

# Sludgefist

## The Matchmaker Boss

### OVERVIEW

### PHASES: 1

Hero: On Pull or 20%

This patchwerk style boss has easy to follow mechanics but an extremely tight DPS check that will require you to maximize crucial movement while conserving space. As the fight continues, more rubble will fall from the ceiling as the boss smashes his way through each of the four pillars keeping it up. Don't forget to stay with your partner if linked by a Chain – make sure to shower! – separating will result in near lethal damage.

### SPECIAL NOTES

**Immunities/Personals** – N/A  
**Interrupts** – None  
**Dispels** – None

### PHASE 1

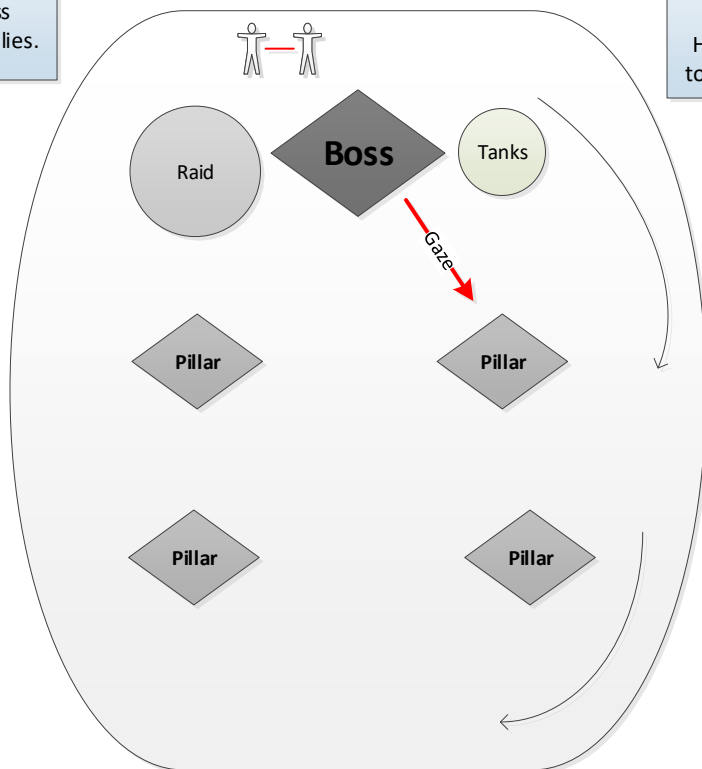
### ABILITIES

**Chained players** must stay within 10 yards of each other.

**Tanks** must stack at all times.

**Run out** of boss smashes and swirlies.

**Tank aim** Hateful Gaze towards pillar.



**Chain Link** – Two players are marked and shortly after tied together by a chain. Moving 10 yards away will break the chain and cause lethal damage.

**Giant Fists** – Boss melees hit tank + nearest target within 5 yards (if non, double smacks tank).

**Destructive Stomp** – A 20 yard aoe smash around boss, knocking back players. Will destroy pillars.

**Colossal Roar** – Raidwide damage with pushback.

**Falling Rubble** – Damage to anyone within the swirlie. Leaves a void zone (Stonequake).

**Chain Slam** – Roots a random range player then drags them and nearby players in, dealing damage split between all affected players.

**Hateful Gaze** – At full energy, boss charges towards active tank until he hits a pillar or a wall (wall causes wipe), damaging anyone in the path. Destroys hit pillars and stuns boss, increasing his damage taken by 100% for 12 seconds.

**Crumbling Foundation** – Every destroyed pillar results in a permanent, stacking dot on raid.

**Gruesome Rage** – Boss enrage at 20% increasing damage and attack speed by 20%.

**Bait** Falling Rubble void zones against wall in unused space.

**Prep** healing and defensives for 20% enrage.

**Rotate** around the room for ever pillar smash, reposition around new pillar.

**Kill the boss** before he casts 5 Hateful Charges, or else he will run into the wall and wipe the raid.

### MYTHIC ONLY

**Chain Link** will apply to all 20 members of the raid at the same time, and persist for 1 minute before being recast. **Seismic Shift** causes players to splash damage after 4 seconds. **Chain Slam** applies a bleed. **Fractured Boulders/Debris** must be soaked after pillar is destroyed.