

Rasha'nan

The Winged Horror

OVERVIEW

Another experiment gone wrong, this monstrous boss will attempt to control the raid with large waves of rolling acid and webs falling from the sky. Position these mechanics correctly or risk wiping your raid.

TANK

Swap at Savage Assault.
Off-tank aggro small adds until they fixate at 50% health.

Healer

CDs on Erosive Spray.
Care of healer aggro on adds.

DPS

ST priority with some small add burst.
CDs on boss.

Phases: 1 Hero: P1

SPECIAL NOTES

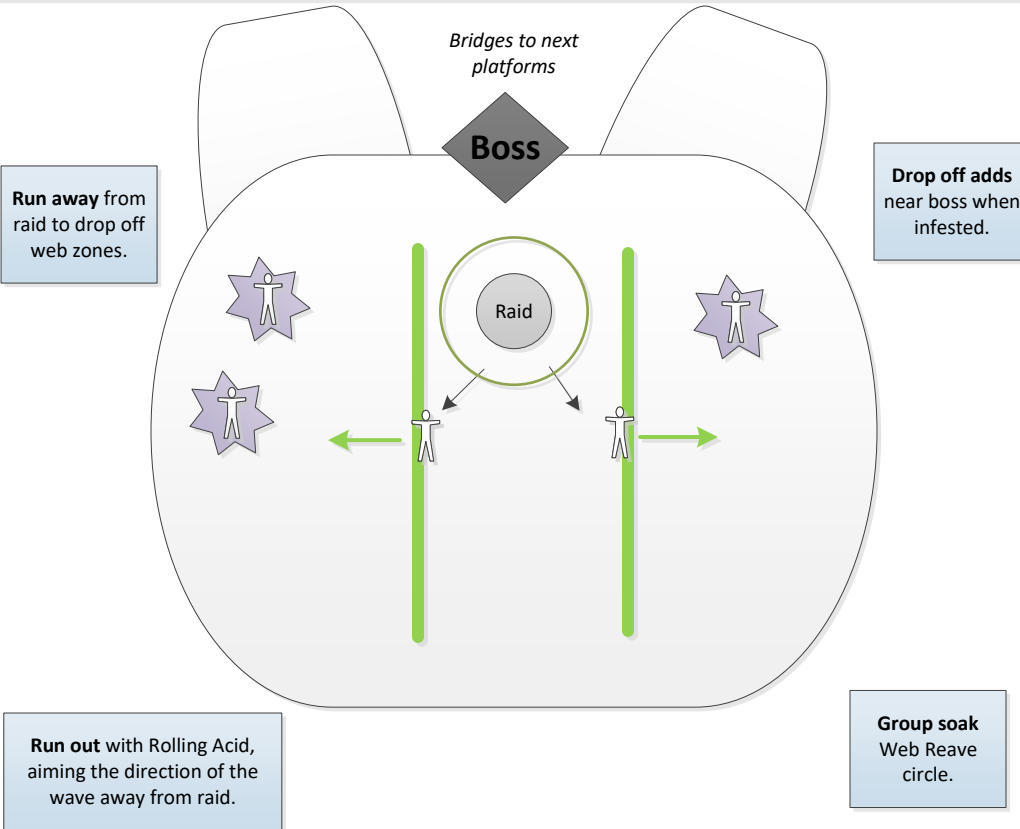
Immunities – N/A

Dispels – N/A

Interrupts – Acidic Eruption

Phase 1

ABILITIES



Savage Assault – Smashes target dealing Physical and Nature damage. 60% of unmitigated damage applied as an 18 second DoT, stacking.

Rolling Acid – Marked targets expel waves of acid that move outward, stunning players hit and leaving a DoT. Destroys any webs touched, leaving behind an Acid Pool.

Infested Spawn – Debuffs players who will explode, spawning small adds and dealing damage to those nearby. The small adds bite their target, applying a stacking DoT – can be tanked until 50% when they roam freely.

Spinneret's Strands – Large web shot at random players, tethering anyone nearby together and creating a sticky web void zone. Running away will snap the tether, causing raidwide damage.

Web Reave – A giant circle appears at a location, must be split by raid to reduce raidwide damage and pull-in effect.

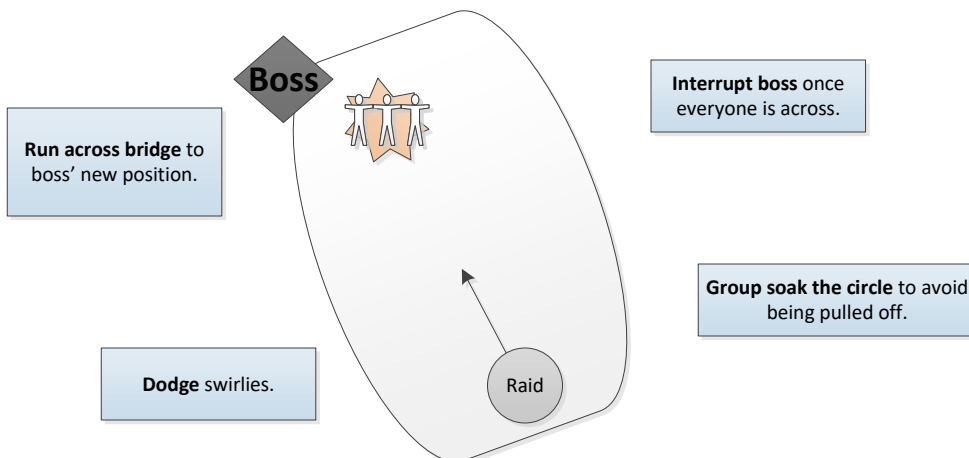
Erosive Spray – Raidwide damage along with swirlies raining from sky.

Acidic Eruption – Interruptible channel to end Intermission, deals raidwide damage, increasing over time.

Caustic Hail – Dodgeable swirlies that leave behind acid pools.

Tacky Burst – Explosion if no one is within melee range.

Intermission



MYTHIC ONLY

Snapping the **Spinneret's Strands** will apply a debuff to the player, causing them to explode in a small radius around them for massive damage 4 seconds later. A new **Enveloping Webs** swirlie drops that will stun any player caught inside.