

Grong

The Unhappy Ape

OVERVIEW

PHASES: 1

Hero: On Pull or 40%

This angry gorilla is one unhappy boy, possibly because he is the token patchwerk encounter. The raid must manage his rage bar by getting an orb dropped from an add and using it to trigger his tantrums in a controlled, healable way. Dodge void zones firing at you from the sky while staying next to a friend to avoid getting feared. Stay spread as melee to avoid smashing your friends. And tanks... pay attention to your taunts, the boss combo changes every time!

SPECIAL NOTES

Immunities/Personals – N/A
Interrupts – Add Cast
Dispels - None

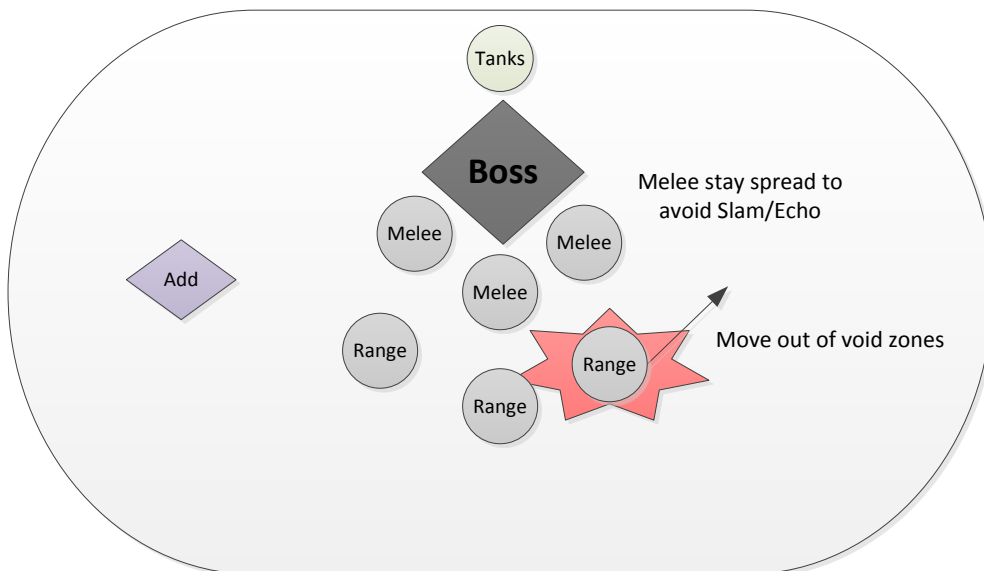
TANKS: Bestial / Necrotic Combo

Bestial Smash – Physical damage + Crushed debuff (increase smash damage taken).

Rending Bite – 10 second stacking physical damage DoT.

Combos can consist of 1-2 Smash and 1-3 Bites.

Do not soak more than 1 Smash. Try to split Bites.



Spread out to avoid splashing void zone damage on everyone. But be in **small groups** to avoid being feared.

Interrupt add casts and **kill away** from boss to limit the amount of Rage Grong receives.

One player **picks up** the core dropped by add and uses action button at ~50 rage to trigger 2 Tantrum/Death Knells.

+ Tantrum / Death Knell – Slams raid-wide damage for every 25 rage consumed. At 100 rage, will auto-trigger 4 times.

Shattered / Death Touched – 40 second stacking debuff applied from Tantrum, moderate ticking damage and increased damage from future Tantrum by 30%.

Bestial/Necrotic Combo – Series of abilities on tanks. Taunting during a spell swaps targets.

Bestial Throw – At the end of Combo, tank gripped and damaged before being thrown at random target.

Bestial Impact – Triggered when tank lands from throw, dealing raid-wide damage reduced based on distance away.

Slam – Hits random melee player inflicting damage in 10 years and leaving a void zone.

Echo – The void zone left by Slam, explodes.

Ferocious Roar (heroic) – Feared any player standing alone.

Seeker Missile / Voodoo Blast – Targets a ranged player, dropping a void zone.

Apetagonize / Death Empowerment – Interruptible add cast that gives Grong 10 rage.

Lightning Detonation / Spirit Dispersion – When the add dies, it explodes dealing damage and knocking back nearby players. If Grong is hit, gives 25 rage.

Core – Drops from the add, picked up by 1 player. When used on Grong triggers Tantrum/Death Knell. Deals ticking damage when held.

Throughout the encounter, the speed of Grong's rage generation will increase at 70% health and 40% health.

MYTHIC ONLY

Faster combo casts on tanks. Ferocious Roar is instant, no cast time to react (stay stacked always). Two adds spawn instead of one, with longer periods of time between add spawns.