

King Rastakhan

But Really Sort of Fighting Bwosamdi...

OVERVIEW

PHASES: 4

Hero: P3

The alliance came here to kill the King, and it is time to accomplish that mission. Unfortunately, Rastakhan has brought along some bodyguards and Bwosamdi himself to foil our plans. We must fight in the realm of Death itself to burn through his friends and focus on him, a task that requires careful management of spread and stack mechanics along with dropping well placed death rifts throughout the room. Kill adds and get Bwon to 50% to face (and kill) the King alone.

SPECIAL NOTES

Immunities/Personals – Soak Toads
Interrupts – Grave Bolt, Focused Demise
Dispels - None

PHASE 1

BODYGUARD ABILITIES

Siegebreaker Roka:

Meteor Leap – Marks a player and lands 5 seconds later, damage split between players, then..

Crushing Leap – Jumps back to tank, increasing damage taken by leap by 500%.

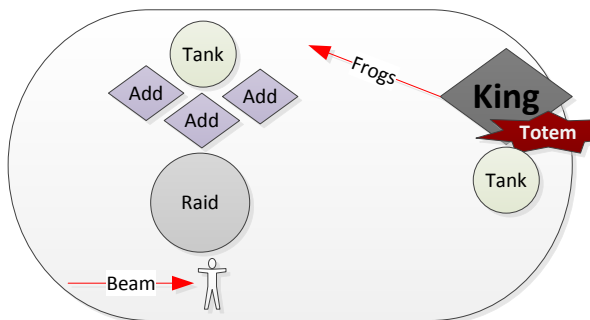
Prelate Za'lan:

Seal of Purification – Beam chases random player for 6 seconds, dealing damage.

Headhunter Gal'wana:

Grievous Axe – Applies DoT to player, heal above 90% health to remove.

Tank King on east side of room to negate Serpent Totem, Toad, and Detonation mechanic while team focuses down adds. *Siegebreaker* > *Prelate* > *Headhunter*



MAIN ABILITIES

Bind Souls – Any damage taken by Rastakhan in P1 is directed to his bodyguards.

Scorching Detonation – 5 second channel into tank dealing damage and causing a raid-wide explosion at the end. Reduce damage by being further away from raid.

Plague of Toads – A cone of frogs shoots out from boss towards random player, leaving void zones and applying a DoT to anyone hit.

Greater Serpent Totem (P1 only) – Faces nearby player and channels fire cone.

PHASE 2

Once all bodyguards are dead, Bwosamdi appears and must be tanked, but takes no damage. Tank him on east side, keep a healer close. Taunt swap every Scorching Detonation. Raid on King.

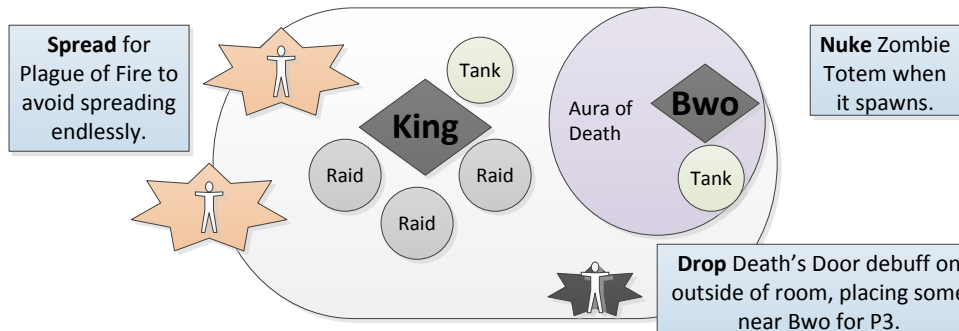
Plague of Fire – Debuff to random targets, very quickly expires and spreads 7 yards.

Zombie Dust Totem – Mind controls player, letting go once destroyed.

Aura of Death – Applies **Deathly Withering** (stacking DoT) to players within 30 yards of Bwosamdi.

Caress of Death – Prevents healing on target (tank P2, Death Realm players P3) while dealing shadow damage over 5 secs.

Death's Door – Debuff to random player, upon expiration drops a Death Rift door.



PHASE 3 – King at 60%

At 60%, half of raid closest to Bwosamdi is ported to Death Realm - Send 2 healers, 0 tanks, and DPS. Every 15 seconds King's damage increases by 2%. He continues to cast Scorching and Zombie Totem.

P3 - Death Realm

Nuke Bwosamdi to rejoin team.

Remove **Deathly Withering** stacks one player at a time using Death Rift doors, causes raid-wide damage when touched.

Beware of **Caress of Death** heal immunity.

Run away during **Inevitable End** (zone around boss) to avoid instant death.

Dodge **Dread Reaping** Void Zones.

ADD ABILITIES

Phantom of Rage:

Necrotic Smash – 10 yard smash on tank, reducing healing by 50% to all hit.

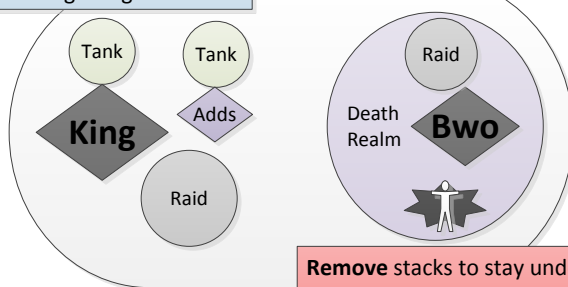
Phantom of Retribution:

Grave Bolt – Interruptible damage on tank. Seal of Bwosamdi – Zone appears requiring player to soak damage to avoid hitting raid.

Phantom of Slaughter:

Focused Demise – Channel damage on random player, only they can interrupt it.

Interrupt adds, focus King while getting adds low.



PHASE 4 – Bwosamdi at 50%

Death team returns. Deal with all phase abilities. Hero and nuke adds then boss.

MYTHIC ONLY

P1 Seal of Purification beam now leaves behind fire, limiting space. Multiple Grievous Axes are thrown. Aura of Death range increased from 30 to 45 yards. P3 Phantom adds spawn Death Rift upon death and enter the Death Realm.