

Wrathion

Who is Good At Mario Kart? Have A Star And Break Some Shards!

OVERVIEW

PHASES: 2

Hero: On Pull

A fun, typical dragon-styled tank and spank first boss. Phase 1 is a fairly simple dance – run away when the dragon is exploding, don't stand in front or behind him. He has one sneaky ability where he teleports to a random location and tries to deep fry the raid – avoid becoming a snack by running opposite his new location. Then speed boost your fastest players while they soak his falling scales in P2, letting them run through shards of rock to protect your raid.

SPECIAL NOTES

Immunities/Personals – N/A

Interrupts – None

Disps – None

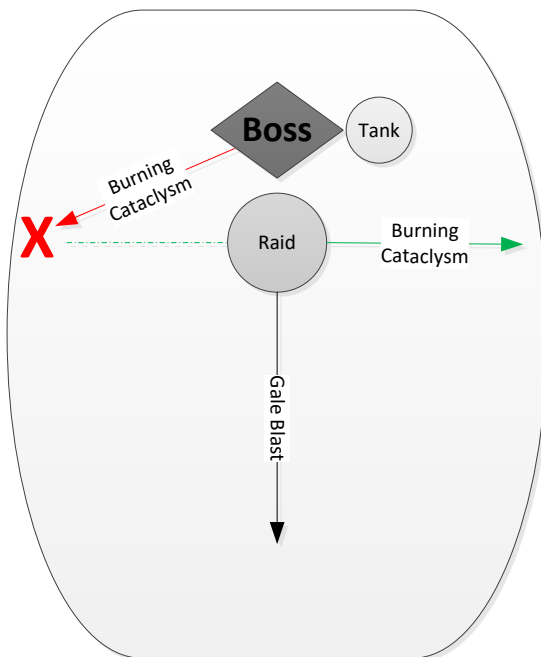
Speedy players are super useful!

PHASE 1

Avoid standing behind boss due to Tail Swipe.

Watch where boss goes during Burning Cataclysm...

Be aware of where Molten Eruption pools are – they become Shards in P2.



Taunt after 2-3 Searing Breaths. **Face away** from raid.

... then run to safe spot on opposite side of room!

Run away from boss and loosely spread from allies during Gale Blast.

Searing Breath – Frontal cone, applying damage taken by breath increase for 20 seconds.

Tail Swipe – Standing behind boss results in knockback + damage.

Gale Blast – 4 second channel, explosion around boss at the end + fireballs drop on players.

Burning Cataclysm – 1 min into P1, boss teleports to a random location, filling up the entire room in fire – one safe spot located opposite of the boss.

Molten Eruption – After Cataclysm, several pools spawn, dealing no damage but forming Crackling Shards in P2.

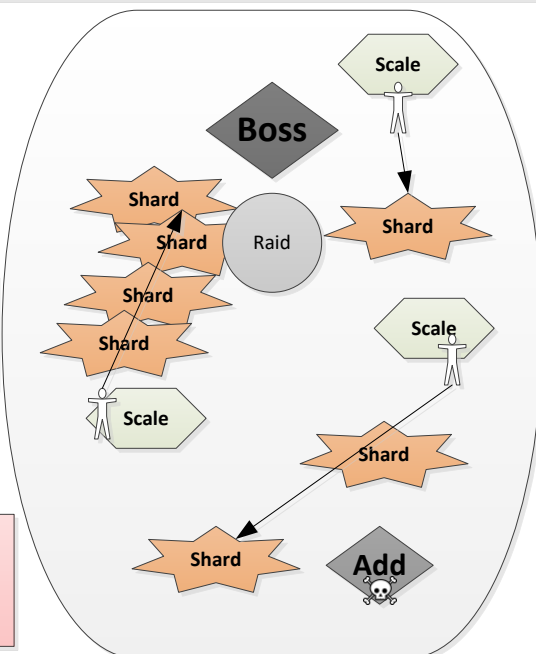
Crackling Shards – Rocks form during P2 that must be destroyed within 1 minute or else form permanent lava pools, ticking raid-wide damage.

PHASE 2

Mobile/Fast players **soak** Scales and run through Shards to destroy them.

All other dps **damages** remaining shards to destroy them within 1 minute.

Beware – Any shard not destroyed will pulse raid-wide damage for the remainder of the fight.



Shards will explode when destroyed, **don't stand** in the middle of a bunch!

Break assassins out of stealth (hunter flare, aoe abilities, etc) or they are deadly – then **tank** by shards and passively cleave.

Pyroclastic Flow – Shards explode for minor damage (10 yard radius) when destroyed.

Scales of Wrathion – Start of P2 drops several scales that, when soaked, grant player 10 seconds to run through shards, instantly destroying them and refreshing buff by 1 second.

Ashwalker Assassins – Shrouded adds in P2, must be broken out of stealth or else they will stun players (Noxious Choke) and deal damage (Ambush).

MYTHIC ONLY

Creeping Madness – Players gain stacking slow upon moving, at 50 stacks take damage. Effects such as Posthaste, Blessing of Freedom, druid shifting, etc, removes it. **Hardened Core** – Shards in P2 are immune to damage until scale player removes, then can be DPSed down.