

Sun King's Salvation

The Fiery Fiesta Boss

OVERVIEW

PHASES: 2

Hero: During Difficult Shade Phase

While fighting for his own redemption, Kael'thas has been drained of anima and risks eternal damnation. We must heal him actively throughout the fight, utilizing pedestals to feed him our own life force. It won't be as simple as spamming flash heal – there are plenty of adds to manage to keep our raid busy, all while increasing amounts of fire patches fill the room... hold on to your fire extinguishers and get your off heals ready, this fight is going to be lit. Literally.

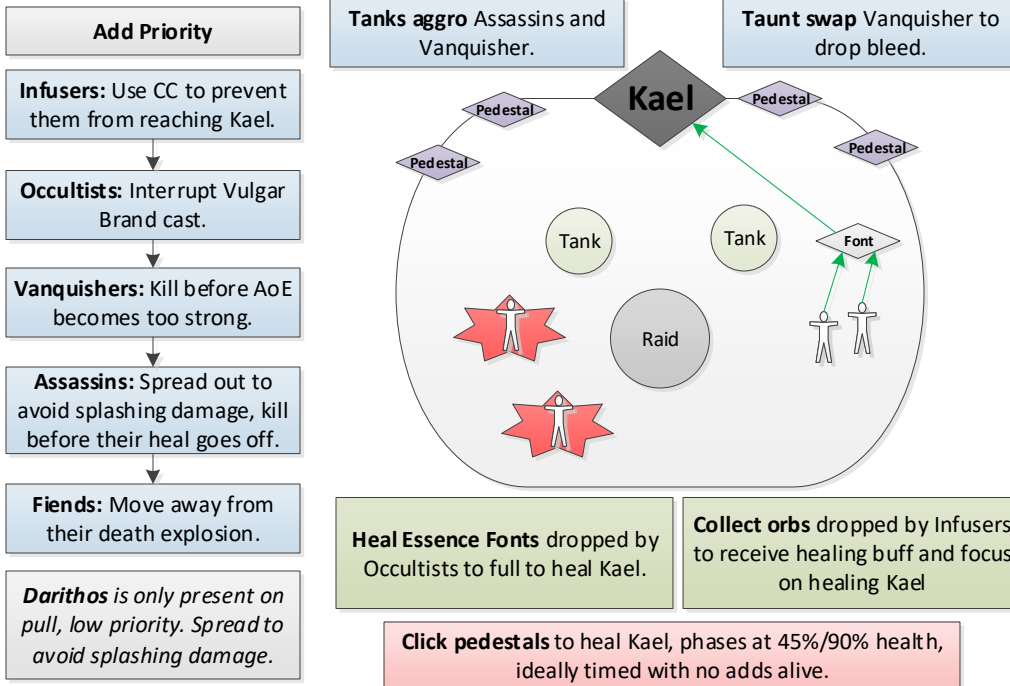
SPECIAL NOTES

Immunities/Personals – N/A

Interrupts – Occultists

Dispels – Vulgar Brand

PHASE 1 (Add Phase)



ABILITIES

Soul Pedestal – Click/channel pedestal to heal Kael while taking increasing ticking damage, receiving debuff preventing clicking again for 2 mins.

Rockbound Vanquisher

Concussive Smash – Raidwide damage + stacking buff increasing next smash damage by 25%.

Vanquishing Strike – Stacks bleed on tank.

Bleakwing Assassin

Crimson Flurry – Marks random players and applies bleed in an area around them.

Return to Stone – Upon reaching 30% health, 8 second cast that fully heals them unless they die.

Vile Occultist

Vulgar Brand – Interruptible spell applying 35% damage taken debuff to players (dispellable).

Scornful Blast – Interruptible damage to a player.

Door of Shadows – Randomly port around room.

Essence Font – Dropped upon death, will heal Kael if healed to full.

Pestering Fiend

Shattering Ruby – Deals low damage to a player and anyone near them.

Fragmentation – Explodes on death.

Soul Infuser

Soul Infusion – Fixate towards Kael, upon reaching him will drain 1% life ever 2 seconds.

Infuser's Boon – Red orb dropped upon death, buffing healing done by 50% for 14 seconds.

High Torturer Darithos

Greater Castigation – Deals damage to marked players, splashing 6 yards.

PHASE 2

Shade of Kael

Fiery Strike – Frontal smash aimed at tank, leaves Burning Remnants DoT.

Blazing Surge – At 100 energy, casts cone directed at random player.

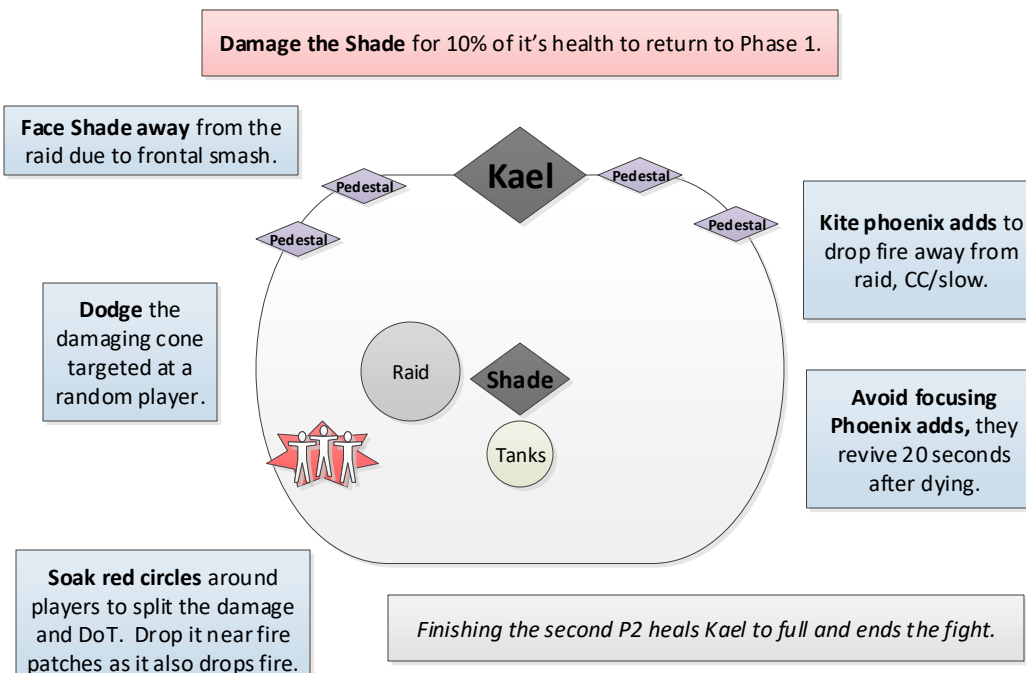
Ember Blast – Marked player takes damage and DoT stacks split between nearby players. Drops a fire patch.

Reborn Phoenix

Smoldering Plumage – Fixate a player, pulsing fire damage and dropping fire zone every 2.5 seconds.

Reborn – After dying, will regenerate health and revive at full health. Disappears when Shade leaves.

PHASE 2 (Shade Phase) 45% and 90%



MYTHIC ONLY

Phoenix adds will exist permanently after the first P2. **Cloak of Flames** – Healing absorb on Kael or damage shield on Shade that must be removed quickly or risk an explosion that wipes the raid.