

The Coiled Altar

The Possessed Zul'jan

OVERVIEW

First we manage Zul'jan by picking up and stacking globules to destroy with a tank frontal. Then we'll handle fixating spirits summoned by Malacrass, also destroyed with tank frontals. The final phase chaotically combines both bosses together.

Phases: 4 **Hero:** Intermission

SPECIAL NOTES

Immunities – N/A

Dispers – Venomfang

Interrupts – Wail of Terror, Eternal Nightfall

TANK

Taunt after frontals.
Aim frontals at globules / ghosts.

Healer

CDs when globules are destroyed.
Dispel Venomfang poison.

DPS

Nuke and interrupt Soilcoiler add.
Save CDs for Intermission
(100% increased damage for 35 seconds).

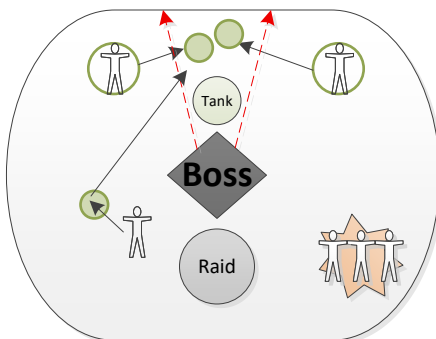
Phase 1: Zul'Jan

ABILITIES

Pick up green orbs – this applies a 5 second pulsing damage debuff.

Drop green orbs in front of the boss when debuff falls off.

Aim tank frontal at orbs to remove them – only a few at a time, due to stacking DoT afterwards.



Split into 2 groups to soak Guillotine in a corner.

Run out of the explosion afterwards

Avoid standing in the green puddles that grow on the platform.

Dodge spinning axes.

Phase 1: Zul'jan

Fangs of the Coiled Altar – Causes Noxious Ground to form on the platform, pulsing damage for 8 seconds and dealing additional damage to active tank.

Toxic Deluge – Venom rains down dealing damage to anyone who stands in the swirly, forming Coalesced Venom.

Coalesced Venom – Globule that pulses damage until picked up, applying Volatile Venom to the carrier.

Volatile Venom – Pulses aoe damage around the player for 5 seconds and then reforms globule on the ground.

Venom Rupture – If destroyed, the Globule deals stacking DoT damage to raid.

Guillotine – Throws axe at a player, splitting damage to nearby players, increasing damage taken from Guillotine for 1.7 mins. Must hit 5 players or massive raidwide damage.

Widow's Kiss – The Guillotine axe erupts into a 50 yard explosion that players must run out of.

Sever – Frontal cone at tank, increasing Sever damage taken. Destroys Coalesced Globules.

Venomfang – Applies poison debuff to players.

Axe grinder – Axes are thrown to the ground, dealing damage and spinning around the arena.

Phase 2: Malacrass

Dreadmarch – Players are MCD and forced to walk towards the edge, jumping to their death unless damage breaks the MC.

Manifestation of Dread – Upon removal of MC, two spirits spawn and fixate a random player. They will halt if the player looks at them, but will MC the player if reached.

Soul Sever – Frontal cone at tank, increasing Sever damage taken. Destroys Manifestation spirits. Spawns 3 Souls that tank must be collect in 15 seconds, or death.

Gloombomb – Debuffed players explode after 5 seconds, spawning 3 Souls that must be collected in 15 seconds, or death.

Eternal Nightfall – Must break through boss shield to interrupt raidwide cast, while dodging swirlies.

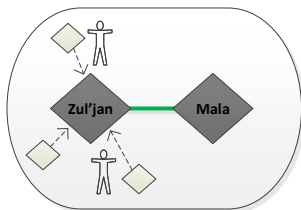
Soulcoiler Add – Casts a 5 second fear, interrupt and kill.

Intermission

Malacrass goes immune and channels a heal into Zul'Jan, who takes 100% increased damage.

Intercept green spirits before they walk into Zul'jan – carefully, they explode when touched.

Spirits who reach boss will heal him and explode.



A clean intermission means an easier Final Phase!

Final Phase

Deal with both P1 and P2 abilities at the same time – kill bosses at the same time to avoid enrage.

Handle Green Orbs and Ghosts – Use tank frontal to clear.

Soak Guillotine in corner.

Run out with Gloombomb – Collect your 3 souls afterwards.

DPS Malacrass to remove shield – Then kick the cast.

MYTHIC ONLY

Virulent Mutations are empowered Globules that will explode if they touch other Globules. Manifestations of Dread are only seen by fixated players or after kicking the Soulcoil, and nuke the player if 2 spirits touch. Soulcoil has a shield that is removed with Gloombombs.