

Dathea

The Ascended

OVERVIEW

PHASES: 2

Hero: On Pull

Next step is facing off against Dathea, who has been driven mad, having agreed to work with Raszabeth to attain the power of wind itself. She'll use this to try and rip us apart as well as summon many stormy adds and tornadoes to try and take us out. Stay loosely spread to avoid chaining her mechanics to other players. However, not all windy mechanics are working against us, as we can use an add's death mechanic to jump to other platforms to take out their adds.

SPECIAL NOTES

Interrupt Storm Bolts and Diverted Essence.

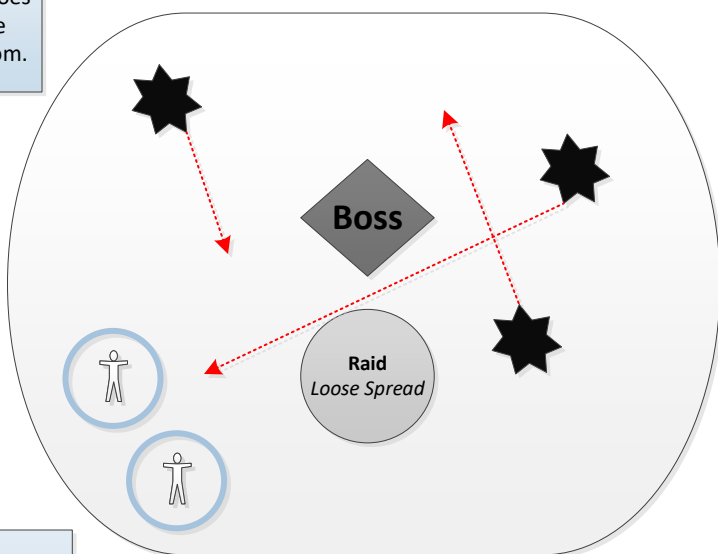
Phase 1

ABILITIES

Loose spread around boss.

Tank swap after Slam to avoid getting knocked back too far (increases each time).

Dodge tornadoes as they slide across the room.



Spread out with Conductive Mark to avoid spreading it.

Run away from boss during Cyclone to avoid knockup.

Raging Burst – Bolts of wind that inflict damage upon impact, leaving a raging tempest that pulses raidwide damage and knocks up players who touch it.

Conductive Mark – Player marked with a debuff, deal damage upon expiration and increasing nature damage taken, stacking. Touching another player will duplicate and refresh the mark debuff.

Cyclone – Players are pulled towards the boss, taking damage and being knocked up if pulled all the way into the vortex.

Crosswinds – Winds shift the location of Raging Tempest tornadoes, inflicting large damage to any players nearby.

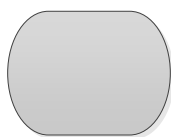
Zephyr Slam – Slams active tank, dealing physical damage and knocking them back, increasing damage taken by Slam, stacking.

Aerial Buffet – If the boss's current target is not in range, she will blast them with nature damage.

At 100 energy, boss will spawn an add on main platform + multiple adds on one side platform.

P2 (100% Energy)

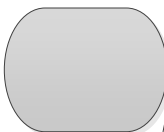
Interrupt Infuser's Diverted Essence to avoid boss getting buffed.



Gather small adds, kill.

Interrupt and kill Infuser.

When Infuser add dies, use large knockback to get to side platform.



Main Platform

Infuser Add

Group

Active Platform
Infuser Add
6 Elementals

When Infuser add dies, use large knockback to get back to main platform.

Two Groups:
1 tank, 1-2 healers, handful of DPS.
Rotate each time to avoid stacking damage.

Repeat P1 until boss dies.

Coalescing Storm: Summons Adds

Volatile Infuser

Diverted Essence – Interruptible, stacking damage increase. Upon death, Infusers explode dealing damage and knocking back all players.

Thundercaller Elemental

Storm Bolt – Casts damage at random targets, interruptible.

Thunderbolt – Lingering storm after each intermission, dealing increasing damage each time.

MYTHIC ONLY

Volatile Infusers are dormant until empowered with storm energy – empowering an Infuser removes all storm energy from other Dormant Infusers. Empower them using **Conductive Mark**, which no longer expires unless you touch an Infuser.