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WoWDec 9, 2020 17:00 CT A brand new extension, and with it, a whole new opportunity for other players to ruin your day! Yes, guys, you'll probably see our friend Kevin again. Don't you remember Kevin? Did your brain block it to save what's left of your mental health? ha ha! Let me update your memory. Kevin was the guy who fell off the platform on maut. Kevin said Huh? when Vexona began to dive-bombing the raid. Kevin couldn't find his extra call-to-action button on N'Zoth. And guess what? He's coming for your Shadowlands groups with a new supply of energy drinks and pretzels. For the sake of limiting the chaos he wants to create, we're going to give you quick explanations you can give him for all the new Shadowlands 5-man bosses. As with other entries in our bosses in the 5-Second Series, this is not meant to be a thorough guide to all the mechanics that may be present at a boss's fight, but it will give your groups a fighting chance if they have never seen a meeting before. The Other Side (Ardenweald) Hakkar the Soulfayer: Spread out and avoid dark red pools on the ground. When he throws blood barrier, DPS through it and cancel. Manastorms: When Millhouse is active: Absorb purple beams. If you get the Echo Finger Laser X-treme (red marker over your head), place yourself so that Millhouse is between you and other targeted players. When Millicent is active: Defuse bombs running towards the edge of the room (right-click them), and if you get Shadowfury (blue circle around you), place yourself so that Millicent is in it. Xy'ixa: Stay close to the white circles on the ground. If you get a bomb, go into one of the circles before it goes off. When the boss throws Explosive Contrivance, enter a white circle before the cast goes off. Avoid beams. Mueh'zala: Avoid where the boss's arms charge up attacks. If you get a purple circle over your head, drop it on the edge of the room. Click a portal in phase two, kill the add-in you find on that platform, and then click the totem there. Mists of Tirna Scithe (Ardenweald) Ingra Maloch: DPS Droman until he goes friendly, and then pop your cooldowns on Ingra. Avoid Droman's frontal cone and stay out of blue stuff on the ground. Mistcaller: Dodge where the arrows on the ground go and kill the fox adds. Tanks have to fire Patty Cake. When the clones are up, it kills everyone else. Tred'ova: Kick as many of your boss's throws as you can and kill the adds. If you get Mind Link (blue line between you and another player), run away to break it. Avoid things on the ground. At 70% and 40%, DPS through his shield and cancel him. Sprouts of Ascension (Bastion) Kin-Tara: Stay out of the beam between Kin-Tara and Azules. If you get a blue arrow over your head, drop it away from the group. Avoid black bullets. Ventunax: Dodge black orbs and his frontal While the boss is charging, really dodge black bullets. Oryphron: Stack up when there is a blue arrow mark on all, and then spread out. During recharge anima, blow the chills on the boss and have the tank suck the bullets. Devos, Paragon of Doubt: Dodge her charge. Get into the blue circle when the black bullet comes out. In phase two at 70% and 30%, run through blue spheres and carry them back to the wire in the center of the room, avoiding dark circles. Once all five Anima-orbs are returned, a player must click on the wire to get a spear they have to aim and shoot to get Devos down. Don't let Kevin be the one doing this. The necrotic wake (bastion) blightbone: stay out of green stuff. Kill adds. If you are fixated by one, try not to let it touch you. Amarth: Kill adds and avoid the corpses. Dodge the green beam from Bonefang. Surgeon Stitchflesh: Avoid green things. When targeted by Meat Hook (red skull over head and red circle around your feet), place yourself so that it is aimed at the boss, and then move out. Store refrigerations/trinkets for when the boss himself is active. Naithor rimbinder: get out of the big circle and stay away from white swirls on the ground (you have to run continuously for this). If you get Dark Exile, run down the hall avoid swirling, kill the mob at the end, and click on the Kyrian. When you return to the platform, sit in the corner until you have lost an ice patch. Plaguefall (Maldraxus) Globgrog: Kill or CC adds (prioritize kills on the smaller and CCs on the larger). Avoid his frontal cone. Doctor Ickus: Dodge his jumps and the green things that come out afterwards. When he switches platforms, follow him and immediately DPS down pest bomb before it explodes. Kill adds. Domina Venomblade: Stack up to avoid being cocooned. If you get a purple arrow over your head, run away from the group to drop it, and then run back. When she calls webs on the ground, run through them to reveal and kill lays. Margrave Stradama: Stay close to the boss. Stay outside the tentacles' frontal cone (on phase one, the safe place will be where the malignant Spawn appeared). The tank should come in the green circle to suck. Kill the slow calves when they come out. Theater of Pain: An insult to contenders: Kill Satchel first, Pacerian second, and Dessia third. When Ransel hits 40%, DPS through his shield and cancel. When Pacerian hits 40%, avoid green things on the ground. When Dessia hits 40%, kite her if you're fixated player. (Groups of druids or hunters should immediately remove her enrage.) When Xira shocks a player, stun/defuse/knock her away to break it. Gorechop: When he pulls you in, run away. Avoid the chains. Kill the legs on the sides / corners and avoid the AOE they leave behind. X'Av The Ufall: Dodge his abilities (he will telegraph he does with green on the ground). Kill the banner. If you are sent to a duel, let the higher DPS player win. Kul'tharok: If he throws Draw Soul at you (green line between you and the boss), run through your soul (there will be a bright green image of your character) to get it back. The fastest way to get it is to place yourself behind a green circle on the ground while Draw Soul is thrown, which will snare it for you. Mordretha: Dodge the beam. When you get a green circle around you, don't overlap with other players. Kill the add-ons that come out afterwards. Run away from the green/black circle on the ground. After 50%, move out of the center of the arena and dodge ghosts/swirlies. Halls of Reconciliation (Revendreth) Halkias: Stay in the boss's red circle, but avoid Glass Shards on the ground. Tanks must move the boss to give players safe places to stand. Avoid red beams. Stay out of red pools on the ground. Cancel the add-ons, group them as much as possible, and kill them. If you get a red arrow over your head, run over the adds' corpses so the boss will jump on them and they can't revive. High Referee Aleez: Interrupt the boss whenever possible and stay out of red pools on the ground. If you are fixated by an addition, kite it to one of the jars in the corners of the room. Lord Chamberlain: Stay out of his frontal cone. When you see a red line between the boss and a statue, stay out of the direction the statue faces. At 70% and 40%, dodge statues when they are drawn towards him, and then absorb red beams between them and the boss. Sanguine Depths (Fondredreth) Kryxis voracious: If he targets you for juggernaut Rush, stand still and let other players get between you and the boss. Cancel the famine drain throw. After he knocks you back, pop a defensive and suck the orbs that travel towards him. Executor Tarvold: If you get a red circle around you, drive it away from the group. Kill the supplement as quickly as possible and stay out of the AOE it leaves behind. Grand Proctor Beryllia: Pick up gold balls and stay out of swirlies. General Kaal: If you get a red arrow over your head, run it away from the group (and the other player who wants it). Avoid red beams on the platform. Get in the big yellow circle when she starts throwing Gloom Squall. (Another player who holds the essence of Zrali - the Naaru-looking thing earlier in the dungeon - will throw this ability. Again, don't let Kevin be the person to do this.) Cheatography Chamber SentinelWill make a frontal cone called [Severing Slice] that puts a nasty 10s bleeding on someone hit. Avoid if possible. Also lays swirls on the ground to avoid. Depths WardenNo info yet. Horrible HuntmasterPut traps on the ground you want to avoid. Gluttonous TickThese explodes when they die doing party damage. Be careful not to overlap these explosions with AoE, and possibly keep dps if necessary. Grand OverseerPlace a debuff on players that reduces damage done by 3% per stack, up to 10 stacks. Also throws chains at players that can be broken by distance. Head Custodian JavinDoes a dodge-stand tank desorient ability. If it hits the tank, they will lose the threat and some in the party will probably die. Insatiable BruteJust does the AoE party damage. Be careful not to pull several of these at the same time. Noble TremisherMake an [Animate weapon] weapon capability that to interrupt with a stun/ knockback, etc. Regal MisdancerMake a frontal called [Echoing Thrust] that every time it is thrown not only hits its current frontal direction, but also any previous places he threw it from. So just meet him into the walls and slowly move him or move him in a circle so that DPS can stand safely in the center. Research ScribeNo info yet. Wicked SuppressesCasts [Wrack Soul] that only harms a random party member. The biggest problem, and what you want to kick, is [Curse of oppression] which will be a big problem for your wheels or healer. You'll see some red lanterns throughout the dungeon that can be activated by a Venthyr covenant player. Any mobs that die within ~ 20 meters of it during the 20's activation period cause it to get stacks. After completing activation, the party will get a 1 minute buff with stacks equal to the amount of mobs who died. Each stack provides 5% increased damage and 5% increased healing. Cancel [Hungering Drain] cast. [Vicious Headbutt] will knock back the tank. Careful positioning. [Juggernaut Rush] targets a player and has the injury reduced for each party member to hit before it reaches the target (group soaked). At 100 energy the boss will throw [Severing Smash] which causes all players to drop orbs. Gotta move from the boss to drop these. If the boss gets them he gets healed and gets an injury buff. Players can suck orbs. (On beta, you can L.A. Severing Smash and avoid spawning a bullet. Will probably be fixed.) Adds &gt; Boss:Warning: Adds leave puddles when they die. [Sintouched Anima] will cause a couple of bullets to rotate around the sides of the room in the opposite direction. Move the boss slightly down the hallway so you don't get them overlapping at the same time, so after a bullet passes, move to the side of the hallway it was on. After the next bullet passes, and then move back. Rinse and repeat. Boss' [Castigate] will do major damage to the target, as well as any other goals within 8 metres. Heavy heals and contact problems for this. [Iron Spikes] will do heavy tank damage. When the boss does [Rite of Supremacy] players need to collect golden balls. Tank should aim to take 2, other players 3, to reduce the damage when it hits. [Endless Torment] happens after Rite, and is an AoE tantrum capability. There are swirls you have to dodge, but it will be very heavy damage even if you dodge them. This boss starts as part of a glove when you have to engage garbage with him down some corridors. Kaal phases of 90%, 80%, and 70% health. If he reaches 100 energy, he will make a 1-shot ability that must be reduced with the shield the tank picks up. If you push him to a phase break point before he hits 100 energy, you can skip this. wow plus sl dungeon shadowlands mythical We offset our carbon use with Ecology. Click on the link below to help us! ;&gt; 2 pages //media.cheatography.com/storage/thumb/apinksquash\_dungeon-sanguine-depths.750.jpg download starts automatically at 5 Seconds.Close Seconds.Close

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