

Gnarroot

The Angry Ancient

OVERVIEW

Phases: 2 Hero: P2 (with CDs)

Throughout the boss encounter the raid will control how many adds spawn and whether or not they overwhelm the team. Be ready to set the roots ablaze to clear the room during intermission by catching and spreading fire.

SPECIAL NOTES

Immunities – None
Dispels – None
Interrupts – None

TANK

Taunt after Barrage.
Be prepared to collect add aggro.

Healer

Plan healer CDs for the end of P2.

DPS

Save CDs for P2 when boss takes 100% increased damage.
Prioritize add damage in P1.

ABILITIES

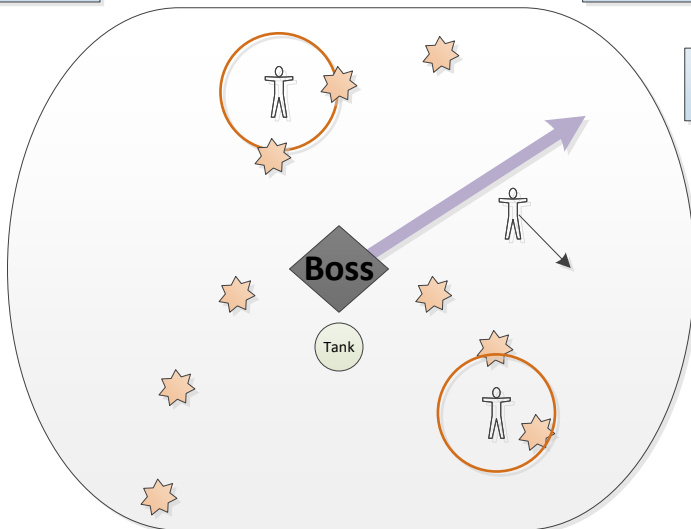
Phase 1

Drop Controlled Burn on dormant Lashers.

Dodge the giant frontal cone.

Group/CC Adds when they spawn.

Dodge swirlies.



Any Lashers not awakened in P1 will come to life at the start of P2.

P1:

Flaming Pestilence – Swirlies fill the ground and spawn dormant Tainted Lasher adds.

Tainted Lashers – Upon awakening, deal aoe damage. Shoots bleed debuffs at random players, stacking. Each awake lasher increases damage done of nearby lashers by 10%, stacking, immune to CC at 15 stacks.

Controlled Burn – Several players are marked and drop a puddle after 6 seconds that awakens sleeping lashers.

Tortured Scream – Pulsing AoE damage for 10 seconds.

Shadowflame Cleave – Frontal cone aimed at random player.

Dreadfire Barrage – Large damage to active tank, leaving a 34 second debuff increasing damage taken by Barrage.

P2:

Doom Cultivation – Doom roots grow around the room, causing boss to become immune to damage. Any Lasher still dormant awakens now.

Splintering Charcoal – Small circle zones that can be soaked to gain Ember-Charred buff, allowing you to touch sections of roots to remove them. If not soaked, does raidwide damage.

Uprooted Agony – Increases boss' damage taken by 100% for 20 seconds, while pulsing raidwide damage.

Rising Mania – At the end of P2, boss deals 10% increased damage, stacking.

Phase 2

Split up the raid to cover all sections.

Tanks grab aggro of any newly spawned lashers.

Soak Charcoal zones to gain stacks of fire buff.

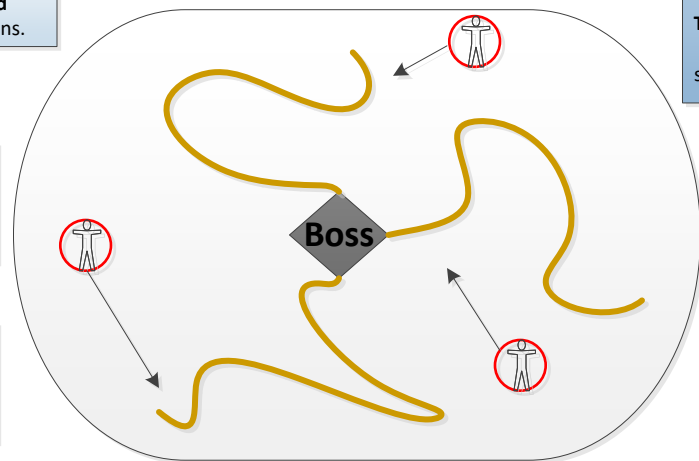
Utilize buff to light roots on fire.

Avoid walking under boss or take massive damage.

Once root is enflamed entirely, it will disappear.

Boss takes 100% increased damage after roots are cleared.

After each P2, the boss will gain 10% increased damage, stacking.



MYTHIC ONLY

Along with Lashers, there are now **Tainted Treant** adds. These cast an interruptible spell that deal large damage and disorient players. They also cause several players to pulse aoe damage/slow. The raid should plan to spawn these larger adds in a controlled fashion to CC/interrupt and nuke.