

### Trash

4-RF 4-RF	Casts an ability called <b>[Woof]</b> which targets a player and stuns them and any other players closeby.
Barkbinder	<b>[Pacifying Mists]</b> leaves a zone on the ground that pacifies any players standing inside so they can't cast anything. Move the mobs out of it.
Bladebeak Hatchlings	Cast <b>[Frightened Cries]</b> which if it goes off calls all the mommy and daddy birds to help. The parents will get enraged when the Bladebeaks die and will likely result in a wipe as the tank gets globaled.
Deathwalkers	They stack a bleed on everyone in melee. They do a nasty Bladestorm that can 1 shot people. When they die they turn into ghosts which can't be CCed and can 1 shot people, and have long arms.
Devoted	If they finish casting devoted sacrifice, they turn in to Sons of Hakkar which have more health, spam cast <b>[Blood Nova]</b> which does stacking AoE, and leave a giant pool of blood when they die that does insane damage. Need to CC the Devoted and kill them without letting them finish the cast.
Drill	Will cast <b>[Haywire]</b> which does high AoE damage. LoS to avoid it.
Headless Clients	These spin which does massive damage. Either stun them or get out.
Lubricator	Casts <b>[Lubricate]</b> which does high AoE damage, so kick it. It also casts a self heal <b>[Self Cleaning Cycle]</b> you'll need to interrupt.

### Trash (cont)

Shimme rmoth	Cast a stacking debuff that requires you jump to avoid getting stunned.
Speaker	Will cast <b>[Erupting Darkness]</b> which does a powerful knockback and will likely knock you off the platform.
Spirit	Does a couple dangerous things. The masks it summons you just avoid. The bigger problem is the <b>[Rage]</b> ability which is an uninterruptible 1.5s cast followed by a 6 second uninterruptible channel that does massive AoE damage.
Talons Dragon	Casts <b>[Wailing Grief]</b> which fears anyone in melee range (and can't be avoided with Cloak or AMS).
Warlord	Will cast <b>[Undying Rage]</b> which is an enrage effect and also makes him unkillable. Soothe it.

### Boss: Hakkar

Blood Barrier	At 100 energy the boss will cast this ability which does AoE damage. Just make sure the party is topped.
Corrupted Blood	Goes out on two people, and spreads to anyone within the red circles. Does moderate ticking damage. (SPREAD OUT)
Piercing Barb	A tank buster that does two hits, one physical and one magical. Make sure tank is topped.
Sons of Hakkar	Adds that come out and fixate on someone. Stun and burst them down. They leave pools when they die.



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### Boss: Manastorms

Echo Finger Lazer Xtreme Two players get marked and need to stand so that Millhouse is between them. This will spawn a ground effect that stuns Millhouse and interrupts **[Diabolical Doom]** (a bad thing that wipes you)

Power Overwhelming Millhouse summons a power crystal, which channels towards Millhouse, affecting players or Millhouse, whichever it strikes first.

Power Overwhelming affects players by inflicting 117 Arcane damage every 1 sec and increasing damage done by 2% for 3 sec. This effect stacks.

Shadowfury A player will get targeted with a purple circle which they need to position to stun the boss, but not other players. Use a personal because it hurts when it goes off. The tank needs to use this stun to reset bleed stacks.

Squirrel Bomb Need to be clicked to disarm before they explode.

Throw Buzz Saw Millificent stacks a bleed on the tank.

### Boss: Xy'eta

Explosive Contrivance When the boss casts this ability EVERYONE should get in an orb and go up into the air to avoid damage.

Localized Explosive Is a bomb put on a player. They need to jump into a Displacement Trap when the bomb is about to go off so it blows up in the air.

### Boss: Mueh'zala

Cosmic Artifice A debuff gets put on all players that later turns into a bomb on the ground when it expires or is dispelled.

Master of Death The boss will do a large attack that hits the: Right side of the platform Left side of the platform Front of the platform

Watch his hands to see where he's hitting. After this is over the tank needs to be sure to get into melee range quick or else the boss will AoE the raid if he can't melee anyone.

Shatter Reality When the boss spawns the portals, click one quickly and kill the add it takes you to. After killing 4 adds and clicking the totems chaining Bwomsandi, he will effectively kill the boss for you.



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