

# Magmorax

## The Flame Eater

### OVERVIEW

Magmorax is perfectly content filling the space with fire, wanting to nom it right up to empower his enrage quicker. Take advantage of every bit of space available for dropping and soaking magma puddles to prevent this from happening.

#### TANK

Taunt after each Incinerating Maw.

#### Healer

CDs: As puddles fill up space, healing requirement increases.

#### DPS

Properly soak puddles without gaining too many stacks.

Phases: 1 Hero: P1

### SPECIAL NOTES

Immunities that can prevent knockback. No dispels or interrupts.

### Phase 1

### ABILITIES

Start boss at edge of platform and move clockwise around room as puddles fill space.

Manage the space of the room by dropping and soaking puddles.

Run out with Molten Spittle to drop puddles along edge by boss.

Solo Soak Lava Ejections to avoid them spawning puddles.

Move boss away from puddles to avoid increasing his energy, causing enrage eruption.

Assign players to soak puddles to shrink their size.

Heal the DoT that stays permanently after soaking.

Soak puddles with a few players per puddle, not solo.

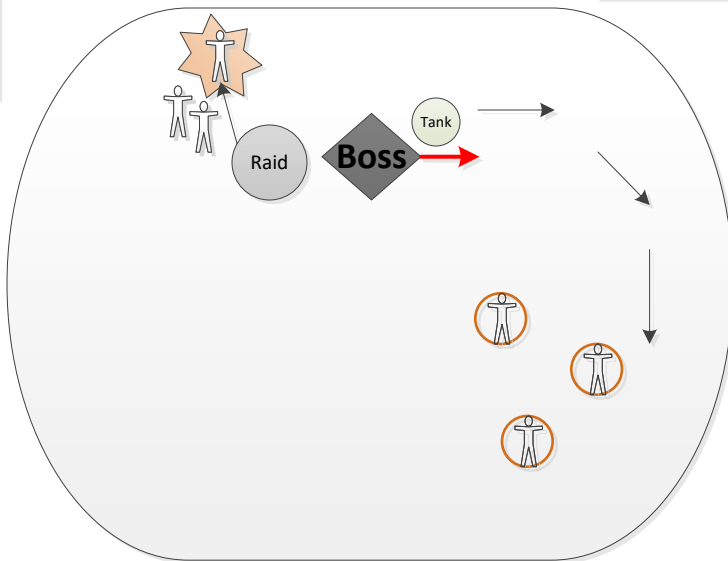
Dodge Blazing Breath frontal.

Avoid reaching 25 stacks (death).

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Stacks last 15 seconds.




At high stacks near 25% boss health, only soak puddles as they get closer to the boss.


Stack for healing.

Position carefully for the Overpowering Stomp knockback – avoid puddles.


Utilize Warlock Gate at last moment of cast to negate knockback.

 **Catastrophic Eruption** – At 100 energy, boss erupts. This deals raidwide damage and increase fire damage taken by 50% as well as boss' physical damage done by 150%.

**Molten Spittle** – Random players debuffed with 6 second DoT. Once removed, explodes for 10 yards, creating magma puddle.

 **Magma Puddle** – Void zone that grows as time progresses. Can be stood in to reduce size, but applies a stacking DoT that will kill player at 25 stacks – lasts 15 seconds.


**Blazing Tantrum** – If boss is inside a puddle, gains 5 energy and pulses raidwide damage.

 **Igniting Roar** – Raidwide damage with stacking pulse damage afterwards, causing lava to eject into the chamber.

**Lava Ejection** – Solo soak globs of lava that deal damage to single player or raid based on if soaked or not. Will leave behind a puddle if not soaked.

**Overpowering Stomp** – Deals raidwide damage and knocks back all players.

**Blazing Breath** – Frontal cone of lava dealing massive damage.

 **Incinerating Maws** – Massive physical damage to current target and a Fire DoT, increasing damage taken by Maws by 50% for 30 seconds, stacking.

### MYTHIC ONLY

**Explosive Magma** – One player with Molten Spittle will explode for massive damage split between players within 6 yards, leaving a puddle that is reduced in size based on players soaked. This means additional care will be given to keeping the area clean from these lava puddles by rotating players to soak – *and Searing Heat does not expire!*