

Ulgrax

The Hangry Beetle

OVERVIEW

An experiment of Queen Ansurek gone wrong, Ulgrax suffers from insatiable hunger and his stomach is set on digesting your raid team. During intermission you must feed him bugs instead, all while dodging his relentless charges.

TANK

Swap after Brutal Crush.
Use defensive before due to healing reduction.

Healer

CDs on Venomous Lash AOE and group-soak of Brutal Lashing web.

DPS

Single target damage, CDs off CD.
Watch aggro during Intermission!

Phases: 1 Hero: P1

SPECIAL NOTES

Immunities – N/A
Dispels – Digestive Acid
Interrupts – N/A

ABILITIES

Brutal Lashings – Player targeted with large white circle, dealing damage split by players inside, then pulling players to boss. Strength of pull reduced by number of players.

Carnivorous Contest – If pulled into Ulgrax, player will die.

Stalkers Webbing – Swirlies land spawning webs and dealing damage.

Stalker Netting – If standing on web, rooted for 8 seconds.

Venomous Lash – Raidwide damage and knockback.

Digestive Acid – Players targetted by small green circle, dealing damage and exploding 6 seconds later, clearing any nearby webs.

Brutal Crush – Frontal cone at tank, applying 20 stacks of Tenderized.

Tenderized – 10% reduced healing per stack, lose one stack every second.

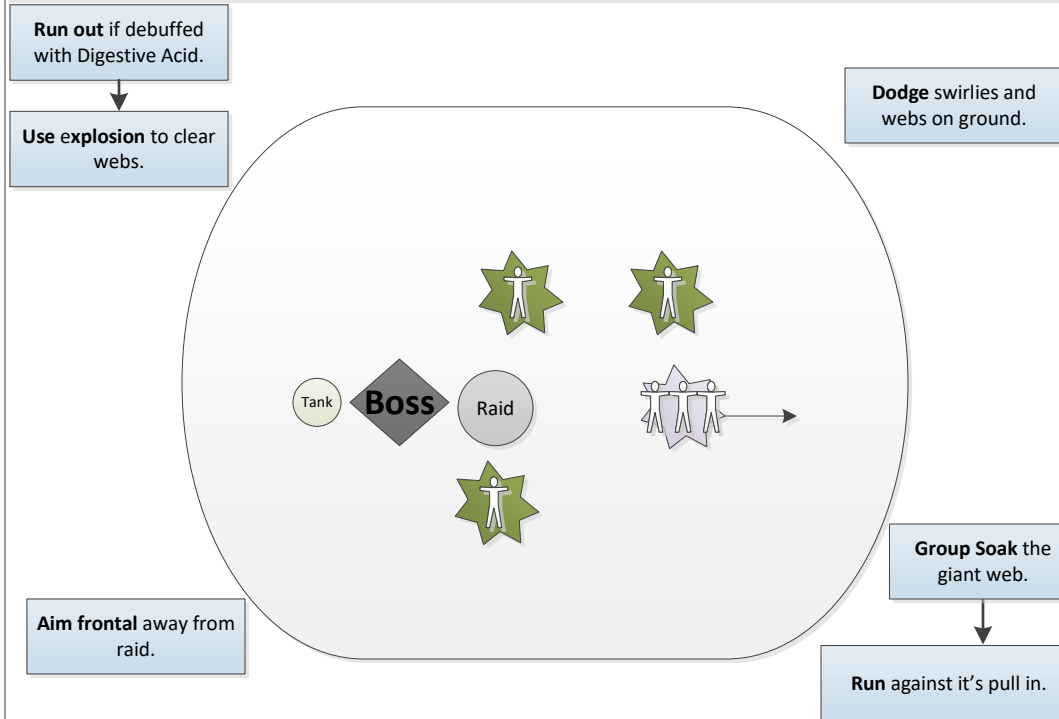
INTERMISSION

Ravenous Spawn – Adds appear that apply stacking bleed to targets, must be tanked. If they are too close to Ulgrax, they will flee.

Chunky Viscera – On death, the spawns drop flesh that may be picked up and taken to Ulgrax to feed him, ending intermission.

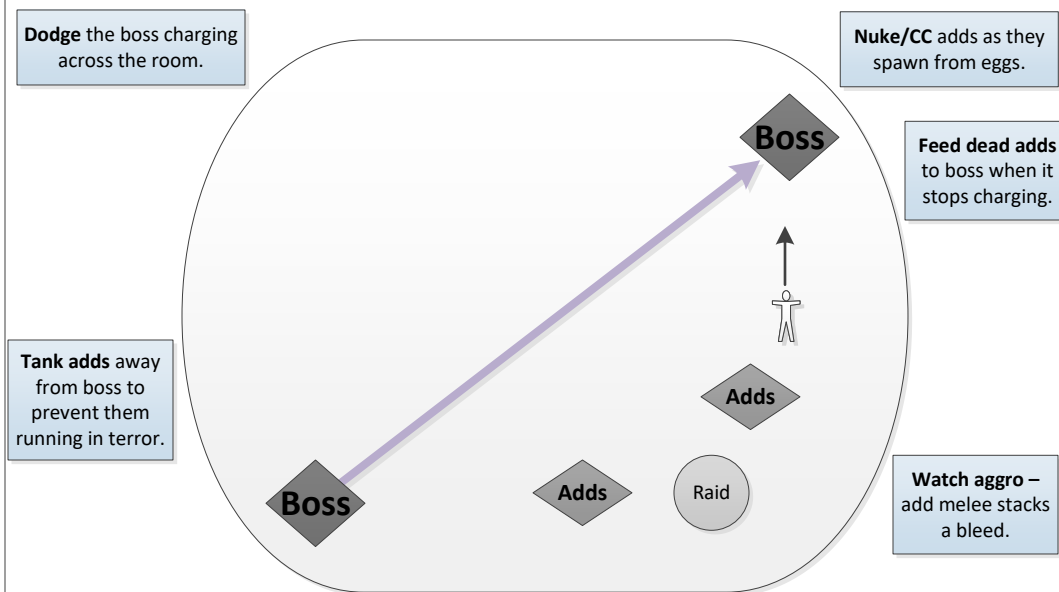
Juggernaut Charge – Ulgrax charges across platform during intermission, dodge.

Phase 1



At 0 energy, boss leaps to center of room and knocks raid back, starting intermission.

Intermission



Boss will be 99% damage immune, focus on feeding bugs. Once well-fed, Ulgrax will return to Phase 1.

MYTHIC ONLY

Webbing will now stun players for 30 seconds. A new mythic-only add during intermission called **Bile-Soaked Spawn** – deals nature damage to nearby enemies, increasing with every successful pulse of damage. Must be nuked quickly.