

Jadefire Masters

The Love Story of a Monk and a Mage

OVERVIEW

PHASES: 1 Main + 3 Team Attacks

Hero: On Pull or 30 Energy

We have interrupted a very special date between the Monk and the Mage, and they seem very unhappy. Deal with mechanics that remain consistent throughout the fight while also handling special phases and mini-games. Hope you have the two lovers low enough to burn before they reach 100 energy and start burning down the raid team. Hope you are good at Mazes – if not, follow the warlock portals!

SPECIAL NOTES

Immunities/Personals – Magma Traps
Interrupts - Pyroblast
Dispels – Searing Embers

Main Abilities

MONK

Harmonious Spirit – If monk is at higher health, buffs monk damage.

Multi-Sided Strike – Cast on tank every 30 seconds, teleporting them to mini-game mid-air where they must face charging monk images in the proper order to receive a buff and avoid taking damage. The next to charge will flash briefly before charging. Mini-game leaves **Tested** debuff on tank (increasing physical damage taken by 100%), and other tank should taunt Monk.

Whirling Jade Storm – Charges to random location and spins, dealing raid-wide aoe until melee hit.

Spirit of Xuen (Heroic) – Add fixates random player, pouncing on them dealing 5 yard aoe damage.

MAGE

Fireball – Instead of meleeing tank, casts fireball at them, leaving Rising Flames debuff.

Rising Flames – Tank debuff, triggers Burnout Explosion upon expiration (deals raid-wide damage based on number of stacks).

Pyroblast – Mage teleports to random player and gains large shield, preventing interrupting. DPS off shield then interrupt pyroblast to avoid it one-shotting a target.

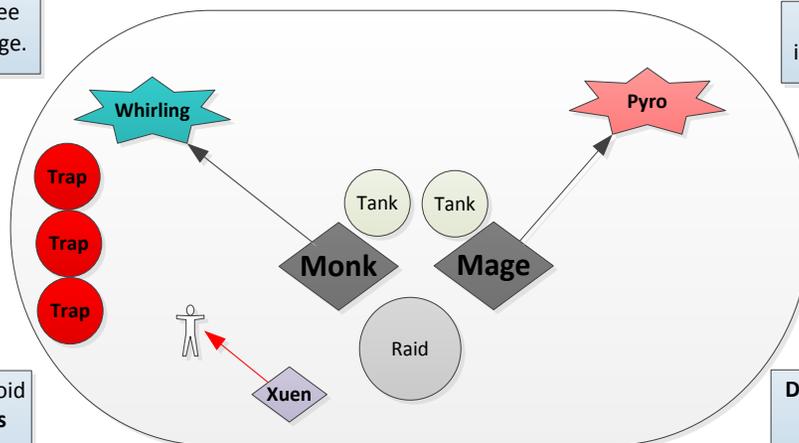
Searing Embers – Debuff applied to random targets that will explode if not dispelled. Some have short durations, some long (dispel short first).

Magma Trap – Red fiery zones, if touched applied debuff that increase trap damage taken + knocks player up in to air with fatal fall damage.

Focus Monk to ensure his health is lower; cleave on mage.

Run to spinning monk and melee him to stop the raid-wide damage.

Burst DPS down the shield to interrupt Pyro when mage teleports.



Kite Xuen away from group to avoid spreading 5 yard aoe. DPS focus down Xuen to free up player.

Dispel Searing Embers, starting with soonest to expire.

Trigger traps to remove them from encounter – use immunities, otherwise fall reduction abilities (disengage, blink, etc) after soaking a trap (can only soak one).

Team Attacks: At Set Energy Levels, Monk/Mage Group Up For Special Phases

30 Energy: Fire from the Mist

Summon three living bomb adds, stationary non-tankable, shrouded by a cloud that line of sights if not inside it. Adds rotate a dangerous beam around them and pulse for raid-wide damage. Kill them together one at a time.

60 Energy: Flash of Hostility

Teleports team to one side of encounter, enemies to the other. Team must pass through a maze of Ring of Peace's and fireballs raining down. Destroy the barrier protecting bosses with your dps + orbs found in maze, then interrupt to resume fight.

100 Energy: Serpent and Phoenix

Bosses transform into empowered forms. Monk breaths fire line towards random player. Mage pulses raid-wide damage. **Multi-sided strike** on random players (see Monk ability above) who must complete mini-game.

MYTHIC ONLY

Multi-sided Strike now targets 15 players each time. Spirit of Xuen now summons two adds. Barrier in Flash of Hostility phase requires all 4 seconds to be destroyed by Force Orbs. Maze path slowly filled with damaging zone so you cannot retreat.