

Queen Azshara

Have You Tried Turning It Off And On Again?

OVERVIEW

PHASES: 4+2 Intermission

Hero: TBD

The Queen is trying her hardest to drain the Ancient Wards currently stopping the ocean from crashing down, which would disable the Titan device and free N'zoth. We must stop her by working as a team to keep the Wards powered up and defeat the enemies she summons before they can drain them. Many mechanics require us to utilize line of sight, so be sure to pay attention to the positioning of your teammates and especially healers. Hold on, it's a wild ride!

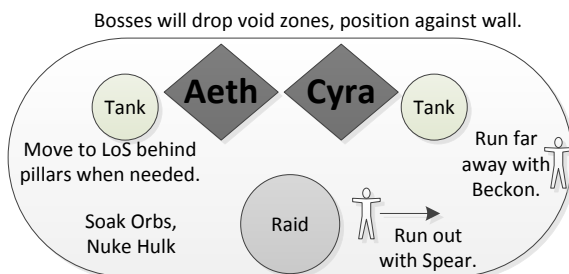
SPECIAL NOTES

Immunities/Personals – N/A
Interrupts – Lightning Bolt
Dispels - None

PHASE 1

Ancient Wards Preset in Encounter Space: If one ward is drained fully by enemies, deals raid-wide damage; if all 3 drained, the raid dies. Wards are powered up by players standing on them, reducing their maximum health by 10% for ~2 mins.

Aethanel:
Lightning Orbs – Orbs bounce around area 3 times or until hit by player.
Lightning Bolt – Interruptible, chain lightning.
Cold Blast – Stacking debuff, frozen at 4. Hit moments later by ice shard.
Cyranus:
Serrated Edge – Stacking 9 second bleed applied by melee hits.
Charged Spear – Spear hits targets in path, dealing raid-wide damage.



Fight Aethanel and Cyranus, Azshara not tankable.
Longing=Keep bosses in sight of each other.
Painful Memories=Break bosses LoS of each other. Otherwise, they get buffed.

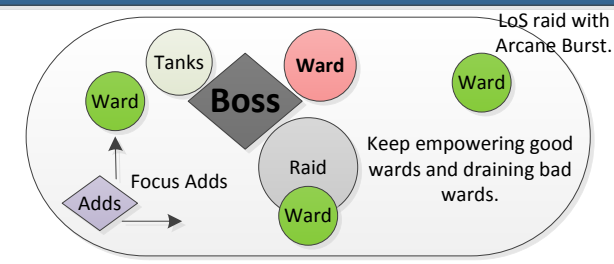
Azshara is not damageable but casts:
Arcane Orbs – Orbs spawn that explode after a short time, damage reduced if players soak them (but take damage while soaking).
Drain Ancient Ward – Drains nearby ward of 15 power every second for 10 seconds.
Beckon – Player MCed to walk towards a rune, if reached, begins drowning.

Overzealous Hulk – Summons add - Ground Pound = raid-wide damage + drains 100 power from nearest Ward. Can only be CCed once, then becomes immune.

Intermission 1: Arcane Orbs to be soaked + individual decrees given to all players that must be followed or the player is debuffed with Sanction (DoT damage for 10 seconds), increasing based on number of failures. **Decrees** = Suffer (soak orb), Obey (don't soak orb), Stand Together (stack), Stand Alone (spread), March (keep moving), and Stay (stop moving).

PHASE 2

Azshara joins fight and casts:
Ward of Power – Creates Ward of Power for Azshara, drained by standing in ward.
Titanic Machinations – Drains/energizes nearest ward every 1 second.
Adds Spawn During Phase:
Azshara's Devoted – Can be CCed, sacrifice themselves to grant Font 20 energy.
Azshara's Indomitable – Immune to CC, sacrifice themselves to grant Font 100 energy.

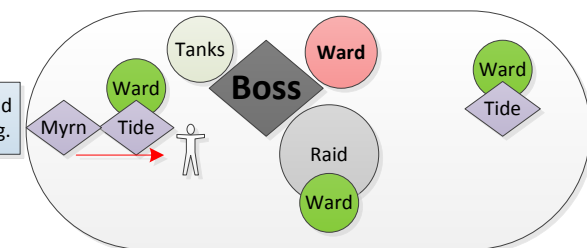


Arcane Mastery – Light raid-wide damage, avoidable by LoSsing boss.
Arcane Jolt – Damages target and increases Vulnerability stacks (sacking debuff increasing damage taken by 5%)
Arcane Burst – Player explodes in 10 seconds, damaging anyone in LoS; if it hits boss, she recasts.
Arcane Detonation – Boss rises up and fires arcane bolt down, deals damage to anyone in LoS.
Reversal of Fortune – Good/bad wards flip places.
Beckon – Now MCs player if they reach boss, until shield is damaged off.

Intermission 2: Waves of adds summoned to attack the wards, ends after all adds are summoned (Hulks, Azshara's Devoted, Azshara's Indomitable). Continue dealing with Arcane Orb and Decrees.

PHASE 3: 70%

Azshara continues Titan Machinations, Arcane Jolt/Mastery/Detonation/Burst + New Adds.

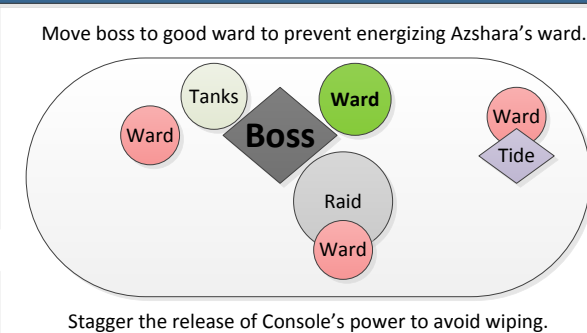


Loyal Myrmiddon – Throws spear damaging all in path, and exploding when it lands.
Tidemistresses – Drains/Energizes wards. Shocks random targets, causing them to splash damage for 6 seconds. Casts chain lightning. Applies shield preventing damage until a spear from Myrmiddon breaks it.
Reversal of Fortune – Now affects all wards.
Beckon – Now moves player faster based on number of allies near them when MCed.

Nuke Tidemistresses before they drain/energize wards.
Move away from raid when static shocking.
Use spear from Myrn to destroy Tide's shield casts.

PHASE 4

Deal with Titanic Machinations, Reversal of Fortune, Arcane Burst, and new mechanics:
Void Touched – Debuff on tank reducing healing received by 10% for 30 seconds.
Nether Portal – Rifts open that splash damage on players nearby.
Beckon – Permanently MCed if reach boss.
Piercing Gaze – Large beam of damage, avoidable.



Overload – Titan console overloads and deals damage based on energy remaining in console, players unleash its energy in a staggered fashion by standing near the console and performing the extra ability Controlled Release.
Controlled Release – Releases energy from Titan console and performs a random consequence. **Controlled Burst** = Raid-wide damage. **Essence of Azeroth** = Random player dies in 40 seconds but is buffed until then. **System Shock** = DoT damage applied for 10 seconds. **Short Circuit** = Nearby Ancient ward is drained of all its power.

Keep wards energized.
Drain Azshara's ward to minimize damage buff.

MYTHIC ONLY

Divide and Conquer – Encounter area split by a wall of arcane magic. Crossing the wall results in death. More unknown changes TBD...