

Amalgamation Chamber

The Shadowflame Blaze

OVERVIEW

The fight starts off with an elemental of flame and one of shadow, each having their own mechanics and strategies for taking us down – only once lowered to 50% will they combine for their ultimate final form, becoming a blended challenge.

TANK	Healer	DPS
Swap safely in P1. Taunt after Withering P2.	DR during Meteor Soaks. CDs: For high stacks of debuffs.	Let elementals hit 50% around the same time. Plan CD uses for P2.

Phases: 2 Hero: P2

SPECIAL NOTES

Immunities can safely soak meteors solo.
No interrupts or dispels.

Phase 1

ABILITIES

Elemental Instability – Boss damage increased by 200% while within 25 yards of each other.

Essence of Shadow

Corrupting Shadow – Pulses applying stacking debuff that reduces health 1% to nearby players.

Coalescing Void – Void Orb detonates dealing damage, reduced based on distance away.

Umbral Detonation – Random players explode after 6 seconds, dropping void zone.

Shadows Convergence – Orbs surround boss and converge, dealing damage if touched.

Shadow Spike – Deals shadow damage to active tank.

Eternal Blaze

Blazing Heat – Pulses applying stacking fire DoT nearby players.

Fiery Meteor – Damage zone split based on number of players inside.

Swirling Flame – Waves of fire move towards players.

Molten Eruption - Small fireballs that need soaked by 1 player to prevent erupting.

Flame Slash – Deals fire damage to active tank.

Shadowflame Amalgamation

Shadowflame Contamination – Pulses stacking DoT and health reduction.

Gloom Conflagration – Damage zone split based on number of players inside, leaving an orb that will detonate after for damage reduced by distance away.

Blistering Twilight – Random players explode after 6 seconds dropping a void zone and releasing tornadoes that deal damage if touched.

Convergent Eruption – Small black fireballs that need soaked by 1 player to prevent erupting. Once soaked, dodgeable orbs converge onto the player.

Withering Vulnerability – Active tank takes physical damage + shadowflame damage taken increase.

Shadowflame Burst – Active tank takes shadowflame damage in frontal cone.

Essence of Shadow
Stacking 1% health reduction

Eternal Blaze
Stacking fire damage every second

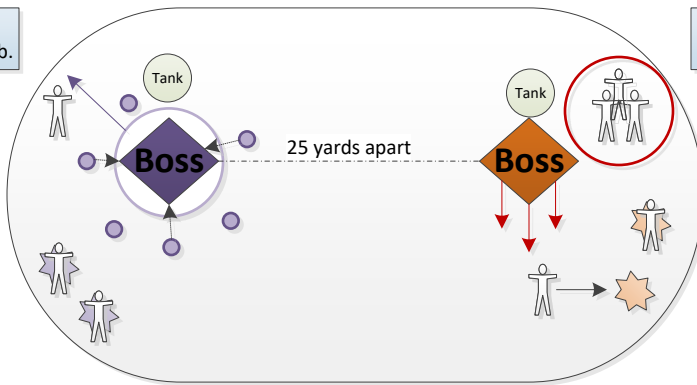
Split into two even teams

If needed, tanks can swap when adds are casting to avoid bringing together.
As raid stacks get too high, raid can swap at any time.

Run away from Coalescing Void Orb.

Dodge orbs as they converge onto boss.

Run out with Umbral Detonation.



Stand in Meteor to split damage taken.

Dodge waves of fire

One player soak each fireball.

When one elemental hits 50%, they will combine health into their final form. Try to phase with each at 50%!

Phase 2

Shadowflame Amalgamation
Stacking fire damage and health reduction

Raid must nuke boss before stacks become unlivable.

Stand in Meteor to split damage taken.

Then RUN OUT of the following explosion.

Run away with Blistering Twilight.

Then DODGE the tornadoes shooting out.

Tanks avoid taking Shadowflame Burst (frontal) with Withering Vulnerability.

Stand in Fireball to soak.

Then carefully dodge the converging orbs.

Hero and Nuke, swapping sides as needed for space.

MYTHIC ONLY

When two players of opposite element debuffs touch, triggers a 5 yard explosion and applies a large DoT. When 50% is reached, any stacks of debuffs trigger this same 5 yard explosion. This means extra care and preparation must be taken to plan safe swaps of debuffs during P1.