

Kazzara

The Pain-Plated Dragon

OVERVIEW

This elementium plated dragon has been driven mad by the pain of her armor – as we break her free she grows more enraged, increasing the number and damage of mechanics we are facing.

TANK

Taunt after each Terror Claws debuff.

Healer

Ray targets need extra healing.
CDs: Wings and Infernal Heart.

DPS

Pay attention if targeted with Ray.
Use CDs off CD, delay slightly for final phase.

Phases: 1 + Enrages **Hero:** P1

SPECIAL NOTES

There are no interrupts, dispels, or immunity cheeses for this boss.

Main Phase

ABILITIES

Drop off Dread Rifts against the back wall just behind the raid.

If targeted with beam, **run behind** puddle to dissipate the ray.

If not targeted with beam, **shift forward** to avoid standing in the void zones left by beam.

At 100 energy, **dodge** the frontal beam that aims towards a random player.

Dodge swirlies at each armor break point.

Be aware of growing ticking damage throughout the fight.

Position safely before Wings of Extinction to avoid being knocked into void zones.

Tanks **move boss forward** after each set of puddles and rays.

Armor Breaks (80%, 60%)

Additional Rays and Dread Rifts.

Damage dealt by Kazzara's abilities are increased

Final Phase (40%)

Additional Rays, Dread Rifts, and damage dealt by Kazzara's abilities

If needed for early progression, hero can be utilized here to reduce the length of the more difficult phase.

Hellsteel Carnage – At 80%, 60%, and 40% health, armor shatters dealing damage to all players.

⊕ **Infernal Heart** – Ticking damage every 4 seconds, increasing with each armor shatter.

Hellsteel Fragment – Swirlies that deal damage if stood in.

Dread Rifts – Random players drop puddles that deal damage.

⚠ **Rays of Anguish** – Players are chased by a beam that deals damage and can be dissipated by running it over Dread Rift.

Relentless Torment – If not removed by the next cast of rays, the beam will pick up speed and pulse damage to all players.

Molten Scar – Void zones left by the rays as they travel.

👤 **Hellbeam** – At 100 energy, Kazzara shoots a beam from her jaws aimed at a random player.

Wings of Extinction – Raid damage and knock back.

🛡 **Terror Claws** – Tank assault, massive damage and leaves a long DoT/damage taken increase.

MYTHIC ONLY

Infernal Fusion – If a ray is kited across the Molten Scar void zones left by a previous puddle, it will explode dealing massive damage to the raid. A void drop / kiting plan must be made along with intentional movement from your tanks to keep the area nice and safe for your team to do it's job.