

# Tindral Sageswift

The Seer of the Flame

## OVERVIEW

Chase Tindral around Amirdrassil on your dragons, interrupting his attempts to drop a dying star to destroy the tree. Chaotic amounts of mechanics will meet you at every phase as the boss tries to race you to the end of the world.

### TANK

Take turns soaking mushrooms each pattern.  
Taunt after high Searing stacks.

### Healer

Once player moves away, dispel Fiery Growth.  
Heal off the Ember absorb.

### DPS

Save CDs for intermission to burn shield.  
Focus roots when they are active.

Phases: 3 Hero: P3

## SPECIAL NOTES

Immunities – None  
Dispels – Fiery Growth  
Interrupts – None

## ABILITIES

### P1: Boomkin Form

**Mass Entanglement** – All players rooted, taking damage until root is destroyed.

**Falling Star** – Dodgeable swirlies.

**Fiery Growth** – Several players debuffed, when dispelled drop a large patch of fire.

**Blazing Mushroom** – A zone spawns near boss every 3 seconds for 9 seconds, must be soaked by tank or else deals raidwide damage. Increases damage taken by shrooms for 3 seconds.

**Searing Wrath** – Boss melee swings inflict a stacking fire DoT for 20 seconds.

**Fire Beam** – Several moving beams of fire shoot out from an explosion location, dealing massive damage.

### Intermission:

*Feathers fall to the platform, clicking one allows Dragonriding – chase after boss to stop his Supernova cast.*

**Dream Essence** – Collect green orbs to increase damage/healing done by 5% stacking.

**Supernova** – Shields boss who tries to summon a massive exploding star to wipe the raid, break shield to interrupt cast.

### P2: Tree Form

**Suppressive Ember** – Random players receive healing absorbs.

**Flaming Germination** – Raidwide damage for 10 seconds.

**Seeds of Flame** – Void zones on ground that must be run over by players to destroy them, preventing them from transforming to aoe pulsing adds, but deals damage to the player increasing each seed.

### P3:

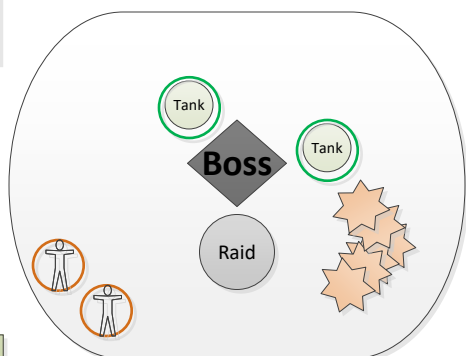
*Must deal with Boomkin and Tree form mechanics at the same time, kill boss before he casts Supernova.*

## Phase 1

Stack loosely to group roots and aoe them down.

Dodge swirlies.

Dispel Fiery Growth once players move out of raid.



Avoid soaking mushroom unless tank.

Dodge beams of fire.

At transition, run over a feather to mount your dragon!

## Intermission 1

Collect green orbs to grant raid increased damage/healing and vigor.

Avoid fire orbs or lose vigor.

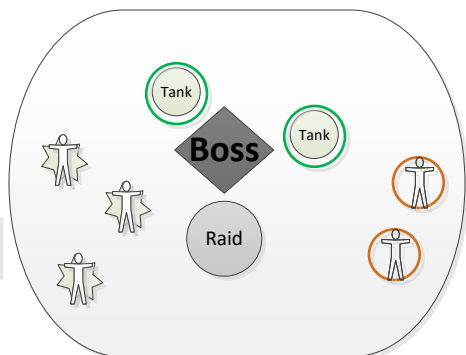
Land near boss, avoiding the falling star.

Burn shield off boss to interrupt channel.

## Phase 2

Carefully step on seeds to remove them.

Heal off absorbs from players.



Continue to deal with dispels and mushrooms from P1.

At transition, run over a feather to mount your dragon!

## Intermission 2

Same as intermission 1, with moving fire this time.

## Phase 3

Deal with P1 and P2 Mechanics.

Nuke boss before enrage!!

## MYTHIC ONLY

If a root is removed in any method outside of killing it, spawns a tree add that pulses aoe damage. Dispelling Fiery Growth causes raidwide damage for 3 seconds, so stagger dispels. Tanks must now soak an additional mushroom type and manage debuffs. A few players must catch bombs falling on main platforms by Dragonriding through them.