

Zek'voz, Herald of N'Zoth

The "We Finally Get To Kill Our DPS" Boss

OVERVIEW

PHASES: 3

Hero: Last Phase

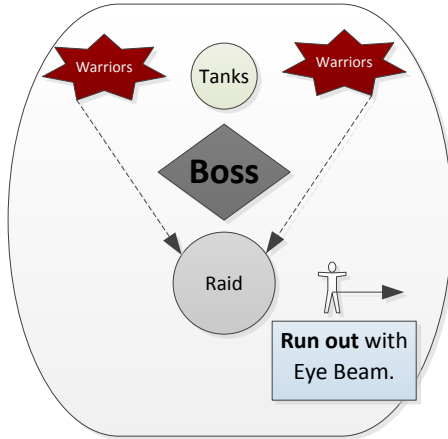
We fight Zek while Titan Discs come online, activating new mechanics for us to deal with each phase while deactivating old ones. Consider your positioning at all times to handle mechanics. In the final stage, intercept an orb to get a large damage/healing boost – but be warned, after 30 seconds you will be Mind Controlled and your team *must* kill you before you kill them. Typical meathead DPS....

SPECIAL NOTES

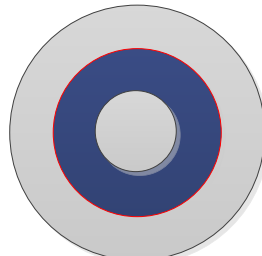
Immunities/Personals – N/A
Interrupts – Void Bolt, Psionic Blast
Dispels – None

Phase 1

Tank swap after every combo.



Dodge Surging Darkness zones – 1 of 3 zones erupts at a time, three times in a row. Move to safety.



Titan Spark – Deals damage periodically to random targets.

Might of the Void – Boss combo on tanks, frontal cone reducing healing received (Void Lash), then large physical damage increasing damage taken (Shatter), then Void Lash again.

Surging Darkness – At 100 energy, boss releases multiple avoidable eruptions that also cause raid-wide damage each eruption.

Silithid Warriors – Fixate player, dealing bleed damage + slow if hit (Jagged Mandible).

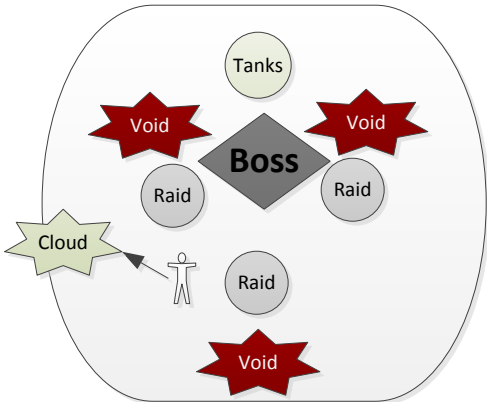
Eye Beam – Targets player, dealing damage and chaining to nearby players.

Kill/CC Warriors. Stay loosely stacked to keep them together.

In beta, it was possible to move out of the entire pattern

Phase 2 – 65%

Run out with Rolling Deceit to drop your Cloud.



Dodge Surging Darkness zones.

Split interrupt groups and nuke adds quickly.

Titan Spark, Might of the Void, Surging Darkness persists from P1.

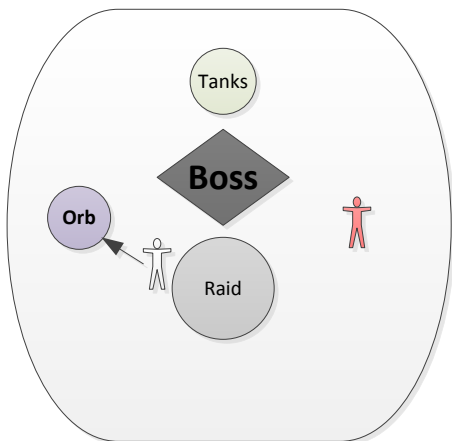
Roiling Deceit – Inflicts random target with DoT, upon expiring drops ominous cloud.

Ominous Cloud – If touched, summons Guardian add (will cast Shadow Nova at 100 energy or death, dealing massive raid-wide damage).

Nerubian Voidweavers – Deals damage to random players (Void Bolt, interruptable).

Phase 3 – 30%

Catch Orbs to gain damage/healing buff and prevent raid-wide damage.



Kill/CC/Interrupt Mind Controlled players after their orb debuff runs out.

Overload – Increases frequency of Titan Spark.

Orb of Corruption – Explodes on impact with ground, pulsing damage until touched. Touching sends the orb back up into the air and applies Corruptor's Pact to the player.

Corruptor's Pact – Health and damage/healing done increased by 100%. After it expires, you are mind controlled by Will of the Corruptor.

Will of the Corruptor – Lasts until player is killed (upon death, fears and damages players within 8 yards). Casts Psionic Blast on random targets, inflicting damage and fear (interruptable).

MYTHIC ONLY

Titan Discs remain powered on the entire fight, so mechanics do not fall off as the fight continues and you must deal with them throughout. Voidweavers cause increased damage the longer they are alive.