

Conclave of the Chosen

Battle of the Aspects

OVERVIEW

PHASES: 1

Hero: During Last 2 Aspects

The Loas are out to get us, but rather than fight us themselves they have sent their aspects after us. We must face two at once, killing one at a time so another appears (the other gets healed), until all four are dead. Once defeated, they still perform their powerful abilities, so the fight gets harder as it progresses. Hope you are ready to dance, this fight will keep you on your feet as you spread and stack and dodge (and cry) until loot finally drops and the Loa leave us alone (for now).

SPECIAL NOTES

Immunities/Personals – N/A
 Interrupts - None
 Dispels – Hex, Mind Wipe

PHASE 1

Boss 1: Pa'ku

The fight starts with Pa'ku and Gonk alive. *Recommended kill order: Pa'ku > Gonk > Kimbul > Akunda.*

Pa'ku's Wrath = Every 70 seconds, Paku appears and flies to edge of arena. Stand in safe zone near Paku or take huge damage.

Tank each aspect 8 yards apart to prevent Loa's Pact (reduced damage taken/increased damage done)

When a Loa dies, the other Loa is healed and buffed 15%.

Aspects continue to cast the **WRATH** ability even after defeated.

+ Cry of the Fallen (Heroic) – When an aspect is defeated, applies 6 second DoT to all players.

Hastening Winds – Melee attacks cause stacking buff on Pa'ku, dropped when boss melee hits another target (melee taunt occasionally).

Gift of Wind – Applies haste buff to all enemies, can be purged.

Boss 2: Gonk

Gonk's Wrath = Every 60 seconds, Gonk appears and summons raptors throughout the arena that fixate/melee targets. CC (immune if next to other raptors) and kite.

Stack in Pa'ku's wrath safe zone at edge of arena.

Kill raptor adds that spawn, kite them away from other raptors.

Purge Gift of Wind off enemies. (Spellsteal)

Dispel Hex (when player is away from raid) and Mind Wipe.

Boss 3: Kimbul

Raptor Form – Casts Wild Maul in frontal cone towards tank.

Kimbul's Wrath = Every 60 seconds, Kimbul appears and marks players. Moments later, leaps at those players dealing damage within 5 yards of them, leaving a permanent stacking bleed.

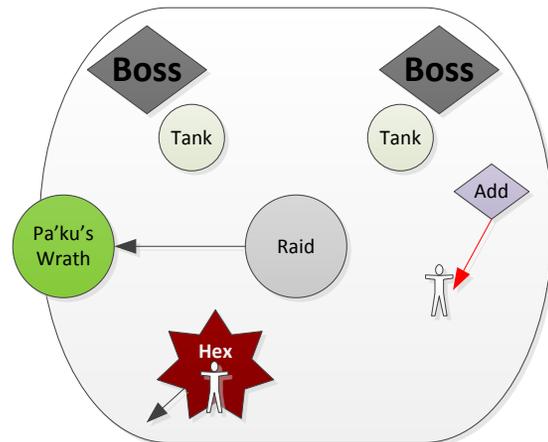
+ Crawling Hex – 5 second curse that polymorphs player, dispellable but spreads if near others upon dispel.

TIP – Kill Gonk during a Pa'ku's wrath to prevent nasty overlaps from next aspect.

Lacerating Claws – Cone of damage at tank, physical damage DoT lasting 45 seconds, stacks. Requires taunt swap at 3-4.

Boss 4: Akunda

Akunda's Wrath = Every 60 seconds, Akunda appears and applies 6 second debuff to players. Upon expiring, deals aoe damage around player and sends out multiple orbs that will stun if touched.



Spread if marked with Kimbul's Wrath (to avoid causing jump to hit multiple players) and Akunda's Wrath.

Dodge balls that spawn from Akunda's Wrath debuff expiring.

Move away from Akunda when her storm is going.

Heroic Only: Krag'wa

Krag'wa never actually enters the fight, only casts his Wrath ability.

Thundering Storm – 10 yard zone around herself, explodes at end of cast.

+ Mind Wipe – Magic debuff applied to players, preventing them from using abilities. Dispel.

Krag'wa's Wrath = Krag'wa appears and jumps to one of the three players who is furthest away. Repeats 4 times. Jump zone is marked and avoidable.

MYTHIC ONLY

New Wrath Ability = Bwonsamdi's Wrath – Applies permanent debuff to player making them immune to healing. Dispellable but jumps to closest player. As the fight progresses, more debuffs exist on the raid.