

Forgotten Experiments

The Council of Misfits

OVERVIEW

Before Dracthyr were the experiments, volatile and kept dormant for years. Now we must fight each of the three one by one, dealing with their unique mechanics to ensure neither they – nor the raid – explode.

TANK
Clear debuff with co-tank around 20 stacks.

Healer
Heal the Rending Charge bleed.
CDs: Violent Eruption.

DPS
Defeat each boss to release the next one.
Have CDs ready for P2 hero.

Phases: 3 Hero: P2

SPECIAL NOTES

Dispel Unstable Essence only when it becomes unhealable.
No interrupts or immunity cheesers.

ABILITIES

A new boss appears when predecessor dies.

Infused Strikes (All Bosses) – Melees apply stacking arcane damage DoT. Touching another player with this debuff removes all applications and explodes.

Neldris

Rending Charge – Jumps between several players, inflicting damage and knocking back anyone in path.

Massive Slam – Frontal cone of damage.

Bellowing Roar – Inflicts damage around boss reduced by distance away.

Thadriion

Violent Eruption – Raidwide pulsing damage for 8 seconds.

Unstable Essence – Debuff on player that inflicts increasing damage – when dispelled, explodes 12 yards, spawns an Erratic Remnant add, and jumps to a new player.

Erratic Remnant Add – If the add is not defeated before the next Violent Eruption, deals raidwide damage.

Volatile Spew – Swirlies that deal damage within 7 yards of impact.

Rionthus

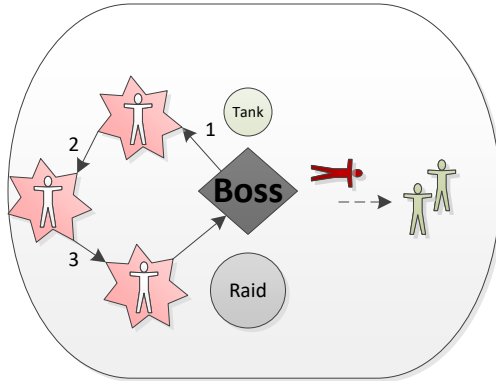
Deep Breath – Boss flies in a pattern across the room, must dodge the lane.

Temporal Anomaly – A vortex of energy moves towards boss, if touched by player will explode and is knocked away. If reaches boss, will give 10% shield.

Disintegrate – Players debuffed with a DoT, slowed, and pulse AoE damage.

Phase 1 (Neldris)

Run out with Rending Charge to form a triangle.



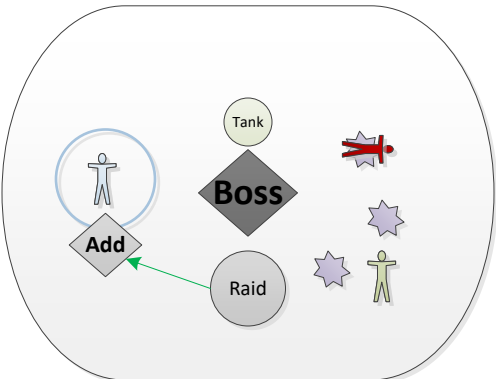
Dodge the frontal slam.

Run away from boss during Bellowing Roar.

Phase 2 (Thadriion)

Hardest phase, so Hero to nuke quickly!

Heal / Defensives during Violent Eruption.



Dispel player when debuff becomes unhealable.

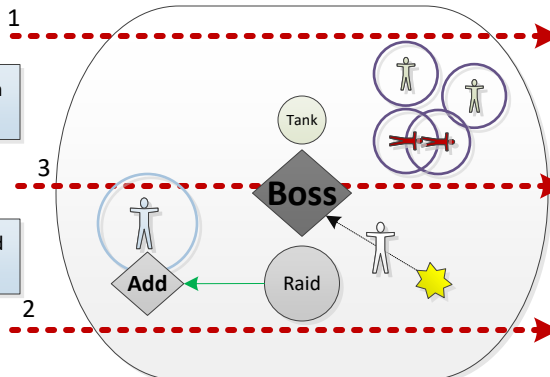
Nuke the Remnant add dropped by dispelling.

Dodge swirlies during Volatile Spew.

Unstable Essence debuff will continue into P3.

Phase 3 (Rionthus)

Dodge the three breath pattern.



Continue dispelling and nuking Remnant add.

Spread out loosely to avoid pulsing Disintegrate debuff.

Bounce back the Anomaly so it does not shield boss.

MYTHIC ONLY

Zealous Creations – As the preceding boss reaches 50% health, a new experiment joins the fray. This means you will need to deal with multiple bosses at the same time. **Rending Charge** does not expire. Players can only soak one **Temporal Anomaly** every 20 seconds.