

# The Restless Cabal

## The Relic Using Cheaters (This Isn't Legion)

### OVERVIEW

PHASES: 1

Hero: On Pull

The only way out is to defeat the two bosses, Zaxasj the Speaker and Fa'thuul the Feared (they do not share a health pool but must be killed within 20 seconds of each other) – trying to leave the encounter will net you a 99% damage reduction. They cheat by using the 3 relics around the room to empower abilities and summon friends. We can cheat right back by letting our friends get the Promises of Power debuff, granting them great damage at the cost of their health.

### SPECIAL NOTES

*Immunities/Personals* – Void Crash  
*Interrupts* – Witness the End  
*Dispels* – Promises of Power

### General Abilities

Tanks take Fa'thuul and one Range DPS tanks Zaxasj – move them together from relic to relic.

Focus the boss you want to activate a relic next, swapping between relics.

#### Fa'thuul the Feared

🛡️ **Shear Mind** – Physical damage + applies 10% reduced stats debuff to tank, lasts 20 seconds, and stacks. (Taunt around 3-4 stacks)

**Void Crash** – Purple swirly zone - if no players hit, will jump to a new area, shrinking in size and damage twice.

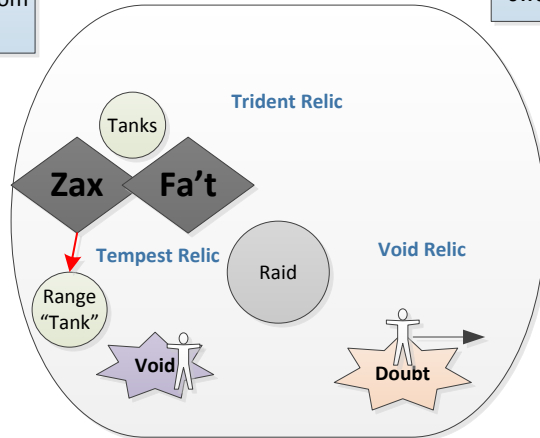
**Crushing Doubt** – 12 second debuff on players, slowing movement speed and dealing raid-wide damage when expired (reduced by distance away)

#### Zaxasj the Speaker

**Aphotic Blast** – Deals burst of damage to target + increases threat generation by 150% (hits 5 yards around target) for 30 seconds (if expires, player becomes hostile).

**Cerebral Assault** – Faces random player direction and casts cone, dealing damage and causing players to become hostile.

🟢 **Dark Herald** – Player debuffed for 10 seconds, will apply **Promises of Power** to anyone within 5 yards (increases damage dealt by 10% and reduces maximum health by 10% - dispelling causes damage to the dispeller)



Avoid standing near the Range DPS tanking Zaxasj.

Dodge the Cerebral Assault cone to avoid turning hostile.

One player soak the Void Crash when low raid damage + personal, otherwise dodge.

Run out with Crushing Doubt debuff.

If turned hostile, you can damage players and receive damage from players, but cannot be healed. Leave these players alone.

At 75%, 50%, and 25% health, each boss will activate the relic closest to him to trigger new mechanics along with a 10% increased damage buff. Having a single boss activate the same relic twice results in 300% increased damage dealt by that boss.

### Relic Abilities

#### Suggested Relic Order:

Fa't Tempest > Zax Trident > Fa't Void > Zax Tempest > Fa't Trident > Zax Void

#### Void Stone Relic

**Umbral Shell** – Grants boss a large absorption shield that prevents damage and debuffs players with Embrace the Void.

**Embrace the Void** – Healing received reduced by 100%.

**Burst down** shield so healers can heal again – utilize damage reduction and absorbs.

#### Trident of the Deep Relic

**Custody of the Deep** – Creates large barrier shield around boss that has its own health pool. Any enemy inside shield will redirect 75% of damage to shield.

**Abyssal Collapse** – After 20 seconds, shield explodes remaining health as damage to raid.

**Tank** enemies inside Trident Barrier to break shield.

#### Tempest Caller Relic

👹 **Storm of Annihilation** – Pulses damage every second for 15 seconds, reduces damage dealt by 50%, and kills any player below 25%.

**Dispel** Promises of Power before activating Tempest Relic due to pulsing damage.

When a relic is activated, the bosses will summon adds.

#### Fa't will summon Eldritch adds:

3 non-tankable adds, cast Witness the End (at end of cast, explodes and dies, dealing raid-wide damage + increased damage taken by this for 6 seconds). Interrupt staggered so they die staggered.

#### Zax will summon Visage from Beyond:

**Visage:** Add lives 3 minutes and repeatedly casts Terrifying Echo (fears all players for 6 seconds) if 15 second channel completes. Bring add to 1 HP to interrupt, before it regens and casts again.

### MYTHIC ONLY

Adds become interrupt immune after 2 minutes, Witness the End lasts 12 seconds (up from 6). New relic powers: **Void** = orb appears and sucks people towards it. **Trident** = Orbs in room that stun on impact. **Tempest** = Orb deals damage to nearest player, increasing each tick.