

Vorarius

The Parasite Boss

OVERVIEW

In an attempt to cage us in, the boss will create walls to the left and right of the raid. We must kite parasites to the walls before killing, allowing their death explosion to break the wall and provide an escape path from the boss' deadly beam.

TANK
Taunt after first 2 slams.
1 tank in every slam.

Healer
Massive healing needed when adds spawn in and as they die.

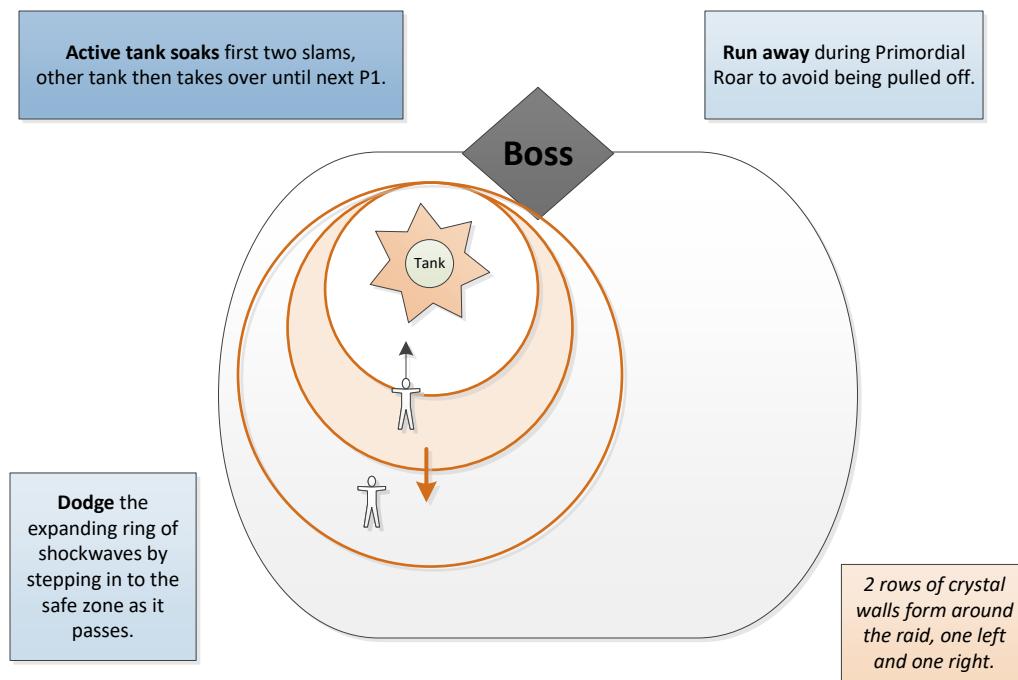
DPS
Nuke adds near walls to break them.
Stagger kills due to death aoe.

Phases: 1 **Hero:** Pull

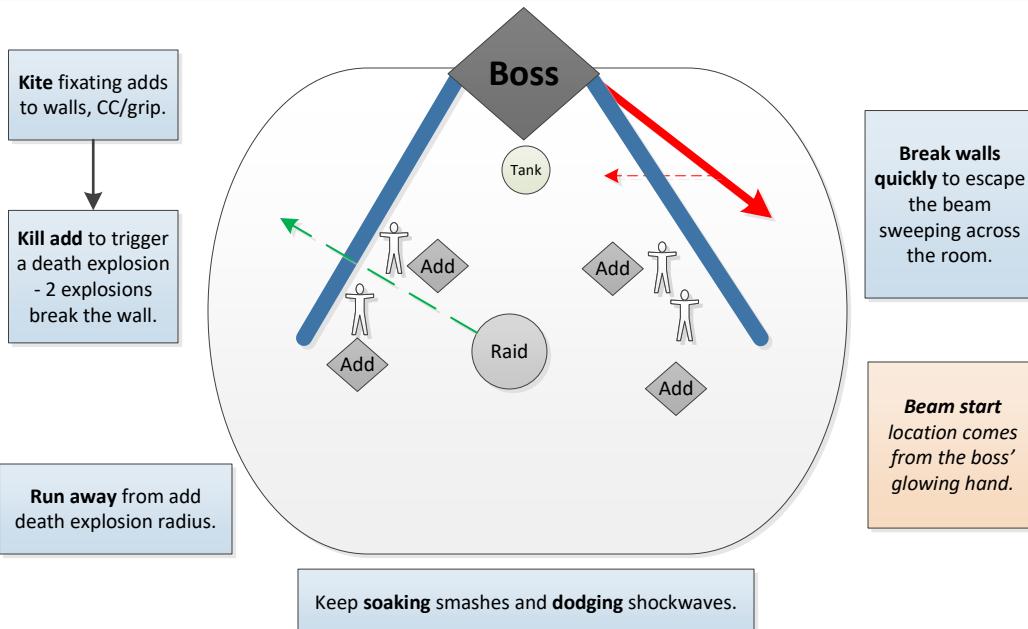
SPECIAL NOTES

Immunities – Shadowclaw Slam (still applies physical damage debuff)
Dispels – Blisterburst, Creep Spit
Interrupts – N/A

Phase 1



After 4 smashes, dodge an onslaught of swirlies as parasites rain down and fixate players.



Kill boss before the 3rd breath – it will enrage and randomly target players with beam until the raid is dead.

MYTHIC ONLY

Walls now require 3 adds to break. When adds die, in addition to their death explosion, they also leave a puddle of permanent goo at that location. Plan your space wisely, and kite them to correct locations to drop their goop.

ABILITIES

Primordial Roar – Boss pulls all players closer and then deals large raidwide damage + knockback.

Parasite Expulsion – Swirlies rain down and must be dodged, spawning adds.

Parasite – Adds that fixate on a player, reducing their movement speed.

Blisterburst – The parasites explode on death, dealing raidwide damage. Also applies a damage taken increase to anyone within 8 yards.

Void Crystal – Dark crystal walls form to the left and right of the raid area. They must be destroyed using the parasite death explosions.

Void Breath – Boss sweeps a deadly beam across the platform, pulsing damage and killing anyone touched.

Shadowclaw Slam – A circular area forms and gets smashed a few seconds later, dealing massive damage if unsoaked. If soaked, increases player's physical damage taken by 150% for 2 mins, stacking, and deals damage to that player.

Aftershock – The slam causes seismic aftershocks that pulse outwards, dodgeable.

Overpowering Pulse – If no players are within reach, boss will pulse deadly AoE.