

# Shriekwing

Blind as a Bat Boss

## OVERVIEW

PHASES: 2

Hero: On Pull

Utilizing the four pillars in the large room, we must hide from the bat's shrieks and effectively make use of our limited space to drop puddles and dodge sonar circles. Tanks be aware of moments when you have a reduced healing debuff on you, and don't stress your healers during those moments. Don't panic, although there is a lot to dodge, movement should be planned and mechanics intentionally baited to make the encounter much easier for your team.

## SPECIAL NOTES

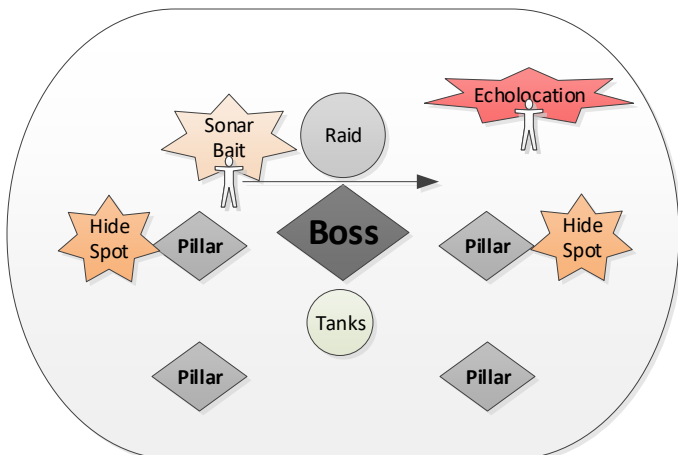
**Immunities/Personals** – N/A  
**Interrupts** – None  
**Dispels** – None

## PHASE 1

## ABILITIES

**Bait** Echoing Screech sonar circles and then move/dodge to a safe side of the boss.

**Run away** to drop Echolocation puddle away from the raid.



**Hide together** behind a pillar during Earplitting Shriek.

**Taunt swap** after every Bite, be aware you cannot be healed after.

**Ear Splitting Shriek** – Causes players to drop a puddle of Sanguine Ichor and take ticking damage for 8 seconds. Anyone within line of sight takes an additional burst of damage.

**Sanguine Ichor** – Puddle that deals damage to those standing within it. Shrinks over time.

**Echolocation** – Marks random players, dealing damage 8 seconds later in an area around the player, dropping a Sanguine Ichor puddle.

**Echoing Screech (Heroic)** – Boss faces a random non-tank player and shoots out sonar circles that bounce against walls and must be dodged. Anyone hit will trigger Descent.

**Descent** – Horrifies player and inflicts damage to anyone 6 yards around the player.

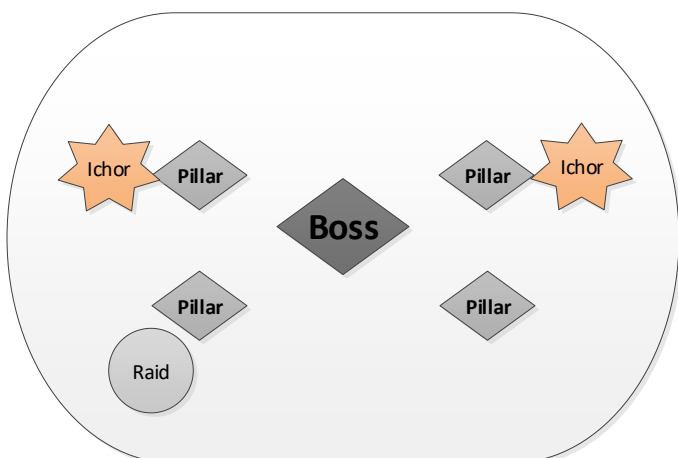
**Exsanguinating Bite** – Deals tank damage and applies 10 stacks of Exsanguinated.

## INTERMISSION (100 Energy) 1:50-2:30

**Move away** from boss as it prowls.

**Dodge** the sonar circles.

**Hide** behind a pillar to LoS boss during Sonar Shriek.



At the end of intermission, all Sanguine Ichor puddles will be removed. Repeat P1.

**Exsanguinated** – Receive 10% less healing and take 5% more physical damage per stack, applies a bleed. 1 stack drops every 1.5 seconds.

**Blind Swipe** – 12 yard cone frontal aimed at a random player, can be side stepped or healed through.

**Reverberating Scream** – Raidwide ticking damage over 16 seconds.

## INTERMISSION:

**Blood Shroud** – At 100 energy, boss becomes immune to damage, teleports to center of room shooting out sonar circles, and then prowls around. Anyone nearby triggers a Deadly Descent.

**Deadly Descent** – Become horrified for 4 seconds, dealing damage 6 yards around you.

**Sonar Shriek** – Deals high damage to anyone within line of sight, triggering Deadly Descent on them.

## MYTHIC ONLY

A lantern on the floor may be picked up by one player, granting a buff allowing players to see the sonar circles (otherwise invisible). Also applies a ticking dot that stacks, so cannot be permanently held. This lantern will shatter if hit by Descent, wiping the raid.