

# Il'gynoth

We Should Have Killed His Organs In Emerald Nightmare...

## OVERVIEW

PHASES: 2

Hero: 4<sup>th</sup> P1

Did you Emerald Nightmare lovers miss Il'gy? During this fight, the raid will rotate between fighting Il'gy himself and his organs in the walls. Once all three organs are killed, the boss is defeated – biology! In order to expose his organs, we must drop his health to 1 in P1 – kill an organ to return, this time with blood blobs joining P1. Rinse and repeat. Get ready for a hectic and bloody fight that only gets more crazy as the phases repeat.

## SPECIAL NOTES

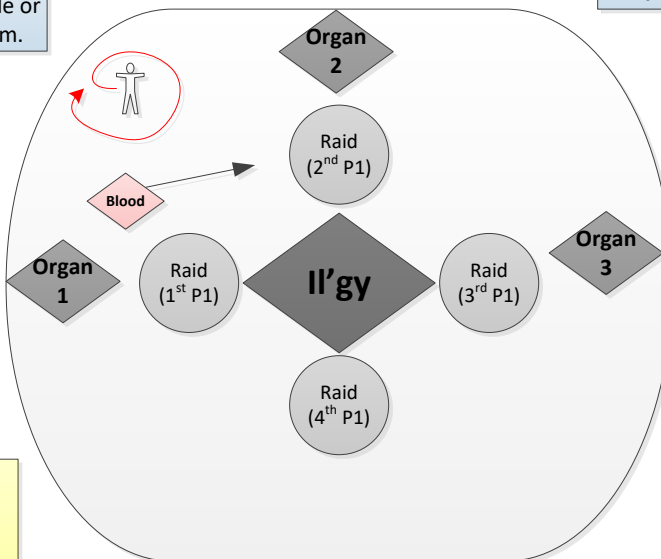
**Immunities/Personals** – N/A  
**Interrupts** – Pumping Blood (P2)  
**Dispels** – Recurring Nightmare

## PHASE 1 (100%-0%, 4 times)

**Kite** the Corruptor's Gaze beam in a circle or down edge of room.

In subsequent P1s, **kite/CC** and kill bloods that spill from the defeated organs.

Every time a blood add dies, raid takes damage!



**Taunt** after Eye of N'Zoth beam and face it away from raid.

**Avoid** the charmed player by using CC or risk becoming charmed! Bring them to 30% health to free them.

*As more organs die, more bloods spawn... insanity!*

### P1:

**Eye of N'zoth** – Frontal beam increasing damage taken from it by 75%.

**Touch of the Corruptor** – Players are charmed and attempt to charm others by rushing towards them, until below 30% health. Keep your distance from them as they fixate you, using CC.

**Corruptor's Gaze** – Beam follows player, leaving silencing pool behind.

### Blood of Ny'alotha

**+** come from destroyed Organs and fixate on players.

**Recurring Nightmare** – Add melee hits leave stacking DoT (dispellable)

**Hemorrhage** – Adds explode for raid-wide damage on death.

### P2:

**Cursed Blood** – DoT applied to random players, explodes 10 yards when expired.

**Organ of Corruption** – 3 around room, casting Pumping Blood (interruptible, spawns a Blood add). Defeat one to reset to P1. The defeated Organ will now spawn bloods during P1.

## PHASE 2 (Whenever Ilgy is 0%, 3 times)

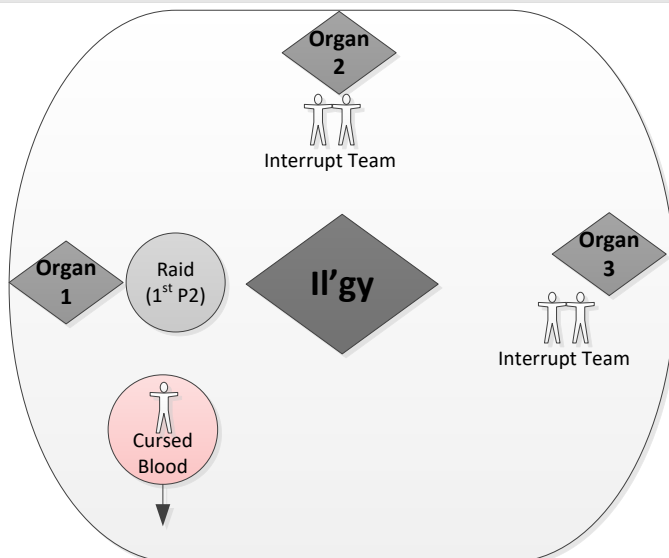
**Nuke** one organ per P2, raid stacked by it. All other organs will heal.

**Send 2 man interrupt** team to the other organs to stop Pumping Blood.

**Move away** with Cursed Blood debuff.

**Kite/CC** and kill any Bloods that form.

**Dispel** Recurring Nightmare DoT applied from Blood melee.



*When an Organ dies, it will now spawn Bloods during P1.*

## MYTHIC ONLY

**Cursed Blood** is empowered, present in all phases. It grows and shrinks in power while active, and should be dispelled when it is at its lowest power to reduce the damage dealt. **Clotted Corruption** add in P2 – absorbs bloods to grow in power.