

Assault of the Zaqali

The Phoenixes

OVERVIEW

Phases: 2 Hero: P1

Warlord Kagni has begun assaulting the doors of the Shadowed Crucible and enlists the help of an army to try and breach the entrance. Throw rocks off the balconies to prevent the adds from overwhelming your split raid – HOLD THE DOOR!

SPECIAL NOTES

Dispel Magma Flow immediately.
Interrupt Lava Bolt from Mystic.
No known immunity cheese.

TANK

Hold aggro and control adds, one tank on each platform.

Healer

CDs: Scorching Roars while Obsidian Guards are alive.

DPS

Focus down priority adds.
Shielded Mystic > Guards > Huntsman > Climbers

ABILITIES

Phase 1

After 20 seconds of free damage, Kagni will rush to a platform and begin the assault. During the assault, will flip sides at 100 energy.

Split the raid into even groups for each platform.

Stop Adds from reaching the door.

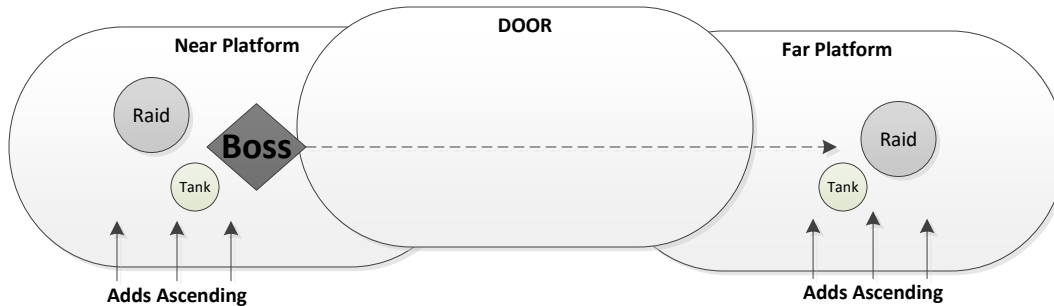
If an add reaches the door, raid will wipe to pulsing damage.

Dodge large swirly impact zones.

Aim boss frontal away from raid, dodge.

Pick-up cave rubble rocks to chuck off ledge at adds (glowing yellow arrow).

Run away from boss and dodge swirlies during Devastating Leap at 100 Energy



MAGMA MYSTIC

Nuke off the Molten Barrier Shield to stop AoE pulse damage.

Dispel Magma Flow.

Interrupt Lava Bolt.

FLAMEBOUND HUNTSMAN

Run away with Blazing Spear and avoid impact explosion.

ZAQALI WALLCLIMBERS

Aggro to halt their fixate towards the door.

OBSIDIAN GUARD

Prepare to heal the multiple Scorching Roar casts.

Stand still with Volcanic Shield while raid dodges.

Barrier Backfire – The door is protected by a barrier that pulses damage permanently if attacked by Zaqali forces.

PHASE 1

Devastating Leap – Boss leaps between platforms, dealing massive damage at the impact zone and sending out dodgeable volcanoes.

Heavy Cudgel – Frontal slam at active target, dropping cave rubble to the ground.

Cave Rubble – Able to be picked up and chucked off the platform at incoming adds to remove them from the fight.

Arbalest Fire – Swirlies assault the battlefield.

Magma Mystic

Molten Barrier - Shield that pulses damage until broken, increases damage by 15%, stacking.
Magma Flow – Dispellable DoT.
Lava Bolt - Interruptible damage to random targets.

Obsidian Guard

Scorching Roar – Pulsing damage every 0.5 seconds.

Volcanic Shield – Shoots a beam from shield to targeted player, dealing damage to anyone in the path.

Flamebound Huntsman

Blazing Spear – Random players drop a spear and exploding void zone.

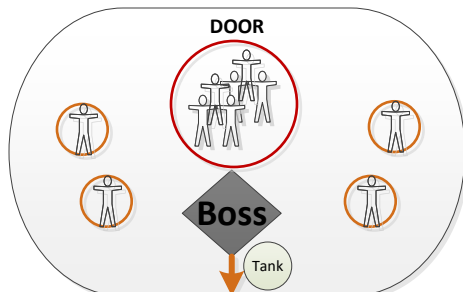
Zaqali Wallclimber – Attempt to breach the door until aggroed.

Phase 2 (25%)

Adds will stop spawning, boss will heal slightly, and the raid will face Kagni alone with new mechanics.

Rotate two groups to soak the Catastrophic Slam on the door at 100 energy.

Healing intensity grows due to Ignara's Fury raidwide pulsing damage.



Face boss away during Flaming Cudgel.

Raid spreads to avoid dropping fire on each other.

PHASE 2

Catastrophic Slam – Every 100 energy, boss sends a shockwave towards the door. If not soaked by half the raid, the door's Barrier Backfire will trigger.

Weakened Vitality – Increases players damage taken by Slam after soaking once.

Flaming Cudgel – Frontal smash that causes players to erupt in flames for 6 yards.

Desperate Immolation – Boss drains his companion's life, healing 10% and gaining Ignara's Fury (deals pulsing damage every 1.5 seconds until killed).

MYTHIC ONLY

Ignara - Kagni's companion flies the battlefield, sending down fire hatchlings to fixate players and pulse damage until dead. These hatchlings will be reborn 10 seconds later, and will continue to require focus and CC throughout the battle.