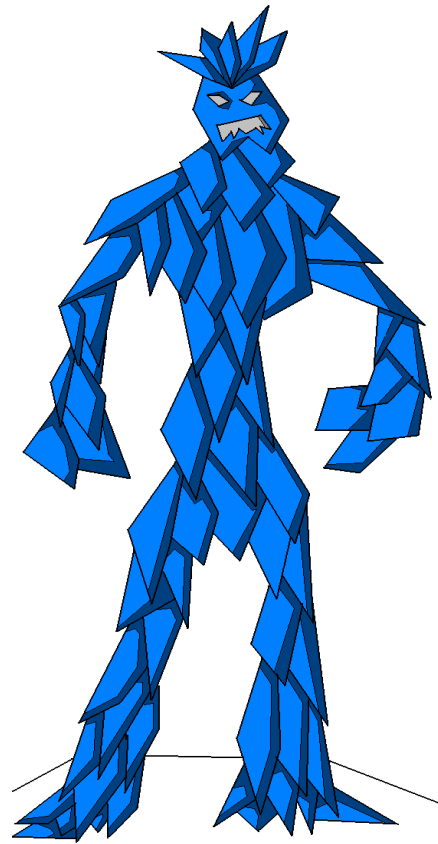


World of Warcraft Ice Giant Raid Boss Encounter Concept

Designed by luke t. bergeron

For a long time I've had an idea for a World of Warcraft Raid Boss Encounter, an epic fight against an Ice Giant that takes place on an iceberg as it floats down a cold river. Here you will find a description of that boss encounter.



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Encounter Philosophy

The most interesting raid boss encounters in World of Warcraft are fights that are integrally tied to the encounter environment. Long over are the days where players enjoyed standing in a room all but empty except for a towering boss and beating it into submission. Players enjoy fights that utilize the entire encounter space – this is why fights like Ossirian in AQ20, Archimonde in Mount Hyjal, and Flame Leviathan in Uldar are popular, and why fights like Patchwerk, though good gear-checks, are inherently dull.

It was based on this mobile, super-interactive philosophy that I designed this encounter with the Ice Giant. The fight is mobile, uses items and player inventory, and uses terrain to give visual clues as to the timing of the fight. I believe it would be a dynamic and challenging encounter.

A Note about Tuning, Graphics, and Scale

Obviously, I am not a Blizzard Developer and I do not have access to their tuning spreadsheets, so the hard numbers (ability timing, player damage, percentages) should be taken as tentative estimates and not exact numbers. Please read them as such. I was hesitant to provide exact numbers at all, but “the Ice Giant melees for %X% damage on plate” just doesn’t seem as threatening, even on paper.

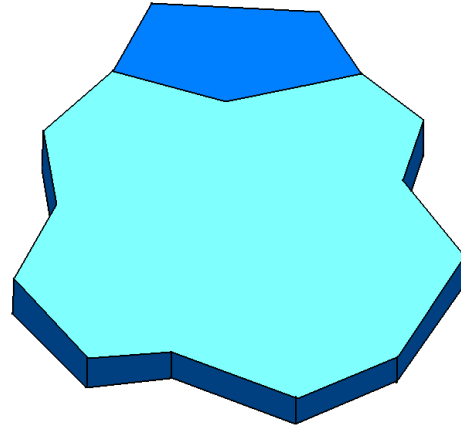
As for the graphics: the icons, barrel graphic, and loot window graphics belong to Blizzard Entertainment. I did not make them and I do not own them. I’ve marked Blizzard Entertainment graphics as they appear. See the **Legal** section for more info.

All other graphics were created by me, but I am not a visual artist. My poorly drawn Microsoft Paint graphics should reflect that. However, a picture is worth a thousand words, so I’ve included pictures to save myself words. Please keep in mind that the pictures are for reference, and aren’t to scale.

Encounter Concept

The Ice Giant encounter begins by the raid mounting a flat iceberg on the edge of a cold river. After talking to an NPC to begin the encounter, the iceberg begins to move down the river to reach the landing point. Players must stay on the floating iceberg for the entirety of the encounter – if they fall into the water they will die.

To win the encounter, players must successfully ride the iceberg from one end of the river to the landing point. However, early in their ride, the Ice Giant explodes up from the icy water to attack players on the iceberg.



As the iceberg floats down the river, players must struggle to both control the boss and stay on the iceberg. As the fight progresses, the Ice Giant destroys the iceberg with various abilities and attempts to knock players off while players fight him, struggle to stay on the iceberg, and rush to repair the iceberg, all at the same time.

Players are aided by NPCs standing on the edge of the river. The NPCs throw supply packages onto the iceberg. Players can loot those supply packages and pull out snowballs.

When the snowballs are used, they are targeted (much like the Mage's Blizzard spell or the Hunter's Volley spell) and can be thrown down onto the iceberg. The snowballs create new ice on the iceberg, filling in holes and expanding the surface area.

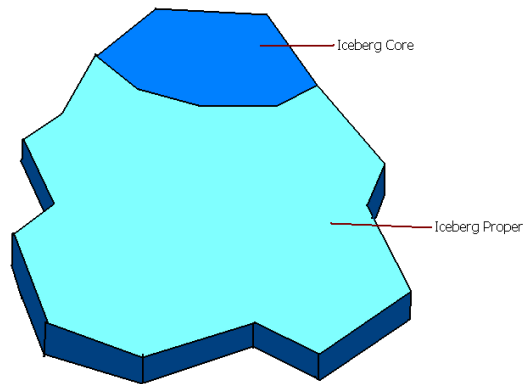
The fight is a DPS race, because as the fight moves on and the iceberg gets closer to the landing point, the Ice Giant destroys the iceberg faster and faster, until the fight becomes unsustainable and the iceberg shatters, throwing players into a frozen watery grave.

The Iceberg, Hot Foot Aura, and Snowballs

The Iceberg

The iceberg is divided into two sections, the Iceberg Core and the Iceberg Proper.

The Iceberg Core is where the boss will always stand. The Iceberg Core does not get smaller as the iceberg decreases in size. Holes cannot be made in the Iceberg Core. The Iceberg Proper does get smaller and can form holes.



Hot Foot Aura

Once players step foot on the iceberg and begin the fight by talking to an NPC, they are affected by the Hot Foot Aura. The Hot Foot Aura does no damage. However, if players stand closer than 3 yards from each other, they begin to melt the ice. After 7 seconds, a hole will appear under the player and they will fall through the iceberg into the water.



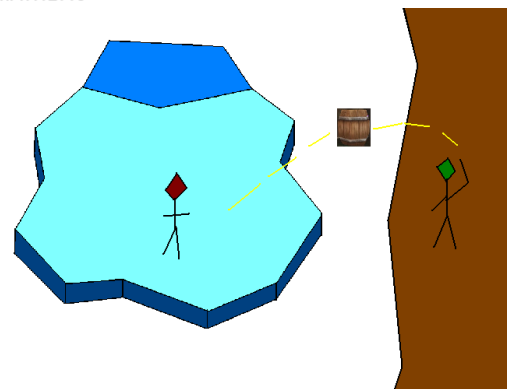
Image (C) Blizzard Entertainment

If players are on the Iceberg Core section of the iceberg, holes will not appear if they stand too close to one another, but players will begin to take 2.5k damage per second if another player is in range. 2.5k is a tentative number: the number should be high enough that it is sustainable for a group of melee, but not for the entire raid.

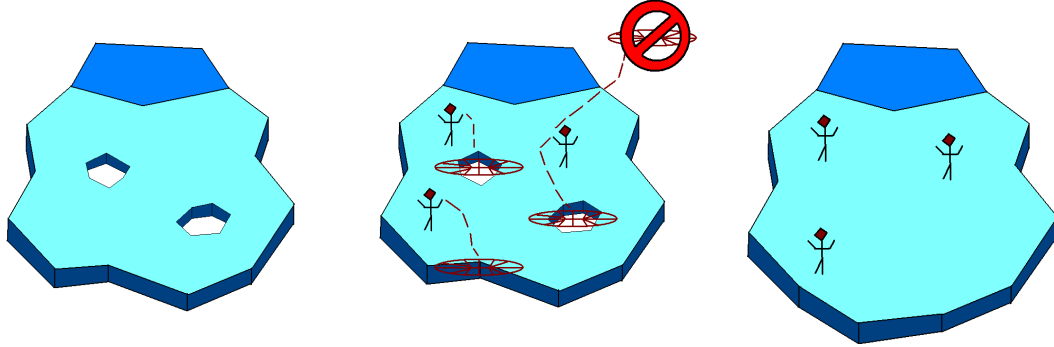
Image (C) Blizzard Entertainment

Snowballs

As the iceberg moves down the river, NPCs from the shore will toss Supply Packages onto the iceberg. The Supply Packages can be looted, giving players 2 snowballs per package. The snowballs can be used from the player's inventory.



On use, the snowballs give the player a targeting symbol, much like targeted Area of Effect spells. The player selects an area and the snowballs create new ice on the iceberg. They can be used to patch holes in the middle of the iceberg, or extend the surface area of the iceberg.



The targeting system should be set up so players cannot target an area not touching the iceberg.

Ice Giant's Abilities



Image (C) Blizzard Entertainment

Melee

The Ice Giant does a melee attack which hits for 20k damage on plate armor every 2.5 seconds. The Ice Giant's melee attack applies Frozen Blood. If there are no players in Melee range, the Ice Giant will begin to use Ice Smash.



Image (C) Blizzard Entertainment

Ice Smash

The Ice Giant enrages and pounds his fist into the iceberg relentlessly, destroying the iceberg by 10 percent every second.

Quote *"Prepare to meet your frozen end!"*



Image (C) Blizzard Entertainment

Frozen Blood

Ice Explosion, Melee, and Ice Ball apply the status effect Frozen Blood, which works just like the Death Knight Chains of Ice status slow, slowing player's movement. The slow effect diminishes 10 percent every second, until the player's full movement speed is restored.



Image (C) Blizzard Entertainment

Ice Pound

Every 45 seconds, the Ice Giant smashes his fist into the iceberg, decreasing the size of the iceberg by 10 percent from the outside edges.

Quote: *The Ice Giant pounds the iceberg with his icy fist!*

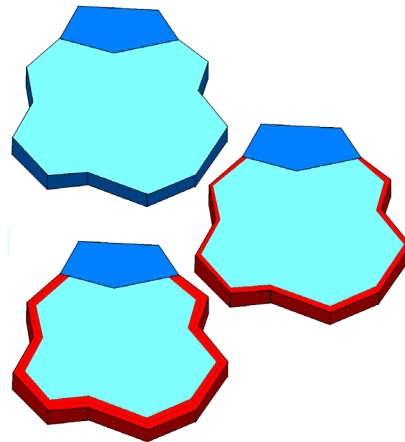


Image (C) Blizzard Entertainment

Ice Ball

Every 30 seconds, the Ice giant targets three players and belches out three balls of ice. Those fireballs move slowly toward the three targeted players and hit the ice, breaking a hole. If players have not moved from the location they were in when the ice balls were sent, they will fall into the water. The ice balls also have a small splash damage effect (5 feet). Players who do not move far enough away from the ice balls will take 9k damage and be hit with Frozen Blood, an effect similar to the Death Knight's Chains of Ice effect. Ice Ball will not create holes on the Iceberg Core.

Quote *The Ice Giant hurls a gigantic ball of ice at %player1%, %player2%, and %player3%!*



Image (C) Blizzard Entertainment

Ice Explosion

Every 40 seconds, the Ice Giant uses Ice Explosion. This attack looks and functions much like the Mage Spell, Arcane Explosion, but icier. It explodes out from the Ice Giant, damaging players for 5k damage, applies Frozen Blood, and knocks players back 3 yards. Ice Explosion has a radius larger than the iceberg, making it impossible to avoid. Players already affected by Frozen Blood are not affected by the knockback.

Quote *"I'll freeze explode you into a thousand shards of ice!"*



Image (C) Blizzard Entertainment

Freeze Solid

Every 20 seconds the Ice Giant freezes the player at top of his threat list into a solid block of ice. The frozen player takes no damage from this, but Freeze Solid wipes all threat from the target. Players stay frozen for 35 seconds.

Quote *"The Ice Giant freezes %player% solid!"*

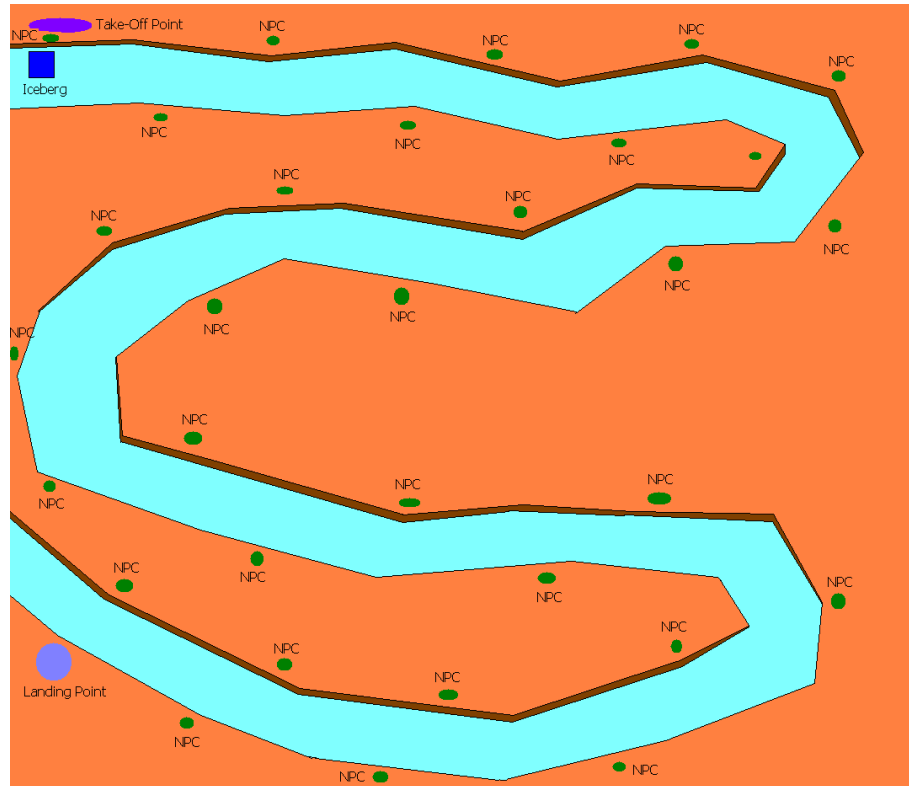
Encounter Description

In order to teach players the mechanics of the fight, the encounter takes two phases:

Phase One

As soon as players step onto the iceberg, they must talk to an NPC to set it in motion and begin the fight. The NPC pushes the iceberg away from the shore and the iceberg begins to float down the river.

Once the iceberg is in motion, players are affected by the Hot Foot Aura, forcing players to spread out. They cannot be within 3 feet from each other, or will begin to melt the iceberg, causing holes to appear in the ice. Players affected by Freeze Solid or Frozen Blood are not affected by the Hot Foot Aura.

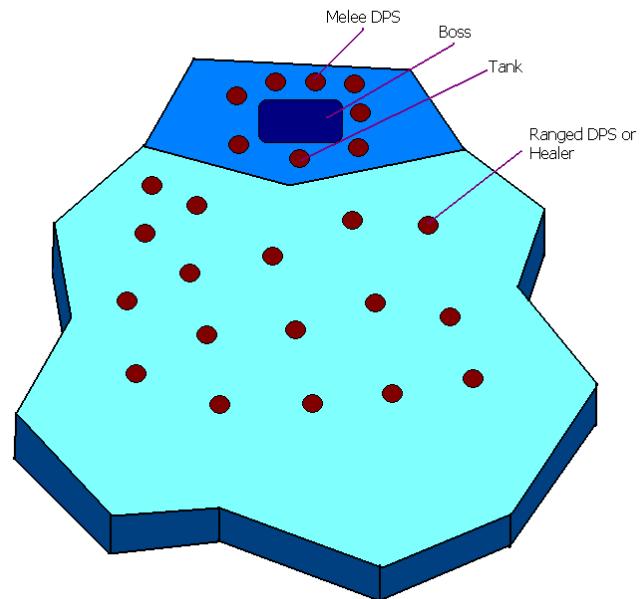


Once the iceberg is in motion, NPCs begin to throw supply packages at the players from the shore. Players have 30 seconds to collect the packages and expand the iceberg before phase two begins.

Phase Two

The Ice Giant explodes up from under the water and players begin to fight him. The Ice Giant always engages the player highest on his threat list in melee.

The Ice Giant must be tanked by three tanks, because every 20 seconds the Ice Giant will use Freeze Solid, freezing the player on the top of his threat list and moving to the next highest threat target. Freeze Solid lasts for 35 seconds, necessitating 3 tanks. The Ice Giant is tauntable, so switching threat between the tanks should not be an issue.



Every 30 seconds, the Ice Giant uses Ice Ball, which targets three players and sends balls of ice to their locations. The strike locations of the ice balls are determined when the spell is cast, so players have a few seconds to move out of the way. Once the ice balls hit, they create a hole in the iceberg and also cause splash damage to the surrounding area. Players must move out of the way, but also be mindful of the Hot Foot Aura.

Every 40 seconds, the Ice Giant uses Ice Explosion, which damages all players, knocks them back 3 feet, and applies Frozen Blood. Because of this, players must stay away from the edges of the iceberg. Players with Frozen Blood are not affected by the Hot Foot Aura, so they have 17 seconds (10 at limited movement speed from Frozen Blood, 7 from Hot Foot Aura) before holes appear in the ice.

Every 45 seconds, the Ice Giant uses Ice Pound, smashing his fist into the ice, decreasing the size of the iceberg by 10 percent. This percentage only affects the outside edges.

While all this is going on, NPCs will continue to toss supply packages onto the iceberg, allowing players to rebuild the iceberg.

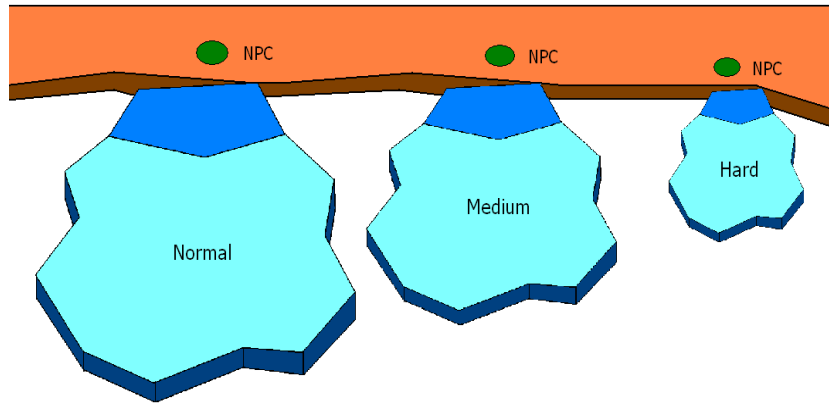
After 10 minutes, the Ice Giant begins to use Ice Smash, which decreases the size of the iceberg by 10 percent every second. The final smash destroys the Iceberg Core and throws all players into the water, ending the fight.

Once the Ice Giant is defeated the Ice Giant falls into the iceberg, cancelling the Hot Foot Aura. The iceberg reaches its destination and docks. The Ice Giant is lootable.

Encounter Hard Modes

Hard Modes selection is determined before the fight starts. Players can select one of three different icebergs to start the fight.

There is no difference between the icebergs, aside from their sizes. The smaller the iceberg, the harder the fight, because players have less time to complete the encounter on a smaller iceberg.



Achievements

Here is a list of possible achievements tied to the Ice Giant encounter:

The Ice Giant Got Iced!

Defeat the Ice Giant on Normal Difficulty with the Normal Iceberg

Ouch! Get off my Foot!

Defeat the Ice Giant on Normal Difficulty with the Medium Iceberg

Just the Tip of the Iceberg

Defeat the Ice Giant on Normal Difficulty with the Smallest Iceberg

Heroic: The Ice Giant Got Iced!

Defeat the Ice Giant on Heroic Difficulty with the Normal Iceberg

Heroic: Ouch! Get off my Foot!

Defeat the Ice Giant on Heroic Difficulty with the Medium Iceberg

Heroic: Just the Tip of the Iceberg

Defeat the Ice Giant on Heroic Difficulty with the Smallest Iceberg

Stayin' Afloat

Defeat the Ice Giant with any Iceberg without any raid member falling into the water

Heroic: Stayin' Afloat

Defeat the Ice Giant with any Iceberg without any raid member falling into the water

Conclusion

I've done my best to carefully describe the encounter through text and graphics. I hope I've also demonstrated how the Ice Giant encounter would be dynamic and engaging, a boss fight intricately tied to the terrain.

As I stated before I described the fight, I feel that the best boss fights use the surrounding terrain to enhance boss encounters. The Ice Giant encounter combines an interesting fight with an interesting environment.

Thank you for reading.

luke t. bergeron

Legal

I'm not affiliated with Blizzard Entertainment or World of Warcraft.

I created the graphics and design ideas in this document, with exception of the icons I used for the Ice Giant's abilities, and the supply packages graphics (which I altered with Photoshop, but did not create the source images for). I also did not create intellectual property of the character classes I used to describe the Ice Giant's abilities, such as the Mage, Hunter, and Death Knight.

I've done my best to clearly mark the property of Blizzard Entertainment in this document. My use of their property is because I am a fan of their work, not because I would decry it. I hope my treatment of their property reflects that. If my use of their property bothers Blizzard, I will happily remove it from this document if they contact me.

I can be reached at valentineclouds@gmail.com.

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