

# Larodar

## The Keeper of the Flame

### OVERVIEW

By healing the injured treants, your raid will activate a powerful seed used to clear flames around the room, giving you more space to defeat the boss. Don't forget to heal the Root before Larodar unleashes a fiery explosion, it will shield you!

#### TANK

Run away when Charge focus, taunt swap each Charge.  
Leech health from nearby allies in P2.

#### Healer

Heal Treants to give the seed energy.  
Heal Root to create a shield.  
Heal absorbs off players in P2.

#### DPS

Quickly nuke Treant adds and Root.

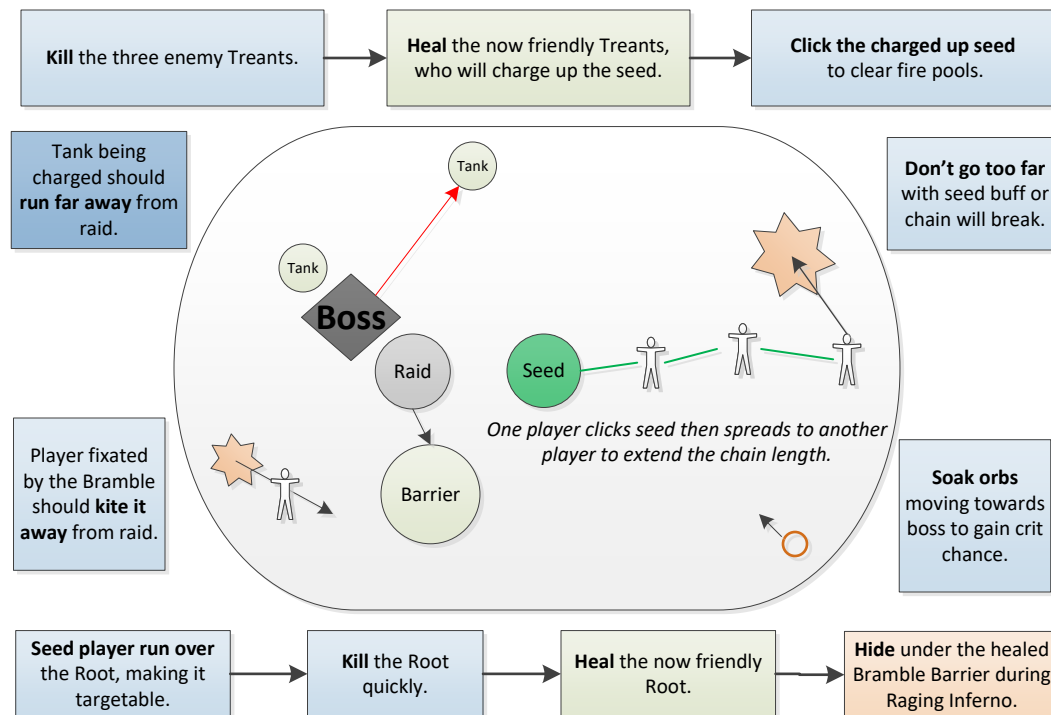
Phases: 2 Hero: P1

### SPECIAL NOTES

Immunities – None  
Dispels – Scorching Root  
Interrupts – Fiery Flourish

### ABILITIES

### Phase 1



#### P1:

**Seed of Life** – Once healed to full by NPCs, 3 players can interact forming a connected chain that will clear burning ground and scorched roots, until the seed's energy is depleted. Players can only interact with the seed once every 4 minutes.

**Fiery Treant** – Casts Fiery Flourish which is an interruptible aoe damage, and explodes 3 yards on death. Then become a Charred Treant.

**Charred Treant** – Can be healed to become a Renewed Treant that heals the Seed by sacrificing its own health.

**Scorching Roots** – Fixate a random player, rooting if touched. Untargettable until touched by Seed players. Once killed, becomes a healable Charred Bramble.

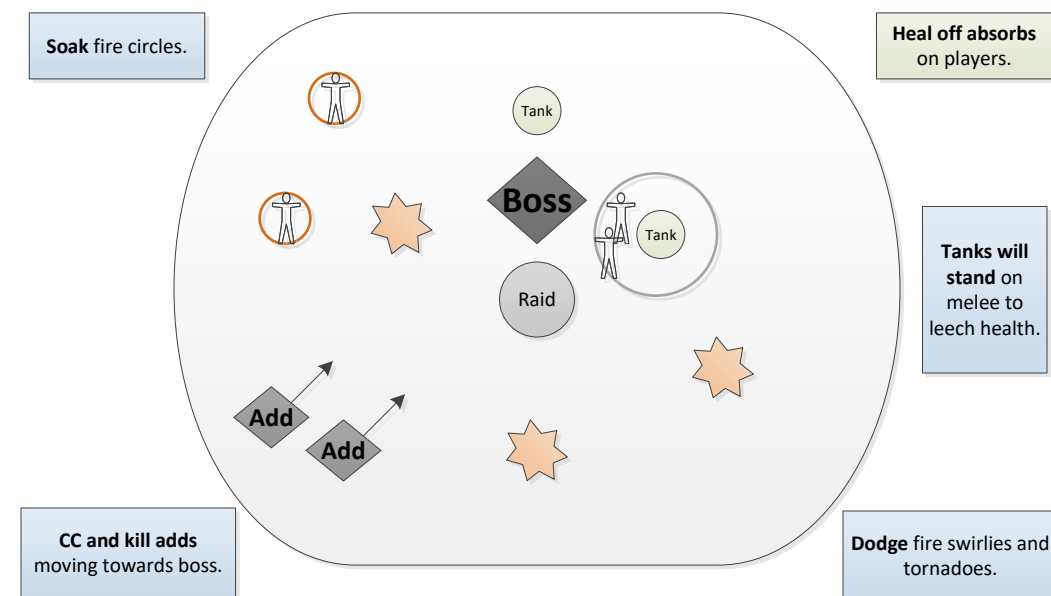
**Renewed Bramble Barrier** – Once the bramble has been healed to full, it will create a protective zone to shield from Raging Inferno.

**Raging Inferno** – Upon reaching 100 energy, pulses deadly raidwide damage, reduced by 90% if within Bramble Barrier.

**Furious Charge** – Charges current target, dealing both large damage to anyone in the path and raidwide damage reduced by the distance away from boss, knocking the tank back. Charged tank takes 100% increased physical damage for 20 seconds, starting at 10 stacks and decreasing over time.

### Phase 2 (40% Health)

Prepare to take massive raidwide damage as boss channels Consuming Flames – do not stand within 3 yards of boss.



**Blazing Thorns** – Dodgeable spiral of swirlies, forms flame orbs that move towards the boss. If soaked, applies stacking fire dot but also a 20% increased critical strike chance, otherwise they buff boss.

**Consuming Flame** – After 3 casts of Raging Inferno or 40% health, massive raidwide damage for 16 seconds while being pulled towards boss. Deadly damage if within 3 yards of the boss.

#### P2:

**Falling Embers** – Soakable void zones that deal raidwide damage if not soaked.

**Flash Fire** – Heal absorb on random players that stuns if not removed in 8 seconds.

**Fire Whirl** – Dodgeable fire tornadoes.

**Smoldering Backdraft** – Massive tank frontal cone, reducing healing received by 100% and applying a fire dot for 30 seconds. Can only heal by leeching off nearby players.

**Ashen Treants** – Spawn around the room, dropping fire puddles until killed, explode 3 yards on death.

### MYTHIC ONLY

**Igniting Growth** – Random players will drop burning ground for 15 seconds, reduced when standing next to other burning ground. **Everlasting Blaze** – After you soak a fire orb in P2, you take increased damage from orbs by 250%, so must rotate soakers. In P2, random players marked with explosions with damage reduced by distance away.