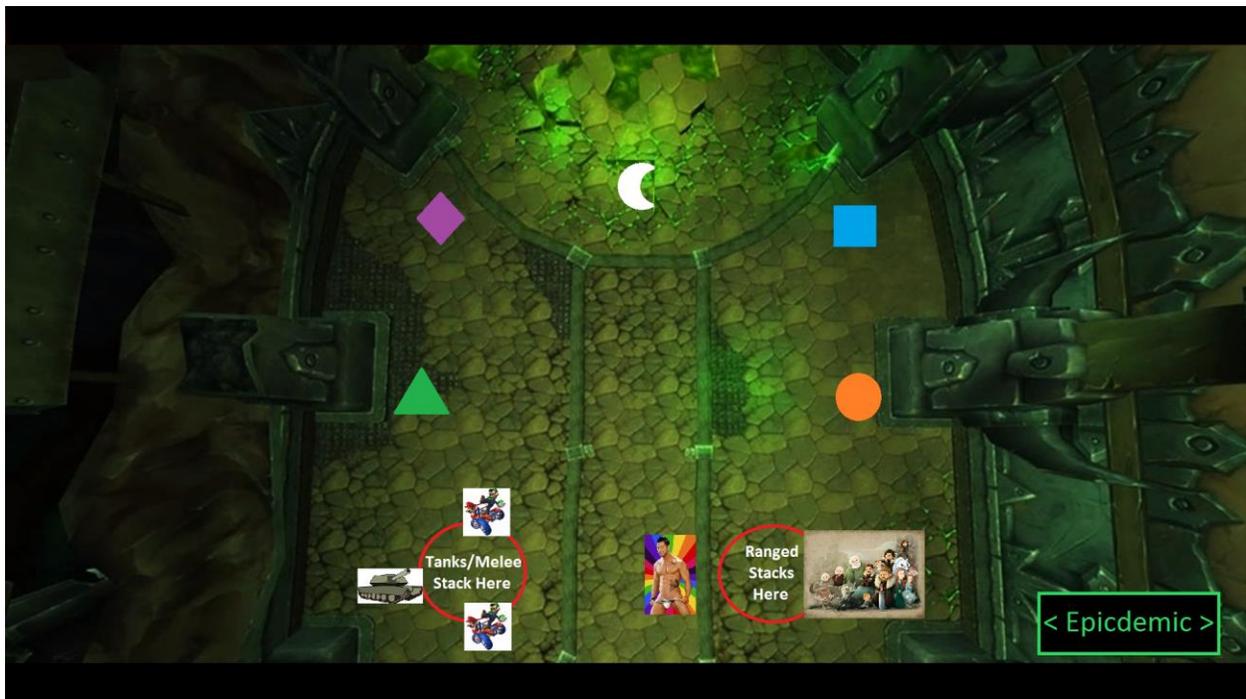


Mythic Fel Lord Zakuun

1 RAID SET-UP

The Raid will be divided into melee and ranged groups. Melee will be stacking with the tank while the ranged will be stacking at their designated area behind the person that will be soaking Cavitation. You need to make sure that you are stacked on top of each other and directly behind the Cavitation soaker and in a straight line with the boss. This is to prevent the Cavitation from going in multiple directions and causing unnecessary damage that the healers will have to exhaust mana on.



2 ABILITIES EXPLAINED

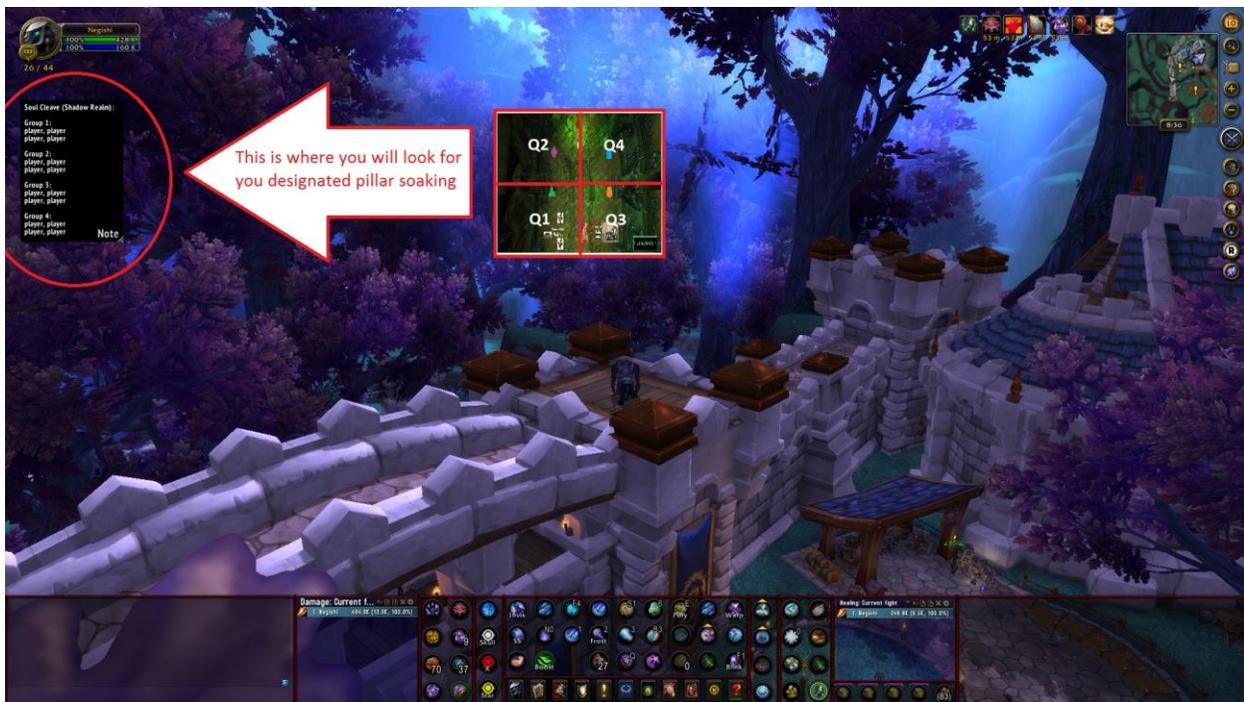
Rambling Fissure will spawn 5 green circles, we need to soak 4 of these. The 5th one will spawn even if someone is trying to soak it. Ideally we want to have the 5th spawn at the corner of a room, it's easier to protect the pillars this way. The pillars will de-spawn after they have been up for 3 minutes, so we'll never have more than 4 at any given time during the encounter.

Latent Energy is a debuff that you will get from soaking rambling fissures. This debuff is permanent unless you use go into the shadow realm. If you have latent energy you will explode if you come within contact wake of destruction. This means no matter what, you will be avoiding waves at all cost to prevent the explosion.

PHASE 1 - ARMED

The boss will be doing soul cleave. Not only will tank go into the shadow realm, 4 DPS will go as well. The reason we want people to go inside of the shadow realm is because this will remove latent energy. Allowing them to soak again later in the fight. We need 4 people to soak every time. During each armed phase the boss will spawn rambling fissure twice. So we will need 8 people during armed phase to soak rambling fissures. The way we're going to handle this, because we should only be getting 2 armed phases is that we will have a specific group for each soak. These groups will consist of 4 players each for each soak. 2 for the first armed phase and 2 for the 2nd armed phase.

I will send a note in ERT to show who is responsible for soaking specific fissures by quadrant. This is to make it easier and so that 4 people aren't trying to soak the same fissure. I will also be using a macro to mark the fissure that we are NOT SOAKING. (/wm4) "X"



The first group going in will be leaving on the right side. Each person going in will be assigned a number 1-5. The tank will always be #5. Second group will be leaving on the left side of the room, again they will be assigned a number. Once you're out you will then group back up with the raid.



The 3rd and 4th time the boss is casting soul cleave, only the tank will go in and needs to make sure that they leave the shadow realm where there are no pillars in that position or raid members so that we don't accidentally kill raid members.



Negishi will be soaking Cavitation.

Befouled, you need to move out of the group, especially melee. This ability explodes for almost 270k when the player is healed to full. We need to make sure that people are going into shadow realm are healed up and topped off so that they can survive the shadow realm.

PHASE 2 – DISARMED

Disarm phase lasts for 36 seconds. His weapon while on the ground will explode for 90k every 3 secs so healers need to make sure that the raid is kept up. He will do an ability called heavy handed at this time, this is the same as Patchwerks ability where he hits the off tank. If you are melee, you need to make

sure at this time you're not stacking with the tanks. You should always be to the side of the boss at max melee range anyways.

5 random players will be given seed of destruction. They have a few seconds to move away from the pillars and players before you explode and cause wake of destruction. You don't want to stand right next to each other, you will blow people up if you do this. There will be a lot of waves and since some will have the latent energy we need the remaining raiders that are not de-buffed to be soaking waves. We do this by having mages using evanesce, hunters with deterrence and rogues use feint for melee. Apart from the classes that are designated protectors and soakers, ANYONE can soak if there is a wave that is going to hit a pillar. DO NOT SOAK IF YOU HAVE LATENT ENERGY DEBUF.

PHASE 3 - ENRAGED

At 30% he will reach his enraged phase, at this time we will bloodlust, use your 5 minute CD's and pots if you have them. Boss will do all of the abilities in this phase, all abilities will be casted faster at this time, seeds of corruption will turn into wake of destruction faster as well. The only ability that he doesn't do during this phase is soul cleave. We should only get seeds twice and rambling fissures twice. If our DPS is high enough we should only have to soak one rambling fissure. Group 1 will be soaking the rambling fissures.

Tips & Tricks:

1st group of soakers, we'll have the tank soak one pillar and only 4 dps since the tank goes in anyways for the soul cleave.

The soakers and tanks need to make sure to not spawn the waves of destruction close to the raid and call it out when you're coming out so that we know to soak the waves as you come out.