

Stormwall Blockade

The Family Friendly Cruise

OVERVIEW

PHASES: 2

Hero: P2

Looks like the cruise we signed up for has gone slightly awry thanks to the sudden appearance of sibling duo Joseph and Katherine who just *have* to protect Jaina with no consideration of our vacation. No bother, we will split into two teams and defeat them both (make sure to do so at the same time or we risk wiping out), then meet up to finish off the last obstacle together – Laminaria itself. Balance destroying adds while whittling down the boss in this final phase.

SPECIAL NOTES

Immunities/Personals – Ire of the Deep
Interrupts - Storm's Empowerment
Dispels - None

PHASE 1

Split tanks, healers, and DPS into even groups and send each group to its boat using the pterrordax pedestals on edge of dock. Fight each boat add, killing them at the same time. Touch your boat's pedestal to teleport to the docks and rejoin your team to kill Laminaria. Laminaria gains energy via mechanics and when one boat add dies before the other. At 100 Energy, Laminaria will cast Catastrophic Tides, wiping the raid.

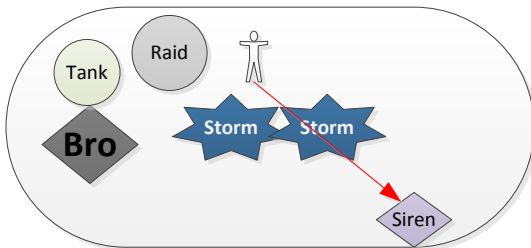
Brother Joseph - West

Tidal Volley – Raid-wide damage, unavoidable.
Sea Storm – Marks random players who will then drop Sea Storm void zones which slow and damage anyone who touch.
Sea Temptation – A Siren appears, luring a player towards it and off the ship.
Tidal Shroud – Shield that prevents interruptions, used while casting Storm's Empowerment (increases Laminaria's energy every 3 seconds).

Sister Katherine – East

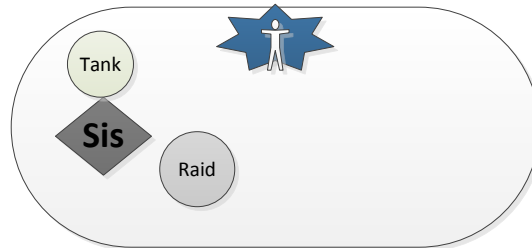
Jolting Volley – Raid-wide damage, unavoidable.
Crackling Lightning – Marks random player, 4 seconds later deals pulse of AoE damage, then a Thunderous Boom also triggers (12 yard silence AoE)
Voltaic Flash – Orbs appear at edge of ship and shoot across; dodgeable.
Electric Shroud – Shield that prevents interruptions, used while casting Storm's Empowerment (increases Laminaria's energy every 3 seconds).

Drop void zones in center of ship.



Position to be lured through Sea Storm to be slowed while Siren is killed.

Drop lightning on side of ship away from other players.



Dodge orbs as they fire from the edge of the ship.

Burst off shield and interrupt.

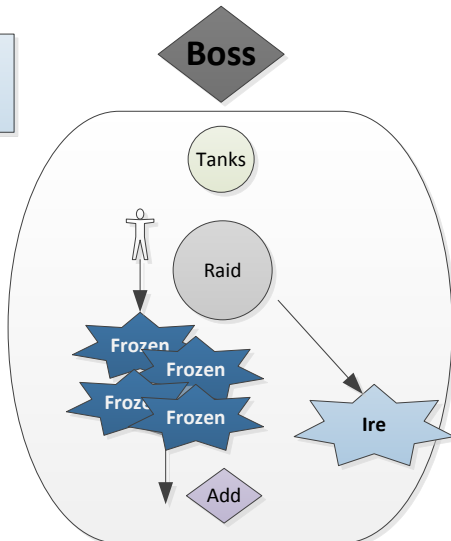
Translocate (Heroic Only) – At 50% health, boat adds will swap ships. Any boat with no add will have to dodge a barrage of swirlies.

Burst off shield and interrupt.

PHASE 2

Spread loosely to drop Sea Swell in easy to clear clumps.

Clear Frozen Tidepools when debuffed with Storm's Wail then drop off add in back.



Focus down add the "right amount" - it should die right before it hits the boss.

Drop tank debuff off on top of add after taunt swap.

Soak Ire of the Deep as a group to split damage.

(Heroic Only)
Pick up Orb after add dies to stop its AoE damage pulse.

Return to the Dock and engage Laminaria directly.

Sea Swell – All players splash 4 yards of damage and drop a Frozen Tidepool void zone.

Storm's Wail – 10 second debuff on a random player that allows them to clear Frozen Tidepool void zones before expiring, spawning an Energized Storm add.

Energized Storm Add – Moves towards Laminaria. Upon reaching boss, channels energy. After dying, drops Energized Remnant.

Energized Remnant (Heroic Only) – Pulses until picked up, then grants holder Storm's Wail.

Kelp-Wrapped Fists – Debuff applied to tank. When expired, applies 10% increased damage taken debuff to nearby enemies.

Ire of the Deep – Void zone needs soaked, damage split between players soaking. Number of zones increases throughout phase.

MYTHIC ONLY

During P1, Spawns of Laminaria engage the raid to cast Sea Swell, leaving void zones on boat. Players must swap between ships due to aura received that increases damage taken by their current boat. Sister and Brother aid Laminaria in P2.