

# The Lost Explorers

## The Tortollan Trio

### OVERVIEW

We face off against three Tortollans possessed by Mor'zahl. Break crates to find a fish to feed to one of them in order to stop the boss' channel. The fed Tortollan will gain empowered abilities and change the strategy of the fight.

#### TANK

Avoid stacking all 3 Tortollans. Taunt swap Iku and Nama at high stacks.

#### Healer

Heal players breaking crates, due to the bleed stacks. Dispel Icebound Flames.

#### DPS

DPS bosses evenly to avoid enrage at ally death. Interrupt Iku's Icebound Flames.

**Phases:** 1 **Hero:** Pull

### SPECIAL NOTES

**Immunities** – Nama's Mighty Thud  
**Dispels** – Iku's Icebound Flames  
**Interrupts** – Iku's Icebound Flames

### ABILITIES

### Phase 1

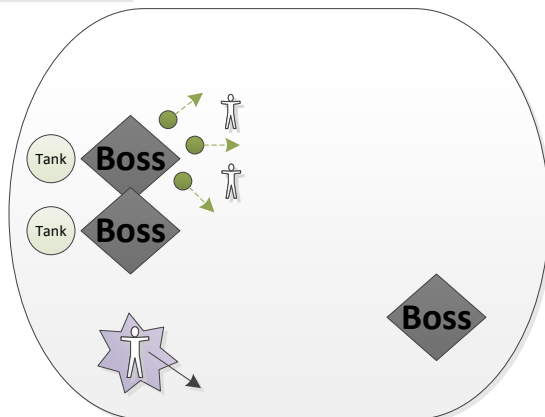
**Rotate tanking 2 bosses on each other,** with the 3<sup>rd</sup> away to avoid shielding them.

**Run over crates** to reveal their contents, looking for a fish.

**Pick up the crate fish** and run it to a Tortollan you wish to empower (do before Mor'zahl hits 100 energy).

**Dodge shells** that shoot out from Nama, aiming at melee.

**Run away** with Blink Nova to explode away from the raid.



**Handle new empowered abilities,** rotating which boss is empowered.

Trader Gebbo is untankable and will wonder around.

**Final Ascension** – If Mor'zahl channels long enough and reaches 100 energy, begins pulsing damage.

**Mor'zahl's Command** – When a Tortollan is given a Digusting Fish, it interrupts Mor'zahl's channeling and forces him to reposses them, granting them additional abilities.

#### Trader Gebbo

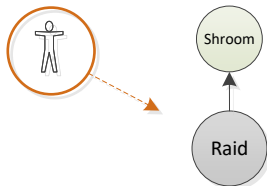
**Throw Junk** – Crates spawn around the room. Stepping on one applies a Splinter bleed, but may also reveal a fish that can be used on a Tortollan. If not stepped on, crates will eventually explode.

**Mushroom Toss** – Spawns mushrooms that cause nearby players to bounce into the air when run over. Explodes shortly after.

**Explosive Surprise** – A player is debuffed with a bomb. Upon explosion, drops a fire puddle and releases a fiery shockwave that greatly injures anyone caught. Can be bounced over.

### Empowered Gebbo

**Run out with Explosive Surprise** to drop giant fire puddle + fire wave.



**Move onto a mushroom** as a raid to jump over the explosion's wave of fire.

#### Scrollsage Iku

**Frostfire Volley** – Debuffs players with either Fire or Ice, causing them to explode and drop a matching puddle, as well as receive a fire or ice debuff.

**Elemental Explosion** – When a debuff touches a puddle of the opposite element, it will explode, dealing raidwide damage and disappearing.

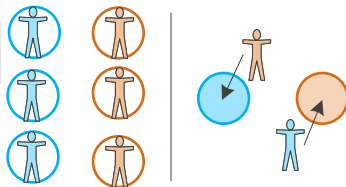
**Blink Nova** – A player is debuffed, shortly after explodes, dealing raidwide damage based on how far away they are.

**Icebound Flames** – Interruptible large attack at a player, leaving a dispellable DoT that slows.

**Shredding Shards** – Channeled frost damage at active tank, increasing future shard damage taken by 50% for 1.3 minutes.

### Empowered Scrollsage

**Run out to ice/fire side** with debuff to drop ice/fire puddle.



**Step into the opposite element puddle** to remove it – stagger due to resulting explosion.

### Empowered Nama

**Assign 3 Groups** to soak Nama's 3 leaps.



**Place them** where the resulting puddles don't impact raid space.

#### First Mate Nama

**United Defense** – If all 3 bosses are within 30 yards of each other, they take 99% reduced damage.

**Mighty Thud** – Three players are marked. Shortly after Nama jumps on them, dealing split damage based on number of soakers, and leaving an aftershock void zone behind.

**Shell Spin** – Hurls shells in a cone at melee, stunning players who are hit.

**Steady Strikes** – Each attack causes Nama to deal 4% increased damage to active tank.

### Upon Defeat Of An Ally

#### Smashing Shovel

Gebbo begins knocking players back with his shovel.

#### Cataclysmic Invocation

Iku begins pulsing raidwide damage.

#### Relentless Escalation

Nama increases damage by 100% every second.

### MYTHIC ONLY

When walking over crates, the bleed applies in an aoe around the player who touched the crate. Take care when opening to not double up!