

The Queen's Court

Simon Queenie Says...

OVERVIEW

PHASES: 1

Hero: On Pull

Deal with two bosses and their mechanics (Silivaz the melee and Pashmar the caster), making sure to keep them split to prevent their damage reduction aura. Things are never that easy though, and the Queen herself will be ordering the team around by issuing decrees (mini-game mechanics) that must be followed on top of the base fight. Follow the orders or be judged by her wrath, and risk an early death. Make the raid leader proud by listening to directions (for once...).

SPECIAL NOTES

Immunities/Personals – *Frenetic Charge*
Interrupts – None
Dispels – None

Throughout the fight, Azshara will shout down commands that change the way the raid must handle the encounter.

Form Ranks

Stack where instructed.

Repeat Performance

Avoid using same spell twice in a row.

Stand Alone

Stay away from other players.

Deferred Sentence

Keep moving to reduce stacks and damage taken.

Obey or Suffer

Use defensives when taking damage, as healing is prevented.

Decrees – Azshara orders various mechanics throughout the fight:

Form Ranks – Players must stack and take damage based on how well they do.

Repeat Performance – Players cannot use the same spell twice in a row or they are pacified for 2 seconds.

Stand Alone – Random targets must stay away from other people.

Deferred Sentence – Standing still builds stacks, moving removes stacks but deals damage based on number of stacks.

Upon expiration, deals damage based on number of stacks remaining.

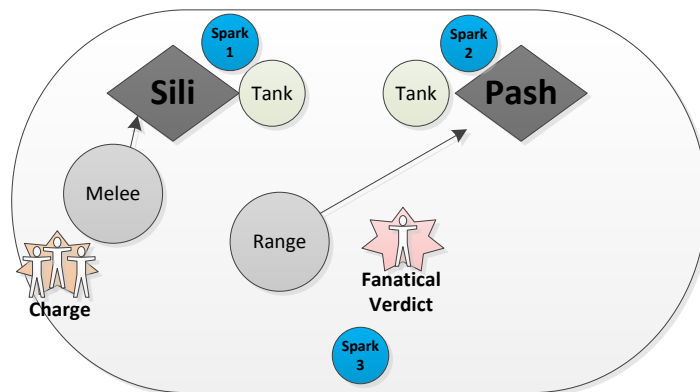
Obey or Suffer – If any player takes damage, they begin Suffering, absorbing all healing for 5 seconds.

STRATEGY

Melee on Silivaz.

Tanks keep bosses separated 20 yards.

Range on Pashmar.



Silivaz Abilities:

Commander's Fury – Attack speed increases for each consecutive melee hit on the same target.

Frenetic Charge – Targets player and charges them 4 seconds later, dealing damage split between players within 8 yards, knocking back and leaving a damaging zone at the destination.

Zealous Eruption – Ticking damage to all players, negated if stood close to Silivaz.

Pashmar Abilities:

Pashmar's Touch – Applied by melee hits, at 10 stacks target is MCDed.

Fanatical Verdict – Targets random players who explode moments later, inflicting damage to all nearby players.

Fervent Bolt – Damages random player, unavoidable.

Violent Outburst – Raid-wide damage, reduced based on distance away from Pashmar.

Potent Spark – Summons orbs that explode on death, dealing raid-wide damage and increasing spark damage taken by 100% for 5 seconds.

Run to wall if targeted by charge to drop damaging zone, with rest of raid **stacking** to soak damage.

Move bosses clockwise as room fills up with damaging zones from Charge.

Spread if debuffed with Fanatical Verdict.

Move away from Pashmar during Violent Outburst.

Stand near Silivaz during Zealous Eruption.

Taunt at 8-9 stacks of Pashmar's Touch; tanks move, not bosses, to keep them split.

Stagger orb explosions – DPS orb by melee first, then orb by Pashmar, and let last orb expire naturally.

Don't forget to follow **DECREE** orders, too!

MYTHIC ONLY

Sphere of Influence – Each decree amplifies the effects of further decrees, either duration or damage dealt.