

# Fatescribe Roh'Kalo

The Puzzle Boss

**OVERVIEW**

**PHASES: 3**

*Hero: P3*

Once a fatescribe of Korthia, now a slave to the Jailer. Unlike our other foes who use pure power to try and defeat us, Fatescribe attempts to use fate itself to rewrite a reality without us. Employ proper positioning in P1 while preparing for the rune alignment mini-game of P2 – we must stand on runes to shift them to the correct space and complete the puzzle before we all explode. The final phase will require us to perform both P1 and P2 mechanics simultaneously. Good luck!

## SPECIAL NOTES

**Immunities/Personals** – Soak fragments  
**CC** – Heroic Destiny Add  
**Dispels** – None

## ABILITIES

**Heroic Destiny** – Applies 8 second DoT to tank, on expiration explodes on raid, damage reduced by distance away.

**Burden of Destiny** – After explosion, spawns an add that fixates tank. If it reaches tank, wipes the raid – can be Cced.

**Diviner's Probe** – The first few attacks on a new target inflict shadow damage.

**Twist Fate** – Random DoT applied to players.

**Fated Conjunction** – Multiple beams blast across the room, dealing large damage.

**Call of Eternity** – Applies 8 second DoT to random players, upon expiration explodes around player and drops an Echo.

**Echo of Eternity** – Any dropped Echo will explode during the next Call of Eternity cast.

### P2:

*The Loom of Fate is activated. Runes must be pushed to the proper position in 40 seconds, or wipe. Boss is immune.*

**Realignment: Clockwise** – Odd number of players on rune.

**Realignment: Counterclockwise** – Even number of players on rune.

**Fatespawn Anomaly** – Multiple adds spawn. Casts Anomalous Blast, interruptible damage.

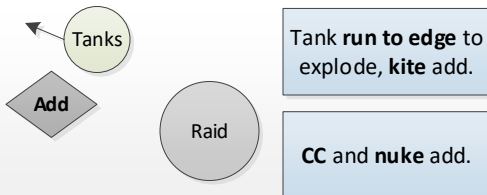
**Fate Fragment** – Grey orbs fill the room, dodge or get damaged and slowed.

**Unstable Fate** – Unavoidable raidwide ticking damage during P2.

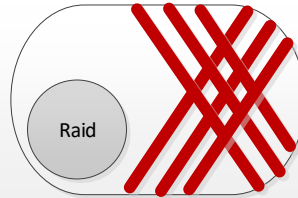
## Phase 1: 100-40%

### Heroic Destiny

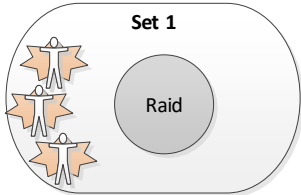
### Fated Conjunction



**Dodge** beams.



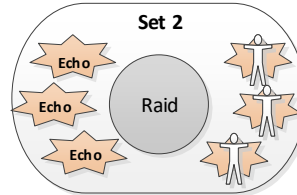
## Call of Eternity + Echo of Eternity



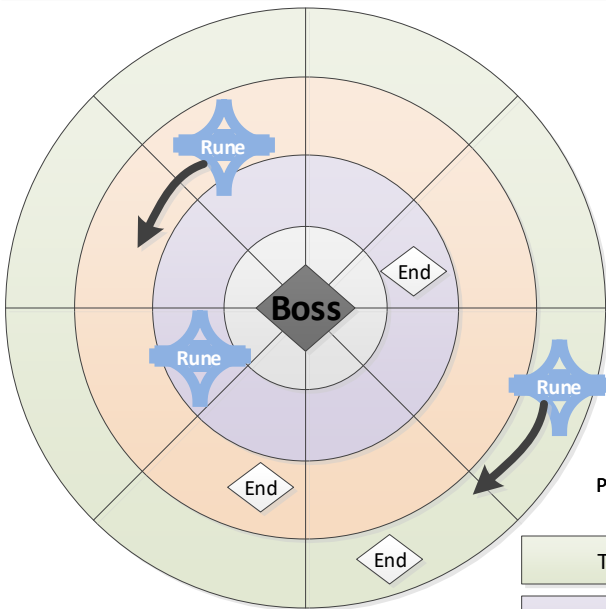
Drop first set to the **left** of room.

Drop second set on the **right** to avoid the exploding echoes from Set 1.

**Repeat.**



## Phase 2: At 70% and 40%



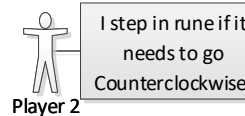
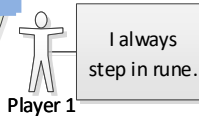
*Not drawn to scale, there are more paths/spaces.*

**Assign 2 players** to each circle/path.

**Identify** rune location and end location.

**Pick** the quickest direction to reach end.

If **Clockwise** – 1 player always stands in.  
 If **Counterclockwise** – Extra player step in.



This rune should go clockwise – 1 player.

This rune can go either direction – default to 1 player.

This rune should go counterclockwise – 2 players.

## Phase 3: 40-0%

Deal with P1 and P2 mechanics at the same time, with slightly less runes that need aligned. Kill boss before you get overwhelmed!

## MYTHIC ONLY

**Grim Portent** – 3 players are bound to a rune on the Loom of Fate and must stand within the marked location to avoid wiping the raid. In P2, only randomly selected players can move runes rather than assigning them. Beams shoots towards rune while it is moving.