

Sszorak

The Pushy One

OVERVIEW

Indicators in the room will predict which way the winds will be blowing our raid during intermission. We must place knockback Cysts in the correct spots so they halt our journey off the platform, allowing us to kill the boss in one piece.

TANK

Handle tank combo – solo
Ravage, split Mutilate with raid.

Healer

Dispel players hit by Tempest (Poison).

DPS

Line up CDs for intermission when the boss takes
30% increased damage for 25 seconds.

Phases: 2 **Hero:** Intermission

SPECIAL NOTES

Immunities – N/A

Dispels – Tempest (Poison)

Interrupts – None

Phase 1

Split into 2 groups to handle the 5 Step Tank Combo (can be *any* order).

Example – White Frontal > Green Frontal > Green Frontal > Tornadoes > White Frontal

White Frontal (x2)

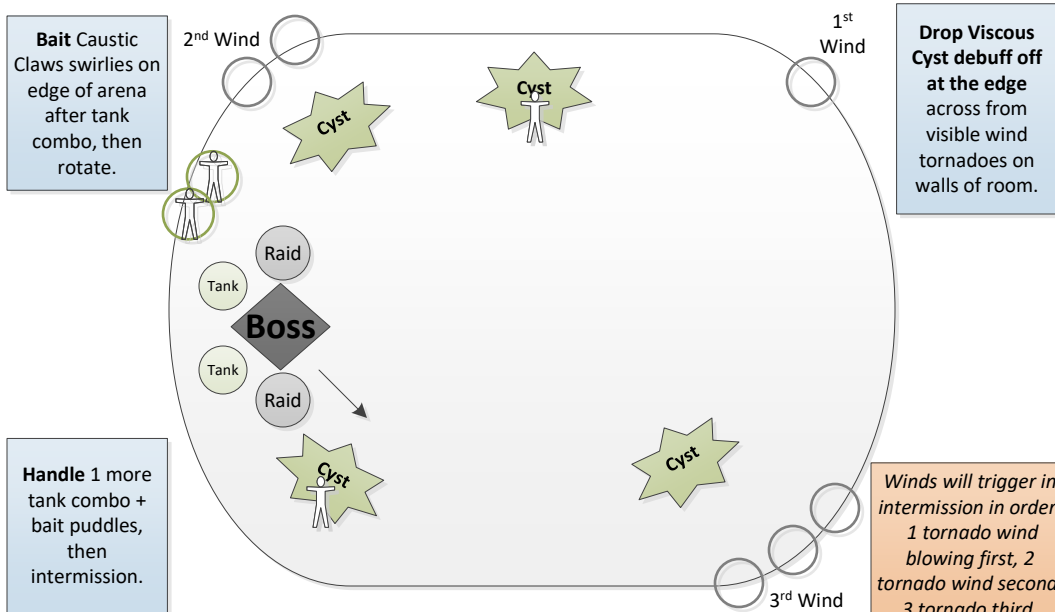
Tank solo soaks

Green Frontal (x2)

Tank1 aims at Group1
Tank2 aims at Group2

Tornadoes

Spawn around boss and shoot out, bouncing around room.



Apex Predator – A combination of attacks directed at the active tank, can change targets during cast.

Ravage: Frontal cone, increasing Ravage damage taken by 400%.

Mutilate: Frontal cone, splits damage between players hit and applies a DoT, increasing Mutilate damage taken by 500%.

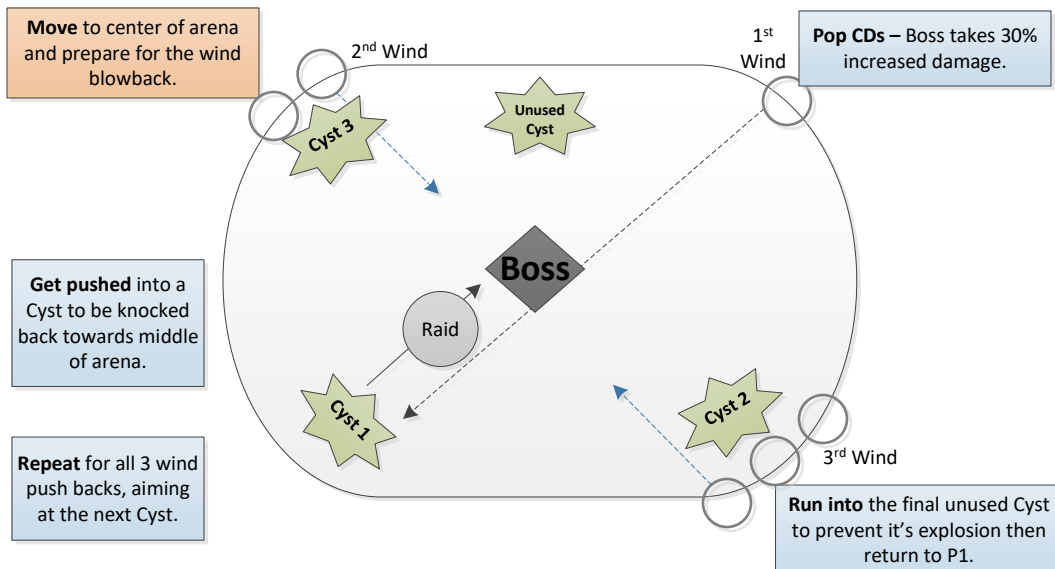
Tempest – Dodgeable tornadoes spawn around boss and shoot out, if hit they reduce movement speed and apply a stacking poison DoT.

Venomous Surge – Players are debuffed with a DoT that drops a Viscous Cyst when it expires, exploding for damage based on distance away from raid.

Viscous Cyst – A toxic glob forms. If touched, knocks all players away and reduces movement speed for 5 seconds, stacking.

Caustic Claws – Swirlies shoot out, forming puddles that increase a player's damage taken if stood within them.

Intermission (1:40)



Raging Crosswinds – Players are debuffed with an arrow indicating which way the wind will push them. They must get knocked into a player of the opposite wind direction to bonk each other back down to safety.

Corroding Venom – Melee attacks increase physical damage taken by 3% for 12 seconds, stacking.

Intermission

Howling Maelstrom – A round of 3 wind gales (each from a different direction) will push the raid, attempting to blow them off the platform.

Dig In – Boss takes 30% increased damage for 25 seconds.

MYTHIC ONLY

A player will be Marked with Serpent's Fury and the boss will begin gaining energy. At 100 energy, will wipe the raid. To reduce energy, at least 14 players must stack on the marked player to trigger a leap attack that will split damage and cause an explosion, resetting energy.