

The Twin Fangs

The Snake Siblings

OVERVIEW

Mechanics on this encounter apply Eternal Venom, which can only be removed by soaking Ravenous Feast attacks. Pay close attention to your stacks, as if you reach 10 you will instantly die. Lots of dodging and moving around on this one!

TANK

Swap Serpents after soaking the 3 Stone Breaker smashes.

Healer

CDs during Feast Soak.
ST heal players with Coiling Ichor.

DPS

2 target cleave – talent accordingly.
Keep boss health even to avoid enrage.

Phases: 2 **Hero:** Pull

SPECIAL NOTES

Immunities – Stone Breaker Soaks

Dispers – None

Interrupts – None

ABILITIES

Eternal Venom – Some abilities apply a stacking nature DoT. At 10 stacks, death.

Concentrated Spittle / Clotted Bolt – Boss will nuke current target if they move out of range.

Toxic Fumes – Passive raidwide damage.

Uncoiled Wrath – Upon the death of one serpent, the other gains 25% increased damage every 4 seconds, stacking.

Vexhul

Caustic Deluge – Channeled pushback damage to tank, increasing damage they take from Deluge, and creating Caustic Globules.

Caustic Globule – A booger that will explode after 10 seconds, applying Venom to all players, unless soaked by one player instead.

Venomous Emergence – Summons Spawn of Vexhul, who spews a toxic beam, spinning around the arena.

Stir the Depths – AoE damage that forms waves which path across the arena.

Ithraz

Ravenous Feast – Strikes 3 times, splitting damage on nearby players, knocking them back. Increases Feast damage taken 8 seconds, but also removes a stack of their Venom.

Coiling Ichor – Debuffed players pulse damage to nearby players. Upon expiration, drops a puddle.

Stone Breaker – Pushes players away then slams down repeatedly. Each slam needs to hit a player, else it will deal raidwide damage and knockback. Hit players take 33% increased damage from Stone Breaker for 1.5 minutes.

Sanguine Storm – Swirlies rain down and form puddles.

Intermission

Submerge – Venom puddles rain down onto the platform, dealing damage and increasing damage taken if within.

Vile Flood – Frontal beam that channels for 14 seconds.

Phase 1

Fight against pushback beam from Vexhul.

Soak Ithraz's 3 smash circles in the order they appear.

Don't move sporadically if targeted by Spawn's toxic beam.

Nuke adds and dodge their beams, which apply Venom stacks.

Dodge green circle's that spawn Caustic Globules.

Soak the Globules, but do not go above 10 stacks, or die!

Remove Venom stacks by splitting into 3 groups to soak Ravenous Feast, which strikes 3 times in quick succession as a split-soak circle.

Beware the knockback!

Nuke the Blood Mass add that spawns after soaking Feast.

Run to edge with Ichor to drop puddles in safe places.

Dodge the waves of slime coming from the backs of platforms.

Intermission (2:30, 5:30, 8:00)

Vexhul jumps to middle and shoots out a toxic beam that rotates around the arena

Dodge the beam by watching which way the orbs around Vexhul spin – that is the direction the beam will go.

Dodge the green swirlies that drop puddles.

Ithraz rotates to a new spot on the edge of the arena – this will be the next P1 location.

1 tank must run to be in range to prevent AoE.

Shift to new clean area by Ithraz.

Repeat P1 two more times – Each Intermission fills one section of the platform with slime.

MYTHIC ONLY

Players die at 9 stacks of Eternal Venom, and spawn a Globule on death. Globules are protected by Barbed Bulwarks, stun to destroy them. Baby serpents spawn, pulsing AoE, and must be kicked to force retreat. Blood founts must be stood in and drained to empty, or explode.