

# Silken Court

## The Trusted Advisors

### OVERVIEW

Utilizing a variety of unique tactics, both bosses will work to confuse your raid with complicated web mechanics, dispel dances, and forceful grips – assign groups to handle each difficult moment and hope you can execute successfully!

#### TANK

One tank per boss.  
Takazj immobile, keep Anub nearby.

#### Healer

Assign dispels when players are near Takazj.  
CDs for Venomous Rain.

#### DPS

Two target cleave.  
Occasional add burst.

Phases: 3 Hero: P1

### SPECIAL NOTES

Immunities – N/A  
Dispels – Stinging Swarm  
Interrupts – N/A

### ABILITIES

**Queen's Proclamation** – Bosses share health.

#### Phase 1

##### Anub:

**Piercing Strike** – Anub inflicts large tank damage, increasing future damage taken by strike, stacking.

**Call of the Swarm** – Summons 3 Scarabs that slowly become immune to CC and apply a damage taken increase to their target, stacking.

**Reckless Charge** – Anub charges across the room, wiping the raid unless blocked by the webbed tether of two connected players.

**Impaling Eruption** – Frontal cone aimed at random player, stunning anyone hit until spike is destroyed.

##### Takazj:

**Poison Bolt** – Applies DoT to target.

**Venomous Rain** – Pulsing raidwide damage.

**Web Bomb** – Spawns webs around the room, touching the center will cause damage and connect any players standing on the web – moving away will break the tether.

**Intermission:** Break Takazj's shield to phase, while dodging portions of room filled with webs.

**Phase Two:** All of P1 mechanics, except Charge.

**Stinging Swarm** – Players debuffed, dispelling will transfer to nearest player or Takazj if he is closest. 3 stacks will trigger a disorient.

**Web Vortex** – All players pulled to Takazj and tethered to another player, run away to avoid explosion.

**Cataclysmic Entropy** – Takazj channels a raid wipe spell unless disoriented by Stinging Swarms.

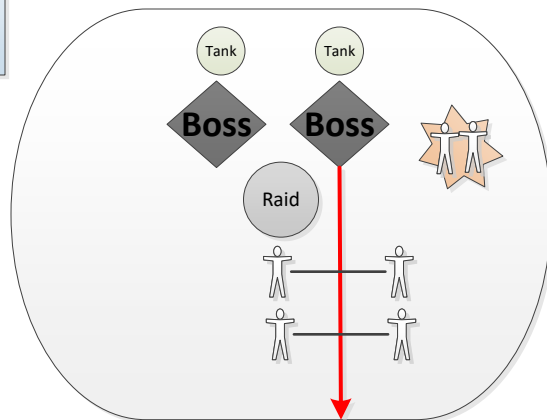
**Intermission 2:** Break Anub's shield to phase, while dodging expanding circles of spikes.

**Phase 3:** All of P1 and P2 mechanics.

**Unleashed Swarm** – Increasingly more powerful raidwide damage.

### Phase 1

Dodge frontal cone aimed at random player.



Assign players to soak web and get tethered together.

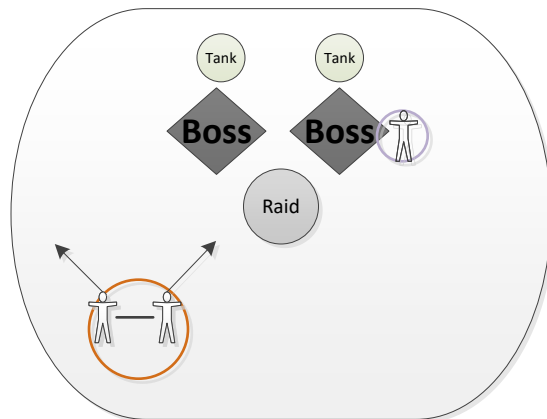
Stop Anub's charge by stretching web across.

Nuke/CC adds that spawn and fixate players.

**Intermission 1:** Break Takazj's shield while dodging portions of room that fill with webs.

### Phase 2

Run away from explosion after pulled to boss.



Move to Takazj with Stinging Swarm.

Dispel players to bounce debuff to boss.

Plan final dispel to stun boss during Cataclysmic cast.

Break tethers by splitting up from your partner.

**Intermission 2:** Break Anub's shield while dodging expanding rings.

### Phase 3

Must handle all mechanics of prior phases during this phase.

Utilize the pull in's tether webs to stop Anub's charge.

Time dispels to stun Takazj's deadly raid-wipe channel.

### MYTHIC ONLY

At the start of the encounter, players near Takazj receive **Mark of Paranoia**, players near Anub receive **Mark of Rage**. Throughout the fight, players will spawn Orbs of Paranoia and Rage. Touching the opposite marked player or orb will instantly kill the player. The raid will need to soak orbs accordingly. 3 webs needed to halt charge.