

Stone Legion Generals

The (Rock) Hard Boss

OVERVIEW

PHASES: 3

Hero: P3

These BFF Generals take turns assaulting us from the ground and from the air, rotating what abilities we will face. When they tag out at 50%, we must dance through their minion's bombs while feeding our friend Prince Renathal to replenish his mana enough that he helps stop their bombardment. Finally, in the last phase, we face them both at the same time as they show us that 2 is better than 1 – but hopefully we can prove 20 is better still.

SPECIAL NOTES

Immunities/Personals – N/A

Interrupts – None

Dispels – Heart Rend

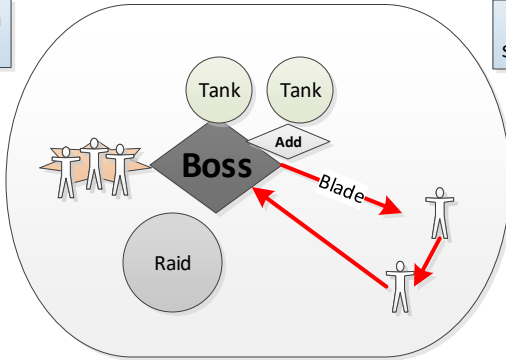
PHASE 1 (Kaal 100%-50%)

Move to side of boss with Crystalline Burst.

Stand inside Crystalline Burst to remove bleeds.

Soak Pulverizing Meteor after Burst goes off, to split damage.

Dispel and ST heal Heart Rend targets.



Tank remove bleed by standing in Crystalline Burst.

Run away with Wicked Blade.

Nuke Goliath at sub 20% to remove healing reduction debuff.

At 50% health, Kaal takes 95% reduced damage, beginning intermission.

ABILITIES

Stone Spike / Ricocheting Shuriken – Light damage throughout the fight to random players, shot from the General who is in the air.

Stone Breaker's Combo – Cast every 1 minute, a sequence of abilities.

Crystalline Burst – Random player is debuffed and explodes 5 seconds later in an 8 yard aoe, removing all bleeds and stunning any nearby players for 4 seconds.

Pulverizing Meteor – After the stun is over, that same player is hit by a meteor, split between any players within.

Wicked Blade – Boomerang thrown at 2 marked players, splashing aoe damage and applying permanent bleed (Wicked Laceration) to anyone nearby or in the blade's path, returns to boss after.

Stone Legion Goliath Add – At 20% health, channels Soultaint Effigy, reducing healing received by 10%, stackings, removed when killed.

PHASE 1: General Kaal

Serrated Swipe – Applies permanent stacking bleed, increasing damage taken by next Swipe.

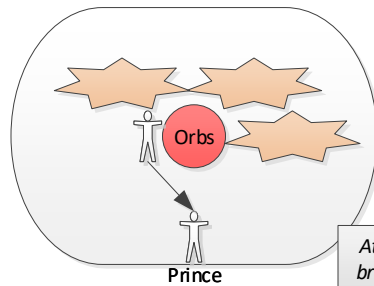
Heart Rend – DoT on random players, when dispelled or expired leaves an additional shorter DoT (Heart Hemorrhage).

Hardened Stone Form – At 50% health, the Generals will take 95% reduced damage, triggering intermission until removed.

INTERMISSION

Nuke adds to drop Anima orbs.

Click orbs and bring to Prince.



Dodge the bombardment and continue doing boss mechanics.

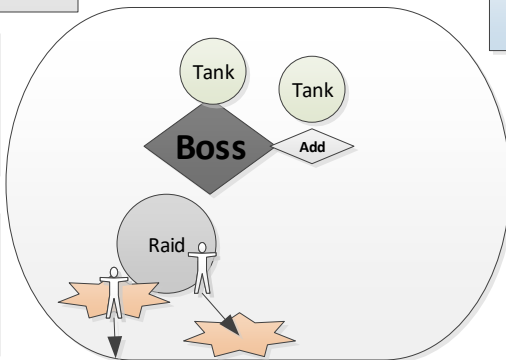
At full mana, Prince knocks raid back and breaks Stone Form, triggering next phase.

PHASE 2 (Grashaal 100%-50%)

Continue handling Crystalline Burst, Wicked Blades, and Goliaths.

Run out with Reverberating Eruption, do not stand in existing Unstable Ground.

Soak existing Unstable Ground void zones if not debuffed to prevent raidwide damage.



Tank boss facing away and taunt after every frontal knockback.

Loosely spread and dodge Seismic Upheaval underneath your feet.

At 50% health, Grashaal takes 95% reduced damage, beginning intermission again.

INTERMISSION

Stone Legion Commando – Bombard the raid with swirlies.

Anima Orbs – Dropped from defeated adds during intermission, click and bring to Prince to grant him mana. At 100%, he deals a raidwide knockback and removes boss' Stone Form.

PHASE 2: Grashaal

Stone Fist – Frontal knockback aimed at tank, increasing damage taken by future Fists.

Seismic Upheaval – Ground underneath players erupts a few seconds later.

Reverberating Eruption – Random players explode after 5 seconds, dropping Unstable Ground.

Echoing Annihilation – Unstable Ground zones will explode every Eruption, dealing raidwide damage unless soaked by 1 player.

Reverberating Vulnerability – Applies to any player hit by an Eruption explosion, increasing damage taken by Eruption/Echo for 6 seconds.

PHASE 3 (Both Generals 50%-0%)

Both Generals land. Continue dealing with all mechanics at the same time. No more adds will spawn.

Kill at the same time - when one General dies, the other increases damage done by 200%.

PHASE 3: Both Generals

Soldier's Oath – Upon death, remaining General damage increased by 200%.

MYTHIC ONLY

Heart Rend – Dispeller receives Heart Hemorrhage debuff. Skirmishers – Randomly apply bleeds, at 30% health will push players towards edge. **Commandos** will explode at 20% health unless their shield is nuked. **Anima Orb** turn ins result in raidwide damage + knockback.