

Lady Ashvane

Protecting Coral Reefs Gone Bad

OVERVIEW

PHASES: 2

Hero: P2

What may have started as an attempt to save marine life has quickly become Lady Ashvane trying to kill us with coral. This encounter requires quick reflex to dodge many mechanics spawning under players feet and to catch bubbles floating towards the boss to give her more shield; a shield that must be removed in order to see Phase 2, when she becomes damageable. Clear space in the arena using mechanics + clever positioning, return to Phase 1, and repeat.

SPECIAL NOTES

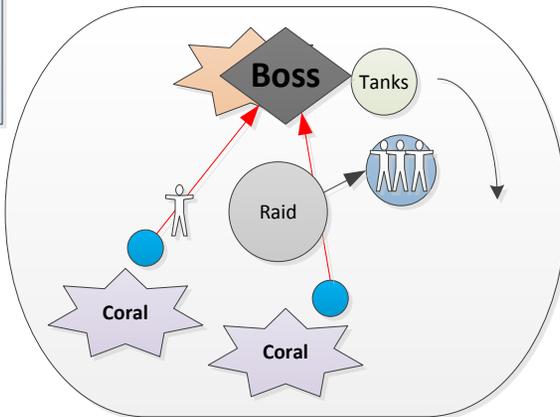
Immunities/Personals – Briny Bubble
Interrupts – None
Dispels - None

PHASE 1

Boss starts with large shield.

Tanks **taunt** when Barnacle Bash debuff falls off and the other is bubbled. **Move** boss away from void zone after each bash.

Dodge Coral Growth and Upsurge zones to avoid taking damage.



Focus down bubbles to free players. If debuffed, **stack** on other bubble debuffs and away from rest of raid.

Soak Rippling Wave bubbles before they reach the boss. Stagger, soaking only 1-3 per player.

Remove the shield to transition into Phase 2.

Hardened Carapace – Boss starts P1 with shield, gets bigger each P1. Once shield is broken, P2 begins.

Coral Growth – Spawns in a random location, dealing damage and knocking back any player within 10 yards.

Rippling Wave – Bubbles form from Coral Growth and move towards boss, restoring shield if they reach. Player soaks bubble to intercept, causing light raid-wide damage and giving the player a **Waterlogged** debuff (stacking DoT).

Briny Bubble – DPS + tank targeted, 5 seconds later stunned by a bubble (along with anyone 12 yards around them) until the bubble is destroyed.

Upsurge – Spout of water appears underneath players, move away to avoid damage + knocked into the air.

Barnacle Bash – Tank debuff increasing damage taken from Bash by 150% for 35 seconds, stacks. Initial bash leaves a large damaging zone, move after. If space is an issue, stack the void zones.

P2 Abilities:

Stops using Coral Growth and Rippling Wave.

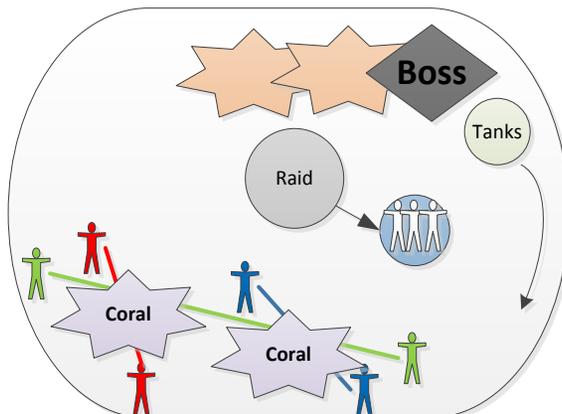
Exposed Azerite – Small bursts of raid-wide damage throughout the phase.

Arching Azerite – Marks pairs of players with red, yellow, and blue. 10 seconds later, a beam fires between like-colored pairs (blue player to blue player, etc), dealing damage to anyone in its path and destroying any Coral Growths it touches.

PHASE 2

Prepare to heal pulsing damage from Exposed Azerite.

Matched color players **position** to break coral with the beam that fires between them.



Continue to handle **P1 abilities**, moving boss and bursting down bubbles.

Avoid standing between colored players and their damaging beams.

Phase lasts 1:10 and then returns to Phase 1.

MYTHIC ONLY

Empowered Rippling Wave – Coral Growth furthest away from boss spawns empowered bubble, requiring 3 players to touch it before it disappears.

Waterlogged is permanent, rotate soaking. **Regenerative Coral** – When Coral is destroyed, zones appear that require soaking or else spawn new Coral.