

Vaelgor & Ezzorak

The Twin Dragons Boss

OVERVIEW

We must handle an onslaught of mechanics from each of the two dragons, who rotate which is flying (immovable) and grounded (movable). During intermission they assault us from above as we hide in a barrier of protecting light.

TANK

Keep bosses 15 yards apart.
Position to avoid tail lashing the raid.

Healer

CDs whenever players drop adds or are breaking tethers.
Dispel the Dread Breath target.

DPS

Keep boss health within 10% of each other to avoid enrage.
Group/Nuke adds when they spawn on players.

Phase 1

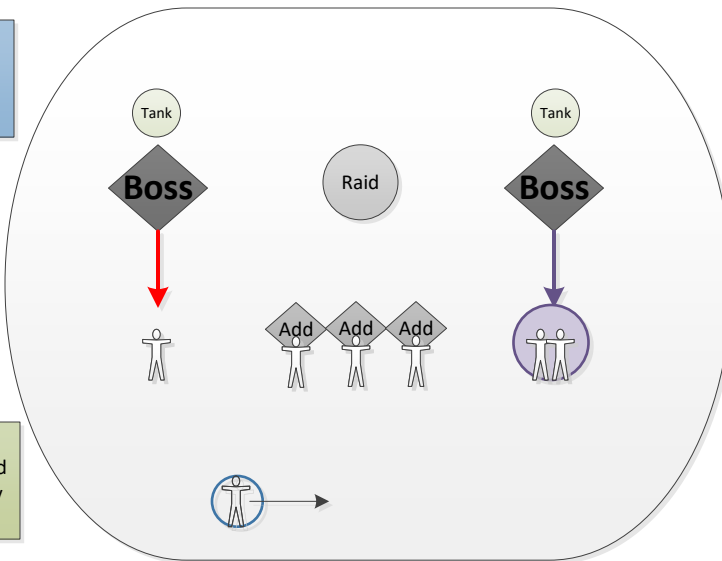
Move the grounded dragon away from the flying dragon (which cannot move) to avoid their Twilight Bond buff.

Aim Gloom orb safely to edge of arena near raid, it will drop a puddle on impact with edge.

Soak Nullbeam to reduce Nullzone pull strength.

Aim Dread Breath away from raid.

Dispel player targeted by Dread Breath once they are feared.



Rotate 2 Groups to stand in path of Gloom Orb and reduce it's explosion size.

Loosely stack to drop adds during Void Howl.

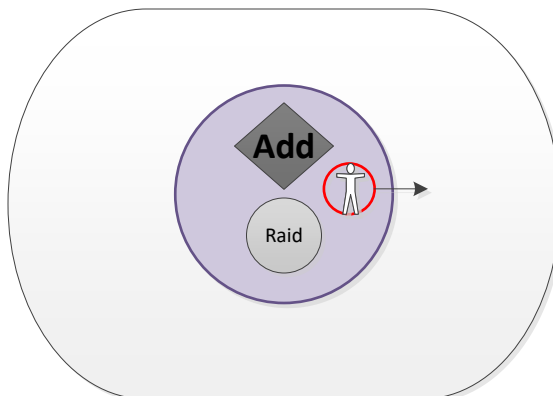
CC/Group Adds and AoE them down.

Run away from your tether to snap.

Tank waits to snap tether once the raid health is stable – final snap does big damage.

Phase 2 – Intermission (100 Energy)

Hide within the safe barrier of light.



Run out if targeted by the add's channeling aoe pulse.

Once Manifestation dies, return to Phase 1 with a different dragon grounded this time. The grounded dragon will cast more abilities than the flying dragon.

MYTHIC ONLY

The Dread Breath targeted player will have their movement speed increased while feared, meaning healers will want to dispel fast! When soaking the void orb, players splash the DoT/damage so must loosely spread when absorbing it's power.

Phases: 2 Hero: Pull

SPECIAL NOTES

Immunities – N/A

Dispers – Dread Breath

Interrupts – Voidbolt

ABILITIES

Twilight Bond – Boss damage increased by 100% if health differs by +10%, or if within 15 yards of each other. When one dies, the other enrages.

Grappling Maw – When flying, the dragon deals increased damage to tank based on distance away. Will yank player back if they move too far.

Vaelgor

Nullbeam – A 4 second channeled beam shoots out in front of the boss that applies a stacking DoT if stood within. At the end of the channel, a Nullzone is formed.

Nullzone – All players are tethered and pulled towards the zone. The pull strength is determined by how much of the Nullbeam was soaked. Snapping tether deals raidwide damage, with the final player snap dealing significantly more.

Dread Breath – A player is targeted and shortly after a frontal cone is aimed at them, fearing anyone caught in the path for 15 seconds.

Vaelwing – Deals large damage and knocks tank away. Causes melee attacks to inflict stacking shadow damage until target is swapped.

Tail Lash – Rear cone knockback, applies a bleed.

Ezzorak

Gloom – Boss shoots a void orb aimed at the tank that will explode once it reaches the edge of the arena, leaving behind a massive void zone. Damage done and void size is reduced up to 5 times if players stand in its path.

Gloomtouched – A stacking 12 second DoT if you touch the Gloom orb. Increases damage taken by the orb by 500% for 1 minute, stacking.

Void Howl – All players are debuffed and explode in a 5 yard radius, dropping an add at their feet that casts an interruptible voidbolt at players.

Rakfang – Deals large damage and applies a healing absorb to the active tank, stacking in intensity each cast until target is swapped.

Intermission

At 100 energy, the dragons fly above, pulsing AoE damage. If present, a member of the Vanguard will assist the raid.

Radiant Barrier – Safe zone that absorbs damage.

Manifestation of Midnight – An add spawns that channels an AoE pulse on players.