

The Venomous Abyss

Nek'zali the Soulcoiler

Phase 1

- **Positioning:** Keep the boss near the **Restless Amani** for cleave
- **Hollowing Strikes:** Each melee hit applies this stacking debuff - deals damage and reduces healing/absorbs by 5%
- **Possession Barrage:** Run away when the cast starts. The ghosts deal raid damage when they reach you and that damage is lessened by distance traveled. Swap after each use
- **Heroic:** No difference for you

Intermission *(Triggers 50% HP)*

- **Positioning:** Grab the **Echo** and keep him near any adds for cleave
- **Hungering Pyre:** Soak mechanic placed on you. Stay still so melee can soak. No swapping necessary here so if you don't have threat help with killing the **Restless Amani**
- **Heroic:** Put the **Hungering Pyre** soak on top of **Amani** corpses to destroy them

Phase 2

- **Positioning:** Keep the boss near the **Restless Amani** for cleave
- **Hollowing Strikes:** Each melee hit applies this stacking debuff - deals damage and reduces healing/absorbs by 5%
- **Possession Barrage:** Run away when the cast starts. The ghosts deal raid damage when they reach you and that damage is lessened by distance traveled. Swap after each use.
- **Heroic:** No difference for you

The Entombed Sentinels

Phase 1

- **Positioning:** The bosses have to be 40 yards apart otherwise they are immune to damage.
- **Empowering Slam (Green):** Physical damage - each use increases physical damage done by 15% until hitting a new target
- **Bloodvenom Injection (Red):** Deals physical damage and applies a stacking 40 second DOT
- **Heroic:** When back on **Green** side, be mindful of your **Injection** DOT, you want to be in a far corner when this falls off as it creates a giant pool on the ground

Intermission *(Triggers 100 energy)*

- **Positioning:** Find someone the balance your orbs. You need 4 green orbs. If you have 1 green orb, find a player with 3 green orbs and touch.
- **Heroic:** No change for you

The Lost Explorers

Phase 1

- **Positioning:** **Gebbo** cannot be tanked, he walks around in a circle, keep the other bosses close to him for cleave
- **Shredding Shards (Iku):** Shoots a series of ice shards over 3.5 seconds. Applies stacking debuff that lasts for 1.3 mins. Swap after each use
- **Steady Strikes (Nama):** Each melee hit applies stacking debuff | +4% physical dmg 30 seconds
- **Heroic:** If all 3 turtles are within 30 yards of each other they shield. Keep **Iku** and **Nama** away from **Gebbo**



Vashnik

Phase 1

- **Positioning:** Move the boss around the room to evenly distribute **Fountain Infusion** buffs and keep him close to the adds for cleave
- **Dripping Fangs:** Massive physical damage and applies stacking debuff that lasts for 32 seconds. Swap after each use
- **Heroic:** No change for you.

Sszorak

Phase 1

- **Positioning:** Keep the boss stationary as much as possible..
- **Apex Predator:** 5 attacks in a random order. **Tempest** (1) **Mutilate** (2) and **Ravage** (2).
 - **Mutilate** is a green frontal soak
 - **Ravage** is a gray frontal, aim this away
 - Each tank soaks 1 **Mutilate** and 1 **Ravage**
- **Heroic:** The boss flings toxin on the ground that persists until the **Intermission**. Rotate him around the outside of the room.

The Twin Fangs

Phase 1

- **Positioning:** Stay within melee range
- **Caustic Deluge (Vexhul):** Venom beam over 5 seconds that pushes you backwards. Applies a debuff requiring a taunt swap
- **Stone Breaker (Ithraz):** Marks 3 spots in the order that he will attack. Memorize the order and soak each one. Applies a stacking debuff requiring a taunt swap
- **Heroic:** No changes for you

The Coiled Altar

Phase 1

- **Positioning:** Position yourself to destroy as many **globules** as possible with each frontal
- **Twinfang Toxins:** Melee attacks apply a stacking DoT
- **Sever:** Frontal cone attack that tracks you, deals physical damage and applies a 30 sec physical damage debuff requiring a taunt swap. This destroys **Coalesced Venom**
- **Heroic:** No changes for you

Phase 2 (*Triggers when Zul'jan is defeated*)

- **Positioning:** Position yourself to destroy as many **Manifestations** as possible with each frontal
- **Soul Sever:** Frontal cone attack that tracks you, deals shadow damage and applies 2 debuffs requiring a taunt swap
- **Gravebound:** Debuff applied with **Soul Sever**, collect your soul within 11 seconds or you die
- **Heroic:** He now summons an add called an **Abandoned Soulcoiler**, they try to cast a fear on the raid. Keep the boss near this add for cleave and interrupt when possible.

Intermission (*Triggers when Malacrass is defeated*)

- **Overview:** Bosses don't move, deal as much damage as you can and intercept as many spirits as possible from reaching Zul'jan
- **Heroic:** No changes for you

Phase 3

- **Overview:** P1 and P2 combined - destroy **globules** and **Manifestations** with frontal cone
- **Blighted Sever:** Frontal cone attack that tracks you and inflicts **Gravebound** - requires taunt swap
- **Heroic:** No changes for you



Ula'tek

Phase 1

- **Positioning:** The boss and the bosses tail do not move once they are in position. You will always be in melee range of both otherwise they do raid damage, and you will be swapping DURING **Caustic Waves**.
- **Mother's Wrath:** Knocks you backwards and creates a red circle effect. Stand in this effect to soak the bosses series of attacks. If you aren't in the effect, it hits the raid instead. 1.7 min debuff
- **Heroic:** No changes for you

Phase 2 (*Triggers at 100 Energy*)

- **Positioning:** The raid splits in half so go to your side - swim to the side and grab the Warden away from Eggs. Keep the Doomscale add facing away from the raid due to frontal
- **Desperate Thrash:** Frontal cone attack that tracks you, applies 6-sec DoT
- **Heroic:** No changes for you

Intermission (*Triggers at 100 Energy*)

- **Overview:** Grab eggs and run to each of the soak circles when the tails spawn.
- **Heroic:** Soaks apply a debuff, alternate soaks.

Phase 3

- **Overview:** The boss doesn't move so the off-tank should be grabbing any hatched adds until it's time to swap.
- **Mother's Wrath:** Knocks you backwards and creates a red circle effect. Stand in this effect to soak the bosses series of attacks. If you aren't in the effect, it hits the raid instead. 1.7 min debuff
- **Heroic:** No changes for you

Change Log

Date	Notes	Version
8/19	Finalized and published for public	1.00
8/21	Added Ula'tek	1.10
9/13	Corrected Ula'tek Intermission	1.20
		1.30
		1.40

