

Abyssal Commander Sivara

Cold and Toxic, Just Like Your Ex

OVERVIEW

PHASES: 1

Hero: On Pull

Sivara is determined to split up you and your team, so applies debuffs to your raid – half will receive Toxic marks, half Frost marks. Frost will reduce movement speed by 5%, Toxic will reduce healing received by 5%, and each debuff stacks throughout the fight. Touching a player or interacting with a mechanic of the opposite element will result in 3 seconds of raid-wide damage, but also resets your stacks. Stay on your element's side of the room and keep things clean!

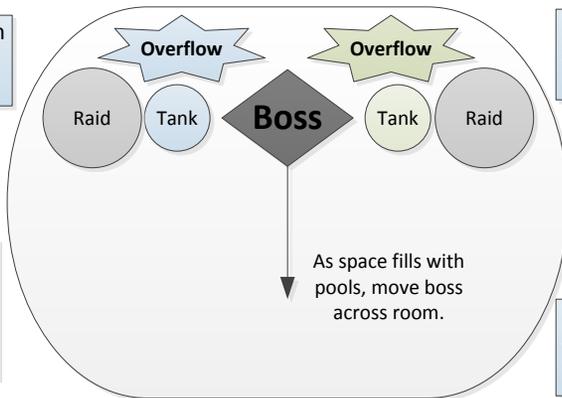
SPECIAL NOTES

Immunities/Personals – Overflow
Interrupts – None
Dispels - None

Frost on left.
Move to not fill resource bar and freeze.

Toxic on right.
Stand still to not fill resource bar and disorient.

Split Overflow between a few players, drop it against the wall.



Tanks taunt at 4-6 stacks then drop debuff off near other pools.

Stack on tank to split Crushing Reverb.

Dodge Barrage, shift to the side shooting your color to prevent explosions.

Reset stacks around 5 by touching pool of opposite element, stagger.

BEWARE of Inversion, and move clockwise to your new color if swapped.

Chimeric Marks – Applies Frost (slow) and Toxic (healing reduction) debuffs to raid. In heroic, frost keeps moving to not get stunned, toxic tries not to move to avoid disorientation.

Unstable Mixture – Coming into contact with the opposite element deals raid-wide damage and resets Mark stacks.

Inversion – Some players have their marks swapped to the opposite element and are rooted for 4 seconds.

Crushing Reverberation – Boss slams tank dealing damage split between players near tank. Knocks all players in room back.

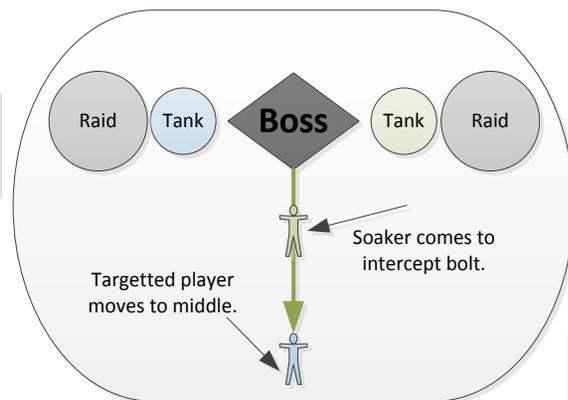
Frostvenom Tipped – Tank's melee attacks applying stacking frost/toxic debuffs based on tank's Mark. Upon expiration, drops pool based on number of stacks.

Frostshock Bolt Positioning:

Frost

Toxic

The bolt will always be the opposite element as the target.



Free the intercepting player from the spear afterwards, make sure you are the same element as them.

Overflow – 7 second debuff on player that explodes (damage split between players) and drops a frost/toxic pool.

Overwhelming Barrage – At 100 energy, shoots bolts out around boss, some frost some venom.

Frostshock Bolts – Targets random player and shoots out opposite element bolt. Can be intercepted by another player. Pins down first hit, interact with stuck player to free.

MYTHIC ONLY

Chimeric Mark stacks are passively increased as the encounter continues, requiring more frequent resets of stacks and thus more Unstable Mixture explosions. Stagger resets around 4-6 stacks, as needed.