

Radiance of Azshara

How'd We Get The Raid Into Eye of Azshara?

OVERVIEW

PHASES: 2

Hero: Phase 2

Homage to the Wrath of Azshara dungeon boss in Legion, with many recognizable mechanics that feel like home. Dodge tornadoes (lots of them), run out to get your arcane bomb dispelled before it explodes, and try not to misstep and fall into the water under the boss. Throw in a nice intermission where you blindly must find and kill dangerous adds while being knocked back into the storm, and call it a day. Be light on your feet and (for once) be rewarded for being melee.

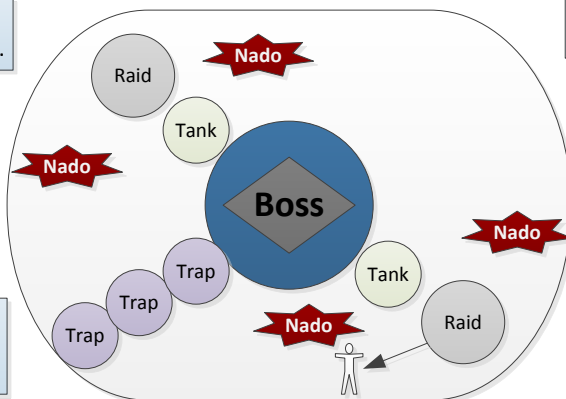
SPECIAL NOTES

Immunities/Personals – N/A
Interrupts – Focus Power, Jolt
Dispels – Arcane Bomb

PHASE 1

To limit the tornadoes you need to dodge and to prepare for split groups in Mythic, the split strat is displayed here. You do not **need** to split for Normal/Heroic.

Dodge tornadoes!
Don't be a meathead.



Tanks **taunt** after each Tide Fist.

Clear one Trap to provide a path before intermission.

Run out with Arcane Bomb to be dispelled.

Unshackled Power – Unavoidable raid-wide damage throughout the fight.

Arcanado Burst – Swirl spawns under player, turns into tornado that circles outward, knocking back players hit.

Arcane Bomb – Debuff on random players that will eventually explode. Can be dispelled to drop it on the ground.

Tide Fist – Knocks back active tank, increasing physical damage taken by 200% for 20 seconds.

Squall Trap – Glowing orbs blocking the path, can be cleared but will spawn a tornado.

Ancient Tempest – At full energy, vision becomes limited and the raid takes ticking frost damage. A Stormwraith add spawns in the Eye of the Storm, a safe area granting protection from the storm.

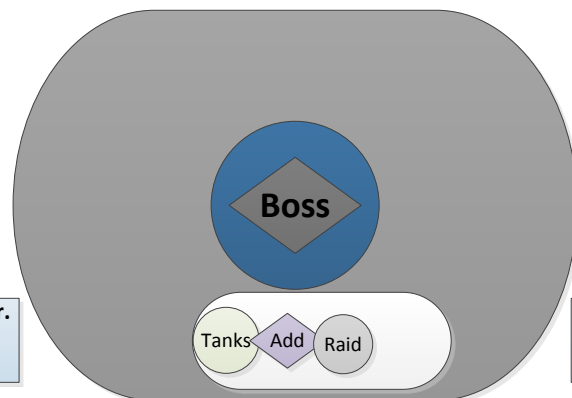
Stormwraith – Interrupt Focus Power (increases damage by 500%). Casts Gale Buffet, a knockback to all players. Summons Stormlings that cast Jolt (chain lightning, interruptable).

Swirling Winds – If an add moves into the storm from the Eye, reduces damage they take and heals them.

PHASE 2 - Intermission

Move quickly and safely to Stormwraith add.

Burst little adds then nuke Stormwraith to end phase.



Interrupt Focus Power.
Extra interrupts used on Jolt.

Drop Arcane Bomb in safe spots.

Tank adds on one side of safe zone.

Get knocked back into the other side of safe zone.

MYTHIC ONLY

During intermission, **two Stormwraiths** will appear in different locations. Group must split and both must be slain to return to the main phase.