

## World boss rotation legion

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I remember at some point the world bosses had to be put on a predetermined rotation, was it actually done? I can't find any information that Google is simply refusing to find anything relevant with the legion of 11 new world bosses who are associated with epic world quests. They will be available when their searches for the world appear on your map, and these quests last a few days. In addition to their extraction, you will receive a reward from the world quest, which can vary from week to week and include bespoke resources, gold and artifact power items. Each boss throws the gear out of a certain slot, and each falls a separate type of relic (except for the withered Jim, which does not drop the relic). Some bosses also drop recipes or items related to artifact appearances. There is an achievement for killing 8 of the world's 11 bosses. This achievement will open a color variation for your valiant art type (Unleashed Monstrosities for Fighting with Style: Valorous). There is no set rotation in the world of bosses, but they will be on a fixed rotation in patch 7.3. You can use the seal of broken fortune on world bosses for a chance at another item from their loot table. Boss: Ana-Mouz Location: Suramar Associated World quest: Ana-Mouz Strategy: Ana-Mouz uses various opportunities to deny the area to limit where enemies can safely stand. In addition, it causes Small Minions. Gaseous Breath - Ana-Mouz breathes harmful fumes towards the enemy, causing nature damage to enemies within 8 yards and creating a gaseous cloud in place, spawning several imps. Fel Geyser - Ana-Moose causes nearby Fel Geysers to erupt, causing fiery damage to enemies within reach. Impish Flames - Ana-Muse unleashes the spout of Flame Fela, inflicting 1218750 to 1281250 Fiery damage to all enemies in the cone in front of her. In addition, the damage from Impish Flames increases by 100% within 30 seconds. Mother's Embrace - Ana-Mus tries to charm up to three enemies. Healers need to dispel that. Loot: Vantus Rune Technique: Tichondrius, Sheer Felthreaded Robe, Scant Demonleather Tunic, Harvest Top Chain Hauberk, Low Cut Chestplate, Imp-Eye Diamond, Demonic Rings of Birth, Imp Mother Loincloth. Boss: Calaa associated World quest: Burning Bomb - Plant a burning bomb inside the player. After 8 seconds, the target releases a burst of fire, inflicting 356250 to 393750 Fire damage to all players for 10 yds and pounding them into the air. Angry Flames - Hurls wandering flames to the ground for 1 minute, inflicting 229675 fire damage on players caught for every 2 seconds. Ancient Fury: Frost - Kalamir moves on to using the forces of the cold to destroy his enemies. Ice Comet - Ice comets rain from the sky, drizzle 534375 to 590625 Frost damage players hit. They leave frozen for 1 min, reducing the haste and and the speed of players is within 75%. Howl's Gale - Channels intense cold for 6 sec, inflicting 79,800 to 88,200 Frost damage to players for 30 yds every 1 sec. This frozen storm also pulls in all players slowly. Ancient Fury: Arkan - Kalamir moves on to using arcana forces to destroy his enemies. Arkanopoulos - A few secret impulses begin to revolve around the charmer. Players in contact with the pulse suffer 454195 to 502005 Arcane damage and teleport 15 yds in a random direction, stunning them for 2 seconds. Arcane Desolation - Releases a wave of magic, inflicting 109250 to 120750 Arcane damage to all players and knock them into the air. Loot: Design: Srceorous Shadowruby pendant, Jaws of Kalamir, Frostburned Sabatons, Mana-Tanned sandals, cold flame pendant, Frozen Magic Ring, Frozen Ash Sandals, Warboots Smouldering Fury. Boss: Dragon Frostblood Location: Highmountain Associated World quest. Targets affected by this ability are frozen and cause increased damage from subsequent attacks. Ice Hurl - Hurls a massive chunk of ice on a random enemy, causing 292,500 to 307,500 Frost damage. Snow Crash - Smashes the ground, inflicting 712,500 to 787,500 physical damage to targets trapped in the area of destruction and knocking them back. Avalanche - Captures a piece of ice and throws it at an accidental enemy destination, inflicting 285,000 to 315,000 Frost damage to enemies within 8 yards and 90250 to 99750 Frost damage to all other players. It also causes additional shards to launch from the impact site and inflict an additional 66,500 to 73,500 frost damage to nearby enemies. Frozen - Encases enemies in the snow, making them unable to act. This effect increases the damage taken by 50%. Snow Plow - Dragon notices something shiny and is fixed on a random enemy target. Enemies caught in his way, receive from 28,500 to 31,500 physical damage and are knocked down. If he catches his target, he inflicts 114,000 to 126,000 physical damage every 1 sec. Loot: Snowdrift Bracers, Wax sealed leather braces, assorted Dragonscale Bracers, Ettinbone Bracers, Drugon's Snowglobe, Ettin Fingernail, Giant Handkerchief, Vantus Rune Technique: Guam Boss: Flotsam Location: Shipwreck Cove, Highmountain Associated World Once the Boss Has Full Energy, He Uses All Enemies and Destroys All Enemies Flotsam also uses Yaksam to summon regurgitated Marshstompers who constantly spray Oozing Bile. Jetsam - Hurls a piece of wreckage on random enemy targets, inflicting 237,500 to 262,500 Frost damage to nearby enemies. Breaksam - Smashes the ground, inflicting 712,500 to 787,500 physical damage to targets caught in the area of destruction and knocking them back. Yaksam - Part of the lunch Flotsam runs away Esophagus, inflicting from 71250 to 78750 Nature damage to all targets in a cone in front of the caster every 0.3 sec for 1.3 seconds. Breathing also causes undigested murlocs that begin to attack nearby enemies. Spewed Marshstomper - spit during the meeting and start attacking random enemies. Oozing Bile - Bile throws from partially digested murloc, inflicting from 66,500 to 73,500 Natural damage to random directions every 2 seconds. Getsam - Slams the ground, destroying all nearby jetsam and causing 902500 to 997500 Frost damage to enemies. Loot: Freed Un'goro Relic, Blackwater Raider Handguards, Faded Bloodsail Handwraps, Kezan Pirate Gloves, Marshstomper Oracle Loop, Ragged Azsharan Sail Fragment, Salt-Stained Tuscarra Gloves. Flotsam also drops The Improvement Shaman Hidden Artifact Weapon Appearance Item - Warmace Shirrallah. You must have Artifact Knowledge 4 or higher to loot this item. in any Shaman specification. Boss: Humongris Location: Gloaming Reef, Val'sharah Associated World quest: Pocket Wizard Strategy: All Attacks Humongris deal area damage. Try to stay spreading to reduce its overall damage. Fire boom - Humongris squeezes Padawsen, forcing it to launch an explosive bolt of fire, causing between 390,000 and 410,000 fire damage to all enemies in the area. Earthshake Stomp - Humongris stomps the ground, damaging 300,000 Nature to all the enemies around it, knocking them back and reducing their speed by 50% within 4 seconds. Ice Fist - Humongris frames his hand in the ice and smashes a nearby enemy, inflicting 243750 to 256250 Frost damage to all enemies in the area. Make snow - Humongris shakes Padawsen, forcing it to create blizzards around it, causing 250,000 Frost damage every 2 seconds and reducing the speed of traffic by 50%. You Go Bang! - Humongris compresses Padawsen until it turns its target into a bomb that after 12 seconds causes 800,000 flames damage and increases the damage that the target takes by 50% within 35 seconds. Loot: Skinting Technique: Legion of Butchers, Cloak Forced Wizard, Mantle aspiring Spelljant, Padawsen's Squished Pauldrons, Padawsen's Unlucky Charm, Marine Giant Tooth Fragment, Shoulders of Unimaginable Magic, Shoulders of Oversized Sorcery. Boss: Levantus Location: Lithduin Reef, Azsuna Associated World quest: Terror Gust of Wind - Wind gusts periodically appear in the waters surrounding the Levant. Make contact with these gusts knocks the player into the air and gives them the opportunity to walk on the water for 45 seconds. Any damage will eliminate this effect. Randing Whirl - Whirls around, inflicting 299250 to 330750 Physical damage to all players for 40 yds. This results in the goal of bleeding for an additional 125,000 physical damage every 2 sec for 8 seconds. Massive spout - Levantus breathes in front of it, causing 650750 to 719250 Frost damage all players are caught. While Levantus spouts, it rotates in a random direction. Electrification - The Levant sends a lightning strike along the water, striking 356,250 to 393750 Nature damage to players and stunning them for 6 seconds. Players didn't hit the surface of the water. Turbulent Vortex - Turbulent vortexes form around the Levant periodically. Players caught by the vortex suffer between 80,750 and 89,250 frost damage every 1 sec for 6 seconds. Rampaging Torrent - Levantus thrashes about furiously when there are no players in melee, inflicting 156750 to 173250 Frost damage to all players and an increase in Frost damage taken by 10% within 30 seconds. This effect stacks. Loot: Chum-Chopper Gauntlets, Fel-Scented Bait, Hook-Fingered Gauntlets, Krakentooth Necklace, Ring of Deep Sea Pearls, Seaweed Leather Mitts, Whirlpool Gloves, Levantus also discards the element of The Enhancement Shaman Hidden Artifact - Warmace of Shirvallah. You must have Artifact Knowledge 4 or higher to loot this item, in any Shaman specification. Boss: Na'zak Fiend Location: Falanaar Tunnels, Suramar Associated World quest: Na'zak Fiend Strategy: During the battle, Na'zak shakes Lei-In Rubblefused freely from the ceiling, and begins to absorb his energy with Absorb Leystones. For every Leystone still on the ground when he finishes casting, Na'zak gets a charge of Ley Infusion. Corroding spray - Na'zak sprays corrosive acid, inflicting 146 to 154 shadow damage to all enemies in the cone in front of him, and deal an additional 50,000 shadow damage every 1 sec for 6 seconds. Fundamental collapse - Na'zak shakes the very foundations of the Falanaar Tunnel, dropping debris infused with energy from Leylines. Na'zak will try to absorb the energy in these stones if the enemies don't get to them in the first place. Ley Infusion - Attack speed increased by 20%, and Arkan's winflation takes damage to enemies within 60 yards. Web Wrap - Na'zak wraps up three enemies in webbing, leaving the target unable to move for 10 seconds, or until the cobweb is destroyed. Loot: Dried leather pants, Na'zak's Dusty Pantalons, Venomscarred Chain Leggings, Avalanche-resistant legplates, Leystone Nugget, Loop Polish Pebbles, Mana-Dowsing Ring, Recipe: Nithogg Location: Stormtorn Foothills, Stormern Crackling Jolt - Nithogg unleashes bolts of crackling lightning that strike the location of all players, striking 731250 to 768750 Nature damage to all targets within 4 yards of impact. Tail Lash - Inflicts 341250 to 358,750 Physical damage to players in the cone behind it, knocking them into the air. Electric Storm - Nithogg creates a vortex of electric current that inflicts 250,000 natural damage every two seconds while players are near the vortex. Storm Breath - Nithogg unleashes a burst of electricity from his causing 1218750 to 1281250 Nature damage to all enemies in the cone in front of it. In addition, the damage from Storm Breath increases by 100% within 30 seconds. Static Charge - Nithogg places an electric charge on a random target that causes 243,750 to 256,250 natural damage after 5 seconds. After 5 Static balls erupt out of the target and move towards the targets struck by Lightning Rod. Lightning Rod - Nithogg changes the polarity to 5 players, forcing them to attract static balls to their location. Unstable Explosion - After reaching the player hit by the Lightning Rod, the Static Orb bursts to 230625 Nature damage to all enemies within 8 yards. In addition, the rush and speed of movement decrease by 15% within 8 seconds. Loot: Coif of unstable discharges, Cursed Warden Keepsake, Helm mountain recluse, hood scorned Brood, Pillaged Titan drive, Stormbattered Casque, Windwhipped Greatcloak. Also falls the Nithogg Skull for the warriors sublime with Valarjar and the artifact of knowledge 4 or higher. This is one of three items needed to unlock the Dragonslayers appearance for your weapon fury artifact. Boss: Shar'thos Location: Tangled Clefina, Val'sharah. When faced with the Emerald Nightmare call the stone, take the path to the left. Associated World quest: Sleeping Corruption Strategia: During the struggle of Shar'thos, positioning is very important. Avoid standing behind or directly in front of Shar'thos, as this will leave you vulnerable to Nightmare Breath or Tail Lash. Nightmare Breath - Shar'thos unleashes an explosion of fire inflicting 1072500 to 1127500 Fire damage to all enemies in the cone in front of it. Anyone injured by the breath of Shar'thos is lit to damage the fire 100,000 every 3 seconds. 30 seconds. Tail Lash - Inflicts 292,500 to 307,500 Physical damage to players in the cone behind it, knocking them into the air. Burning Earth - Shar'thos ignites the earth, queaming 300,000 fire damage every 3 seconds. anyone in the area. Dread Flame - Shar'thos spits a ball of Terrible Flame on the enemy, which will bounce off up to 5 nearby enemies, inflicting 390,000 to 410,000 fire damage. Scream Jaded - Fears of all enemies for 60 yards for 5 seconds. Loot: Chestplate of Blackened Emeralds, Choker of Dreamhorns, Decay Dragonfang, Despoiled Dreamthread Cloak, Hauberk of Snailed Vale, Robe Fever Dreams, Raiments Wake Nightmares. Also falls Skull Shar'thos for the soldiers sublime with Valarjar and artifact of knowledge 4 or higher. This is one of the three items needed to unlock the Dragonslayers appearance for your artifact weapon. Boss: Soutakers (Captain Hring, Reaver Jdorn, Soultrapper Mevra) Location: Island Recreation Shield, Northeast Stormheim Associated World quest: Soutakers Strategy: During the meeting, each of the Soutakers receives energy. As each Soutaker reaches 100 energies, they unleash a devastating attack. Captain Hring Tentacles Bash - Captain Hring summons helya's visage tentacles that slams the ground 1218750 to 1281250 1281250 Damaging all enemies in the line 25 yards long in front of the caster. Damn Crew - At 100 Energy, Captain Hring calls his Damned Crewmen to help him. Damn crew - destroys everything by inflicting 731250 to 768,750 Physical damage to enemies within 10 yards. Reaver Jdorn Marauding Mist - Inflicts 804375 to 845625 Nature damage all enemies within 8 yards and disorient them for 8 seconds. Seadog's Scuttle - At 100 Energy, Reaver Jdorn charges to a random target of inflicting 633750 to 666250 physical damage and knocking down enemies between caster and target. Reaver Jdorn charges a total of 3 goals. Soultrapper Mevra Expel Soul - Caster directs dark energy into a random target, inflicting 414375 to 435625 Shadow damage to all enemies within 8 yards of the target. Soul Rand - At 100 energy, Soultrapper Mevra unleashes the soul it has gathered opening faults into the void beneath each player. After 2 seconds each break breaks by 1218750 to 1281250 Shadow damage to all enemies within 4 yards. Loot: Cord of Kept Souls, Hel-Cursed Belt, Helchain Waistguard, Sea-Reaver's Girdle, Barnacled Miscalter Orb, Thrice-Accursed Compass, Soultrapper's Pendant. Death Knights with Artifact Knowledge 4 or above can also rob Run and Darker Frost artifact appearance! Boss: Wilted Jim Location: Isle of Watchmen, Azsuna. Associated World quest: DEADLY: Wilted Jim Strategy: Avoid hitting Nightshifted Bolts. Defeat Nightstable Energy adds to clear the area. Avoid attack when it has resonance. Loot: Skulker's Helm Caven, Dingy Suramar Mercantile Signet, Drape of Mana Hungry, Magic-Warped Hood, Mana Scavenger Mask, Manacrystal-Decorated Helmet, Unstable Arcanocrystal, Arcanocrystal. wow world boss rotation legion