasive Shock** – Deals unavoidable raid-wide damage.

**Amniotic Splatter** – After dying, swirl appears underneath that must be soaked to avoid raid-wide damage. Deals damage to the player soaking.

### Intermission:

**Hatchery Moulting / Eggspllosion** – Avoidable zones on path to next area, being hit causes knockback and damage.

**Massive Incubator** – If Orgozoa finishes this cast during intermission, summons many enemies (wipe).

## INTERMISSION

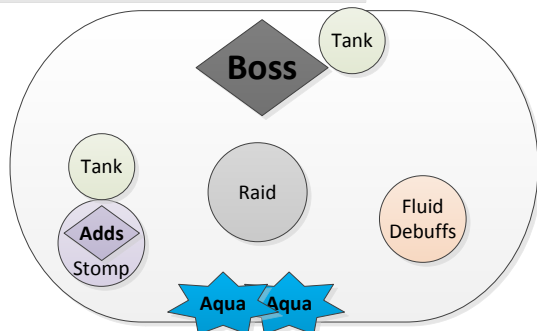


**Dodge** zones on ground to avoid being knocked off to your death.

**Finish Zoatroids** in P1 area, then **travel down** to interrupt boss' Massive Incubator cast in P2 area.

## Phase 2

Deal with P1 Mechanics, + New Adds



**Zan'jir Myrmidon**  
If targeted with Aqua Lance, move to edge to drop pool.

**Azsh'ari Witch**  
Interrupt Conductive Pulse or raid will be stunned.

**Dreadcoil Hulk**  
Stand in Stomp to split damage.

### Phase 2: Same as P1 + Naga Adds

**Zan'jir Myrmidon** – Marks target with Aqua Lance, 5 seconds later a damaging puddle drops on player.

**Azsh'ari Witch** – Damages random players with Shocking Lightning. Casts Conductive Pulse, stunning all players, interruptible.

**Dreadcoil Hulk** – Casts Powerful Stomp around him, damage is split by all inside. If no one is hit, deals raid-wide damage.

## MYTHIC ONLY

Zoatroid adds are summoned in greater numbers. Arcing Current now applies to all players with Incubation Fluid.