

Blackwater Behemoth

Darling It's Better, Down Where It's Wetter

OVERVIEW

PHASES: Multi-Platform

Hero: On Pull

Under the sea! Get buff before starting the encounter to gain underwater breathing and 100% swim speed, but beware – it also prevents healing. The only way to be healed is by coating yourself in Bioluminescence. Swimming into dark water while glowing with this bio-buff results in your death (gulp!). Chase the boss from platform to platform, swimming through jellyfish to interrupt his lethal wave cast. Don't forget your loot!

SPECIAL NOTES

Immunities/Personals – N/A
Interrupts – Cavitation
Dispels - None

Make sure to receive the buff before starting the encounter, or you will not be able to breathe underwater.

Tanks **taunt** every ~14 seconds to remain healable via Biomass.

Kill one Puffer on pull and **collect** buff from the cloud left behind.

Kill the second puffer before buff falls off to refresh buff in cloud.

Spread 5 yards to avoid Bioelectric Feelers from spreading.

Run against pushback to avoid being eaten by fish, but don't get too close to boss to avoid Shock Pulse damage.

Touch Slipstream to get speed boost and swim through jellyfish to next platform.

Entering deep water with Bioluminescence or touching a Jelly will result in an untimely death.

Interrupt Cavitation cast once everyone is safely across.

Kill a new puffer and repeat the fight.

Each platform has less and less space, **spread** intelligently (vertically and horizontally!)

Prepare to **keep chasing** the boss from platform to platform, repeating the fight until he is dead.

Darkest Depths – Reduces healing received by 100% unless covered in Bioluminescence.

Bioluminescent Cloud – Killing a pufferfish releases this cloud, swim through it to gain buff that allows healing for 45 seconds.

Gaze from Below – Swimming into open water with Bioluminescence causes a fish to eat (one shot) player.

 **Radiant Biomass** – Melee attacks cover target in Biomass, allowing player to be healed for 15 seconds but also dealing DoT damage.

 **Feeding Frenzy** – Increases boss attack speed for every consecutive melee hit on same target.

Toxic Spine – Applies 12 second DoT to random players.

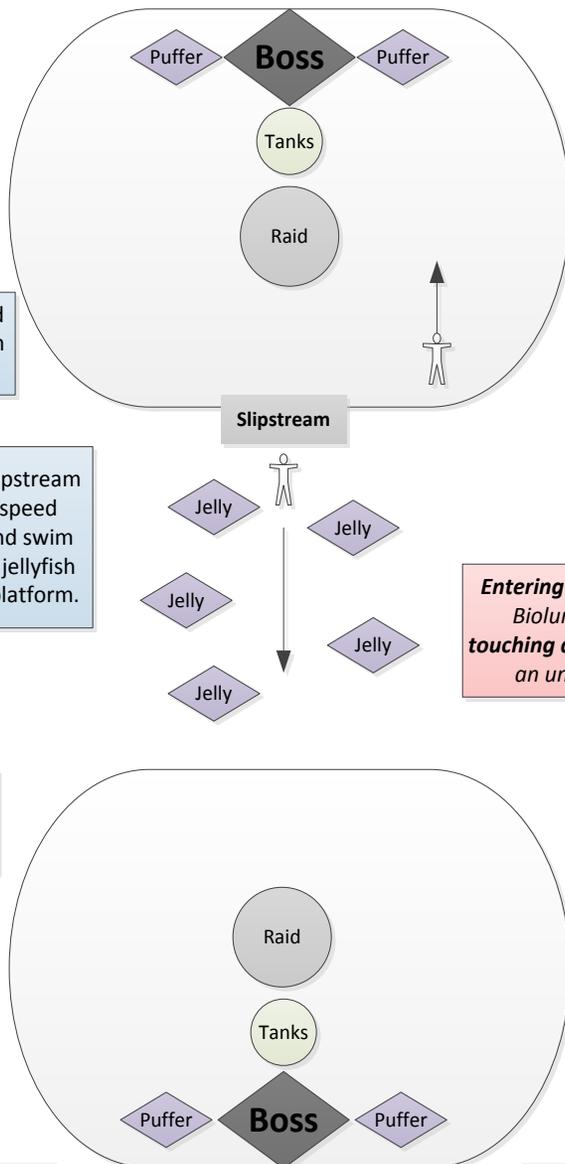
Bioelectric Feelers – Damages a random player and jumps to any player within 5 yards, continuing to attempt to jump to a new player each time.

Shock Pulse – Blows players back, trying to push them off platform. Deals damage to any player within 35 yards of the boss, less damage the further away.

 **Cavitation** – Upon reaching maximum energy, boss moves to a new platform and begins casting a lethal wave.

Slipstream – Appears when boss moves platform, granting swim speed and removing Bioluminescence.

Darkwater Jellyfish – Located in the way on path to next platform, if touched deals damage and applies Bioluminescence.



MYTHIC ONLY

New ability: **Piercing Barb** – Barb fires at player inflicting damage on impact that is split between all targets in its path.