

Smolderon

The New Firelord

OVERVIEW

The raid must combat the power of the Firelands, dodging multiple lava waves and soaking meteors. Collect your orbs during intermission for a big damage buff, while dodging the pattern of flames – kill the boss before you run out of space!

TANK

Taunt every Brand.
Run away with Brand explosion.

Healer

Heal off Caulerizing absorbs.
Plan CDs for P2 pulsing damage.

DPS

Split Brand damage and collect your orbs to receive a buff during P2.
CDs with buff in P2.

Phases: 2 **Hero:** P2 (with CDs)

SPECIAL NOTES

Immunities – None

Dispels – None

Interrupts – None

Phase 1

Half the raid will be debuffed with **Overheated**, half will help with soaking the tank smash.

Next round – flip roles.
After two rounds, enter P2.

P1:

Brand of Damnation – Slam on tank that is split with nearby players. All players hit are branded with **Caulerizing Wound**. Tank will explode 6 seconds later, raidwide damage reduced by distance away.

Caulerizing Wound – Heal absorb placed on player, when removed drops a swirlie explosion at their feet. Players take increased damage from Brand until after P2 removes it.

Overheated – Several players debuffed, pulsing fire damage for 10 seconds then exploding, releasing waves of fire out of their body.

Lava Geysers – Dodgeable swirlies fill the room with lava.

P2:

Devour Essence – Any branded player releases Living Flame orbs that move towards the boss -only the player can see them- if collected grants increased damage/healing done by 20 seconds, percentage stacks but duration does not.

World in Flames – A pattern of rings fills the arena with only a few spaces being safe. Anyone hit by the blast takes massive damage/DoT.

Heating Up – Upon reaching 100 energy, boss damage increases by 10%. After the 4th time, boss will enrage and wipe the raid.

Blazing Soul – Intense pulsing raidwide damage for 30 seconds.

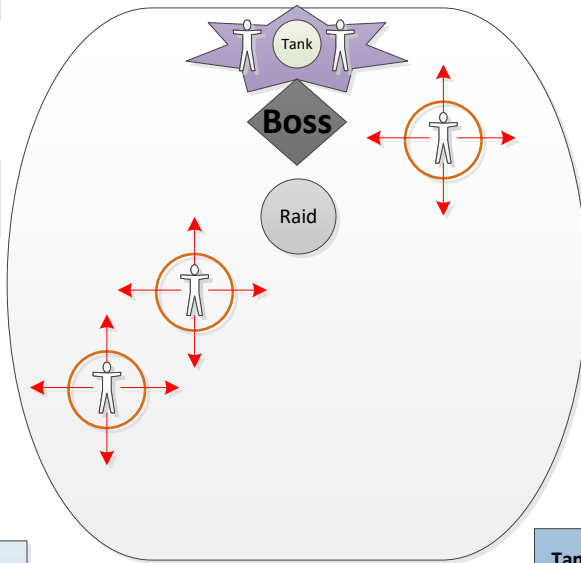
Overheated

Move out with circle.

Align to not shoot waves at other players.

Dodge waves.

Dodge fire swirlies.



Soak

Move to active tank.

Soak the smash.

Heal off the absorb.

Drop swirlie.

Tank run away from raid to explode after soaking smash.

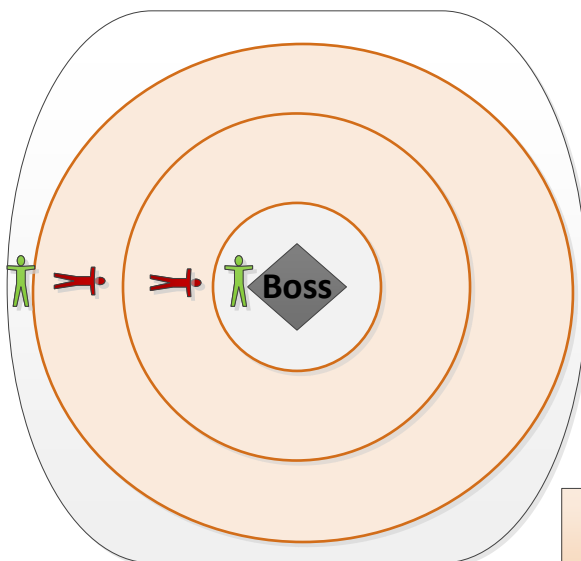
Phase 2

Prepare for knockback at start of phase.

If you successfully soaked the tank smash, you will see 3 orbs shoot from your body.
Collect orbs to gain increased damage/healing for 20 seconds, stacking (duration will not refresh).

Collect damage/healing increase orbs.

Dodge rings.



Boss damage increases by 10%, at 40% will enrage.

MYTHIC ONLY

Seeking Inferno – Several fireballs fixate random players, touching one deals raidwide damage, increasing damage taken by further explosions for 3 seconds. The raid must kite and stagger soaking these to prevent wiping the raid.