

Sennarth

The Vicious Creation

OVERVIEW

PHASES: 2

Hero: P2

This spider won't be easy to catch thanks to the icy ground she'll be spawning on the encounter space – be careful, walking on ice will make you slip! Slow down your movement by collecting stacks of the web debuff, but be warned, if you get too many stacks you'll be trapped inside of a web until your team decides to use an exploding spider to free you. Sound intense? Wait til you realize you've got to chase the boss up an icy, slippery slope, to get to the next phase... good luck!

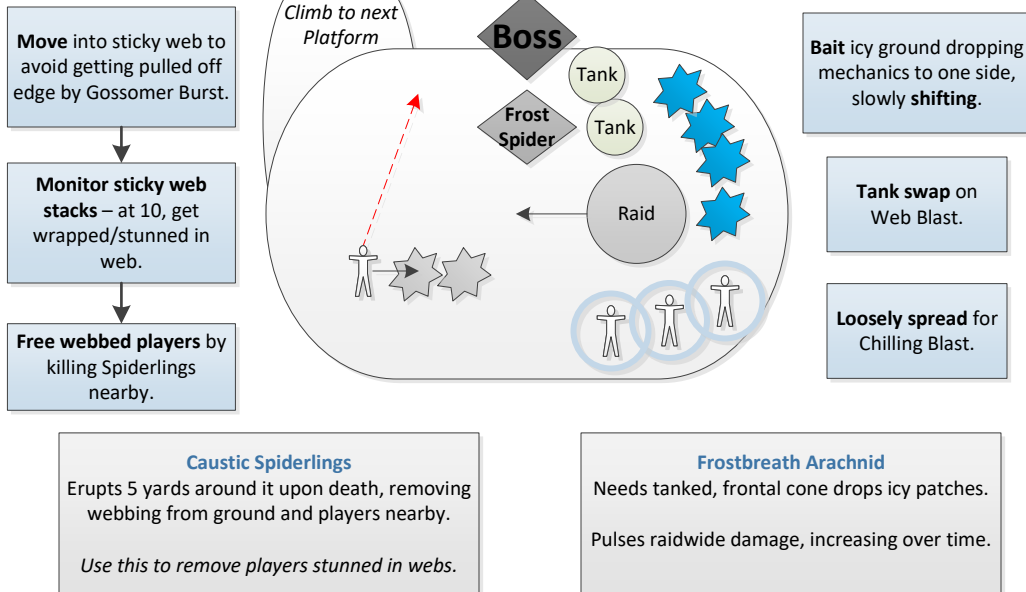
SPECIAL NOTES

Interrupt Apex of Ice.

Immune soak the plumes in final phase.

ABILITIES

Phase 1



PHASE ONE

Breath of Ice – Creates icy void zones to spawn, dealing damage to anyone on top, causing them to slide around.

Chilling Blast – Chills players for 4 seconds, exploding upon removal. In final phase, also leaves a plume that will knock back the first player to touch it, disappearing.

Enveloping Webs – Debuffs players causing them to drop sticky webbing under their feet every 1 second for 6 seconds. Standing in the web applies a stacking debuff reducing your movement speed and preventing sliding – at 10 stacks, become stunned in webs.

Gossomer Burst – All players are webbed, damaged, and pulled towards the boss.

Web Blast – Slams active tank, increasing damage taken by this ability for 30 seconds, stacks.

Frostbreath Arachnid

Freezing Breath – Inflicts frontal damage in a cone, creating patches of icy ground.

Chilling Aura – Increases its damage done by 25% and deals raidwide damage, stacking.

Caustic Spiderlings

Caustic Eruption - Erupt on death, dealing damage to players within 5 yards, removing webbing from nearby ground, and freeing any players stunned in Enveloping Webs.

PHASE TWO

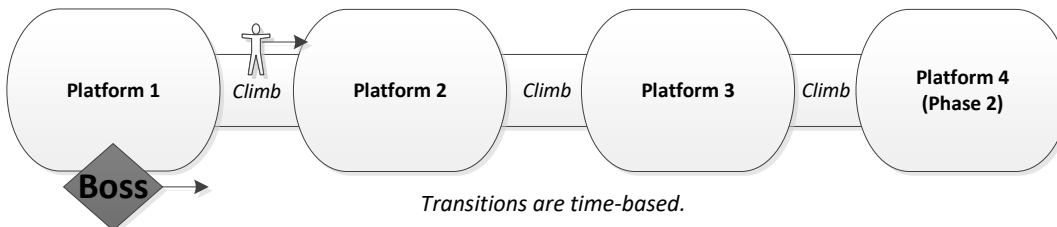
Suffocating Webs – Debuff causing player to drop sticky webbing under their feet for 6 seconds, then knocks them back and stuns them in webs.

Repelling Burst – Raidwide damage while pushing players away from boss.

Pervasive Cold – Players suffer 10% frost damage until boss dies, stacking.

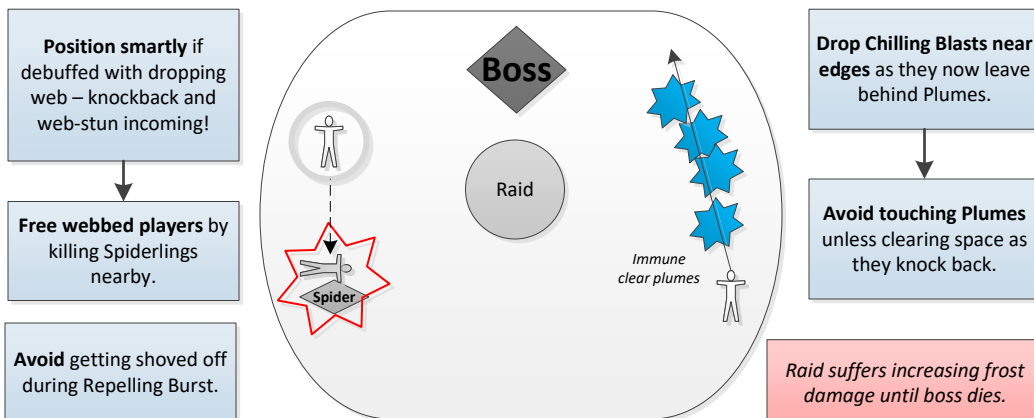
Intermission Climb: Boss Immune

Travel up the staircase to next level, staying near wall to avoid being pulled off the edge by Gossomer Burst. Can also get pulled into pillars or use movement abilities.



Repeat P1 another two times, then enter final phase.

Phase 2



MYTHIC ONLY

Enveloping webs lasts 1 minute, at 8 stacks the player gets webbed. **Gusting Rime** – Columns of ice form, knocking players back who touch them. Dissolved Defenses debuff applies to anyone in Caustic Eruption, increasing their nature damage taken by 300% for 30 seconds, stacking. Chilling Blast also leaves behind a Glacial spike.