

Fallen-King Salhadaar

The Orb Boss

OVERVIEW

We meet once again – in order to take the King down, we must prevent fixating orbs from reaching the boss and silence his casting images with CC and interrupts. Maintain a calm pace around the room to kite accordingly.

TANK

Taunt around 10 stacks.

Healer

Heal the dot when orbs are killed.
Prep healing during beam phase.

DPS

Must prioritize swapping to fixate orbs.
CC/Interrupt casting images.
Boss takes increased damage during beam phase.

Phases: 2 **Hero:** P2 With CDs

SPECIAL NOTES

Immunities – N/A

Dispers – N/A

Interrupts – *Shadow Fracture*

Phase 1

ABILITIES

Void Convergence – An orb spawns from 2 of 3 portals around the room, moving towards the boss.

Void Infusion – If orbs reach the boss, inflicts massive raidwide damage.

Dark Radiation – Killing an orb applies a stacking 8 second DoT.

Void Exposure – Touching an orb deals damage to the player.

Shattering Twilight – A dark star is thrown at the active tank, causing them to erupt twilight spikes from their body.

Twilight Spikes – Erupting from the ground, these spikes deal damage to anyone hit.

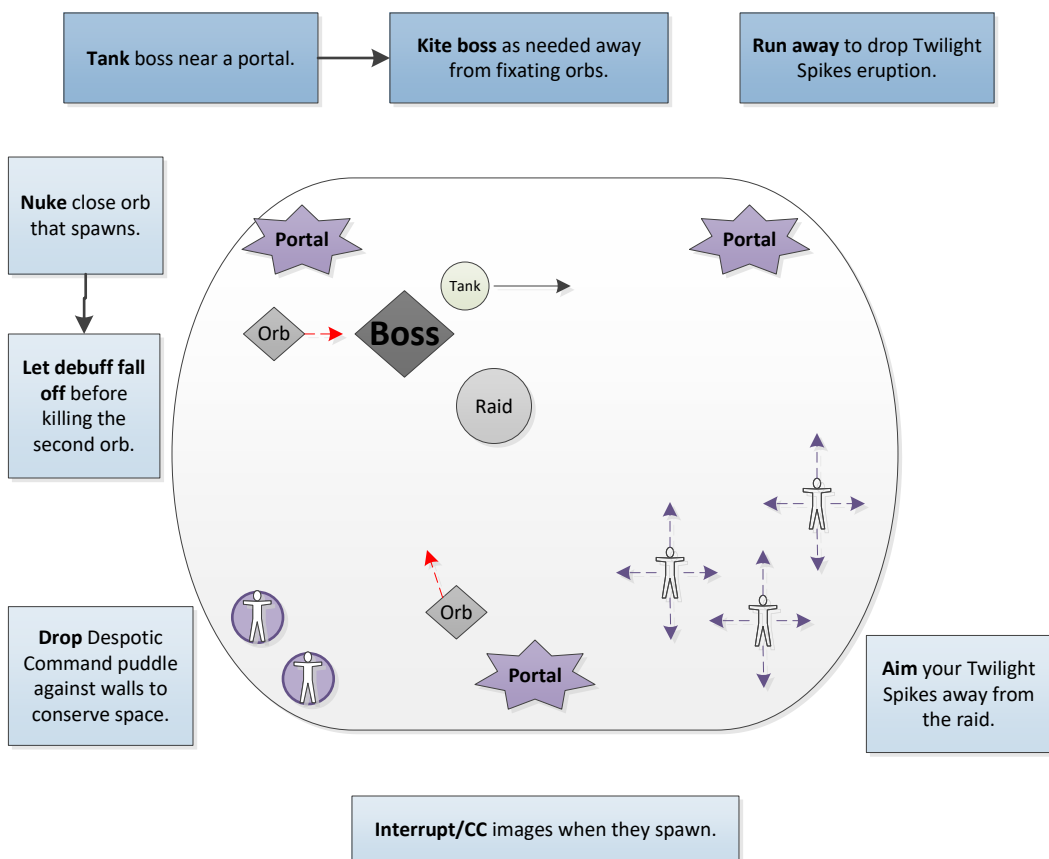
Destabilizing Strikes – Boss melee hits apply a stacking shadow DoT.

Fractured Projection – Images are summoned that deal raidwide damage and drop a void puddle if not interrupted.

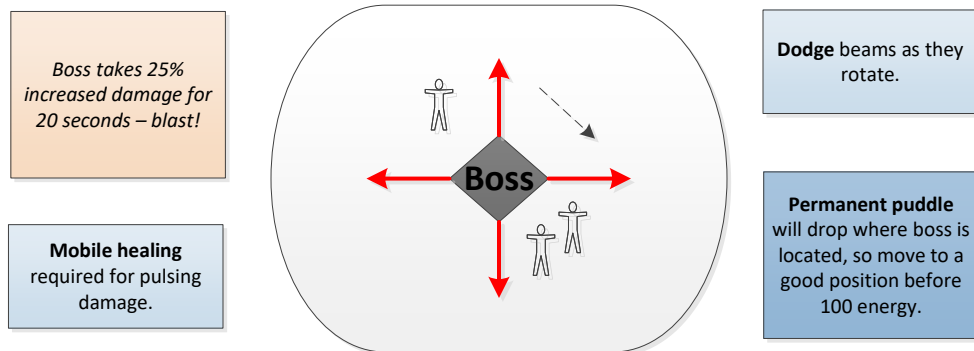
Despotic Command – A DoT and healing absorb is applied to a few players. It pulses AoE and drops a void puddle when it expires.

Twisting Obscurity – Boss applies a 23 second DoT to the raid that must be healed through.

Entropic Unraveling – At 100 energy, the boss shoots out spinning beams from his body, pulsing AoE and taking 25% increased damage for 20 seconds. After, a void puddle is dropped where he was standing.



Phase 2 – Intermission (100 Energy)



MYTHIC ONLY

The images requiring CC/interruption must be handled in a specific, unknown order. Only one will be kickable – once handled, the next will be kickable. Pay attention and react quickly! Killed orbs are also reactivated, requiring more control and swapping as they come back to life.