Bloodbound Horror
The Bloody Ooze

<table>
<tr><td colspan="2">OVERVIEW</td><td><i>Phases:</i> 1   <i>Hero:</i> P1</td></tr>
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The boss will constantly be sending down half the raid into The Unseeming Realm through it's gruesome discharge mechanic, where they must kill adds to return to the main fight. Kill the boss before you drown in it's oozing blood!

TANK	Healer	DPS
Swap after Gruesome Disgorge. Active tank controls Beam placement (left/right of boss).	CDs for Crimson Rain heal absorb.	Utilize slows/CC on adds. Save CDs for adds as needed.

Main Realm

Move away to drop off void zones, shifting in a circle to clump drops.

Dodge beams that rotate around the boss.
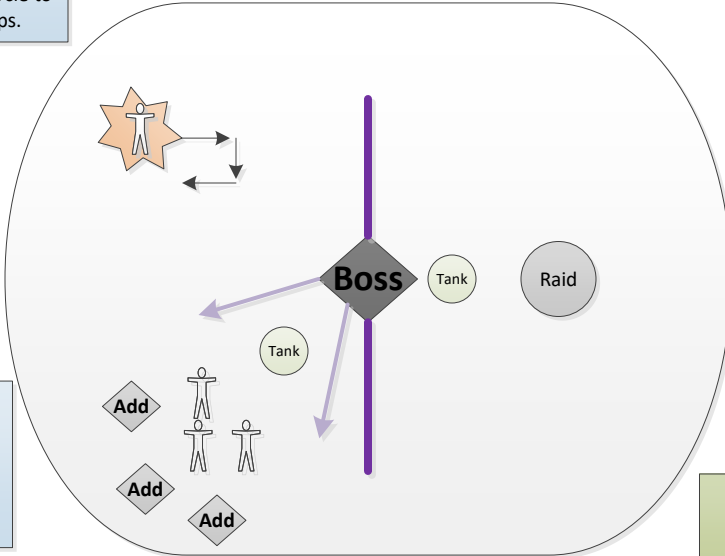
Aim boss frontal at purple orbs – these represent adds downstairs.

Heal off the absorb during Crimson Rain.

Send half the raid down in frontal cone to handle adds.

Run away when boss explodes.

ABILITIES

⚠️ **Gruesome Disgorge** – A frontal cone that sends players hit into The Unseeming realm for 40 seconds.

☠️ **Unseeming Blight** – Debuff discouraging you from entering the Unseeming realm again for 1 minute due to 500% increased damage taken.

Spewing Hemorrhage – Two rotating beams spawn out of the boss, inflicting massive damage to players struck.

Goresplatter – Explosion 60 yards around boss, killing anyone within.

Seeping Transfusion – Boss increases damage 10%, stacking, over time.

➕ **Crimson Rain** – Applies a raidwide healing absorb to players.

Grasp From Beyond – Debuffs players causing them to drop void zones at their feet every 1 second for 12 seconds.

🛡️ **Black Sepsis** – If no players are within reach, boss will AOE down raid.

The Unseeming Adds:
Lost Watcher – Needs tanked. Channels shield onto boss, interrupt (Black Bulwark).

Forgotten Harbinger – Not movable. Spawns small Horror adds that walk towards boss, exploding in raidwide damage if reached.

The Unseeming Realm

Tank Lost Watcher add – interrupt it's channel immediately, shields the boss.

DPS Priority:
Horrors > Harbinger > Watcher

CC/Slow Horror adds to prevent them exploding upon reaching boss.
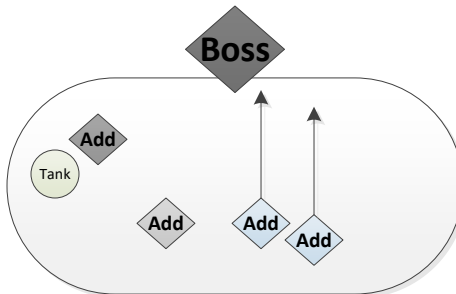
Bring adds to immovable Harbinger add that is spawning Horrors.

Finish adds before beam mechanic, as you will need to dodge beam.

After 40 seconds, you return to the main realm. Rotate which group goes down – do not go down twice in a row!

<table><tr><td>MYTHIC ONLY</td></tr></table>

Bloodcurdle – All players are debuffed and explode in a 6 yard radius 5 seconds later. Players must careful position to avoid killing one another. More adds spawn in Mythic.