

Zskarn

The Vigilant Steward

OVERVIEW

Zskarn attempts to fill up the room with traps and bombs as the raid scrambles to remove as much as possible utilizing their own bodies and the defeated Golems to disable the fiery explosives. Plan your movement and space carefully!

TANK

Taunt swap at Searing Claws.
Off-tank clear Shrapnel Bombs.

Healer

ST focus on Unstable Embers.
CDs: On Blast Waves.

DPS

Hard nuke and CC the Golems to collect their trap-removing tools.

Phases: 1 Hero: P1

SPECIAL NOTES

Interrupt/CC Golems before they activate traps. Group them together with knocks. No dispels. Immunity to soak Shrapnel Bombs.

ABILITIES

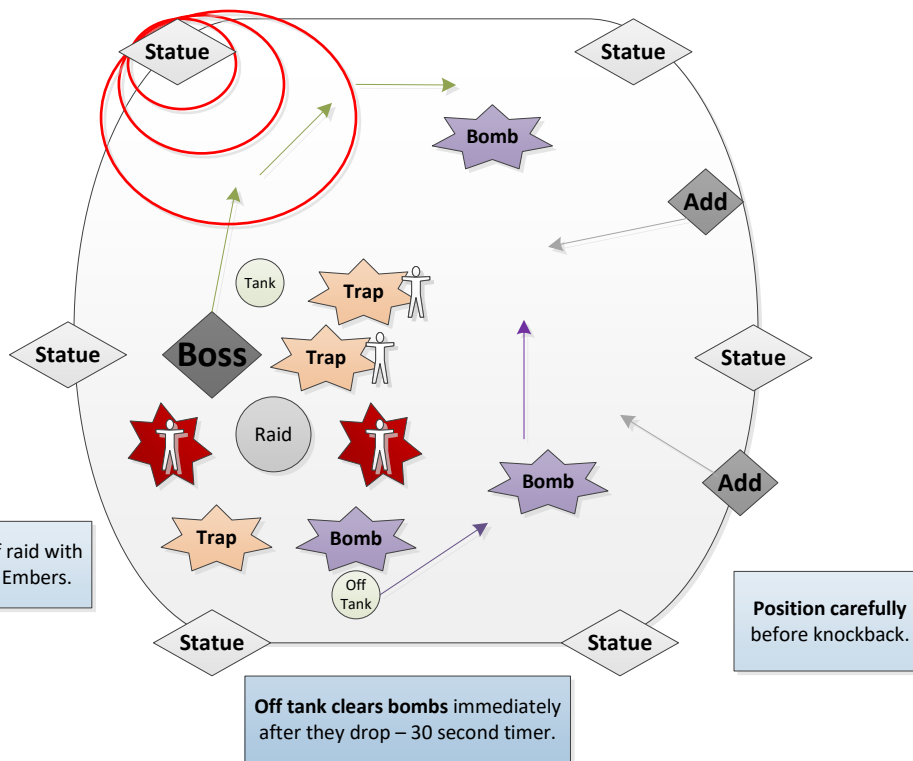
Phase 1

Move clockwise around the room as traps drop and statues spew fire.

Avoid traps as they drop, 2 near melee, 1 random at range.

Run away from statue's fire explosion at 100 energy, it will pulse 3 times growing in size.

More statues are active as the fight continues.



Dragonfire Traps – Three nearby traps are activated, dealing fire damage to players within 10 yards.

Animated Golems – Adds spawn and seek out new traps to activate, interruptible.

Salvage Parts – Players can click on defeated Golems to gain a tool that deactivates an existing trap.

Tactical Destruction – At 100 energy, nearby dragon statues breath out fire, increasing in size which each of the three pulses.

Shrapnel Bomb – Bombs drop to the floor. After 30 seconds, bombs will explode wiping the raid. Remove them by stepping on them and taking solo damage.

Unstable Embers – Random players begin pulsing AoE damage.

Blast Wave – Knockback and raidwide damage, leaves a 9 second DoT.

Searing Claws – Tank attack that leaves a 20 second stacking DoT.

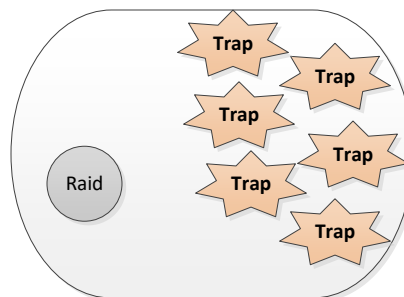
Golems and Trap Clearing Strategy

Nuke Golems to collect trap clearing tools.

Keep one side of the room clear as well as the center for easier movement.

Use CC and Knocks to group.

Save tools for later traps to keep correct side clear as needed.



MYTHIC ONLY

Reinforced Golems – After hitting 50% health, Golems can no longer be Cced. **Elimination Protocol** – Players hit by Unstable Embers are followed up with a large blast of players, increasing damage taken from Elimination Protocol by 500%, forcing them to play safely and dodge future beams.