

Imperator Averzian

LFR | Normal | Heroic Cheat Sheet



Overview

A territory control fight where the boss summons adds to try to claim zones. If he claims 3 adjacent zones, it wipes the raid. Use Umbral Collapse to destroy Voidshaper shields and kill them to prevent territory loss. LUST on pull.

Mechanics

1. Shadow's Advance | Voidshaper Abilities

- Summons 3 Abyssal Voidshapers that are shielded - must be broken by **Umbral Collapse** soak
- **Void Rupture**: If cast finishes, the zone is claimed
- **Gathering Darkness (100 Energy)**: transforms into a powerful Obscurion Endwalker = more damage

2. Umbral Collapse (Soak)

- Targets the active **tank** - this happens twice back-to-back
- Deals massive **raid-wide damage**, reduced by amount of players inside
- Destroys Voidshapers preventing territory from being captured

3. Dark Tears | Void Rifts | Adds

- **Dark Tears** spawn from Voidshapers that finish their **Void Rupture** cast - this spawns Voidmaw adds
- **Voidmaw**: Applies a stacking 10-second bleed
- **Dark Resilience**: At 35% HP, Voidmaws crawl (-75% move speed) to claimed ground. If they reach it, they heal to 100%
- **Void Rifts** spawn after the **Dark Tear** summons adds - spawns more Voidmaws and other adds
- **Shadowguard Stalwart**: Casts **Pitch Bulwark** which applies an absorb shield - **Interrupt**
- **Voidbound Annihilator**: Casts **Pitch Bulwark** which applies an absorb shield - **Interrupt**

4. Oblivion's Wrath

- Summons Void Arrows around the boss - fires in the direction they are facing (knockback + damage).

5. Void Fall

- Knocks back all players and marks a bunch of circles around the arena for 20 seconds

6. Blackening Wounds

- Stacking debuff that reduces Max Health by 4% for 20 seconds. Swap around 5-7

7. Dark Upheaval

- Raid-wide blast followed by a Shadow DoT that ticks every second
- Stacks each time used and doesn't fall off

8. Imperator's Glory

- Boss gets +75% damage/-99% taken if within 10 yards of claimed territory
- **Boss & adds**: +75% damage/-99% taken if within 10 yards of each other. Keep them separated

9. Shadow Phalax | March of the Endless

- A column of troops marches across the room, find a clear spot to travel through
- **March**: Triggers if adjacent spots are claimed - endless columns of troops = wipe

10. Desolation (Soak)

- Boss overcharges claimed spaces. Players must stand in impact zones to soak, or the raid takes massive damage)

Tanks

Overview

- Destroy Voidshapers to prevent 3 adjacent zones being captured
- Taunt swap around 6 stacks of **Blackening Wounds**
- Adds immediately pursue the tank with higher Wounds stack count
- Keep the boss away from claimed zones + adds on Heroic

Healers

Overview

- **Dark Upheaval** does a burst of raid damage and applies a stacking DOT - DOT doesn't fall off
- Expect 2 large bursts of raid damage during the **Umbral Collapse** Soaks

DPS

Overview

- Adds are the top priority to kill and interrupt
- Use defensives while soaking



Overview

Vorasius creates Void Crystal walls that block movement. You must kill Blistercreep adds near these walls to destroy them. The tank MUST soak the boss's slam or the raid wipes. Very high movement boss fight. LUST on pull or during first breath

Mechanics

1. Smashing Frenzy (Soak)

- Boss slams the ground repeatedly with his fists - First 2 hits are with big hands, following hits are with smaller hands. The Tank must stand in the impact zones - impact zones are static (left | right)
- **Smashed:** Debuff applied by big hands (+50% LFR | +100% N | +150% H physical dmg taken)
- **Aftershock:** Rings of damage expand from the impact zone. Avoid the rings

2. Void Crystals

- The first 2 Smashing Frenzy slams create Void Crystal walls
- Destroyed by Blistercreep adds exploding at each wall
- **Void Crystal Durability:** Walls require (1 LFR | 2 Normal | 3 Heroic) Blistercreep explosions to be destroyed

3. Parasite Expulsion | Blistercreeps

- Big circles spawn Blistercreeps, small circles deal damage
- **Blistercreeps:** Fixate players, use **Creep Spit** which applies a 20-sec debuff -10% move speed
- **Blisterburst:** Explode upon death weakening/destroying Void Crystal walls - deals a burst of raid damage

4. Void Breath

- A massive beam sweeps across the room. Lethal damage. Run to far opposite side
- Telegraphed by arm going back while lit up - left arm back = run right | right arm back = run left

5. Primordial Roar | Primordial Power

- Pulls players in and then knocks back
- Applies permanent DoT ticks every 2-secs and increases with each use

6. Overpowering Pulse

- If no target is in melee range, boss pulses raid-wide damage every 2 seconds.

Tanks

Overview

- Soak the first 2 **Smashing Frenzy**, then taunt swap
- Second tank soaks remaining smashes
- Always stay within melee range

Healers

Overview

- Constant pulsing raid damage that ramps after each **Primordial Roar**
- **Smashing Frenzy** deals raid damage with each smash
- Blistercreeps deal raid damage when they explode
- Expect heavy raid damage during **Void Breath**

DPS

Overview

- Very high movement fight - spec accordingly
- Drag Blistercreeps to the walls before killing them
- Use defensives during **Void Breath**

Fallen-King Salhadaar

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Overview

A single-phase fight with a burn phase at 100 energy. Keep the boss away from orbs and interrupt the adds. Destroy the orbs quickly. LUST at 100 energy for the damage amplification.

Mechanics

1. Desperate Measures | Void Orbs

- Boss draws 2 Concentrated Void orbs to him that need to be destroyed quickly
- **Void Infusion:** If orb hits boss = Massive Raid Damage + 1 min DoT
- **Dark Radiation:** Destroying an orb applies a stackable 8-sec DoT (stagger these)

2. Cosmic Unraveling (100 Energy)

- Boss takes 25% increased damage but deals **pulsing raid damage** over 20-secs
- Beams shoot out from the boss that rotate around him. Rotate with the beams
- Drops a permanent ground effect after this channel - **tanks** should drop these near the wall

3. Shattering Twilight

- Targets the current tank with lines extending out from them
- A **Dark Star** hits its target and sends out rows of spikes from its location
- **Echoing Strike:** Now targets several players with the tank. Spread out

4. Despotic Command | Oppressive Darkness

- Marks players with circles - once expires, leaves behind a pool, drop these near the wall
- **Oppressive Darkness:** When the mark ends, player gets a massive healing absorb shield

5. Fractured Projection

- Images appear that cast **Unstable Nexus** (raid damage + pools) - **Interrupting** removes them

6. Twisting Obscurity

- Applies a 23-second DoT to the raid

7. Instability

- Applied with each melee hit - stacking 15-second DoT

Tanks

Overview

- Don't let the orbs reach the boss
- Taunt swap after each **Shattering Twilight** - run away from the raid
- Keep an eye on your **Instability** stacks
- Position the boss closer to a wall before 100 energy - for the pool placement

Healers

Overview

- Clear the heal absorb after **Despotic Command**
- **Twisting Obscurity** deals raid damage over 23 seconds
- Expect constantly pulsing raid damage during **Cosmic Unraveling**
- **Orbs** being destroyed deal heavy damage over 8-secs if stacked

DPS

Overview

- Top priority - destroy the orbs before they reach the boss
- Interrupt the images **Unstable Nexus** cast
- If targeted with a circle take it to a wall
- Use defensives during **Cosmic Unraveling**
- **Orbs** If targeted with lines space away from the rest of the raid

Vaelgor & Ezzorak

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Overview

A twin dragon fight, alternating between flying and ground. The flying dragon gets one additional ability. They share a health pool on LFR but must be kept within 15% HP on Normal and 10% HP on Heroic. Manage Orb attack before the room is consumed. At 100 Energy they take flight; use NPCs for protection. LUST on pull.

Joint Mechanics

1. Twilight Bond | Twilight Fury

- Keep dragons separated (15+ yards) or they deal 100% increased damage
- Twilight Fury:** Triggers upon death - soft enrage +30% dmg done, stacks over time
- Keep Health % within (15% N | 10% H) of each other or 100% increased damage

2. Midnight Flames (100 Energy)

- Dragons fly up and blast the raid with Shadowflames
- Radiant Barrier:** Stack on the Lightbound Vanguard NPCs to get a shield
- Manifestation of Midnight:** Add that spawns during the shield phase
- Shadowmark:** The Manifestation marks players for 6-secs. Run to the edge of the safe zone

3. Grappling Maw

- While flying - if not within melee range deals damage and yanks the player to them

4. Midnight Manifestation

- Xal'atath applies a raid-wide stackable DoT that ticks damage every 2-secs - removed during **Midnight Flames**

Vaelgor

1. Nullbeam / Nullzone

- Nullbeam:** 4-sec channel that tracks the tank - applies 8-sec DoT
- Nullzone:** appears where the tank is located - tethers and pulls all players, run away to break the tether
- Nullsnap:** triggers when tethers break dealing bursts of raid damage
- Nullzone Implosion:** Triggered by final tether break - big raid damage and a 6-sec DoT

2. Dread Breath

- Large frontal cone that tracks a random player - fears anyone else hit - **dispel**

3. Vaelwing

- Knocks you backwards and applies stacking debuff (melee hits also do shadow dmg) - resets on new target

4. Tail Lash

- Immediately after **Vaelwing** swipes everyone behind applying 4-sec bleed

Ezzorak

1. Gloom / Gloomfield

- Gloom:** 4-sec channel that tracks the **tank** - sends orb across the room until it hits a wall - deals **raid damage**
- Orb:** (3 LFR | 4 Normal) players need to soak this as it travels to reduce ground effect size - before it hits a wall
- Gloomfield:** Created when an orb reaches a wall - very large ground effect
- Diminish:** Orb has to be touched 5 times - and alternate groups due to debuff +500% damage for 60-secs

2. Void Howl | Voidorb

- Targets everyone with a circle - expires spawning Voidorbs that need to be **interrupted** and killed

3. Rakfang

- Applies stacking debuff (melee hits also apply healing absorb) - resets on new target

4. Impale

- Immediately after **Rakfang** swipes everyone behind dealing damage and stunning for 3-secs

Tanks

Overview

- Keep dragons separated
- Vaelgor - aim **Nullbeam** away from the raid
- Ezzorak - aim **Gloom** towards the raid for easier soaks
- Swap after 2 stacks of **Rakfang** | **Vaelwing** and quickly move bosses back out of range

Healers

Overview

- Nullzone** deals raid damage while tethered and bursts of damage as they snap
- Voidhowl** will deal raid damage over 5 seconds
- Gloom** deals a burst of raid damage when it hits the wall
- Spot heal tank on Ezzorak as he applies a stacking healing absorb
- Nullzone Implosion** deals heavy raid damage over 6 seconds

DPS

Overview

- Soak the **Gloom** orb to reduce the ground effect size
- Interrupt and kill adds from **Void Howl**
- Quickly focus down the **Manifestation** during **Midnight Flames**
- Stay away from the boss's tails

The Lightblinded Vanguard

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Overview

A Council fight with 3 Paladin bosses. LFR/Normal: The raid will go from left to right, avoiding the paladin's aura ultimates. On Heroic they will be rotated around the room as they drop a permanent Consecrate after the Aura. Cleave all 3 down evenly. LUST on Pull or after the 3rd ultimate.

Shared

1. Divine Shield

- Triggers when Bloodlust is used - immune to all damage for 8-seconds - **Mass Dispel**

2. Forbearance

- Cannot use Divine Shield or Avenging Wrath for 2.5 min

3. Retribution

- When one paladin falls, remaining buffed every 2-sec +5% damage

4. Consecration

- Triggers immediately after their Aura ends, drops a permanent area effect below them

General Bellamy

1. Aura of Devotion | Divine Toll (100 Energy)

- AoD:** Reduces damage taken by allies by 75%
- Divine Toll:** Sends out a volley of shields from her location, silences players for 3-seconds

2. Avenger's Shield

- Spread circles out - deals damage and applies a 15-second DoT

3. Light Infused

- Passive raid damage every 2 seconds | +25% damage done with every Aura use

4. Judgement | Shield of Righteous

- Judgement:** Applies damage increase debuff for 5-secs (50% LFR | 100% N | 200% H)
- Shield of Righteous:** deals heavy holy damage

Commander Lightblood

1. Aura of Wrath | Execution Sentence (100 Energy)

- AoW:** Increases holy damage done by allies by 100%
- Execution Sentence:** Marks a few players with soak circles, split up to soak - sends out hammers after impact

2. Sacred Toll

- Deals a burst of raid damage.

3. Judgement | Final Verdict

- Judgement:** Applies damage increase debuff for 5-seconds (50% LFR | 100% N | 200% H)
- Final Verdict:** Deals heavy holy damage

4. Avenging Wrath

- Applies 20-sec buff to himself (+30% dmg done & +20% dmg taken) - **Dispel**

5. Divine Storm

- AoE damage within 8 yards

War Chaplain Senn

1. Aura of Peace | Tyr's Wrath (100 Energy)

- AoP:** If shielded paladin gets hit it pacifies that player for 4-secs
- Tyr's Wrath:** Applies a stacking healing absorb to the closest 3 players every 3-secs

2. Sacred Shield | Elekk Charge | Blinding Light

- Applies a damage absorb shield, mounts and charges through players dealing damage before dismounting
- Blinding Light:** Starts casting once dismounted - Disorients the raid for 5-secs

3. Exorcism

- Hits primary target for holy damage

4. Searing Radiance

- 15-sec channel dealing raid damage every second

Tanks

Overview

- LFR/Normal - Move paladins far left/right to avoid **Aura**
- Rotate paladins around the outer edge of the room to drop **Consecrates**
- Taunt swap immediately during each **Judgement** cast
- Keep grouped as much as possible

Healers

Overview

- Expect a burst of heavy raid damage during **Execution Sentence** soaks
- Quickly heal the healing absorbs during **Tyr's Wrath**
- Pulsing raid damage every 2-secs and increases with each **Aura** activation
- Pulsing raid damage over 15-secs during **Searing Radiance**

DPS

Overview

- Cleave all bosses down evenly
- Spread out and soak **Execution Sentence**
- Do not hit a paladin shielded with **Aura of Peace**
- Quickly burn down Senns **Sacred Shield** to interrupt **Blinding Light**

Alleria Windrunner

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Overview

Multiple stage fight with intermissions. Void enemies are unkillable until hit by a bosses arrow. P1 kill 3 sentinels. P2 kill a copy of the boss plus Void adds. P3 DPS race before the room is consumed. Intermissions are only about survival. You avoid getting pulled in and get hit by an arrow when the pull is too strong. LUST in Phase 3.

Phase 1

1. Silverstrike Arrow

- Alleria fires at a marked player. Aim through Undying Sentinels to remove immunity and (buffs - Heroic)

2. Undying Sentinels | Void Droplets

- Echoing Darkness:** Continuous raid damage if no one's in melee. 🧠Stacking +5% Dmg buff
- Umbral Tether:** Shield effect that prevents dying - clear with **Silverstrike Arrow**
- Morium:** Uses **Dark Hand** which hits the **tank** with a knockback
- Demiar:** Uses **Interrupting Tremor** which interrupts spellcasts within 40 yards
- Vorelus:** Uses **Ravenous Abyss** which reduces damage done by 70% for 8-sec within 15 yards
- Void Droplet:** Kill near Sentinels to apply **Corrupting Essence** (+30% Dmg taken for 20 secs, stacks)

3. Null Corona

- Massive healing absorb on a random player - dispelling makes the remaining absorb jump to a new player

4. Grasp of Emptiness | Bursting Emptiness

- Obelisks tether/slow players for 8-secs, upon expiration triggers **Bursting Emptiness**
- Bursting Emptiness:** Blasts magic out of the Obelisks dealing damage - shown by arrows, you control direction by moving

5. Void Expulsion | Void Remnants

- Void Expulsion:** avoid the circle with a rift inside, this leaves behind a ground effect

Intermission

1. Stellar Emission

- Pulsing damage and stacking slowed movement debuff - cleared with **Silverstrike Barrage**

2. Silverstrike Barrage

- Dodge lines until **Stellar Emission** stack count is high
- 🧠Applies a stacking damage taken debuff (+300% for 8-sec) Stagger these clears

Phase 2

1. Rift Simulacrum (Alleria Copy)

- Empowering Darkness:** Stacking buff (-10% damage taken +10% damage done) if within 30 yds of Alleria
- 🧠Stacking buff if within 30 yds of Alleria **AND** Voidspawns
- Cosmic Barrier:** Absorb shield does pulsing raid damage until destroyed - **Break ASAP**
- Rift Slash:** Applies a stacking debuff (-10% stats for 10-secs) Swap around 3-4 stacks

2. Call of the Void | Adds

- Summons a **Shattered Voidspawn** (LFR) | **Undying Voidspawn** (N | H)
- Shattered Voidspawn:** Uses **Void Barrage**, which hits random players - **Interrupt**
- 🧠**Undying Voidspawn:** Uses **Void Barrage**, is immortal until hit with a **Ricocheting Arrow**, 100 energy = wipe

3. Ranger Captains Mark | Ricocheting Arrow

- Marks several players with arrows for 6-secs
- Arrow travels between all targets, damaging players and removing enemy void effects

4. Voidstalker Sting

- Applies 30-sec DoT that can stack to random players

5. Null Corona | Void Expulsion

Intermission

1. Stellar Emission

- Pulsing damage and stacking slowed movement debuff - cleared with **Silverstrike Barrage**

2. Silverstrike Barrage

- Dodge lines until **Stellar Emission** stack count is high
- 🧠Applies a stacking damage taken debuff (+300% for 8-sec) Stagger these clears

Phase 3

1. Devouring Cosmos

- Room shrinks with Void Zones - deals damage and reduces healing/absorbs by 99%

2. Aspect of the End | Gravity Collapse

- Marks several players plus the active **tank** - launches an arrow that creates a ring
- Players inside have reduced healing by 10% - stacks every 2-secs - Move 30 yards out to trigger **Gravity Collapse**
- Gravity Collapse:** Knock up + 300% Phys Damage taken for 12-sec - **raid damage** with each trigger

3. Dark Rush

- Feathers fall from Alleria - collect to get 12-sec buff that increases move speed - used to jump onto next platform

4. Grasp of Emptiness | Null Corona | Voidstalker Sting

Tanks

Phase 1

- Stay within melee range of **Sentinels**
- Dark Hand** deals heavy damage + knockback

Intermissions

- Remove high **Stellar Emission** stacks with an arrow
- 🧠Wait for the debuff to fall off before grabbing 2nd arrow

Phase 2

- Swap at 2-3 **Rift Slash** stacks
- Keep the copy away from Alleria
- 🧠Keep the copy away from Alleria & Voidspawn

Phase 3

- Swap with each **Gravity Collapse**

Healers

Phase 1

- Null Corona** = big heal absorb - dispel if target's low
- Use Alleria's arrows to dispel void effects on you/enemies

Intermissions

- Remove high **Stellar Emission** stacks with an arrow
- 🧠Wait for the debuff to fall off before grabbing 2nd arrow

Phase 2

- Null Corona** = big heal absorb - dispel if target's low
- Use Alleria's arrows to dispel void effects on you/enemies
- Voidstalker Sting** = 30-sec DOTs

Phase 3

- Null Corona** = big heal absorb - dispel if target's low
- Aspect of the End** targets gets reduced healing until they move
- Gravity Collapse** deals raid damage

DPS

Phase 1

- Use Alleria's arrows to dispel void effects on you/enemies
- Kill **Void Droplets** near **Sentinels**

Intermissions

- Remove high **Stellar Emission** stacks with an arrow
- 🧠Wait for the debuff to fall off before grabbing 2nd arrow

Phase 2

- Use Alleria's arrows to dispel void effects on you/enemies
- Quickly kill the copy & Voidspawn
- Interrupt **Void Barrage**

Phase 3

- Move out of the arrow effect if targeted with **Aspect of the End**