

Zul, Reborn

The Add Party Boss

OVERVIEW

PHASES: 2

Hero: Last Phase

During the first phase, Zul is not tankable and we must deal with his add friends first. These adds spawn in waves (Crawgs first, then Crushers or Bloodhexers, repeat). Kill the adds while dealing with mechanics that require you to run out of the raid or soak until Zul is at 40%. Adds stop spawning, so simply hero and clean them up then deal with mechanics appropriately while burning the boss down before he kills us all.

SPECIAL NOTES

Immunities/Personals – N/A
Interrupts - Bloodshard
Dispels - Deathwish

Phase 1

Zul is not tankable until P2.

Pool of Darkness – Pool spawns for 20 seconds and must be soaked by one player or else inflicts raid-wide damage.

Dark Revelation – 2 players marked to explode, dealing damage to raid based on distance away. Spawns a Minion of Zul.

Minion of Zul – Purge off their absorb to instantly kill them (and receive a stacking DoT). Fixates player, if reached, aoe fear.

Shadow Barrage – Random player damage.

Call of Blood – Zul summons adds to assist.

* **Bloodthirsty Crawgs** – Heals for 200% of damage dealt, explodes at 100 energy (dying and applying a 10 second DoT to raid).

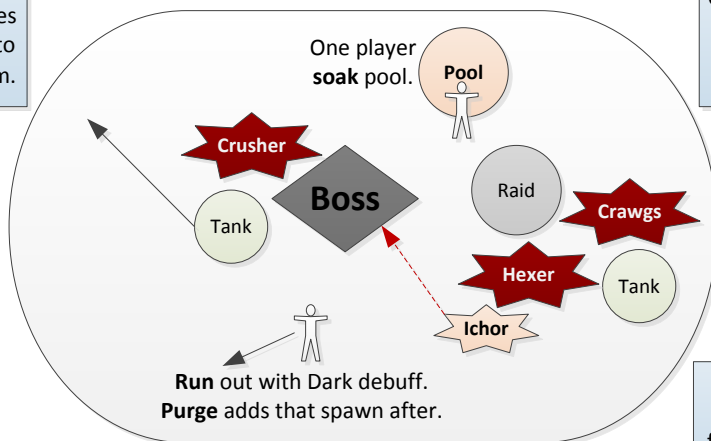
* **Nazmani Crushers** – Frontal cone damage + Thrumming Pulse (buffs nearby enemies).

* **Nazmani Bloodhexers** – Summons Animated Ichors that moves towards Zul, healing him if reached. Casts Bloodshard that damages lowest health player (interruptable). Heals all enemies if next to another Hexer.

Note: Once during fight, 2 Hexers spawn at the same time – DPS taunt one away and CC lock (root, sheep, etc) or Crusher tank takes one.

When adds spawn, **position** Hexer away from boss and move Crusher away at full energy. After these adds die, move back to boss with Crawgs for cleave.

Face Crusher away from raid. Move away from enemies when full energy to avoid buffing them.



Cleave down Crawgs before they explode.

Run out with Dark debuff.
Purge adds that spawn after.

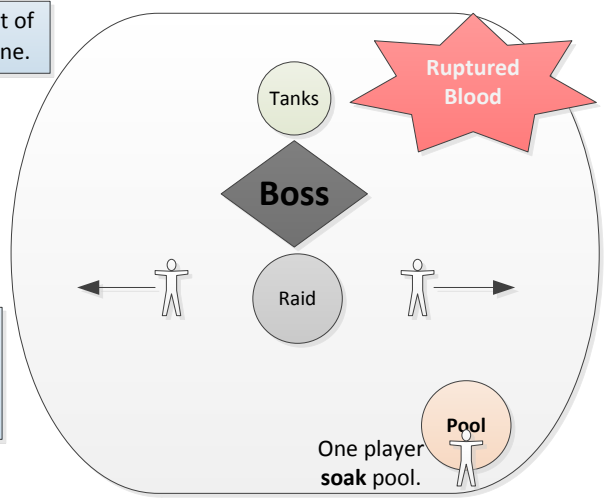
Interrupt Bloodshard from Hexer.

Add Priority:
Hexer > Crusher > Crawgs
(Crawg at nearly full energy becomes #1 priority)

Kill/CC Ichor to prevent it reaching and healing boss.

Phase 2 – 40%

Avoid standing in front of boss due to frontal cone.



Tanks **drop off** debuff away from raid, stacking puddle when possible.

Dispel players before they reach the edge.
Purge adds that spawn after.

Locus of Corruption – Zul consumes all his energy, applying one stack of Corrupted Blood to all players per 5 energy consumed.

Corrupted Blood – Shadow damage every 2 seconds, stacking and permanent.

Rupturing Blood – Frontal cone applying 20 second DoT, upon expiration drops Ruptured Blood.

Ruptured Blood – Void zone, applies Corrupted Blood.

Deathwish – Random players debuffed, forced to run off edge of arena and jump. Must be dispelled. Upon removal, spawns Minions of Zul.

MYTHIC ONLY

If a Pool goes unsoaked, players receive Corrupted Blood; the player soaking the pool will receive stacks of Corrupted Blood.