

Nek'zali the Soulcoiler

The Add Summoner

OVERVIEW

We must halt the summoning ritual, dealing with waves of adds walking towards the central well from the outer coffins. If they reach the well they explode on the raid - even upon death we must light them on fire to make them truly disappear.

TANK

Run out & aim away the Barrage. Group adds together as they die, away from well.

Healer

Be prepared to heal if souls reach the well.
Dispel players away from raid.

DPS

Break shields from adds to stop their fixate. CC/Slow/Control adds, kill together in a clump.

Phases: 3 **Hero:** Pull

SPECIAL NOTES

Immunities – N/A

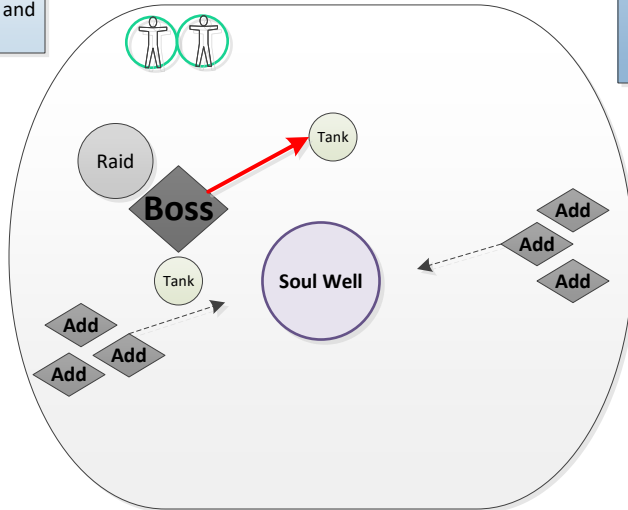
Dispels – Essence Rend

Interrupts – None

ABILITIES

Phase 1

Run out with Essence Rend debuff to get dispelled and drop void zone.



Tank run out with Possession Barrage, aim away from raid.

CC adds to slow their movement to well.

Nuke off their shields to break their fixate and group before killing.

Any souls that reach the well grant 5 energy, risking early boss enrage if 100 energy is reached.

Soulcoil Rite – Adds that reach the well will grant Nek'zali 5 energy and deal stacking damage to raid for 24 seconds, as well as increase damage you take from future Rites by 15% for 1 minute. Standing in the well deals damage.

Uncoiled Rage – At full energy, Nek'zali enrages, dealing 500% more damage.

Soulcoil Ignition – Nek'zali invokes the Soulcoil Rite 4 times over a channel.

Essence Rend – A few players debuffed, sucked towards well, then knocked away. Drops a void zone at dispel.

Restless Amani – Summoned adds fixate towards the well until their shield is broken. Upon death, corpse remains and will be resummoned during the next Ritual of Awakening, unless burned first.

Possession Barrage – Wave of spirits shot at active tank, dealing raidwide damage on impact. Reduced by distance.

Hollowing Strikes – Melee attacks deal stacking healing absorb/reduction.

Intermission: Ritual of Awakening

Two Echoes of Jawae are summoned to protect Nek'zali, making her immune.

Hungering Pyre – Fire damage split between players who soak it, applying Slithering Flames to players who do not.

Slithering Flames – 8 second debuff that will explode upon expiration, removing any corpses it touches.

Uncoiling – After defeating the Echoes, the well overflows, pulsing raidwide damage the remainder of the fight.

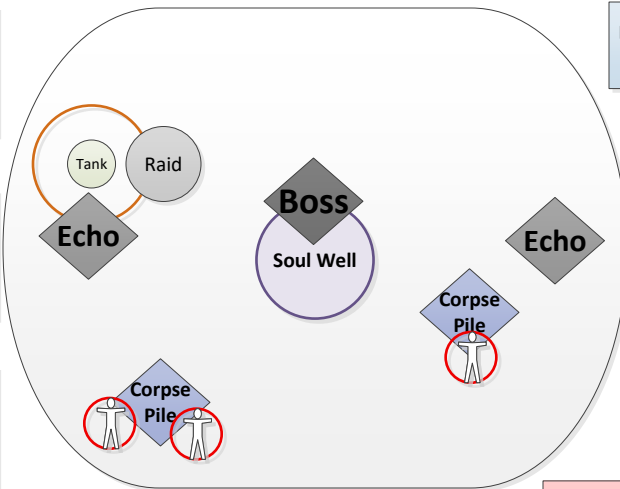
Invoke – Triggers a Soulcoil Rite and makes the void puddles around the room move quickly and erratically.

Intermission: 50% Health

Group soak the Hungering Pyre with enough players to safely split damage.

Run out to light corpses on fire if you did not soak the Hungering Pyre.

Adds not cremated will respawn and need Cced/killed again.



Defeat the two Echo adds, one at a time.

After both Echoes are dead, return to P1 and defeat the boss.

Final Phase

Race to finish boss!
Nek'zali will continue to trigger Soulcoil Rites until defeated or the raid is overcome.

Continue to handle P1 mechanics.

Dodge Essence Rend puddles that now spin erratically around the room.

MYTHIC ONLY

During Intermission, send down a Strike Team to the Well to fight the Drowned Echo. Until it is defeated, the raid will take pulsing damage and be sucked towards the well. Kick the Echo's Soulcoiler's Curse cast, or the team will perish. Invoke will now interrupt spell casts.