

Za'qul, Harbinger of Ny'alotha

He's Crazy About You

OVERVIEW

PHASES: 4

Hero: P4 – Dark Pulse Shield

As the fight progresses, Za'qul creates multiple realities – the Fear Realm and the Delirium Realm, pushing the team further and further to insanity. The fight ramps up quickly as we must handle multiple realms and their minions at once, all while burning the boss and doing our best to not kill each other. Finally we receive some help from Arcanist Thalysra, who brings us back to reality one more time before the final push.

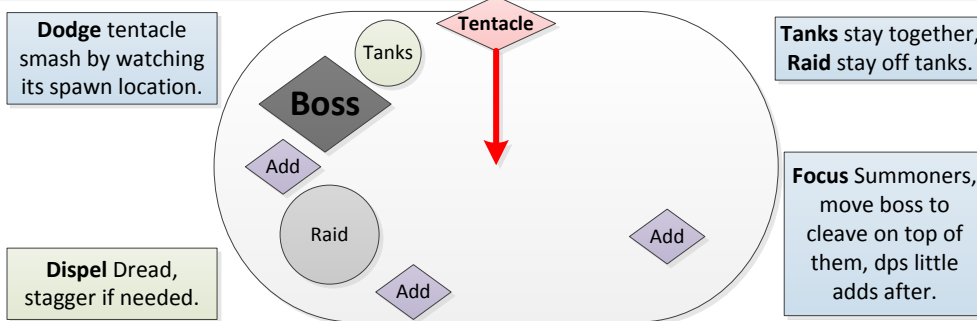
SPECIAL NOTES

Immunities/Personals – N/A

Interrupts – None

Dispels – Dread, Shattered Psyche

PHASE 1: 100-85%



All Phases:

Mind Tether – Tank + closest target tied together, reflecting 50% of damage taken. If split +12 yards, damage taken is increased.

Crushing Grasp – Tentacle forms on edge of area and slams ground, knocking back players hit; avoidable.

Dread – Random players feared, deals raid-wide damage when dispelled.

P1

Portal of Madness – Summoners spawn and cast portals that spawn Horrific Vision adds, exploding if 20 second cast finishes, dealing raid-wide damage.

Horrific Vision – Adds who fixate players and take more damage when first spawned due to 30 stacks of increased damage taken debuff, stacks drop the longer they are alive – when at 0 stacks, transform into Unleashed Nightmare.

Unleashed Nightmare – Apply Hysteria to target.

P2: 85% - Fear Realm Opened

Fear Realm – Gain Hysteria every 15 seconds inside (stacking debuff applied in the insanity realms that deals ticking damage for 25 seconds).

Manifest Nightmare – Debuffed player pulses damage in 7 yards, leaving pool every pulse, dropping a Horrific Vision add at final pulse.

Maddening Eruption – Tear forms dealing raid-wide damage unless Za'qul is on it. Debuffs boss, increasing damage taken by 30% for 20 seconds.

P3: 70% - Delirium Realm Opened

Delirium's Descent – 3 void zones appear in front of boss. 1 player in each sent to Delirium Realm (become hostile with 30% increased haste) If killed, sent back to raid stunned (Shattered Psyche – dispel).

Tentacle Slam – Tentacle spawns on players and deals damage/stuns anyone who does not move.

P4: 50% - All Realms Open

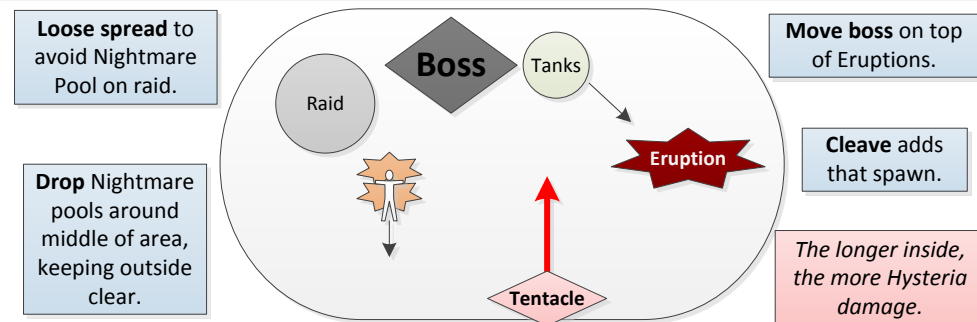
Reality Portal – Arcanist Thalysra opens portal allowing movement between realms, bringing us back to reality realm.

Dark Pulse – Shield on boss that must be burned through or raid will wipe, removal interrupts cast.

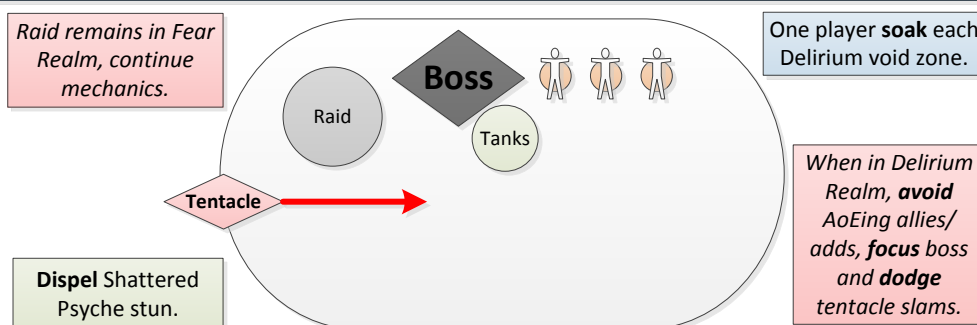
Dark Passage – Portal to Fear Realm opened, causing Summoners to appear and spawn adds across realms. Can only be damaged in Fear realm.

Manic Dread – Empowered version of Dread, when dispelled leaves a Caustic Delirium pool that will send players who stand in it long enough (5 stacks) to the Delirium Realm.

PHASE 2: 85-70%



PHASE 3: 70-50%

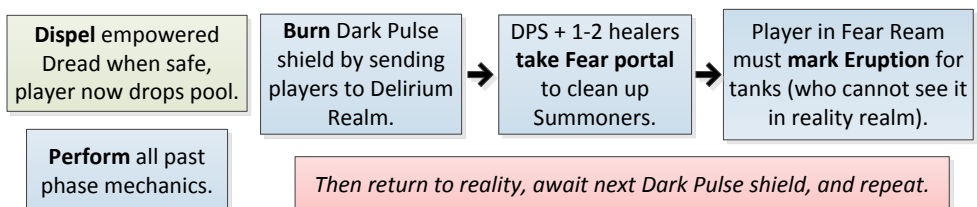


PHASE 4: 50-0%

Raid pulled back to **Reality Realm**, with a portal opening allowing return to realm at any time.

Fear portals open when Summoners spawn in Fear realm.

Delirium realm entered by standing in Caustic Delirium pools or Delirium's Descent pools.



MYTHIC ONLY

P4 Changes: (1) Arcanist dies after returning us to reality, so we cannot use Reality Portal. (2) **Psychotic Split** – Mirror versions of boss split to each realm, killing them interrupts Dark Pulse cast. (3) **Echoes of Fear/Delirium** spawn, fearing and slamming enemies.