

Drest'agath

The Tentacle Zoo

OVERVIEW

PHASES: 1

Hero: On Pull or Difficult Add Wave

In order to defeat this boss, we must first defeat... her appendages. A little bit gross, a little bit fun! When an appendage goes down, it leaves behind orbs of "void infused ichor" (it's blood, cmon) – grabbing it gives you a buff allowing you to damage the boss. Make sure you pay attention to the energy of your enemies, as when they reach 100% they perform special finishing moves you must react to accordingly.

SPECIAL NOTES

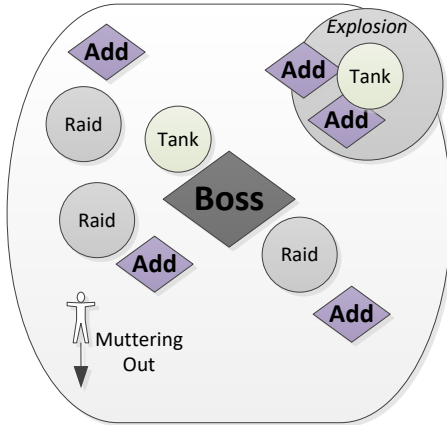
Immunities/Personals – N/A
Interrupts – Mind Flay (Eye Add)
Dispels – Unleashed Insanity stun

Due to **Aberrant Regeneration** buff, the boss will heal any damage dealt to it unless player has **Void-Infused Ichor** buff (grab orb left by defeated adds) – lasts 30 seconds, can pick up once every 1.5 minutes.

Move away from adds and boss during Entropic Crush.

Dodge the Void Glare beam.

Run away from raid with Mutterings of Insanity – quickly, you are slowed!



Taunt after each Volatile Seed cast and go **explode** on adds.

Stay away from the exploding tank, they will be exploding on adds!

Dispel stunned targets after Mutterings of Insanity.

Learn Add Waves – They spawn at set times in set positions.

Warning: Raidwide damage + Adds perform special ability when boss has full agony bar – get ready to dodge and heal!

Void Infused Ichor – Upon dying, adds leave orbs that when touched, allow player to damage boss.

Throes of Agony – When add dies, grants boss 20 agony. At 100 agony, deals raid-wide damage for 10 seconds.

Void Grip – If no one is in melee range, boss stuns and pulls a player to boss.

Volatile Seed – Applies DoT to tank, upon expiring, triggers Volatile Detonation to adds and players (increases damage taken by 60% for 15 seconds, 10 yard range).

Entropic Crash – Explosion around boss/tentacle adds, reduced on distance.

Mutterings of Insanity – Slows players (number based on how many maw adds alive), turning immobile after 5 seconds, stunning anyone within 12 yards (stun is dispellable).

Void Glare – Beam of dangerous energy from boss/eye adds.

Adds

Tentacle:

Crushing Slam – Smash around tentacle.
 Void Miasma – LoS cloud around add.
 Reality Tear – Moving void zone.

Maw:

Mutterings of Betrayal – Stacking heal absorb to nearby players, turn hostile at 4 stacks.
 Acid Splash - Player pulses AoE damage.

Spine Eruption – Ring of spines shoot out.

Eye:

Mind flay – Channeled slow + damage.
 Errant blast – Falling gore rains down.

Tentacle Add

Avoid Crushing Slam zone.

Dodge Reality Tear zone that moves around during Throes of Agony.

Melee priority.

Maw Add

Spread 4 yards to avoid Acid Splash damage.

Dodge the Spine Eruption rings during Throes of Agony.

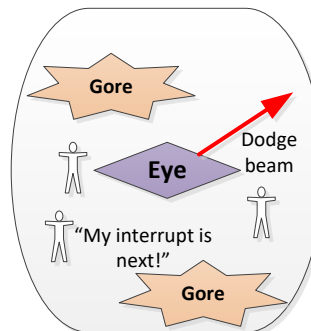
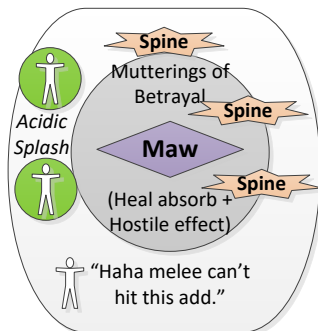
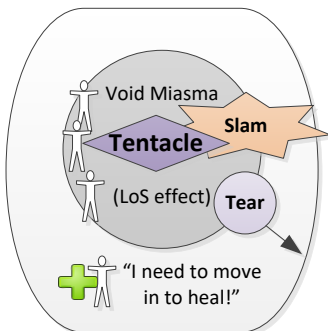
Range priority.

Eye Add

Interrupt Mind Flay.

Dodge the Falling Gore swirlies during Throes of Agony.

Interrupt, last priority.



MYTHIC ONLY

Throes of Dismemberment – When add dies, all same-type adds cast their big Throes of Agony ability. Ideally kill similar add types at the same time.