

Dausegne, the Fallen Oracle

Shoulda Put A Ring On It Boss

OVERVIEW

PHASES: 1

Hero: Pull

Who needs boomkins when you have Dausegne's pillars? Whenever she reaches 0 mana she will drain one of the 4 innervate bots, err... pillars. Large ticking damage occurs as we blast through her shield. Every so often rings of murderous light will shoot from drained pillars in a random order – passing through a ring leaves a debuff that prevents you from passing through another for 5-6 seconds. Safely navigate the ring maze (blinks work) and get back to the boss!

SPECIAL NOTES

Immunities/Personals – None
CC – Interrupt Core Add
Dispels – None

Phase 1

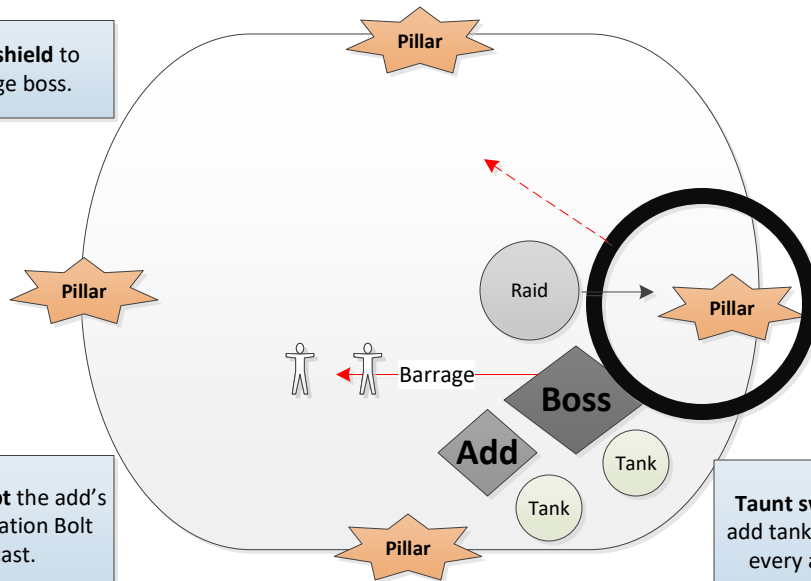
ABILITIES

At 0 Mana, boss will drain a pillar.

Grants boss shield (DPS it down) while pulsing AoE damage (healing CDs!)
 The pillar will now pulse out rings!

Ring Order:
 Random each time.

Break shield to damage boss.



Disintegration Halo – Rings of energy expand from reservoirs on the edges of the arena, inflicting shadow damage after crossing and increasing damage taken Halo for 6 seconds.

Domination Core – Casts swirlies dealing damage to those hit, creates void zones that last 2 minutes. Interruptible cast called Domination Bolt.

Staggering Barrage – Channels 3 orbs towards a player, splitting damage between players in the path and knocking them back, increasing damage taken from future barrages for 45 seconds.

Obliteration Arc – Frontal cone of missiles.

Infused Strikes – Melee attacks stack a ticking damage debuff that, upon expiration, deals raid damage based on number of stacks.

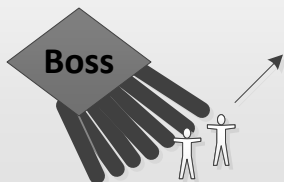
Siphon Reservoir – After reaching 0 mana, boss siphons energy from a reservoir, creating a barrier that absorbs damage to her. Destroying the shield inflicts damage to boss.

Inevitable Dominion – Heavy raidwide damage for 8 seconds, expanding any void zones temporarily.

Total Dominion – Once all the reservoirs have been depleted and the boss is out of mana, the enrage mechanic is activated and wipes the raid with pulsing Halos.

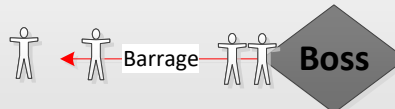
Dodge Obliteration Ark

Frontal cone pulses out and then explodes.
SPEED BOOSTS!



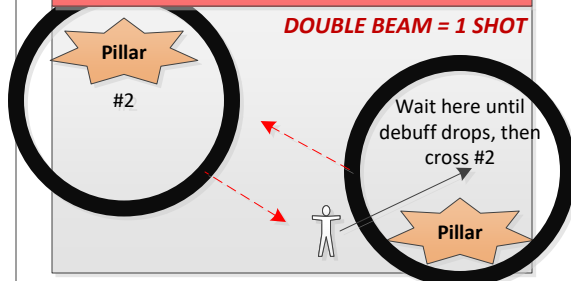
Assist Soaking Staggering Barrage

Orbs shoot at targeted player, split damage + knockback to anyone in path.
DO NOT SOAK TWICE IN A ROW!



Drop Debuff When Crossing Rings

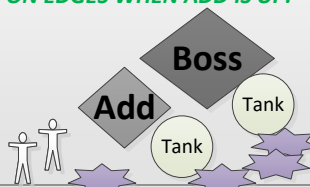
DOUBLE BEAM = 1 SHOT



Position Well For Puddle Drops

Add spawns puddles under feet of players and expand.

BAIT PUDDLES ON EDGES WHEN ADD IS UP.



Enrage: When all 4 pillars are drained, boss will cast raidwide ticking aoe and repeatedly pulse rings.

MYTHIC ONLY

When players cross the Halo ring, they splash massive damage 1 yard around them. Do not murder your friends when crossing!