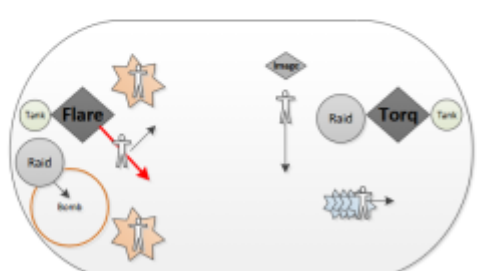
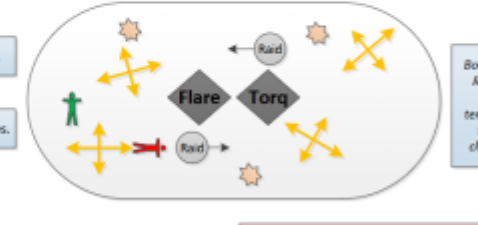


Cauldron of Carnage



- [Method Guide](#)
- [Mythic Trap Guide](#)
- [Icy Veins Guide](#)
- [Wowhead Guide](#)

Strategy

Cauldron of Carnage The Battle Bots Boss			Phases: 2 Hero: P1
OVERVIEW			SPECIAL NOTES
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
TANK	Healer	DPS	ABILITIES
Tank bosses 40 yards away. Be aware of enrage when one boss dies.	CDs during intermission. Healing ramps up as the phase continues.	Single target damage. CDs off CD, keep boss health even.	
Phase 1			
Split the raid into two groups and tank the bosses apart to prevent Raised Guard damage reduction.			When one boss dies, the other enrages!
			<p>Colossal Clash – 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>Raised Guard – When within 40 yards of each other, bosses take 99% reduced damage.</p> <p>King of Carnage – When one boss dies, the other gains 50% damage every 5 seconds.</p> <p>Blistering Spite / Galvanized Spite – Each boss applies unique stacking debuff to players within 60 yards, dealing increasing damage.</p> <p>Flare (Dino) Scrapbomb – 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>Molten Phlegm – Players pulse damage 5 yards around themselves for 10 seconds.</p> <p>Blastburn Roarcannon – 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>Eruption Stomp – Tank smash that releases lava waves and knocks them up.</p> <p>Torq (Gorilla) Static Charge – 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>Thunderdrum Salvo – Players drop swirlies under their feet for 6 seconds.</p> <p>Voltaic Image – Images fixate players for 12 seconds, leaving void puddle if touched.</p> <p>Lightning Bash – Tank smash that deals massive damage plus additional damage for any amount unmitigated.</p>
<p>Bait bomb by wall then soak to split damage.</p> <p>Dodge lava waves that shoot out afterwards.</p> <p>Limit movement to avoid filling energy bar (stun).</p> <p>Stand still to drain energy bar.</p> <p>Spread out before Molten Phlegm to avoid splashing raid.</p> <p>Stutter step when dropping Salvo swirlies.</p> <p>Point beam away from raid – once it locks on, move out to dodge.</p> <p>Avoid touching fixating images when they spawn or they will drop a void puddle.</p>			
Phase 2: Intermission			
Bosses clash in middle and increase damage done by 15% permanently.			
			<p>Bosses lose their Raised Guard immunity temporarily – so they can be cleaved down!</p> <p>Swap sides after intermission to reset your Spite stacks.</p>
MYTHIC ONLY			
<p>Tiny Tussle – 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. Images now leave void zones if they expire. Roarcannon 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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