

# The Nine

## The Val'kyr Boss

### OVERVIEW

### PHASES: 2

Hero: Start of P2



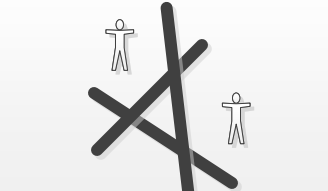
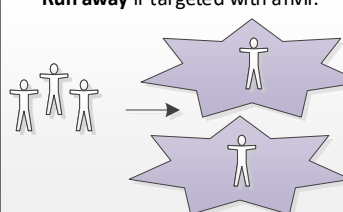
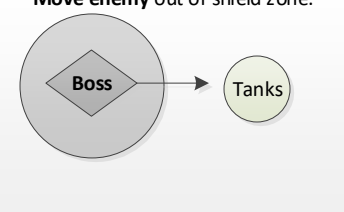
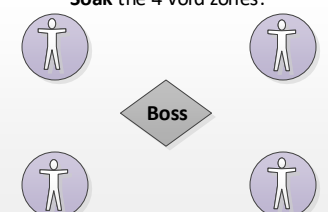

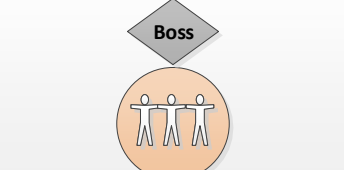
Sylvanas' 9 val'kyr are willing to do anything for the Dark Lady, and in this case it means taking us out. We will be fighting Kyra and Signe first, and when either of them reaches low health, Skyja will join. Meanwhile the other 6 val'kyr will assault you from the sky with their creative variety of mechanics. Finish off Skyja to end the battle, proving that you have bested this army of winged sisters, and enjoy your loot.

### SPECIAL NOTES

**Immunities/Personals** – None  
**Interrupt** – Songs of Dissolution  
**Dispels** – Fragment of Destiny

### Phase 1: Kyra and Signe

### ABILITIES

<p><b>Kyra</b>  <b>Run away</b> during suck in.  <b>Kill and interrupt</b> add.  <b>Taunt</b> swap at high stacks.</p> 	<p><b>Signe</b>  <b>Run in</b> during pushback.  <b>Interrupt</b> Song of Dissolution.</p> 	<p><b>Eternal Blade Val'kyr</b>  <b>Dodge blades</b> as they cross platform.</p> 
<p><b>Mighty Anvil Val'kyr</b>  <b>Run away</b> if targeted with anvil.</p> 	<p><b>Bright Aegis Val'kyr</b>  <b>Move enemy</b> out of shield zone.</p> 	<p><b>Falling Strike Val'kyr</b>  <b>Soak</b> the 4 void zones.</p> 
<p><b>Mournful Dirge Val'kyr</b>  <b>Spread out</b> if debuffed.</p> 	<p><b>Crushing Gaze Val'kyr</b>  <b>Stack</b> to split the damage.</p> 	<p><b>Handle</b> each Val'kyr ability as it is called.</p> <p><b>Lower Kyra and Signe's health</b> to 15% at the same time.</p>

**Kyra:**  
**Wings of Rage** – At 100 energy, players are pulled in. After 7 seconds, all players within 10 yards are damaged and stunned.

**Formless Mass** – Summoned add that casts Siphon Vitality, dealing damage and healing itself if not interrupted.

**Unending Strike** – Tank attack increasing damage taken by 10% for 25 seconds, stacks.

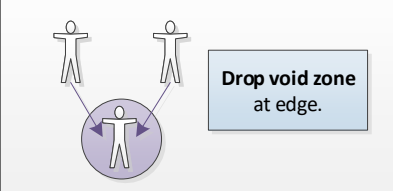
**Repeating Slash** – Raid wide damage that increases the more stacks of Unending Strike the raid has.

**Signe:**  
**Reverberating Refrain** – At 100 energy, players are pushed away. After 7 seconds, all players further than 10 yards away are damaged and feared.

**Song of Dissolution** – Interruptible channel that deals pulsing damage to raid.

**Soulful Blast** – Shadow damage on target, low priority interrupt.

### Phase 2: Skyja Joins (~15% on Kyra/Signe)

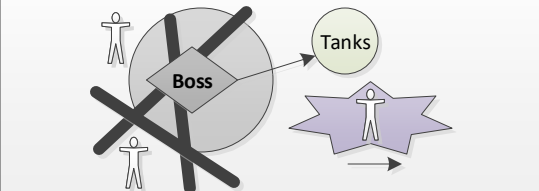
<p><b>Skyra</b>  <b>Dispel debuffs</b> onto one player.          Use <b>defensives</b> when linked.</p>  <p><b>Drop void zone</b> at edge.</p>	<p><b>Finish off</b> Kyra and Signe as quickly as possible.</p> <p><b>Handle</b> 3 Val'kyr abilities at a time, rotating order as the fight continues.</p>
--	--

**Skyra:**  
**Fragments of Destiny** – Debuff on random players, when dispelled jumps to closest player. When one player has all debuffs, they are removed and a void zone drops.

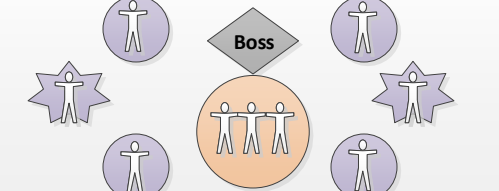
**Link Essence** – Random players linked together, sharing damage.

**Pierce Soul** – Stacking tank debuff reducing healing received/movement speed.

**Example 1**  
**Dodge** blades.  
 While **running out** with Anvil.  
 While **moving boss** out of shield zone.



**Example 2**  
**Soak** the 4 void zones.  
 While **spreading** out if debuffed.  
 While **stacking** for Crushing Gaze damage.



**Call of the Val'kyr:**  
**Eternal Blade** – Blades slash through area.  
**Mighty Anvil** – Large impact zone.  
**Bright Aegis** – Shield zone reduces enemy damage taken when within, lasts 40 seconds.  
**Falling Strike** – Purple circles that must be soaked to prevent raidwide damage.  
**Mournful Dirge** – Random players pulse aoe.  
**Crushing Gaze** – 1 player debuffed, shortly later takes damage split by near by allies.

### MYTHIC ONLY

Kyra and Signe will randomly join the fight in P2 rather than disappearing in P1. Fragments of Destiny debuff will occur during P1.