

The Primal Council

The Masters of the Elements

OVERVIEW

PHASES: 1

Hero: On Pull

Unsurprisingly, the Primal Council are masters of the elements, and they are using them against your raid. You must deal with mechanics of fire, earth, ice, and lightning – watch out for nasty overlaps and wombo combos – use them to your advantage when able, such as utilizing fire puddles to clear your chill debuffs before you freeze, and using the earth spikes to clear your lightning debuffs. Kill them all close together to avoid their death damage pulses iping your raid.

SPECIAL NOTES

Interrupt Frost Spike and Lightning Bolt.

Phase 1

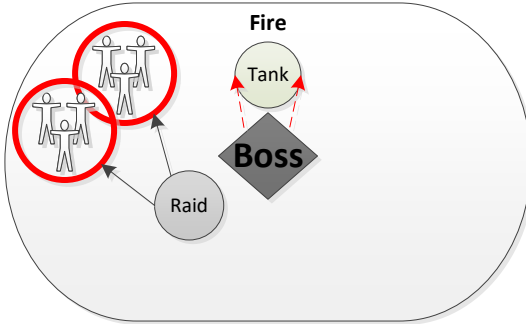
ABILITIES

Handle each of the 4 boss' mechanics at the same time, while damaging them down equally.

Convocation – On any boss death, that boss will start channeling raidwide damage increasing over time.

Move to wall with Axe to conserve space as it will drop a fire puddle.

Split into two groups to soak the two Axes.



Tank aim Slashing Blaze away from raid.

Raid avoid standing in front of boss.

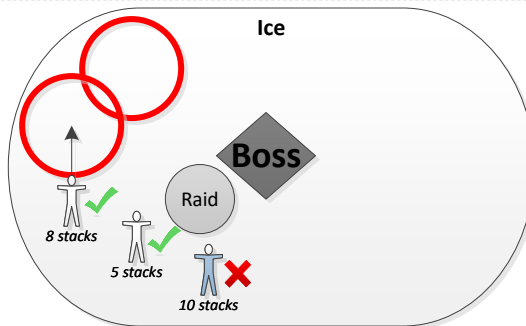
Embar Firepath

Meteor Axes – Throws an axe at two players, inflicts damage split by all within 10 yrds and increasing the damage taken by Meteor Axe by 300% for 15 seconds. Leaves a fire puddle on the ground. *Note: This fire dispels Primal Blizzard stacks.*

Slashing Blaze – At 100 energy, cleaves active tank inflicting damage and DoT to all players in front of boss.

Utilize chilled debuff to reduce fire damage taken.

(But clear stacks in fire before hitting 10 stacks to avoid being frozen).



Interrupt Frost Spike.

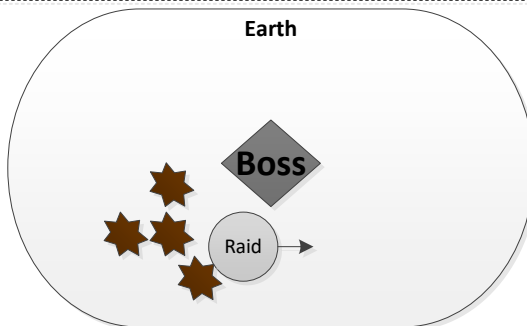
Kaldros Icewrath

Primal Blizzard – At 100 energy, the raid gets a chilled debuff for 10 seconds. Increases frost damage taken but REDUCES fire damage taken by 10%. Stacks. At 10 stacks, trapped in a frost tomb until freed. Remove stacks by... standing in fire.

Frost Spike – Interruptible damage at player.

Dodge the erupting pillars.

Heal through the pillar's raidwide damage, increasing the more pillars there are.



Tank swap after Crush.

Opal Fang

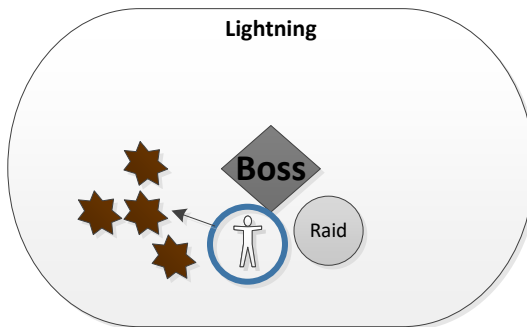
Earthen Pillar – Rocks erupt from the ground under players, knocking them back, and sending out shockwaves of damage.

Crush – Slams current target, dealing physical damage and increasing all physical damage taken by 100%, stacks.

Move to pillar with lightning debuff.

Move away from pillar to make space if not debuffed.

Loose spread to avoid spreading Chain Lightning.



Interrupt Lightning Bolt.

Dathea Stormlash

Conductive Mark – Marks player with lightning, dealing damage until removed. Passed to other nearby players, or removed if ran into an Earthen Pillar.

Lightning Bolt – Interruptible damage at player.

Chain Lightning – Targets a player, dealing damage and jumping to nearby players.

Kill bosses close together to avoid wiping to their death damage pulses.

MYTHIC ONLY

Fire puddles are consumed when used to remove **Primal Blizzard** debuffs, so removal of debuff must be done more intentionally near 10 stacks. **Conductive Mark** can not expire, must be removed with pillars – be careful and don't spread to your friends!