

Skolex, the Insatiable Ravener

The Hungry Hungry Hippo-Worm

OVERVIEW

PHASES: 1

Hero: On Pull

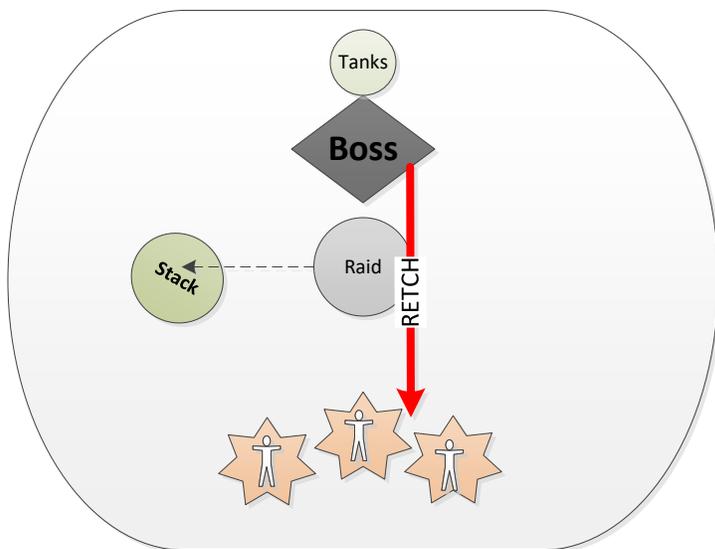
We made it into the raid, but we aren't the only ones... breaking through the gate also invited swarms of devourers to come feed on the powers of the Sepulcher, one of which is the great Skolex. Defeating this worm will require the tanks to work closely (literally) together to handle his powerful combos, while the raid rotates baiting devastating ranged abilities to manage stacks of a hard hitting dot. Make sure to keep your dodging shoes on for this one!

SPECIAL NOTES

Immunities/Personals – None
CC – None
Dispels – Devouring Blood

Main Mechanics

Raid will slowly gain stacks of Dust DoT that needs to be cleared by stacking as a group and forcing boss to cast Ravenous Burrow.



ABILITIES

Ephemera Dust – Dot that inflicts stacking damage every 1.5 seconds for 5 minutes.

⚠️ Ravening Burrow – If all players stack in one spot, the boss will burrow and explode underneath the group, clearing all stacks of Ephemera Dust and increasing the boss damage by 10%. Shortly after, a Collapsing Emptiness will land inflicting massive damage to anyone nearby.

Dust Wave – If no players are at the location where Skolex emerges from his burrow, the raid will take massive damage and 10 Dust stacks.

Dust Flail – Inflicts unavoidable raidwide damage and Dust stacks.

⊕ Dust Blast – Targets ~3 players furthest from boss, dealing splash damage to them and applying Dust stacks.

Retch – Frontal cone facing random players, inflicting damage and disorienting teleport if hit.

Devouring Blood – Swirlies form around the boss that inflict damage and debuff hit players with 33% reduced haste for 18 seconds.

Rend – Hits anyone in a 20 yard frontal cone in front of boss, dealing huge physical damage and leaving a bleed for 45 seconds.

🗡️ Wormhole Jaws – Boss melee hits will also hit the next closer player, if no players are in range the primary target is hit twice.

Destroy – If no targets are in melee of the boss, it will murder a random player with extremely nasty bile.

Assign rotating teams of ~3 players to be furthest away from boss to bait Dust Blast, an aoe splash that stacks Dust DoT.

Dodge swirlies in melee to avoid haste reduction. (Dispel if hit.)

Avoid frontal cone of damage aimed at a random target.

Tank Combo

Tanks stack during melee swings (splits), **spread** for Combo Attack (cleaves).

Combo Attack: x3 in any order/combo

Rend:
Large physical damage + physical bleed.

Riftmaw:
Large shadow damage + 500% increased damage from Riftmaw.

Taunt swap between casts, avoid x2 of the same debuff.

After the combo, stack again.

Reset Dust Stacks

Perform the following when raid is ready to clear Dust stacks.

Wait for a Retch frontal cone.

While dodging, run to a stack point marker.

Once the ***ENTIRE*** raid is stacked, boss will burrow.

Remain in the target location until hit by boss, stacks are now cleared.

MYTHIC ONLY

Every time the boss **Burrows**, it leaves a large void zone. Getting hit by **Devouring Blood** will also leave a small void zone and the debuff cannot be dispelled. Boss will cast **Riftmaw** – A frontal cone dealing massive damage, can be split (but do not take two within 6 seconds).