

Belo'ren, Child of Al'ar

The Light-Void Bird Boss

OVERVIEW

On pull the raid is split between light and void. Each group handles their matching type mechanics. Each time we kill the bird, we must blast an egg until it respawns the phoenix – repeat phases until we are able to kill the egg and loot the boss.

TANK

Soak the appropriate frontal attack based on color.

Healer

Heal off Eternal Burn absorbs. CDs during Intermission.

DPS

Kill/Interrupt the bird adds then hard nuke the egg that spawns to prevent their rebirth.

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

SPECIAL NOTES

Immunities – N/A

Dispers – N/A

Interrupts – Light/Void Eruption

Phase 1

ABILITIES

Identify debuff type and handle same-type mechanics.

Light handle Light

Void handle Void

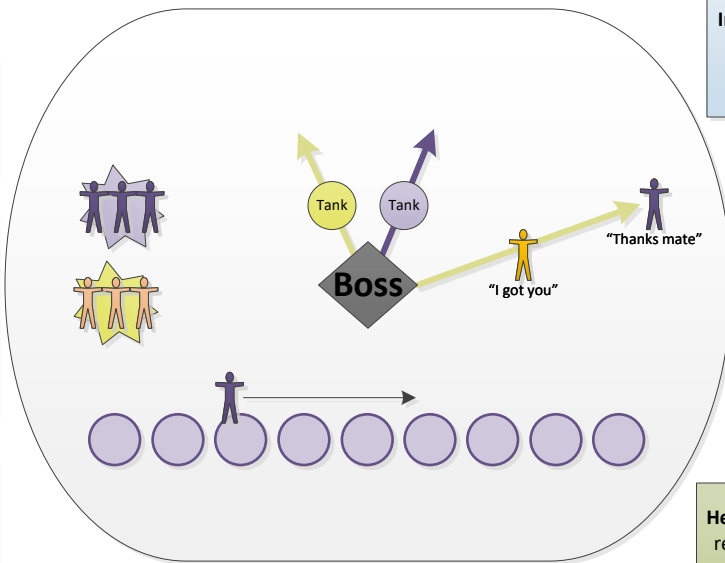
Tank soak the matching frontal type.

Intercept arrow of matching type to save target.

Soak Embers slam by walls (drops puddle).

Kill bird add that spawns after – must be interrupted by same type player (void/light)

Nuke egg that spawns when bird dies or it will be reborn.



Voidlight Convergence – At the start of P1, boss pulses raidwide damage and debuffs players with either a light or void feather.

Light/Void Feather – Light reduces holy damage taken, Void reduces void damage taken, by 50%.

Embers of Belo'ren – Debuffs 2 players, one with a void soak and one with a light soak. It must be split by the raid, knocking them back and leaving a puddle that spawns a bird add.

Light/Void Eruption – Add cast that deals massive raidwide damage if not interrupted by a player with matching feather type.

Rebirth – When the bird add is defeated, an egg will spawn that must be killed within 15 seconds to prevent the add from respawning.

Radiant Echoes – A row of either light or void orbs floats across the arena. They explode on contact with a player, dealing holy/void damage based on color.

Voidlight Rupture – If a void player touches a light orb (or vice versa), deals massive damage+DoT to that player.

Guardian's Edict – Combo of light/void frontal attacks at tank that must be soaked or else boss deals 30% increased damage for 30 seconds. Knocks back players within the frontal cone. Final strike is both elements.

Eternal Burns – Healing absorb that deals damage until removed.

Infused Quill – A void or light arrow is shot at a targeted player, striking the first person in its path.

Intermission

Immortal Flame – When health reaches zero, transitions to Intermission. If Intermission Egg is not defeated by the end, boss will respawn at full health.

Ashen Benediction – Healing done is reduced by 10% every time the boss respawns.

Incubation of Flames – Arena is split into void/holy pie slices that erupt, dealing damage to players within.

Phase 2 – Intermission (0% Health)

Boss returns to Egg form – reduce the egg health to 0 one intermission at a time to permanently kill the boss.

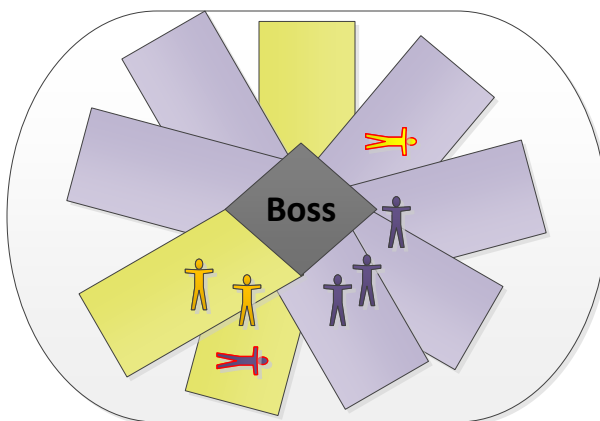
Run out to avoid the egg slam at start of phase.

Stand in the correct pie slice for your debuff.

Light in Light

Void in Void

At end of phase, boss will respawn and P1 repeats.



MYTHIC ONLY

When soaking the quill line targeting players, the player hit first will AoE 8 yards so must soak away from the targeted player. If a Radiant Echo orb hits the boss, it will explode for large amounts of raidwide damage.