

# Anduin Wrynn

The Fallen King

OVERVIEW

PHASES: 3

Hero: P3

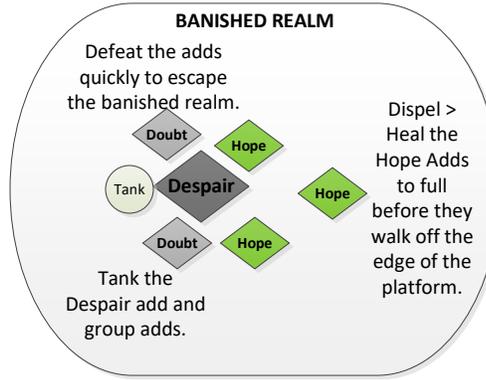
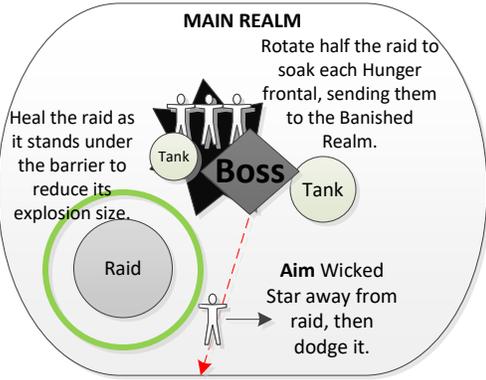
With Anduin being controlled by Domination magic, the raid must try to prevent him from assisting the Jailer's plan to remake reality, all while trying to save his soul by restoring his Willpower. He's still fighting to break through his prison, and banishes us to a special realm where we heal up souls and defeat evil adds to bring him back. After filling his Willpower, he will grant us a massive damage buff as we face the next challenge – defeating the Remnants of Evil.

## SPECIAL NOTES

**Immunities/Personals** – None  
**CC** – Reflection Adds (Fear Cast)  
**Dispels** – Hope Adds

## Phase 1 & 2: 0-100 Willpower (x2)

## ABILITIES



### P1: Restore Willpower

**⚠ Kingsmourne Hungers** – A wide frontal cone, standing in this will send players to a banished realm.

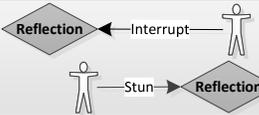
**Willpower** – Defeating/Healing adds in the banished realm will grant Anduin Willpower. When this reaches 100%, he will empower the raid with 200% increased damage, 90% reduced damage taken, and transition to P2.

- 🛡 Anduin's Despair:** + 20 Willpower, spawns swirlies that reduce damage/healing done by 50% if hit, tank it.
- ⊕ Anduin's Hope:** + 5 Willpower if healed to full, dispel first to enable healing.
- Anduin's Doubt:** +5 Willpower

**Phase 1 Only:**  
 Players debuffed with dark/light circles.  
 Connect with the opposite.  
 Do not touch anyone else or die!



**Phase 2 Only:**  
 Reflections of Anduin Spawn.  
 Nuke them down.  
 Interrupt all fear casts!



**Scarred Soul** – Debuff received once you have entered the banished realm, killing you instantly if you try to enter again.

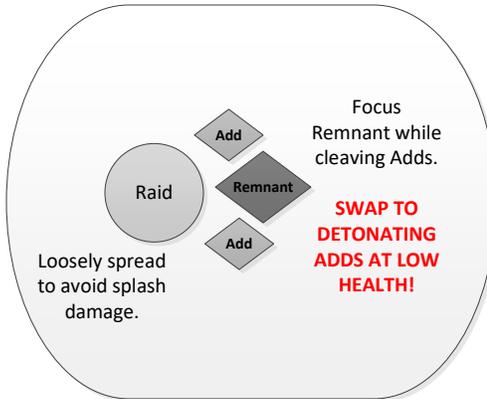
**👹 Blasphemy** – Players are marked with light or dark circles and must connect with opposite color. Touching same color or failing to connect will cause an explosion.

## Intermission 1 & 2: At 100 Willpower

**Remnant Add Spawns:**  
 100% of damage is transferred to Anduin.

**Remorseless Winter:**  
 Raidwide damage, increasing over time.

**Soul Reaper:**  
 Tank swap mechanic, inflicting large damage.



**Army of the Dead:**  
 Adds flood the arena.

**Monstrous Souls:**  
 Channels detonation cast at low health, kill before it explodes.  
 Loses 1% of max health and gains 5% damage done every 1 second.

**Fiendish Souls:**  
 Leaps on random player, dealing splash damage and reducing healing received by 3%.  
 Leaves an impact zone at death.

**⊕ Befouled Barrier** – A barrier that absorbs healing done to any player within, reducing its size as it gets healed. Explodes with remaining amount if not healed fully.

**Wicked Star** – Dark orb shoots at player and boomerangs back to boss, dealing damage and silencing players hit. If an add is hit by this, heals 5% health every 1 second and is immune to CC for 4 seconds.

**Hopebreaker** – Inflicts pulsing raid damage until Anduin is brought to 100 willpower.

**Domination Word: Pain** – DoT applied to random players for 12 seconds.

**Dark Zeal** – Melee attacks increase boss attack speed by 7%, stacking until target swap.

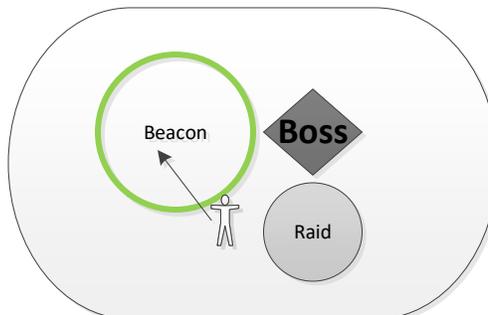
### Intermission 2 Only:

**March of the Damned** – Adds march through arena, touching one stuns and inflicts deadly amounts of damage.  
**Dark Presence** – While Remnant is alive, Grim Reflections are given 500% health and immunity to CC/interrupts.

## Phase 3: After Second Intermission

**Do not let Hopelessness DoT expire** (25 seconds) or raid will wipe.

**Rotate players** into Beacon to clear their Hopelessness stacks. (Will deal raid damage, so stagger rotation)



**Nuke boss before the increasing raidwide damage overwhelms you.**

### P2: P1 Mechanics (no Blasphemy) Plus...

**Grim Reflections** – Images of Anduin spawn and cast interruptible fear.

### P3: Wicked Star, Dark Zeal Mechanics Plus...

**Hopelessness** – DoT that explodes after 25 seconds, wiping the raid. Will also explode if player touches someone else with Hopelessness.

**Beacon of Light** – Boss summons a beacon that once entered removes Hopelessness and removes the size of the remaining barrier, dealing raid wide damage each time.

**Empowered Hopebreaker** – Pulse damage to raid that increases ever 2 seconds.

## MYTHIC ONLY

When players get Banished they leave behind a **Soul Add** that must be killed before their banished debuff runs out, or else they will die. In P3, when a player enters Beacon of Hope, a **Fragment of Hope** is released and must be "caught" or else it will explode on the raid.