

Legend Tanks, Healers, DPS Normal Heroic		Nek’zali the Soulcoiler LFR Normal Heroic Cheat Sheet		The 			
Overview A 2 phase fight with a brief intermission when the boss reaches 50% HP. Heavy add management fight, making sure they don’t reach the center Soulcoil Well. The intermission is all about defeating the 2 Echo adds (and burning corpses if on Heroic). Phase 2 is almost identical to Phase 1 except now there is a DPS race to the finish before the damage is too much to handle. LUST on Phase 2.							
P1 Mechanics		1. Soulcoil Well Summons Restless Amani from the coffins around the room, which fixate the Well until their shield is broken Soulcoil Rite: Triggers if any Amani/players are consumed in the Well. Gives the boss 5 energy and applies a stackable 44-sec DoT Ritual Burn: Stackable debuff increasing dmg taken by Soulcoil Rite by 15% for 1min - applied with each Soulcoil Rite Uncoiled Rage (100 Energy): Boss enrages, dealing 500% extra dmg 150% move speed Immune to taunt 2. Restless Amani Mobs summoned from coffins that fixate towards the Well until their magic shield (25% of their HP) is broken Can be taunted and tanked once shield is broken - should be grouped up in one spot Vessel of Awakening: Amani corpses remain which can be reawakened during the Intermission 3. Soulcoil Ignition Boss returns to the Soulcoil Well and invokes the Soulcoil Rite every 1 sec for 4 secs Anguished Echoes: Sends out multiple circles that deal knockback damage to anyone hit 4. Essence Rend Ghosts appear targeting several players and pulling them towards it for 5 secs before knocking targets backwards, leaving a 15-sec DoT that can be dispelled Latent Cultist: Once Essence Rend falls off/dispelled. A permanent 6-yard ground effect appears (dmg + slow speed) and slowly rotates around the room - drop these along the outside edge 5. Hollowing Strikes Melee attacks apply 15-sec stacking debuff - Shadow dmg every 3 secs reduced healing/absorbs by 5% 6. Possession Barrage Sends ghosts towards target over 3 secs - Inflicts raid dmg with each impact - less dmg further they travel					
Intermission Mechanics		1. Ritual of Awakening (Triggers 50% HP) The boss retreats to the Well and summons an Echo of Jawae to fight (defeat 2 Echoes to end the Intermission) Soul Transfer: The boss transfers herself to the Echo over 15-secs, don’t stand in the beam when it finishes 2. Echo of Jawae Hungering Pyre: Soak circle placed on active Tank Slithering Flame: Players not soaking get hit with an 8-sec DoT Use Hungering Pyre & Slithering Flame to destroy Amani corpses so they can’t be reawakened 3. Restless Amani Same as before - spawn around the room and shielded Vessel of Awakening: Amani souls that are empowered will deal raid damage over 5 secs until defeated Cremation: Flames explode, incinerating corpses so they can’t be reawakened - Also applies 3-sec DoT					
P2 Mechanics		1. Uncoiling (Triggers after Echoes are Defeated) Resets boss’s energy and now deals damage every second until defeated Uncoiled Rage (100 Energy): Boss enrages, dealing 500% extra dmg 150% move speed Immune to taunt 2. Invoke Triggers Soulcoil Rite and causes the Latent Cultists to reposition around the room Ritual Burn: Stackable debuff increasing dmg taken by Soulcoil Rite by 15% for 1min 3. Essence Rend Hollowing Strikes Possession Barrage					
Tanks		Phase 1 Run away when targeted by Possession Barrage to reduce raid damage Taunt swap after Possession Barrage Keep adds near the boss as much as possible for cleave		Intermission Keep Echo near any adds for cleave Put Hungering Pyre soak over large groups of Amani corpses		Phase 2 Run away when targeted by Possession Barrage to reduce raid damage Taunt swap after Possession Barrage Keep adds near the boss as much as possible for cleave	
Healers		Phase 1 Dispel Essence Rend near outside wall Expect heavy raid damage over 4-sec during Soulcoil Ignition Soulcoil Rites damage increases with each stack Expect raid damage during Tanks Possession Barrage		Intermission Expect a burst during Hungering Pyre soak Slithering Flame ticks damage over 8-secs Any awakened corpses deal heavy raid damage over 5-secs		Phase 2 Dispel Essence Rend near outside wall Each Invoke ramps constant raid damage Expect raid damage during Tanks Possession Barrage Damage ramps until boss is defeated	
DPS		Phase 1 Adds are the top priority to kill - knock away from the Well Run Essence Rend to the wall for dispel or falloff		Intermission Adds are the top priority to kill - knock away from the Well Melee soak Hungering Pyre Ranged players should avoid soak to use Slithering Flame to burn extra corpses		Phase 2 Adds are the top priority to kill - knock away from the Well Run Essence Rend to the wall for dispel or falloff Use defensives longer this phase lasts	

Legend Tanks, Healers, DPS Normal Heroic		Entombed Sentinels LFR Normal Heroic Cheat Sheet			
Overview A double sentinel fight where the bosses have to be kept separated. Breath side deals with destroying slimes while Blood side deals with a soak and random DoTs. During the Intermission, the bosses are immune and each player gets 4 orbs above their head - red & green. Players must combine with another player to reach 4 green orbs total otherwise, you explode dealing raid damage. The raid will swap sides after the Intermission. LUST on pull.					
Joint Abilities		1. Vitriolic Stasis (100 Energy) Helical Toxins They rush together and begin equalizing their HP over 30 seconds - healing the lesser health sentinel Their damage is reduced by 99% until their HP is balanced out Helical Toxins: Players get 4 orbs above their head - green and red - players must combine with another to equal 4 green orbs. If you have 1 green, find a player with 3 green and touch - if you can't add it deals a huge burst of raid damage 2. Mark of Acid Mark of Blood Both bosses apply their Mark every 5 seconds and it stacks - requires swapping sides Lasts 40 seconds and ticks damage every 2 seconds 3. Ula'teks Dominance If within (25 yards LFR 40 yards Normal/Heroic) their dmg taken is reduced by 99%			
Breath of Ula'tek		1. Venom Coagulation Spawns in a Giant Slime that radiates raid damage every 3 seconds until defeated 2. Toxic Droplets Spawns a bunch of droplets around the area that erupt dealing raid damage to everyone after 16 seconds Destroy the droplets by stepping on them = pop a defensive and soak a couple 3. Empowering Slam Deals physical dmg and applies a stacking buff that increases physical dmg by 15% until hitting a new target 4. Living Venom Slime ejected by the sentinel returns to the golem after 4 secs dealing damage to any player struck - shown by green lines			
Blood of Ula'tek		1. Blighted Blood Inflicts players with an 18 sec DOT that ticks every 2 secs - Dispel 2. Unstable Miasma Targets a player with a soak circle that triggers after 8 seconds Clinging Murk: 6 sec DOT applied to everyone that soaks, can stack if too few people 3. Bloodvenom Injection Deals physical dmg and applies a 40-sec shadow DOT that stacks Blood Venom: You now drop a large pool when this debuff falls off - be careful of placement 4. Blood Venom Debuff applied by the Red Sentinel's abilities - creates a permanent toxic pools upon expiration - pool size depends on the number of Blood Venom stacks you have - drop near other pools or the wall			
Tanks		Overview Keep the sentinels separated Breath: Each Empowering Slam hits harder until swapped Blood: The Bloodvenom Injection DOT hits harder with each stack Swap after the intermission Start the Red Sentinel in a corner and move him to the opposite corner as pools are dropped - when swapping to the Green Sentinel drop your Venom Blood debuff near a corner			
Healers		Overview Dispel Blighted Blood targets The Venom Coagulation deals pulsing raid damage until defeated Toxic Droplets deal massive raid damage if not stepped on Expect ramping damage until the Intermission Expect bursts of raid damage if your group can't do math			
DPS		Overview Soak the Unstable Miasma Kill the giant slime ASAP Step on all Toxic Droplets before they explode and pop a defensive Blood: stay near the wall before your Blood Venom stack falls off			

Legend Tanks, Healers, DPS Normal Heroic

Legend Tanks, Healers, DPS Normal Heroic Vashnik the Malignant LFR Normal Heroic Cheat Sheet		The Professional 	
Overview A single-phase fight where the raid will be rotating around the room to activate different fountains. The room is split into 3 sections, with fountains in the corners and a central pool. The boss activates 2 fountains at a time and each fountain does something different. Adds will constantly spawn from these fountains and need to be destroyed before they reach the center. Damage ramps the longer this fight lasts. LUST on pull.			
Blood Fountain	1. Blood Infusion Hemo Expulsion Blood Infusion: Stackable buff (+200% dmg of Hemo Expulsion + 50% max HP of Clotting Venom for 1.5 min) Hemo Expulsion: Deals a burst of raid damage 2. Clotting Venom Splitting Clot (Adds) Clotting Venom: Big add that’s immune to CC - moves slow and splits into Splitting Clot Splitting Clot: Smaller adds that can be CC’d/stunned		
Shadow Fountain	1. Shadow Infusion Gloom Expulsion Shadow Infusion: Stackable buff (+200% dmg of Gloom Expulsion + 50% max HP of Shrouded Venoms for 1.5 min) Gloom Expulsion: Deals a burst of raid damage 2. Shrouded Venom (Add) Umbral Ejection: Burst when destroyed marking the area with small circles that deal damage		
Flame Fountain	1. Flame Infusion Conflagrating Expulsion Flame Infusion: Stackable buff (+200% dmg of Conflagrating Expulsion + 50% max HP of Burning Venoms for 1.5 min) Conflagrating Expulsion: Deals a burst of raid damage 2. Burning Venom (Add) Burning Presence: deals raid damage every 3 secs Caustic Surge: Burst when destroyed, applies DoT (dmg over 4 secs) - does not stack but multiple applications can overlap		
Vashnik	1. Imbibe (100 Energy) Toxic Vapor Draws power from 2 nearby fountains, infusing himself and gaining an application of Toxic Vapor Toxic Vapor: Stackable debuff that deals damage every 2 secs - this does not fall off, soft enrage 2. Adaptive Infection Blood Infusion Siphoning Infection: Applies debuff to random players (dmg every sec + healing absorb) Siphon Blood: Random player with Infection is marked with a circle - other players should gather inside to clear the absorb as healing is reduced by 100% with this mark Shadow Infusion Stygian Infection: Applies debuff to random players (dmg every sec + healing absorb) Stygian Burst: Player infected leaves circles under their feet that explode shortly after - keep sidestepping until clear Flame Infusion Exploding Infection: Marked players suffer damage every 1.5 secs and explode after 10 seconds doing raid damage 3. Plague Froth Targets random players with an 8 sec DoT - when it expires, it sends out Plague Waves in 4 cardinal directions 4. Dripping Fangs Deals massive physical damage and applies a stackable debuff that lasts 32 secs (dmg every 2 sec +100% physical dmg) 5. Malignant Catalyst Catalytic Bile Creates an orb over the middle venom pit - deals raid damage and launches Catalytic Bile around the room Catalytic Bile: Players need to soak these circles otherwise it deals raid damage		
Tanks	Overview Move the boss around the room to evenly distribute Infusion buffs Keep the boss near adds for cleave Taunt swap after each Dripping Fangs		
Healers	Overview Imbibe deals a burst of raid damage Toxic Vapor hits harder with each Imbibe cast Expect constant healing absorbs when the Shadow Fountain is active Dispel Exploding Infection targets staggered to easily manage raid damage		
DPS	Overview Adds are the top priority - do not let them reach the center Stack on the player with the Siphon Blood circle to save them Actively rotate through your defensives for this fight		

Legend Tanks, Healers, DPS Normal Heroic Sszorak LFR Normal Heroic Cheat Sheet 	
Overview A high-movement fight where the boss is trying to blow the raid off the platform. There are 8 tunnels in the room, and strong winds will blow from them during the Intermission, so pay attention to their direction. You'll be placing Bubbles across from these tunnels to survive the wind gusts. Apex Predator is a series of random attacks, so make sure the raid remains grouped near the boss for quick reactions. The boss takes increased damage during the Intermission, so pop LUST then.	
Mechanics	1. Apex Predator - Unleashes a series of 5 attacks - stack near the boss to handle soaks easier - attacks happen randomly Tempest (once): Forms poisonous tornadoes around him - sends them out and then they move around the platform - if hit applies a stackable 6-sec poison DoT (dmg -30% move speed) - Poison Mutilate (twice): Green frontal cone - tracks Tank - soak this to split dmg - applies 22-sec DoT  Mutilated Gash: Debuff (+500% dmg taken next Mutilate - 22 secs) - alternate group soaks Ravage (twice): Frontal cone - tracks Tank - deals massive physical dmg applies stackable 25 sec debuff increasing dmg from next Ravage by (+200% LFR +300% N +400% H) 2. Venomous Surge - Marks a few players with circles for 10 secs - when expires leaves behind a Viscous Cyst - drop these on markers Viscous Cyst: Toxin that persists for 2 mins or until popped - pop by touching - explodes knocking all players away from it's location - applies stackable 5-sec debuff (dmg -30% move speed) - used to survive Howling Maelstrom 3. Howling Maelstrom Dig In (100 Energy) - The Altar tunnels have wind orbs at their entrance (1, 2, or 3) this displays the order in which the winds will come. Make sure the Viscous Cyst are placed on the furthest side away from the tunnel direction for clean knockbacks. Line up in front of the Cyst so that you get pushed back into it. When someone hits/pops it - it should launch you through the wind and let you survive. There are 3 gusts to survive lasting 25 seconds overall. Dig In: The boss remains stationary and takes 30% increased damage for 25 secs 4. Raging Crosswinds - Several players are marked with blue circles and lines showing which way they will be blown towards - this will blow you off of the platform - line up with another debuffed player so that you can be knocked into each other - cancels out the effect 5. Corroding Venom - Melee attacks apply a stacking 12-sec debuff (+3% physical dmg) 6. Ula'teks Presence - Pulses raid damage every 2-secs 7.  Caustic Claws - Flings toxin pools around him - these persist and move when the winds blow (nature dmg +30% dmg taken)
Tanks	Overview - Stay aware and swap when necessary - 1 Ravage & Mutilate soak per tank - Taunt swap around 8 stacks of Corroding Venom (if you can't manage until Apex)  Move the boss around the outside of the room to drop puddles
Healers	Overview Venemous Surge deals heavy raid damage the closer the players are Howling Maelstrom deals constant raid damage over 25 secs and you're being knocked around - plan CDs appropriately - Remove poison from Tempest victims
DPS	Overview - Drop Venomous Surge on markers and quickly move away from the raid once infected - Use defensives when soaking and stay near the boss during Apex Predator - Boss takes increased dmg during Maelstrom - use knocks to position yourself for max DPS uptime

Legend Tanks, Healers, DPS Normal Heroic		The Twin Fangs LFR Normal Heroic Cheat Sheet		The Professional 	
Overview A dual serpent high movement fight where the raid must handle a poison debuff called Eternal Venom. If you reach 10 stacks, you instantly die. you. Getting hit by abilities adds stacks and getting Feasted on removes stacks. The Intermission consits of avoiding all the ground pools and the deadly breath attack. LUST on pull.					
Combined	1. Eternal Venom Stackable debuff that ticks damage - getting hit increase your stack count - reach 10 stacks and instantly die 2. Vile Flood Sanguine Storm (100 Energy) Submerge: Bosses cover their corner of the platform in a Noxious Slick (ticks dmg +30% dmg taken) when they Submerge Vile Flood: Vexhul appears in the center of the room with a rotating circle of orbs around him - telegraphs the bosses breath attack - channels frontal for 14 secs that is fatal - spins about 300 degrees Sanguine Storm: Ithraz appears in a corner and starts showering the platform in circles to avoid for 18 secs 👤 Congealed Gore: Circles now leave a pool that persists for 6 secs 3. Toxic Fumes Deals raid damage every 2 secs 4. Uncoiled Wrath When one boss dies the other enrages gaining (10% LFR/N 25% H) increased damage every 4 seconds				
Vexhul	1. Caustic Deluge Deals damage over 5 seconds applying Envenomed to the Tank and spitting out Caustic Globules that must be soaked Caustic Globules: One player soaks to obtain an Eternal Venom stack - explode after 10secs adding Venom to the entire raid Envenomed: Increases dmg taken from Caustic Deluge by 10% for 1.5mins 2. Venomous Emergence Spawn of Vexhul Spawns 3 non-movable adds in the center pool - also applies Eternal Venom to the raid Spawn of Vexhul: Targets random players with lines - run these out of the raid - applies Eternal Venom 3. Stir the Depths Deals raid damage over 6 secs - creates waves that travel across the room - if hit applies Eternal Venom				
Ithraz	1. Ravenous Feast Attempts to consume players 3 times in quick succession - each strike inflicts physical dmg split amongst those soaking - also consumes 1 Eternal Venom stack each impact 👤 Feasted: Debuff applied to those that soak 1 hit (+800% dmg for 8 sec + only 1 Eternal Venom can be removed) - need 3 groups to alternate soaks 2. Coiling Ichor Targets random players for 12 secs - as ring shrinks the dmg increases - drops Congealed Gore when expired Congealed Gore: Pool that persists for 2 mins - deals dmg and slows move speed by 50% 3. Stone Breaker Marks 3 spots with soak circles - appear in order of attack - Tank must soak these 3 hits otherwise it deals a burst of raid damage and knocks everyone backwards - also applies a stacking debuff (+33% dmg Stone Breaker for 1.5min)				
Tanks	Overview Stand still when targeted Caustic Deluge - pushes you backwards Memorize the soak order for Stone Breaker Swap after each series of Stone Breaker Don't reach 10 stacks of Eternal Venom				
Healers	Overview Players with higher stacks of Eternal Venom will take increased damage until they lower it Damage ramps very quickly on Coiling Ichor targets Expect bursts of raid damage during Caustic Deluge and Stir the Depths Don't reach 10 stacks of Eternal Venom				
DPS	Overview Don't reach 10 stacks of Eternal Venom Pop defensive when soaking the Globules Vexhul Spawns are top priority Run Coiling Ichor to the edge and pop a defensive - this hits super hard				

Legend

Tanks, Healers, DPS

Normal

Heroic

The Coiled Altar

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Overview

A multi-phase, high-movement, mechanically intense fight. Phase 1 is grouping Toxin Globules to be destroyed. Phase 2 is using weeping angel tactics to position Manifestation adds to be destroyed. The Intermission is a big healing check and about survival while not letting the boss recover fully. Phase 3 is a combination of Phases 1 and 2, creating a completely chaotic, fast-paced DPS race to the finish. LUST during the Intermission.

Phase 1 - Zul'jan	1. Fangs of the Coiled Altar 8 sec channel dealing raid damage and buffing him - 3 stacks of Twinfang Toxin every sec. Both altar mouths spew Noxious Ground beneath them - expands then shrinks over time. Also creates Coalesced Venom around the room Noxious Ground: Does damage to anyone standing in it Twinfang Toxin: Zul'jan's melee attacks consume this buff - deals nature damage 2. Toxic Deluge Coalesced Venom Toxic Deluge: Triggers during Fangs of the Coiled Altar - deals raid damage and spawns in Coalesced Venom globules Coalesced Venom: A toxic globule that deals raid dmg every 2 secs - Players can pick them up and move them for 5 secs after touching them (automatic no extra action button) - triggers Venom Rupture when destroyed by Sever Venom Rupture: Globule explodes dealing a burst of raid damage 👤 Now also applies a 10 sec DoT that can stack 3. Guillotine - Soak attack that you want near the edge of the platform - once soaked creates a large explosion circle to run out of - min 5 people required 👤 Players soaking obtain debuff (+500% dmg from Guillotine for 1.7min) - alternate soaks 4. Sever - Frontal cone attack that tracks the Tank - deals physical dmg + debuff (+200% dmg from Sever 30 secs) - destroys Coalesced Venom 5. Venomfang - Hurls a poison axe between multiple players - applies 14 sec DoT - can't dodge - Poison 6. Axegrinder - Sends out axes that wander around the platform for 1 min - deals damage that ignores armor
Phase 2 - Malacrass	1. Dreadmarch - Mind controls a few players - makes them walk off the platform, so stack before this finishes - destroy shield to free them from the MC - Manifestations of Dread spawn once it's cleared Manifestation of Dread: Fixates players and pursues them unless that player is facing them (weeping angel) - deals damage and knocks you backwards if it touches you 👤 Now inflicts you with Dreadmarch - break the shield to free them if hit 2. Eternal Nightfall (100 Energy) - Boss shields himself and begins casting Eternal Nightfall - while shielded the raid gets hit with a stacking healing absorb every 2 secs - dodge all the circles - break the shield and Interrupt 3. Gloombomb - Marks players for 5 seconds with a circle - explodes and any players hit suffer Gravebound 👤 Gravebound: Another debuff - splits players souls into fragments - you must collect the fragments within 10 secs or you die 4. Soul Sever - Frontal cone attack that tracks the Tank - deals shadow dmg and applies debuff (dmg every 2 sec +200% dmg taken Soul Sever lasts 36 secs) Gravebound: Another debuff - splits players souls into fragments - must be collected within 10 secs or they die 5. Dread Bolt - Shadow damage on the Tank 6. Dreadful Presence - Deals damage every 2 secs throughout Phase 2 7.👤 Spiritcackle - Summons an Abandoned Soulcoiler to aid him - deals damage to random targets and tries to cast Wail of Terror Wail of Terror: 15 sec cast - fears all players for 5 secs - Interrupt
Intermission	1. Soulbinding - Malacrass begins resurrecting Zul'jan with this 35 sec channel. While channeling, it heals Zul'jan 2% every second but also increases the dmg he takes by 100%. Any healing Zul'jan receives during this channel is duplicated to Malacrass 2. Fragment of Malacrass - Spirits try to join with Zul'jan, and if they reach him, each fragment will heal him for 3%. Players can destroy them by stepping on them but it deals a burst of raid damage with each one destroyed 3. Deathguard - Malacrass is shielded while channeling Soulbinding taking 99% reduced damage
Phase 3 - Both	1. Overview - This is basically both bosses' mechanics but now at the same time. This is an extremely high movement phase; the raid is still moving the Coalesced Venom around, while also moving the Manifestation of Dread. Both of these need to be grouped so Zul'jan's frontal cone attack can destroy them. There are a couple reskins - Fangs of the Coiled Altar is now Defilement of the Coiled Altar - Guillotine is now Grim Guillotine - Sever is now Blighted Sever 2. Defilement of the Coiled Altar - Same as Fangs of the Coiled Altar but instead of a burst of raid damage this now applies a healing absorb to the raid Corrupted Toxin: Same mechanic as Twinfang Toxin but this deals shadow dmg 3. Blighted Sever - Same mechanic as Sever but now it destroys the Manifestations as well - Inflicts Gravebound on the Tank so grab your soul fragments 4. Soulbound - Triggers when a boss dies - increases their attack speed and damage by 100% every 5 secs

Tanks	Phase 1 - Use Sever to destroy all Coalesced Venom - Melee attacks apply a stacking DoT - Swap after each Sever	Phase 2 - Use Soul Sever to destroy all Manifestation adds - Swap after each Soul Sever - Stack boss on the Soulcoiler add	Intermission Prevent as many spirits as possible from reaching Zul'jan	Phase 3 - Combo of Phase 1 & 2 mechanics - Use Blighted Sever to destroy all Manifestation adds & Coalesced Venom - Swap after each Blighted Sever
Healers	Phase 1 Fangs of the Coiled Altar deals heavy raid damage - Remove any poisons - Expect bursts of raid damage when Coalesced Venom is destroyed	Phase 2 Gloombomb does heavy damage - Expect ramping pulsing raid damage plus healing absorbs during the Eternal Nightfall - Use weeping angel tactics to move your Manifestation closer to others	Intermission Expect constantly pulsing raid damage as spirits are destroyed	Phase 3 - Combo of Phase 1 & 2 mechanics Defilement of the Coiled Altar applies healing absorbs to the raid
DPS	Phase 1 - Reposition the Coalesced Venom into groups for easier clearing - Help soak Guillotine 👤 Alternate Guillotine soaks	Phase 2 - Quickly break the shield and interrupt Eternal Nightfall - Use weeping angel tactics to move your Manifestation closer to others 👤 The Soulcoiler add is top priority - interrupt it's Wail of Terror	Intermission - Deal as much damage as possible to Zul'jan - Prevent as many spirits as possible from reaching Zul'jan	Phase 2 - Combo of Phase 1 & 2 mechanics - Cleave bosses evenly

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Overview A 3 Phase fight with a brief Intermission. The main mechanic of this fight is dealing with the boss's eggs - destroying them before they hatch and keeping them out of venom. Players pickup and carry eggs by walking over them. Phase 1 is destroying eggs with the bosses tail attack. Phase 2 the raid splits in half to handle 2 sides of adds and more eggs. The intermission is strictly carrying eggs and breaking them. Phase 3 is a DPS race to the end before the platform is fully destroyed. LUST when the Heart is exposed!						
Phase 1 - Ula'tek		1. Call of the Serpent Eggs Adds The boss roars causing eggs to fall from the ceiling, deals damage to anyone in the impact zones - Each zone leaves a green cluster of eggs Eggs need to be carried by players - pick up by walking over them - deals damage to players carrying - eggs spawn into 2 types of adds Blightscale Rawling: Spawns when an egg is broken, just does simple melee attacks  Poisonous Bite: Melee attacks now apply a stacking 10-sec poison DoT Blightscale Viper: Spawns when an egg is hit by venom Putrid Membrane: Once hatched applies a 10-sec DoT to the raid Acidic Burst: Repeatedly uses on random targets (18-sec poison DoT)  Petrifying Sting: Marks a spot with a circle, anyone hit is petrified until the large healing absorb is cleared 2. Gore Rattle (Add) Spectral Coils: Creates 2 spectral tails beside the main one. 2 soak circles will appear sequentially - stack to spread damage - also breaks open any eggs  Soul Constrictor: Debuff applied with Spectral Coils soak - cannot mitigate damage for 6 seconds - alternate soaks Mephitic Thrash: Sweeps the ground marked in the circle - knocks anyone hit backwards - Applies a 10-sec DoT to anyone not hit Rattler Slam: If no player is in melee range, deals heavy raid damage with each slam Ulatek's Bond: Damage done to the tail is also done to main boss - cleave as much as possible 3. Caustic Waves The boss sends out 2 waves of venom - this wave deals heavy damage and applies a stackable 10-sec DoT - Waves also instantly hatch any eggs it touches The boss draws back one side of its wings, telegraphing its attack. If looking at boss → Right side goes back, Waves cover the Right side of the platform so run Left - then the opposite side will launch Waves. Gore Rattles also send out Waves, shown by green orbs 4. Necrotic Vapors Permanent stacking debuff that ticks damage every second 5. Mother's Wrath Knocks current tank backwards and creates a red circle. The tank needs to stand inside this circle to soak the boss's bite attacks - multiple bites over 3-secs dealing damage and applying 2 debuffs Stone Venom: 1.7 min stackable DoT & Hobbled: reduced move speed by 35% for 60-secs - if tank is not inside circle - those inflicts all debuffs to the raid 6. Unchecked Rage If Ulatek is unable to melee someone when not casting/channeling - deals heavy physical damage to the entire raid 7. Rage of the Shackled (100 Energy - Triggers Phase 2) Deals raid damage over 20-secs, causing a bunch of Falling Debris that needs to be avoided and exposes its Venomous Heart Venomous Heart: The Heart takes 100% increased damage while exposed - Primary target the Heart but also cleave the boss for extra damage - Health is shared Once this channel ends it triggers Phase 2				
Phase 2 - Doomscales		1. Overview After Rage of the Shackled the boss will dive around the room before emerging and activating the Doomscale Cauldron on each side - The raid will split in half, heading to their respective sides to deal with adds and eggs. (You have to swim through poison, so lock gate or any other movement abilities should be used) Destroy the Warden to gain access to the eggs, pickup all the little eggs before picking up the big egg - big egg hatches all small eggs not picked up - Carry all the eggs back to the Doomscale Cauldron - you auto-throw them inside, this spawns a bunch of adds that need to be destroyed before running back to the center platform Once eggs and adds are destroyed the boss re-emerges and does Rage of the Shackled again ending the phase and starting the Intermission 2. Doomscale Warden Grasping Fangs: Tethers random players deals damage and reduces move speed by 45% - run away to break - once broke applies Blight Vein a stackable 8-sec DoT  Blight Vein: Is applied to the entire raid with each tether break - stagger Warden's Protection: Eggs deal damage to nearby players and cannot be picked up until the Warden is defeated Malice: Deals raid damage over 6-secs - Interrupt Shadow Molt Writhing Gestation: Teleports to nearby eggs and tries to hatch them - You have 20-secs before the eggs hatch into Vipers 3. Doomscale Egg Large egg - Once picked up the egg hatches in 20-secs - Any other eggs not picked up begin Writhing Gestation Ravenous Doomscale hatches from the Egg, Weakened Doomscale hatches when Egg is thrown into the Cauldron Dread Roar: This only triggers if a Ravenous Doomscale - hits the raid with a 20-sec DoT and stuns everyone for 20-sec Anguished Cry: Deals raid damage and stuns everyone for 6-sec - Interrupt Desperate Thrash: Frontal cone tracking the tank, applies a 6-sec DoT 4. Necrotic Vapors Rawling/Vipers Rage of the Shackled (100 Energy) Also exist in this phase				
Intermission		1. Overview (Triggers at 100 Energy) Eggs fall from the ceiling, they all need to be picked up. Spectral Coils will appear around the platform one at a time. The raid needs to quickly run and soak the slam to break apart all of the eggs. AOE down all the adds and once all the adds are defeated the final phase will trigger.  Soul Constrictor: If you use a defensive to mitigate damage from soak, this debuff nulls that defensive (do not use defensives for this soak)				
Phase 3 - Ascension		1. Overview Everyone gets knocked up at the start of this Phase, and the Platform is split into sections. Call of the Serpent still summons eggs, DPS them down before they hatch you have 20-secs - Rawlings or Vipers. Caustic Waves still exists in this phase but the telegraph is green orbs in a line - stand in between orbs to avoid 2. Serpent's Bite Debuff applied to random players that lasts 15-secs. Upon expiration the player is stunned permanently - Immunities do not save you - Players must stand within your red ring to soak a debuff and save targeted players Volatile Purge: Debuff from soaking - puts a ring around players for 5-secs so avoid - increaes damage taken from Venom by 25% 3. Circling Prey A Spectral Coil appears in front of the platform, once finished casting it destroys that safe zone requiring the raid to rotate 4. Mother's Wrath Necrotic Vapors Rawling/Vipers Also exist in this phase				
Tanks	Phase 1 Stay within melee range of the boss and his Spectral Coil Stand in Mother's Wrath effect Swap during each Caustic Waves	Phase 2 Keep the Warden away from eggs Face the Doomscale away from the raid for the frontal cone		Intermission Collect eggs, soak the Spectral Coil slams and AOE down all the adds		Phase 3 Swap after each Mother's Wrath Pickup any hatched eggs if not active tank
Healers	Phasse 1 Heavy damage during Spectral soaks Damage ramps the longer this phase lasts If any Vipers spawn expect heavy raid damage	Phase 2  Tethered targets take heavy damage until free Tethers breaking apply stacking raid DoT Malice and Anguished Cry deal heavy raid damage if not interrupted				Phase 3 Expect constantly increasing raid damage with high Necrotic Vapor stacks Heavy damage during Serpent's Bite soak
DPS	Phase 1 Eggs and adds are top priority The boss and Coils share HP so cleave when possible Have your big DPS buttons ready for the Heart exposure	Phase 2 Adds are the top priority Collect all normal Eggs, then the Doomscale Egg last and quickly throw them in Cauldron Interrupt Malice and Anguished Cry				Phase 2 Destroy eggs before they hatch Help soak Serpent's Bite