

# Council of Dreams

## The Druid Defenders

### OVERVIEW

Each of the Council members counters a mechanic done by another – react accordingly! If you find yourself ducked, eat some flowers to return to your normal form, and continue the battle – kill them at the same time to avoid them healing.

TANK	Healer	DPS
Tank Ursoc only. Aim Ursoc's Charge at Aerwynn. Taunt after Claws.	Dispel player's poison if you can. Plan CDs after Charge hits.	Help soak Charge when assigned to do so. Split damage on bosses to ensure they die evenly.

Phases: 1 Hero: P1

### SPECIAL NOTES

Immunities – None  
Dispels – Poisonous Javelin  
Interrupts – None

### Phase 1

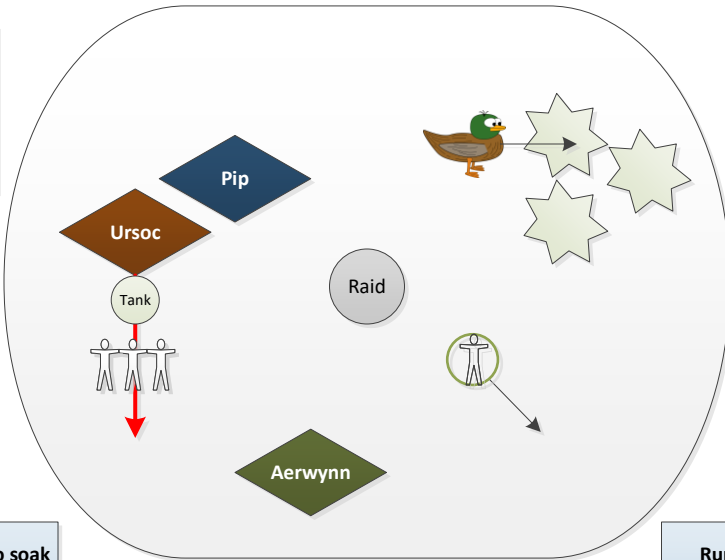
### ABILITIES

Avoid standing in front of Ursoc due to frontal smash.

Eat Blossoms when ducked.

Press action button to un-duck, away from other players.

Tanks move Ursoc to highest health other boss for cleave.



Rotate players to soak the Charge.

Run away to be dispelled with Javelin.

**Rebirth** – All bosses must die around the same time to avoid one getting healed back to 50% health.

#### Urcos:

**Blind Rage** – At 100 energy, begins pulsing damage every 2 seconds, cancelled by polymorphing boss.

**Barreling Charge** – Boss focuses active tank and charges 5 seconds later, inflicting damage to players in the path. Players struck take 500% increased damage from Charge for 30 seconds.

**Thundering Impact** – At the end of the charge, deals raidwide damage reduced based on number of players who soaked.

**Agonizing Claws** – Slashes current target in a frontal cone, increasing damage taken 300% by Claws for 18 seconds, stacking.

#### Aerwynn:

**Constricting Thicket** – At 100 energy, conjures vines around players, slowing them and dealing damage. Cancelled by Barreling Charge.

**Noxious Blossom** – Creates flowers on the ground that deal light raidwide damage and larger damage if stood in.

**Poisonous Javelin** – Several players debuffed with a dispellable increasing slow that pulses damage.

#### Pip:

**Song of the Dragon** – At 100 energy, applies an absorb on players that must be broken by standing in Noxious Blossoms.

**Captivating Finale** – Players who don't clear their absorb will be stunned for 15 seconds.

**Polymorph Bomb** – Transforms several players into ducks who can now eat Noxious Blossoms. Once you eat enough, you can Preen to remove the debuff. When removed, passes to any player within 7 yards.

**Emerald Winds** – Pushes players around for 3 seconds, inflicting raidwide damage.

All three bosses must die around the same time, or they will resurrect with 50% health.

### Countering Boss Ultimates (100 Energy)

#### Ursoc's Blind Rage

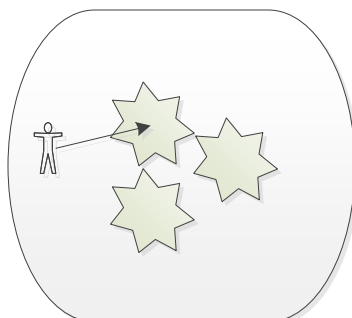
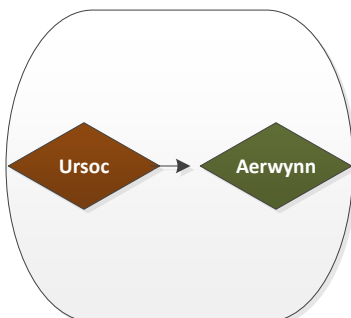
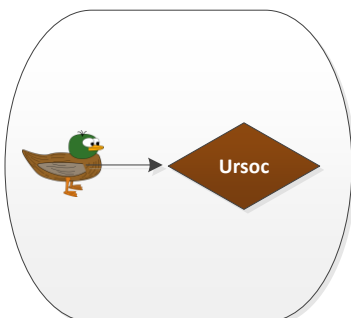
Have a player remove their duck debuff on Ursoc to polymorph him.

#### Aerwynn's Constricting Thicket

Have a tank face Ursoc's charge at Aerwynn to cancel the channel.

#### Pip's Song of the Dragon

Have all players step into a Blossom to take damage and remove absorb.



### MYTHIC ONLY

**Dream Tactics** – The Council is even more coordinated now, allowing two of them to reach 100 energy at the same time, rotating combinations of abilities that must be dealt with at the same time. **Poisonous Javelin** now also explodes on other players within 10 yards when dispelled. Pip's **Emerald Winds** now spawn tornadoes that knockback.