

Lady Jaina Proudmoore

The Final Frosty Fight

OVERVIEW

PHASES: 3

Hero: Intermission 2

An epic encounter for an epic character, starting on a ship where we are being shot at from above, moving to a frozen arena where we face Jaina alone, culminating in defeating her elemental as we try to escape her frosty explosion.

Encounter Mechanic = Chilling Touch – 20 second stacking debuff, at 20 stacks player who drops below 80% health is frozen and must be broken out by DPSing the ice block. *Whenever hero is used, Jaina will ice block.*

SPECIAL NOTES

Immunities/Personals – Intermission 1
Interrupts – Ice Shard, Water Bolt Volley
Dispels – Grasp of Frost

PHASE 1

Ice Shard – Interruptible, spammed on tank, applies Chilling Touch. Each cast buffs her next cast.

Avalanche – Tank and random players begin dropping swirls of damage, kite out of raid. Can be used to clear fire patches or put out ballistas that are on fire.

Grasp of Frost – Roots random players, applying Chilling Touch, dispel.

Freezing Blast – Jaina faces direction and shoots off blast of damage.

Ring of Ice – At 100 energy, 7 second cast that freezes targets not in fire patch.

Bombard – Void zones to dodge that leave Searing Pitch (fire patches).

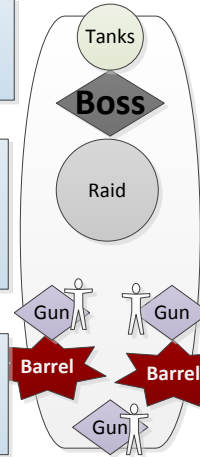
Ballistas – Interact with guns on ship to shoot down enemy (takes 6 shots).

Kul Tiran Marines – Two adds fixate and melee random targets, kite to boss. They drop off explosive barrels that must be picked up and thrown off the ship.

Clear fire patches with Avalanche as needed (especially flaming guns).

Step into fire patches at high Chilling Touch stacks and during Ring of Ice to avoid being frozen. DPS anyone frozen to free them.

Chuck bombs off the ship before they explode. Shoot guns at enemy ships during bombardment.

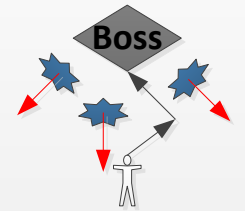


Intermission 1 – 60%

Howling Winds – Restricts players vision until Jaina is found.

Glacial Shards – Radiate out of Jaina, must be dodged or get frozen solid.

Blistering Tornadoes – Dodge or get knocked up and damaged.



Find and Interrupt Jaina to Phase.

PHASE 2

Gain chilling touch every 5 seconds, avoid standing in Arctic Ground or gain additional chilling touch.

Burning Explosion – 3 barrels around the room can be DPSed to light them on fire once their Refractive Ice shield is removed, granting warmth to raid and removing stacks of Chilling Touch. 15 seconds later, 20 yard explosion that will kill players.

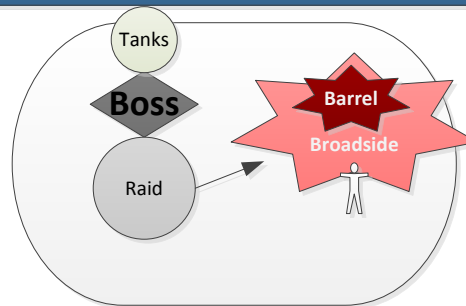
Broadside – Removes barrel's shield so it can be lit on fire. Targets random players, upon expiration explodes dealing damage to nearby players/barrels.

Siegebreaker Blast – Debuff on random player, 10 seconds later explodes dealing damage and knocking everyone back, reduced based on distance from raid.

Avalance – Altered from P1 to only target tank, causes tank to shoot out projectiles that must be dodged, roots targets touched (dispellable).

Glacial Ray – Jaina faces a direction and channels a beam dealing large damage.

Icefall – Zone marked, comet lands and ice spreads in a direction marked by arrow.



Dodge Glacial Ray, Icefall, and Avalanche projectiles.

Move to barrel with Broadside when warmth is needed to drop Chill stacks.

There are only 3 barrels, so time lighting them well to ensure you phase before you run out of warmth.

Intermission 2 – 40%

Flash Freeze – Jaina is immune and channels void zone that grows bigger around her, will one shot the raid.

Wall of Ice – DPS down the wall of ice to remove the area Jaina is channeling.

Tide Elemental – In room beyond the wall of ice. Casts Heart of Frost (debuff on players spreading Chilling Touch to anyone nearby on expiration), Frost Nova (at 100 energy, blasts/roots players within 12 yards), and Water Bolt Volley (heroic only - interruptible raid-wide damage).

Ice Blocked Nathanos – DPS to free him which brings Jaina back to the arena, if elemental is not dead she will cast Arcane Barrage at raid (swirlies rain from the sky, dodge).

PHASE 3

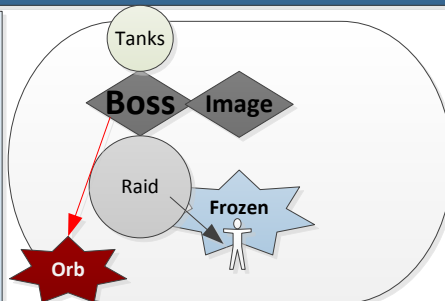
Same as P2 but with no barrels to remove remove Chill.

Shattering Lance – Any frozen player will have a lance shot at them that will quickly kill them.

Crystalline Dust – Frontal cone directed at tank dealing frost damage.

Prismatic Image – Copies of Jaina appear, replicating her casts, and can be killed.

DPS Frozen players, especially tanks, before they die to Lance (avoid too many being frozen at the same time).



Soak orb to reduce Chill stacks applied at explosion.

Nuke images before mechanics get out of control.

Orb of Frost (Heroic Only) – Orb thrown at player, explodes upon reaching destination, applying Chilling Touch on raid – amount of stacks reduced based on how many players touched orb to lower its power.

MYTHIC ONLY

New Abilities = **Gathering Blizzard** – Reduce vision of players and freeze after 6 seconds unless standing near other players. Ballista in P1 can be encased in ice. Intermission 1 requires killing clones of Jaina before reaching Jaina. Intermission 2, elemental splits into smaller adds.