

Rashok

The Elder

OVERVIEW

Rashok uses his rage to create vortexes of deadly lava around the room, growing in power and forcing us to utilize the Elder's Conduit in the center of the room to drain his energy before he implodes. Be aware there is a cost...

TANK

Taunt to avoid taking x2 of the same combo spell in a row.

Healer

CDs: Lava Explosions and during energy drains – get ready to blast!

DPS

Take special care keeping yourselves alive this fight, defensives off cooldown.

Phases: 1 Hero: P1

SPECIAL NOTES

No interrupts, dispels, or immunity cheeses.

ABILITIES

Ancient Fury – At 100 energy, boss becomes immune and wipes the raid.

Elder's Conduit – Energy drains from boss when positioned in middle of room. Conduit will shatter after third use, dealing damage and becoming unusable.

Scorching Heatwave – Pulsing damage as energy is drained, increasing 2% each tick.

Shadowflame Fissures – Swirlies spawn as energy is drained, dealing damage to those inside.

Smoldering Rage – After having energy drained, boss deals raidwide damage and increases damage from Scorching Heatwave by 500% until buff drops.

Searing Slam – Boss leaps at player and slams ground, creating a vortex zone and raidwide damage - increased by number of existing vortexes. Sends out lava waves.

Lava Wave – Vortex zones shoot out waves of dodgeable lava.

Lava Explosion – If a Vortex is dropped on another Vortex, raid will wipe.

Doom Flames – Missiles that need soaked by one player per zone to avoid raidwide damage, leaves DoT.

Shadowlava Blast – Massive frontal cone, deadly.

Charged Smash – Targeted on tank, damage and energy gained by boss split based on players inside. Leaves a 30 second DoT.

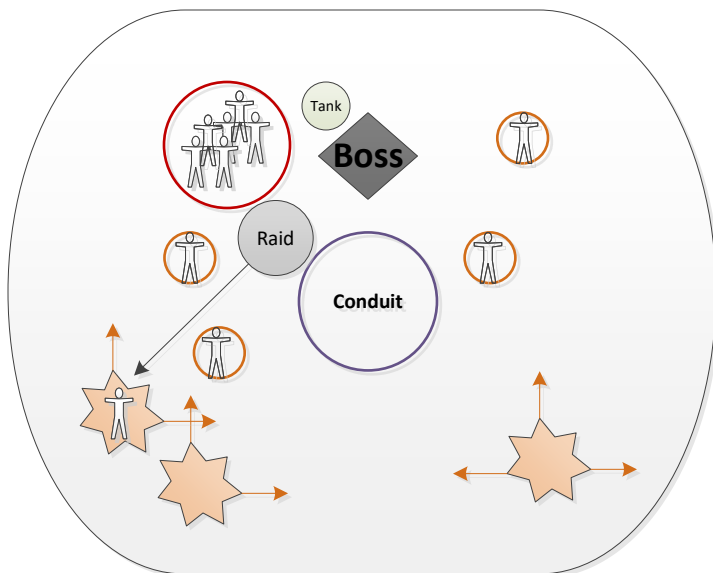
Wrath of Djaruun – Tank combo, including Flaming Slash and Earthen Crush, increasing damage taken 500% by each ability.

Phase 1

Group Soak the Charged Smash to split damage and limit energy gained by boss.

Bait and dodge the massive Shadowlava Blast frontal, aimed at random player.

Solo Soak the Doom Flame missiles to avoid the raid exploding



Run out when targeted with Searing Slam to drop Vortex.

Dodge lava waves after slam that come from all Vortexes.

Dropping Slam on an existing Vortex wipes the raid.

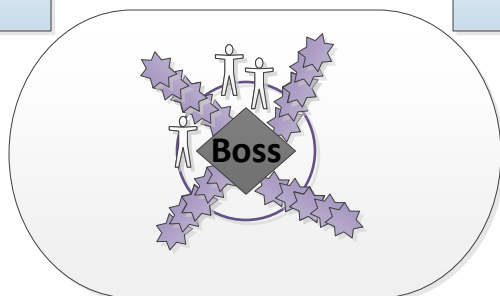
Elder Conduit – Energy Drain (Every ~90 seconds)

Avoid the boss reaching 100 energy by dragging into the center Conduit after x3 Searing Smashes or the Shadowlava Blast
(Make sure Smoldering Rage buff has fallen off from previous Conduit drain)

Heal large damage pulses while energy is drained.

Dodge pattern of swirlies.

Damage increases the longer the drain, with a final burst as the boss is moved away.



Conduit can only be used three times before exploding.

MYTHIC ONLY

Shadowflame Energy – Boss will send out orbs of shadowflame energy that deal raidwide damage and apply a healing absorb to players, increasing with each existing orb. These can be destroyed by standing near them with Searing Slam, but will become unmanageable as the fight progresses.