

Kel'Thuzad

The Immortal Boss

OVERVIEW

PHASES: 3

Hero: P3

Kel'Thuzad remains untouched by death for as long as his Phylactery keeps him alive, drawing on the power of the Jailer's souls to fight anyone who tries taking him down. We must defeat him repeated to gain access to his Phylactery where we can slowly chip away at the Remnant inside. Destroying it will let us kill Kel'Thuzad (once and for all?) one last time, but be prepared to deal with his resurrected adds – which will include any unprepared raiders dead on the floor.

SPECIAL NOTES

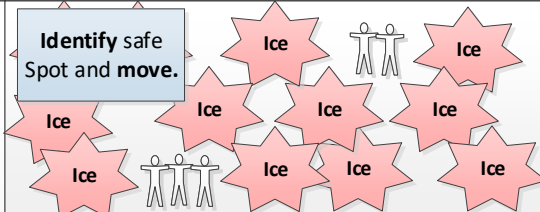
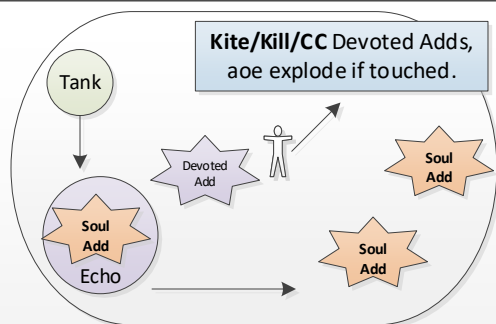
Immunities – Frost Blast
CC – Devoted Adds, Soul Reaver casts
Dispels – Frost Blast root

Phase 1:

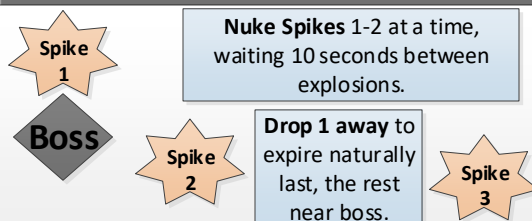
ABILITIES

Soul Shards

Howling Blizzard



Glacial Spikes



Interrupt Souls with kicks or Echo void zone.

Taunt swap after Soul Fracture to go collect souls after they are defeated.

Howling Blizzard – When at 0 mana, ice patches form and grow before exploding.

Dark Evocation – When at half mana, Frostbound Devoted adds spawn and any dead player is resurrected and mind controlled.

Frostbound Devoted – Fixate on player and explode/knockback.

Soul Fracture – Shadow damage and knockback on tank, creating Soul Shard adds.

Soul Shards – Cast Piercing Wail (interrupt) dealing raidwide damage. Each soul increases the tanks physical damage taken by 500%. Tank must collect souls once they are defeated or will be one shot.

Oblivion's Echo – Random players drop a silence zone, works on Soul Shards.

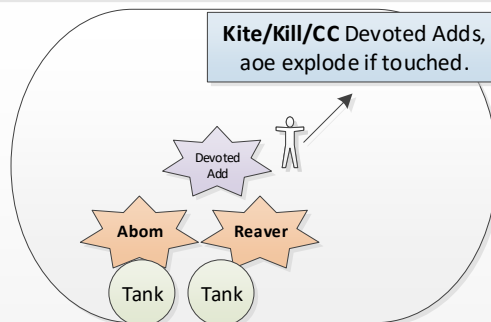
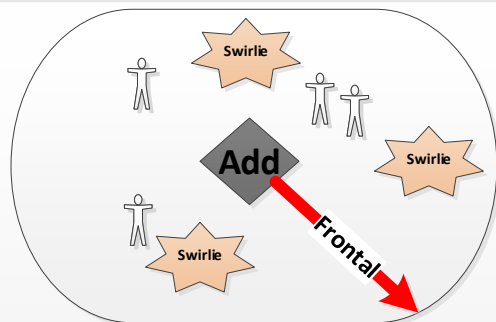
Phase 2: After Bringing Kel'Thuzad to 0%

Phylactery Realm

Main Realm

Send in half DPS + couple healers. Nuke, reducing its health 40% within 45 seconds, then exit the realm.

Aim to kill adds right before Phylactery ends to prevent them from resurrecting/having to kill again.



Dodge swirlies and front beam.

At 20% health (third time entering), dodge tornados.

Interrupt Soul Reavers to prevent increasing future cast's damage.

Dodge Abomination frontal, face away from raid.

Return to P1, boss deals 5% more damage and casts more Oblivion's Echoes and Glacial Spikes. Any adds still alive are buffed 25% and can no longer be CCed.

Glacial Wrath – Random players will drop a glacial spike that needs destroyed.

Glacial Spike – Shatters after ~40 seconds, inflicting raidwide damage and increasing damage taken by shatters for 10 seconds, stacks.

Frost Blast – Targets one player, damage split by nearby players, rooting for 12 seconds. Dispel.

P2: Necrotic Miasma – Stacking shadow DoT applied while in phylactery.

Necrotic Surge – Each time boss is revived by phylactery, gains 5% damage increase and increases targets of Oblivion's Echo and Glacial Wrath.

Necrotic Empowerment – After being revived by phylactery, all minions still alive in main realm have damage increased by 25% and become immune to CC.

Necrotic Destruction – If phylactery is not reduced 40% of its health within 45 seconds, it will explode, wiping raid.

March of the Forsaken – Main realm is filled with adds. Unstoppable Abomination – Shoots frontal line. Soul Reaver – Interruptible raidwide damage, if successful increases future cast damage.

Phase 3: After 3rd Time In Phylactery

Combination of P1 mechanics (Echoes + Frost Blast) and P2 adds. Must finish Kel'Thuzad one more time before he wipes raid with Deep Freeze, growing ice patches that last permanently.

P3: Deep Freeze – Ice patches slowly fill room, permanent.

MYTHIC ONLY

Boss starts with 2 stacks of **Necrotic Surge** and casts more **Echoes** and **Spikes**. **Devoted Adds** spawn from **Echoes**. Phylactery realm now has a pushing wind that tries to knock off players and swirlies will spawn void zones that remain on platform.