

# Taloc the Corrupted

## The Bloody Boss

### OVERVIEW

PHASES: 2 + Intermission

Hero: After Elevator

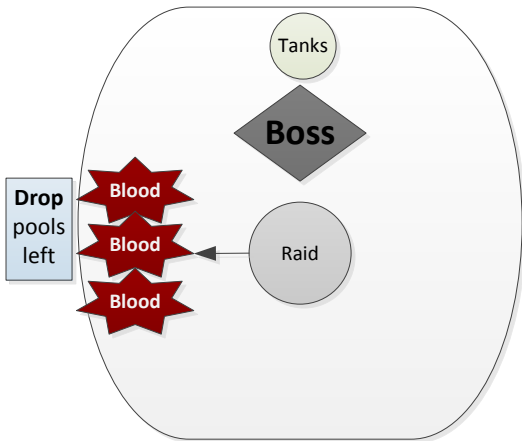
We begin fighting Taloc in a simple, rinse and repeat dance in a small room, dropping off dangerous pools and dodging the boss as he charges. At 60%, we begin to descend; turns out the room was an elevator. The boss is immune to damage as we handle adds on our way down. The final phase on the much bigger ground platform requires continuing the mechanics dance and burning the boss before we run out of space, all while handling the adds from the elevator phase.

### SPECIAL NOTES

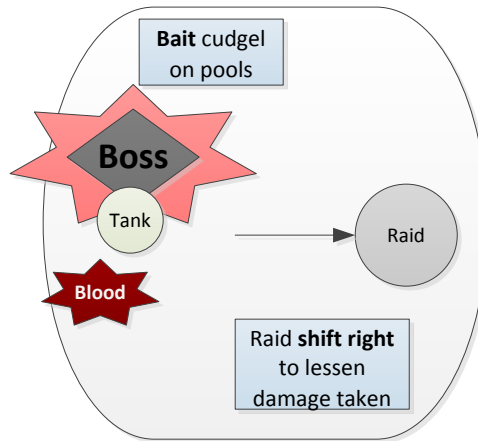
**Immunities/Personals** - Drop pools on top of other pools and soak Droplet adds.  
**Interrupts** - None  
**Dispels** - None

### PHASE 1

#### NORMAL



#### + CUDGEL TOSS



**Plasma Discharge** – Targets random players who drop red pools (blood storm) + ticking damage – every 2 seconds for 6 seconds.

**Cudgel of Gore** – Hurls weapon at current tank, inflicting damage and knocking back targets. Damage decreased by being far away from the impact. Note: This absorbs all red pools (blood storms) near his destination.

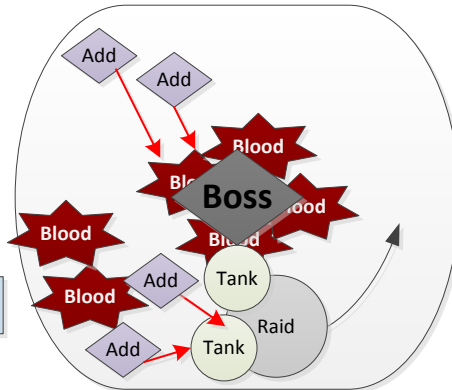
**Retrieve Cudgel** – Boss will charge back to his dropped weapon later in the fight, dealing damage and knocking back enemies in the path.

**Sanguine Static** – Waves of blood charge out of his body, damaging and knocking back.

### Intermission – 35% - Elevator Descent

**Range** kill Droplets before they reach raid.  
**OR**  
**Tanks** soak Droplets away from raid.  
**Melee** kill Bloods.

Shift together as blood pools form under adds.



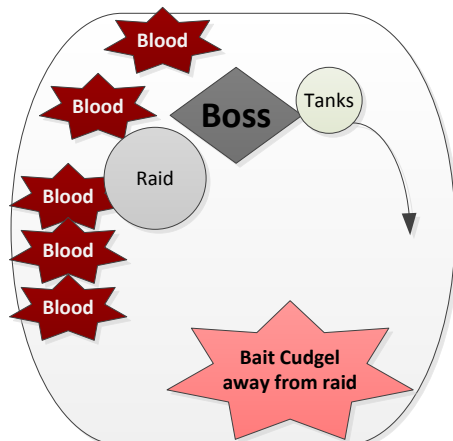
**Coalesced Blood Adds** – Continuously drop red pools (blood storm) around them. Must be tanked and killed.

**Volatile Droplet Adds** – Fixate a target and detonate upon hitting any player, dealing damage and knocking back players within 5 yards of the impact.

**Uldir Defensive Beam** – Deals damage in a line, avoid standing in the visual effect.

**Note:** You can fall off the elevator and die.

### PHASE 2



Shift together as blood pools form.

Rinse and repeat of Phase 1 mechanics + Volatile Droplet Adds.

Much larger space, cudgel tank simply runs away from raid (no need to clear pools).

Since there is no tank mechanic this fight, the off tank can be on "intercept droplet" duty.

### MYTHIC ONLY

New abilities: **Enlarged Heart** (Shadow damage split across all players within 8 yards of the targets) and **Hardened Arteries** (Slows target, causing them to explode in 8 yards after 6 seconds). Group/spread accordingly.