

Opulence

Double the Trouble, Double the Fun!

OVERVIEW

PHASES: 2

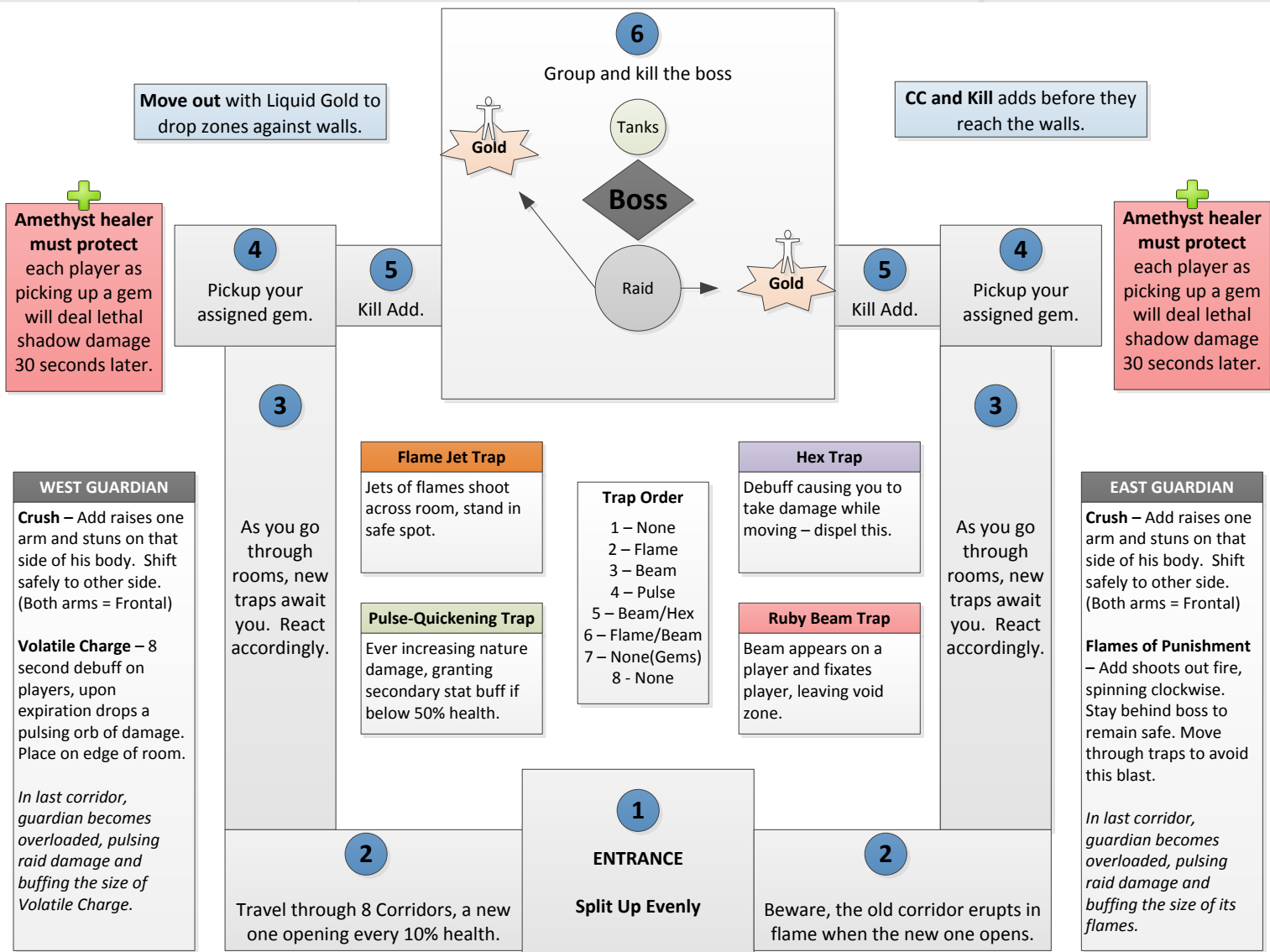
Hero: Final Boss

Get ready to split up into two even teams to push through two side dungeons to reach the ultimate treasure – gems that will buff us each in different ways. Then reform to take on the final boss together. Each side team will deal with a unique guardian while also handling traps along the way. Go from chamber to chamber until you have your treasured buff gem, and get ready to blast the boss away.

SPECIAL NOTES

Immunities/Personals – N/A
Interrupts - None
Dispels – Hex Trap

DPS GEMS	Final Boss Mechanics	TANK/HEALER GEMS
<p>Ruby = (1 range per side) Increases damage taken by target by 1%, can stack.</p> <p>Emerald = While standing still, increase damage done by 1% per stack, diminishes upon moving.</p> <p>Opal = (Execute classes) Hitting a new enemy permanently increases damage by 2%, stacking.</p> <p>Topaz = (2-5 players) Standing alone grants stacking buff, upon reaching 100 grant 100% crit to all nearby players for 20 seconds.</p>	<p>Liquid Gold – 12 second debuff that drops Molten Gold void zone at expiration.</p> <p>Spirits of Gold – CCable adds spawn on boss, attempt to reach edge of room where they begin dropping coins on the raid, damaging anyone in the landing zone.</p> <p>Wail of Greed – 10 seconds of increasing shadow damage, requires Amethyst healer to protect raid. Upon completion, increases boss' damage 25% each time.</p> <p>Coin Sweep – Boss hits tanks with massive physical damage, requiring diamond.</p> <p>Coin Shower – Player marked, splits damage 10 seconds later with nearby players.</p>	<p>Diamond = (tank) Absorbs damage up to 300% health, then 30 second recharge.</p> <p>Amethyst = (1 healer per side) +50% haste, all heals reduce shadow damage taken by 90% for 1 min. Using this DR awards mana to nearby players.</p> <p>Tailwind Sapphire = Healing gives damage buff to players, stacks, upon 5 stacks increases healing/damage done by 100%.</p>



MYTHIC ONLY

New Ability = **Chatoic Displacement** (2 players from each path will be swapped to the other side). **Liquid Gold** in last phase buffs spirit of gold adds health and speed. New Ability = **Surging Gold** in last phase (increases size of gold puddles).