

Kurog Grimtotem

The Prized Pupil

OVERVIEW

PHASES: 3

Hero: P3

Kurog is capable of creating devastating primal elementals and unless we stop him, he will unleash the powers of the elements on Azeroth. Carefully position him during this encounter, as being near his altar will grant him increasing dominance over that element. At 100 energy, two elements will be summoned based on which elements he has charged. Once he has summoned each element, he is empowered with all their powers, dealing raidwide damage until taken out.

SPECIAL NOTES

*Interrupt Frost Bolt and Flame Bolt.
Dispel Frigid Torrent stun.*

Phase 1

ABILITIES

Tank facing wall near altar, or boss will pulse raidwide damage.

Shift to next altar after every P2 or as needed.
(Earth > Frost > Storm > Fire)

Boss increases elemental damage of the altar he is near, stacking.

PHASE ONE

Boss gains new abilities when near an elemental altar.

Primal Shift – Upon moving near an altar, deals raidwide damage and increases damage taken by Primal Shift for 20 seconds, stacking.

Sundering Strike – Frontal cone at active tank, knocking them back and dealing a stacking bleed.

Elemental Surge – If in the center of all four altars, boss pulses raidwide damage increasing over time.

Elemental Dominance – When near an altar, raidwide damage pulses, stacking.

Altar of Flame

Targets players with Magma, leaving a void zone. Wave of lava travels out, dodgeable.

Marks players, dropping void zones under their feet for 5 seconds, exploding seconds later.

Altar of Frost

Sends out waves of frozen orbs that knock players away and stun players in its path.

Targets a player with ice, dealing damage split by nearby players and applying Frost Bite (at two stacks, become frozen for 10 seconds).

Altar of Earth

Damaging ripple shoots out from boss.

Healing absorb debuff goes on players.

Earth is ripped from the ground, knocking back players near the eruption and increasing their physical damage taken by 6% for 10 seconds.

Altar of Storm

Several players will explode after 5 seconds dealing damage to nearby players.

Debuffs on players, when expires, increases nature damage taken and deals nature damage to the closest player for 8 seconds, stacking.

Lightning strikes the ground, if not soaked will deal damage to the entire raid.

PHASE TWO

Boss immune, summons elementals based on which alters it gathered power from. Elementals pulse raidwide damage.

Flame – Drops lava pools at random locations when hit that spawn interruptible Hellion adds that cast fire damage at random players.

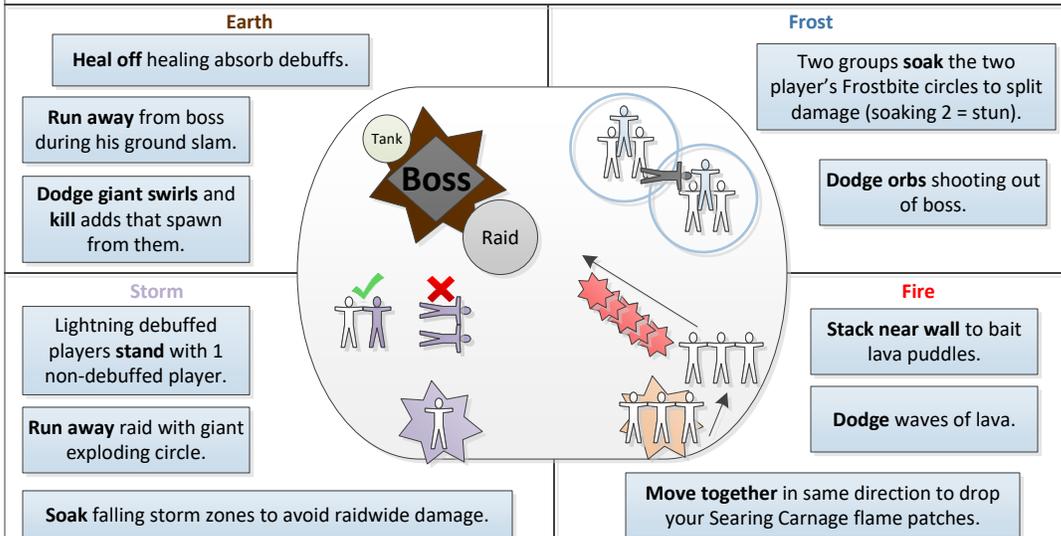
Frost – Casts raidwide blast damage + DoT if not interrupted (Frost Binds). Occasionally triggers a wind storm, dealing damage to players further than 10 yards away.

Earth – Consecutive melee attacks debuff tank increasing physical damage taken. Targets players with earthquake void zone explosion.

Storm – Randomly teleports to a player and deals chaining damage to them and nearby players.

PHASE THREE

Boss gains all elemental powers at the same time, dealing raidwide damage, stacking.

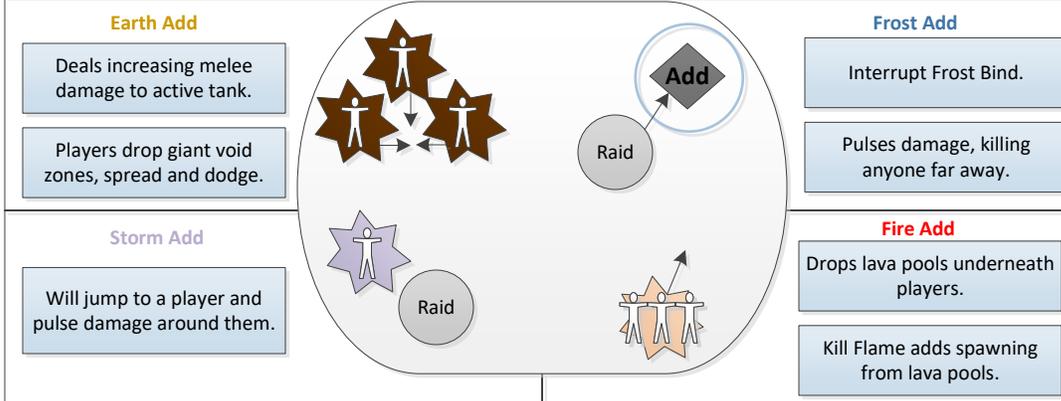


Phase 2 (66%, 33%)

Boss is immune.

Summons two random elemental adds.

Adds will add empower their elemental altar by adding stacks.



Phase 3

Boss beings to utilize all elemental mechanics at the same time.

Heal through increasing raidwide damage.

Tank in middle and NUKE.

MYTHIC ONLY

Summons adds when standing next to elemental altars. **Flame** – Frontal cone of flame, igniting magma pools, spawning Hellions. **Frost** – Frontal damage with 75% slow, slows and freezes players too close to each other. **Earth** – Tank heal absorb. **Storm** – Frontal stun cone that chains out lightning, and drops orbs that must be touched to remove.