

Fractillus

The Tetris Boss

OVERVIEW

We must control the growth of walls inside 6 different columns or lanes, much like fitting together a tetris puzzle. If 6 walls fill any lane, we wipe. Drop off walls in the correct lane, and break walls with Crystalize debuff when necessary!

TANK

Taunt after Shockwave Slam.
Aim your walls into the appropriate lane.

Healer

Be aware of when multiple void walls shatter, stacking the raidwide DoT and requiring more healing.

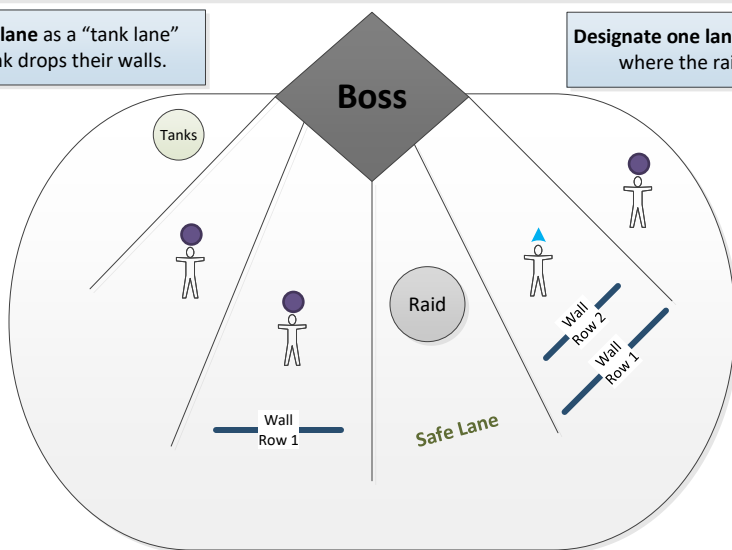
DPS

Use CDs off CD, no damage amps or adds.

Phase 1

Boss room has 6 lanes that will fill up with walls of rock based on where players place them.
Any lane having 6 rows of wall will enrage the boss.

Designate one lane as a "tank lane" where the tank drops their walls.



Designate one lane as a "safe lane" where the raid can stack.

Purple Orb Above Head =

Move into a lane that has space for a wall to be formed, one player per lane.
You are about to spawn a wall in this lane!

Blue Arrow Above Head =

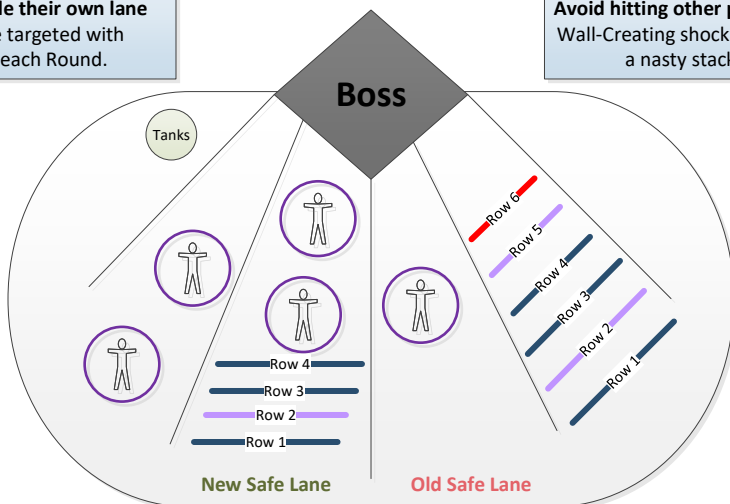
Move into a lane that needs a wall break, can stack if needed.
You are about to be crystalized and can break a wall!

Additional Tips

Tanks can handle their own lane as one will be targeted with Crystalized each Round.

Avoid hitting other players with your Wall-Creating shockwaves – it leaves a nasty stacking DoT.

Move your "Safe Lane" as lanes fill up, and drop new walls in the old zone.



Spread out whenever walls in Row 2 or 5 (purple tinted) are destroyed as it applies explosion circles to all players.

Avoid reaching a 6th row of walls or the boss will begin to Enrage.

Phases: 1 Hero: Pull

SPECIAL NOTES

Immunities – N/A
Dispels – N/A
Interrupts – N/A

ABILITIES

Crystalline Shockwave – Boss releases shockwaves of earth towards targeted players, creating a Nexus Wall in their nearest lane.

Crystal Nexus Wall – A row of wall that explodes if hit by a player debuffed with Crystal Encasement, launching swirlies.

Crystal Encasement – Applies an 8 second DoT to random players, upon expiration roots the player for 4 seconds.

Shattering Backhand – Raidwide damage that knocks back any player who is Encased, breaking walls they touch.

Void-Infused Nexus Wall – A special wall that forms only in specific rows, when broken it will apply explosion circles to all players..

Null Explosion – After Void Walls are broken, players will explode 10 yards around them, dealing damage.

Crystalline Overcharge – If any lane fills up with 6 walls, the boss will become enraged.

Shockwave Slam – Active tank takes a large physical hit, increasing damage taken from Slam by 500% for 55 seconds and triggering a Nexus Wall formation.

MYTHIC ONLY

An additional Nexus Wall type forms in some rows called **Brittle Nexus**, which deals greater DoT damage when broken. Tank Shockwave Slam now creates **three Crystal Walls** behind the tank, up from one.