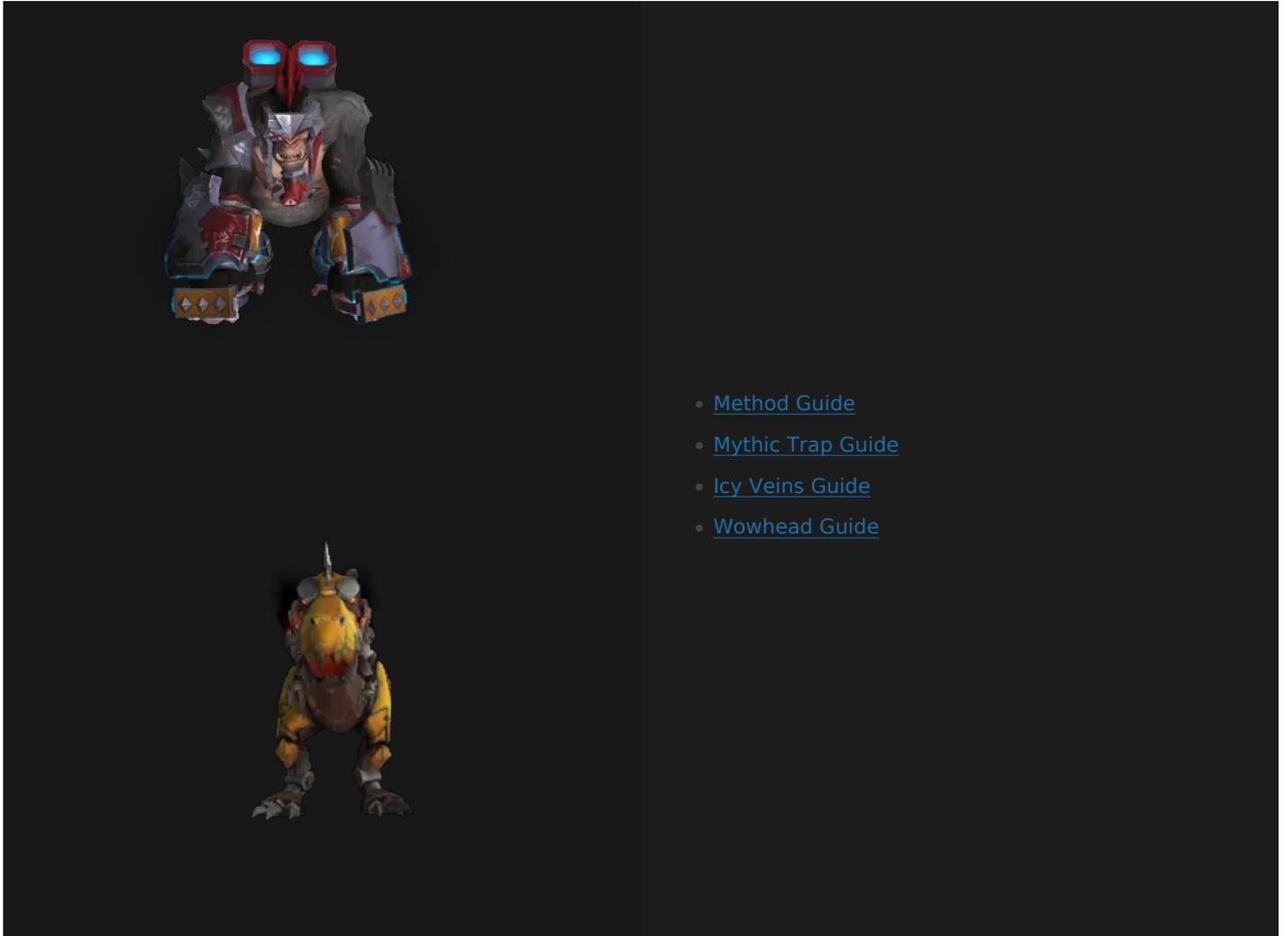


# Cauldron of Carnage



Strategy

Cauldron of Carnage The Battle Bots Boss			Phases: 2 Hero: P1
<b>OVERVIEW</b>			<b>SPECIAL NOTES</b>
It's a battle of the bosses and we are caught in the middle! Split the raid to deal with each boss' mechanics, then flip at halftime to reset your stacks of a growing debuff. Be careful moving on Torq's side, and plan your space well on Flare!			Immunities – N/A Dispersals – N/A Interrupts – N/A
<b>TANK</b> Tank bosses 40 yards away. Be aware of enrage when one boss dies.	<b>Healer</b> CDs during intermission. Healing ramps up as the phase continues.	<b>DPS</b> Single target damage. CDs off CD, keep boss health even.	<b>ABILITIES</b>
<b>Phase 1</b>			
<p>Split the raid into two groups and tank the bosses apart to prevent <i>Raised Guard</i> damage reduction.</p> <p>When one boss dies, the other enrages!</p>			<p><b>Colossal Clash</b> – At 100 energy, both bosses charge to the middle and deal raidwide damage. Swirlies and lava waves fill the arena. Each clash increases damage done by 15% for the next one.</p> <p><b>Raised Guard</b> – When within 40 yards of each other, bosses take 99% reduced damage.</p> <p><b>King of Carnage</b> – When one boss dies, the other gains 50% damage every 5 seconds.</p> <p><b>Blistering Spite / Galvanized Spite</b> – Each boss applies unique stacking debuff to players within 60 yards, dealing increasing damage.</p> <p><b>Flarendo (Dino)</b> <b>Scrapbomb</b> – Explodes after 10 seconds dealing raidwide damage, reduced by number of players soaking – knocks back players and leaves a fire puddle that shoots out lava waves.</p> <p><b>Molten Phlegm</b> – Players pulse damage 5 yards around themselves for 10 seconds.</p> <p><b>Blastburn Roarcannon</b> – Focuses on player with a red beam, charging for a few seconds before locking in place and blasting anyone still inside the beam.</p> <p><b>Eruption Stomp</b> – Tank smash that releases lava waves and knocks them up.</p> <p><b>Torq (Gorilla)</b> <b>Static Charge</b> – When players move, they fill a static energy bar. At 100%, player is stunned for 6 seconds. Stand still to deplete the energy.</p> <p><b>Thunderdrum Salvo</b> – Players drop swirlies under their feet for 6 seconds.</p> <p><b>Voltaic Image</b> – Images fixate players for 12 seconds, leaving void puddle if touched.</p> <p><b>Lightning Bash</b> – Tank smash that deals massive damage plus additional damage for any amount unmitigated.</p>
<b>Phase 2: Intermission</b>			
<p>Bosses clash in middle and increase damage done by 15% permanently.</p>			
<p><b>MYTHIC ONLY</b></p> <p><b>Tiny Tussle</b> – Toys spawn in the arena, resembling the bosses. They charge towards rival toy when within 15 yards, exploding and dealing raidwide damage for 3 seconds, stacking. Kick toys into each other, staggered, by running in to them. <b>Images</b> now leave void zones if they expire. <b>Roarcannon</b> shoots out three beams now instead of one.</p>			

## Raid Plans

- Links to raid plans so we can edit them in the future.

## Reference Logs

- Links to existing kills with similar strategies or comps.

## WeakAuras

- Links to required WAs for the fight.

## Video Guides

- [Ready Check Pull](#) (Heroic)

**Note**

This is a test

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