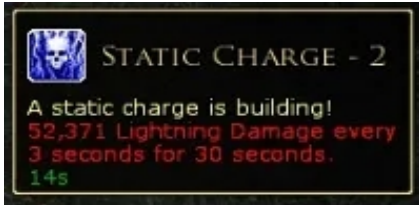
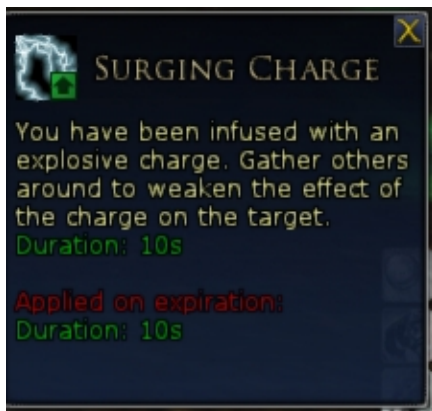


**REMMORCHANT - BRATHA TASAKH, LADY OF MANY VENOMS** Some tips for what happens on each stage:

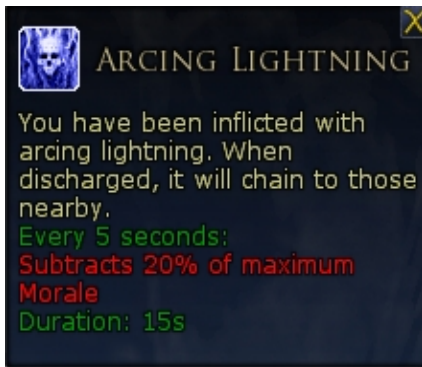
**LIGHTNING:**



- Tanks will get a Static Charge debuff that tiers up over time for increased damage. Aggro swapping will allow it to tier down (and off).

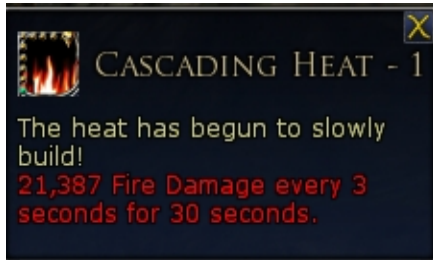


- Surging Charge is a distributed damage on expire, so stack up on the group to reduce the damage taken. --- Meaning: Stay together, only go away from group if you get 'Arching Lightning' debuff (below)

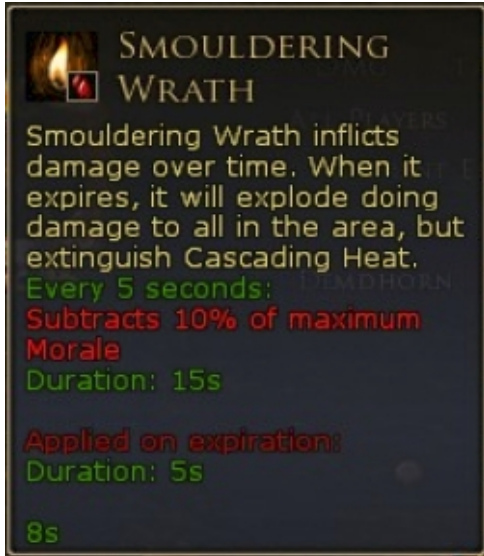


- People will randomly get an Arching Lightning debuff. When it expires it explodes and spreads to anyone within 5m. Move away from the group so it can explode without hitting anyone.

## FIRE:



- People will get a Cascading Heat debuff that tiers up over time. It can be removed by being in proximity to someone that has the Smouldering Wrath debuff.



- People will randomly get a Fiery Combustion debuff. When it expires it explodes and knocks people back. It also drops a puddle that lasts a few seconds, which will damage and bounce anyone who walks into it.

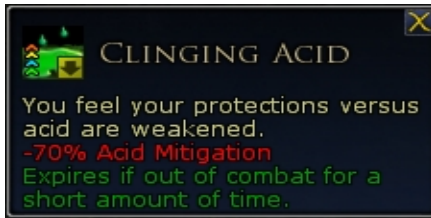


- People will randomly get a Smouldering Wrath debuff. When it expires it explodes and does damage to all those within 5m. It also removes the Cascading Heat debuff on anyone who gets hit. So make sure you drop it in the group right behind the boss (try to get the tank too!)

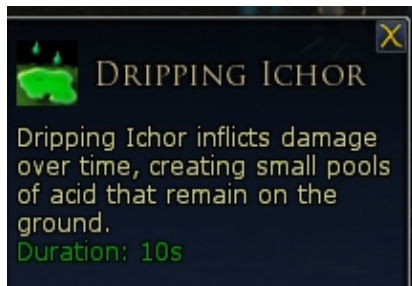
- A wall of Ungol Firery Spiderlings will spawn and march from the back of the room (near the totems) to the front of the room (the door and lazy elves) in a line. These spiders will

instant kill anyone who touches them, and must be avoided. When the Spiderlings spawn, all DPS classes should turn and kill one spiderling behind the group to create a hole in the wall and prevent everyone from dying. These spiders can be slowed, which makes them a lot easier to kill in time

## ACID:



- Clinging Acid is a debuff that adds a -70% Acid Mit to you. The boss deals Common Damage on hit, and the puddles only tick when you first enter them. Don't move around and you should be ok.



- Dripping Ichor is a puddle that will drop at your feet. These puddles only deal (acid) damage when you first enter them, so in Tier 1 you just need to group and and not move. In Tier 2, the group stand in the middle of the room, while the tank kites the boss and drops puddles around the outside on the room.



- Fixated will occur to one random player. The target player (you) will get a red eye over your head and a summoned spider will chase you for 50s. It is not all that fast so easy to out run. The spider drops acid puddles as it chases you, so the group should

designate where this will occur. Run in the designated area and stack the puddles. Healers need to pay attention to this person too. If the tank gets the eye they should swap aggro so they can run away with eye. If you die before the 50s is up the eye will transfer to someone else. The spider cannot be debuffed, aggroed, or damaged. If the spider hits you, you will die and the spider with despawn

=====  
Every week Bratha will have 2 different phases, I'm never sure which. Anyway... after these 3 mechanics are learned, farming it on T1, T2, T3 etc wont be a problem, so we can farm the sidebosses too. Bratha will be harder, but the side bosses area really easy even on T5, so if people need the raid for gearing, I hope

this small guide helps. 😊

This guide put on discord by **RAFAEL (SALNIR) 05/17/2021**

Thanks!