

Sylvanas

The Banshee Boss

OVERVIEW

PHASES: 3

Hero: On Pull and P3 (Or Just P3)

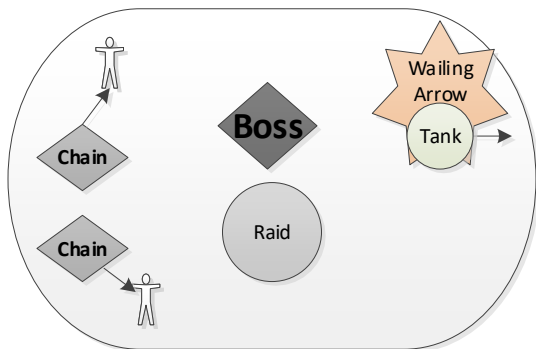
Only one thing stands between your raid and the Jailer – and it is, unfortunately, the Banshee Queen herself. This epic battle will take place across multiple platforms and phases as we race to reach the Jailer and free bad boy Anduin. Please note that due to the number of mechanics in this boss fight, this guide focuses only on the most important and impactful moments your raid will be dealing with – it is one epic fight! Enjoy the scenery and good luck snagging some loot.

SPECIAL NOTES

Immunities/Personals – N/A
Interrupt – Ruin
Dispels – Banshee's Curse

Phase 1:

ABILITIES



Tanks run out with Wailing Arrow. **Taunt swap** after boss shoots triple shot from 3 stacks of Heartseeker.

Run away from boss during Veil of Darkness, **heal off** any absorb from hit players.

Dodge swirlies from boss arrows.

Wailing Arrow – Explosion around tank, deals raidwide damage reduced by distance.

Ranger's Heartseeker – Boss gains a stack every 5 seconds, after 3 stacks may shoot triple arrows into tank, applying stacking DoT (Banshee's Mark). Requires tank swap.

Windrunner – Boss rapidly changes locations (though hitbox remains at her starting location), shooting arrows at raid.

Barbed Arrow – Random players receive stacking bleed, removable only by soaking a Domination Chain.

Domination Chain – Multiple arrows fall to the ground, standing near one will chain you to it, and pull you towards the arrow (resulting in death if touched). Kill the arrow to break free.

Veil of Darkness – Large void zone around boss, avoid. If hit, healing absorb and damage that jumps to other players unless healed off.

Connect to chain to clear your bleeds by being closest player to an arrow when it lands.

Run against the pull of the chain to avoid death.

AOE nuke arrows to break chains.

Intermission: 83%

Dodge swirlies and slicing lines.

Run against the pull of your chain.

Stay spread for Banshee Wail.

Intermission: 83% Health

All players are chained to arrows. Boss throws debris at raid with Rive.

Banshee Wail – Small aoe around every player, silencing and dealing damage based on missing health.

P2: Crossing the Chains

Continues casting Banshee Wail and Veil of Darkness while raid crosses dangerous paths.

Haunting Wave – Waves of darkness that must be dodged, deals pushback and damage if hit.

Ruin – Boss cast that will wipe the raid if not interrupted.

Forces of the Maw – Many adds will spawn, requiring interrupts, dispels, and more dodging.

P3: Platform Race

Fight on 4 platforms, using wind paths to jump across. Continues casting Wailing Arrow, Veil of Darkness, and Banshee Wail.

Banshee's Curse – Stacking DoT, when dispelled drops puddle that can be soaked by another player, granting them Banshee's Curse.

Banshee Fury – During her scream, any Banshee Curse left on players will erupt, dealing raidwide damage.

Raze – Destroys one of the 4 platforms.

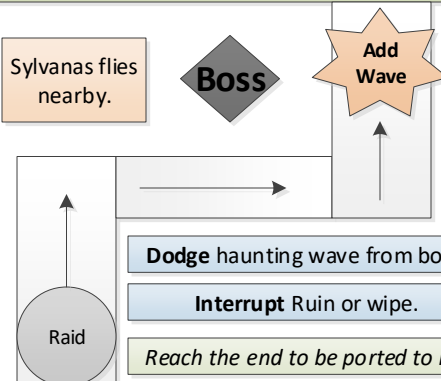
Phase 2:

Key Add Mechanics

Travel across chains defeating waves of adds to reach the final stage.

Kill Order:

Orbs > Judges > Summoners > Vanguard > Hopebreaker > Goliath



Orbs:
Explodes on death based on how long it was alive.

Judges:
Dispel Crushing Dread on CD – will keep jumping.

Summoners:
Spawn Orbs and curses players (dispel).

Vanguards:
+ Damage/Health the longer they are alive.

Hopebreaker:
Heal off a absorb on players.

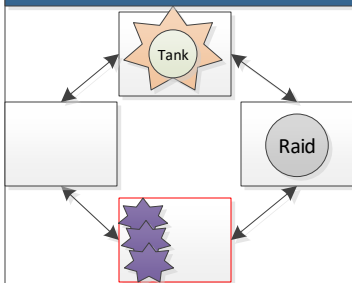
Goliath:
Stacking damage increase on tank, taunt swap to drop.

Dodge haunting wave from boss.

Interrupt Ruin or wipe.

Reach the end to be ported to P3.

Phase 3: Fight Ends at 50%



Move puddles to exploding platform to clear space.

Utilize the 4 platforms to handle mechanics – be warned, they are destroyed one by one with Raze.

Jump to different platform for Veil of Darkness, and tanks for Wailing Arrow.

Players with Banshee Curse stacks can be dispelled, drops puddle.

Soaking puddles gives players Banshee Curse, dispel to move puddle somewhere else.

Ensure all players are dispelled before Banshee Fury.

MYTHIC ONLY

P1: Chains explode if touched, can only get tethered a few times, new fixating adds. **P2:** New add mechanics to handle, including interruptible fearing orbs. **P3:** Death knives fly out from random players and new zones must be soaked.