

## The Murloc Magnet

**Phases:** 1    **Hero:** Pull

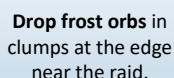
## SPECIAL NOTES

**DPS**  
CC and nuke murloc adds before they reach the central bubble.

Immunities – Frost Orb Soaking  
Dispels – None  
Interrupts – None

## ABILITIES

**CC/Slow/Knock** adds to prevent them from reaching the bubble.

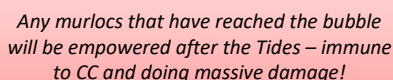


**Run over frost orbs to stop them from exploding, but beware the stacking DoT.**

*Beware the spawning whirlpools at the edge of the arena. The Unending Tides are coming!*

**Identify and move** into the safe lane that does not have a Whirlpool.

**Position safely**  
for the giant  
knockback when  
Whirlpools pop  
the bubble.



*Return to the main phase after dodging, and defeat the boss before her frost damage buff stacks out of control.*

**Pop!** – When the bubble pops, it knocks players back and deals raidwide damage.

**Bubblefin Berserker** – Murlocs that reach the bubble are empowered, pulsing raidwide damage until defeated.

**👹 Swirling Whirlpools** – Waves of water rush towards the Bubble from the arena edges, dealing massive damage to anyone hit.

**Chilling Frost** – Players are debuffed and slowed, dropping a few Frost Orbs at their location.

**⚠ Frost Orb** – Deals damage and applies a DoT when touched, increasing damage taken from orbs by 15% for 16 seconds, stacking. Leaves behind a slippery puddle.

**Shatter** – If an orb is untouched, it will explode for raidwide damage and apply a stacking DoT.

 **Iceblade Flurry** – Channeled damage on tank, increasing damage taken by Flurry.

**⊕ Abyssal Rain** – Raidwide damage that increases boss' frost damage by 5%, stacking with each cast.

**Unending Tides** – Water crashes down repeatedly, wiping the raid (enrage).

**MYTHIC ONLY**

A new type of murloc spawns (Bubblefin Frostscales) that shields nearby murlocs – prioritize killing this one. When Frost Orbs are touched, they deal raidwide damage. A Water Jet now shoots at the tank, clearing any Lingering Frost puddles (they won't despawn naturally).