

Shad'har

He's A Hungry Boi

OVERVIEW

PHASES: 3

Hero: Last Phase – 33%

At the start of each phase, the boss will eat an elemental treat, forcing you to deal with certain mechanics based on the element eaten. Big single target will be needed to defeat this tank and spank boss. Try to stay stacked so your healers don't pass out from overexertion (there is a lot of DoT damage for them to handle!), but make sure to move out when fixated by the exploding booger. Just remember, Shad'har is a good boi, he's just... hungry.

SPECIAL NOTES

Immunities/Personals – Living Miasma
Interrupts – None
Dispels – None

Avoid standing in the water on edge of room – it will deal damage and buff the boss.

Run far away from raid when fixated by Living Miasma.

Dodge the boss' breath ability.

Taunt during Crush and Dissolve casts to avoid taking both.

Frequency of mechanics increases the longer a phase lasts.

Caustic Coating – Standing in water will deal damage. Boss standing in water will buff his damage dealt permanently.

Crush – Physical damage to tank, increase physical damage taken by 50% and Dissolve damage by 400% for 30 seconds.

Dissolve – Nature damage to tank + DoT.

Debilitating Spit – 4 stack debuff on one player, when expired jumps to 2 players at reduced stack/damage. Jumps twice.

Living Miasma – Add fixates on random player, explodes when hit, dealing raid-wide damage reduced by distance away.

P1:

Umbral Mantle – Every 20 seconds, applies 5 second DoT to all players.

Umbral Breath – Cone of damage, fears any player hit.

Umbral Eruption – Swirls form under players, dealing damage moments later.

P2:

Entropic Mantle – Every 20 seconds, applies 25 second stacking DoT.

Entropic Breath – Cone of damage, reduces healing received of players hit.

Entropic Buildup – Orbs spawn, exploding in 15 seconds if not soaked (deals ticking damage while soaking).

P3:

Noxious Mantle – DoT damage entire phase.

Bubbling Breath – Cone of damage, applies DoT to any player hit.

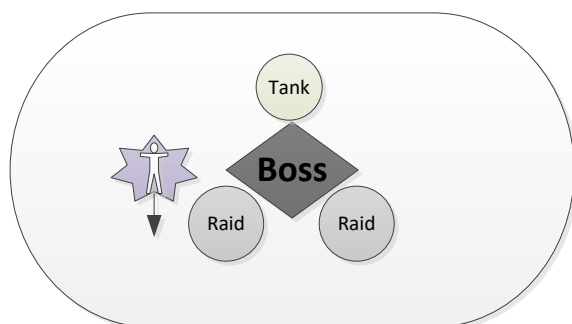
Bubbling Overflow – Growing void zones, dealing stacking % of players health. One in middle, then spawn under players.

Frenzy – At 30% health, boss buffed to deal 25% more damage.

PHASE 1 (100%-66%)

Spread loosely.

Dodge the eruption swirlies.

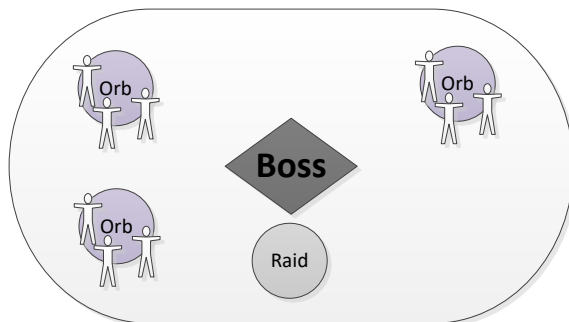


Phase 2 (66%-33%)

Stack by boss.

Soak purple orbs to reduce explosion damage, multiple players per orb.

High healing demand at end of phase due to stacking Mantle DoT.

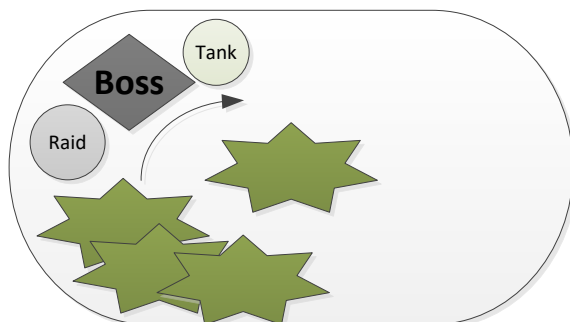


Phase 3 (33%-0%)

Stack behind boss.

Move around edge of room to avoid growing void zones.

Burn boss before space runs out!



MYTHIC ONLY

When fixated by Living Miasma, player's movement speed reduced by 100% - must use movement freeing abilities (druid shift, blessing of freedom, etc). **Hungry** – Boss gains 1 stack every 4 seconds, at 10 stacks, enrages. Feed tasty morsels left by miasma adds to prevent.