

Thal'fall Dungeon Design Document

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Narrative Overview

With the Earthen assisting the champions of Azeroth on Khaz Algar on their own free will, some returned to Thal'fall, an old Titan Facility created by the Titans to do experiments on their assigned Earthen. Inside, they found a source of the Old God's Power...the blood. Inside Thal'fall, Earthen who explored and discovered found imprisoned vials and sources of the Old God's Blood tempted them to drink it, causing them to transform and be warped into flesh, similarly to the curse of flesh. This flesh was not the same curse that our champions and all of our races on Azeroth experienced today, it corrupted them, defiled them, gave them power for sacrifice, causing pain, agony, and imprisonment to follow Xal'atath into opening the void to our Titan Azeroth. An escapee, Talgren ran as far as his heart could content to reach out to someone for help after finding out what the blood was doing to his fellow Earthen. With this emergency called to our Champions of Azeroth, it's up to them to dive deep into Thal'fall, stop and destroy the Old God's Blood, and see hands on what this blood can do to those not just made of flesh, and to prevent Xal'atath from gaining any more advantages to kill Azeroth.

Boss Encounter Design



Sardren Bloodgem

Abilities List

[A Small Taste] - Increases the target's damage done & damage taken, this effect lasts 8 seconds.

[Bloodrage Shout] - Sardren releases a bloody rage shout when he gains 50 rage, causing 2.8 million Shadow damage to the party.

[Weak Blood] - Sardren chops into the veins of his target, causing them to have reduced stamina for 10 seconds. This effect stacks.

[Blood Splatter] - When Sardren reaches 100 rage, the blood from his veins begin to burst around the room, inflicting 575,756 damage every 1 second for 4 seconds.

M+[Blood Victim] - Sardren causes a random target's blood to rupture from within. After 4 seconds this rupture will cause a random target to take 737,407 damage every 2 seconds for 8 seconds and create additional blood pools.

Adventure Guide

- Damage Dealers
 - Pools of blood will spawn around Sardren, standing in these pools will give any unit [A Small Taste] increasing their damage and damage taken. Players with more than 3 stacks of blood will explode in rage dealing damage to themselves and other party members near them.
 - When Sardren absorbs 5 pools of blood, he will become enraged but cannot move for 6 seconds. He also gains the damage taken & damage increase and will attack the closest target if it is not the tank.
 - On Mythic Difficulty, Sardren will target a random player with [Blood Victim] causing 2.4 million damage. If the player is affected by [A Small Taste] they will drop their current pools of blood and lose their increased damage and damage taken.
- Healer
 - Players will take heavy damage from [Blood Splatter]
 - Sardren will apply stacking [Weak Blood] on their main target, causing them to have reduced armor.
 - When Sardren reaches 100 rage, he will emit a [Bloodrage Shout] that causes party-wide damage to all party members.
 - On Mythic Difficulty, Sardren will target a random player with [Blood Victim] causing 2.4 million damage. If the player is affected by [A Small Taste] they will drop their current pools of blood and lose their damage and damage taken.
- Tank
 - Sardren will apply stacking [Weak Blood] on his main target, causing them to have reduced stamina.
 - When Sardren absorbs pools of blood, he will gain rage.
 - When Sardren reaches 100 rage, the blood from his veins begin to burst around the room, inflicting 758,926 damage every 1 second for 4 seconds.



Ednar

Abilities List

[Feather Slice] - Ednar takes their wings and slices an area in front of them, causing 3.4 million physical damage and slowing any target hit by 30% for 7 seconds.

[Crystal Shriek] - Ednar grabs a random player and lifts them into the air, right after Ednar will unleash a terrifying shriek that deals 474,871 damage & silences all players for 3 seconds.

[Crystalized Blood] - After Ednar shrieks, crystals will fall onto the ground and begin to fill with unknown magic. These crystals at full charge will shatter causing **[Blood Injection]**

[Blood Injection] - If a player is hit by a shattering charged crystal, they will be in immense pain taking 10% of their health every 2 seconds for 6 seconds, this effect stacks.

M+[Crystalized Blood] - Some crystals on the ground will vary in size, from normal to large, resulting in higher health and higher **[Blood Injection]** percent damage.

M+[Bloodrider Hatchlings] - Bloodrider Hatchlings will fixate on crystals and power them at a faster rate.

Adventure Guide

- Damage Dealers
 - Avoid being hit by **[Feather Slice]**.
 - **[Deadly]** If a blood crystal reaches 100 charge, it will shatter and inflict **[Blood Injection]**, causing players to take 10% of their health every 2 seconds for 6 seconds, this effect stacks.
 - **M+Focus** down **[Bloodrider Hatchlings]** before they cause **[Crystalized Blood]** to shatter in power faster.

- Healer
 - Avoid being hit by [Feather Slice].
 - High stacks of [Blood Injection] can inflict fatal damage to all players.
 - Dispell [Blood Injection] if player stacks get too high.
- Tank
 - Avoid being hit by [Feather Slice]
 - [Deadly] If a blood crystal reaches 100 charge, it will shatter and inflict [Blood Injection], causing players to take 10% of their health every 2 seconds for 6 seconds, this effect stacks.
 - M+Focus down [Bloodrider Hatchlings] before they cause [Crystalized Blood] to shatter faster.



Lin'reage

Abilities List

[Vein Lash] - Lin'reage forms a muscle using their blood to strike their target, causing 3.4 million damage and knocking them back.

[Pool Shift] - Lin'reage will puddle over to a different section of the room and begin casting [Vein Torment] until interrupted.

[Vein Torment] - Infused with a 34.6 million absorb shield, Lin'reage begins to suck the blood out of every player, dealing 5% max health in shadow damage every 3 seconds. while the shield is still active, [Vein Torment] cannot be interrupted.

[Corrupted Deposit] - Lin'reage calls for the aid of the blood of slain enemies in the room to heal himself. Each blood slime that reaches Lin'reage will heal them for 7% of their total health.

M+[Arterial Sweep] - After Vein Torment is interrupted, Lin'reage will sweep at their target, inflicting 32.4 million damage in a cone towards their target and knocking every player back. This damage is split between all players hit.

M+[Blood Strength] - While [Vein Torment] is active, the next [Arterial Sweep] will gain a 4% damage buff for each spray line of blood that hits the players. This effect ends when [Arterial Sweep] is used.

- Damage Dealers
 - Shatter [Blood Shield] in order to interrupt [Vein Torment].
 - Slay the blood of your past slain enemies before they reach Lin'reage.
 - M+Soak Arterial Lash as soon as Vein Torment is interrupted
- Healer
 - During [Vein Torment] all players will receive deadly party wide damage every 2 seconds.
 - M+Soak Arterial Lash as soon as Vein Torment is interrupted
- Tank
 - Vein Lash will deal 3.4 million damage and cause a knockback.
 - Shatter [Blood Shield] in order to interrupt [Vein Torment].
 - M+Soak Arterial Lash as soon as Vein Torment is interrupted.



Watcher Artarius

Abilities List

[Lost Research] - Artarius conducts research on potential advantages and disadvantages of his foes, giving [Possibility Defender] or [Corrupted Faith]

[Corrupted Faith] - Players with Corrupted Faith will have lower attack speed but deal and take more damage.

[Possibility Defender] - Players are infused with reduced damage dealt and taken, but will have their attack speed increased.

[The Flesh Rises or Falls] - Artarius will call on the knowledge of flesh and will cast a random spell and ability at each player. While casting, Artarius will take 65% reduced damage. Players will then have their Faith or Possibilities Reversed to the opposite.

[Under The Heat of Battle] - Fire Puddles will spawn at the feet of a random player causing 1.3 million Holy damage on contact.

[Titan's Strike] - Artarius will cast a ray of Titan Radiance at their main target inflicting heavy Holy Damage per second for 4 seconds.

M+[Titan Chain] - All party members will be pulled into each other and a chain will be attached to the party. Each party member not within 10 yards of the Titan Chain Link will shatter the Chain, inflicting Fatal Shadow Damage.

[The Flesh Rises or Falls Abilities & Phases]

[Fall Under Fear] - A [Falter Orb] will be visible to a random player. This orb will chase the player for 6 seconds, and if it reaches contact to that player, it will deal 2.3 million Shadow Damage as well as fear any of their allies near them.

[Chase Your Destiny] - A [Orb of Destiny] will spawn at a random location around the area with 27.4 million health. The Orb will then cast [Last Destiny] until it is killed. These orbs are only visible by each individual party member unless it is M+.

M+[We Stand As One] - Every party member will be linked with a [Titan Chain]. This causes each player to be connected and can break if any player is 10 yards from anyone. During We Stand As One, Artarius will inflict constant Shadow Damage to the party. All heals and damage taken will be synchronized within each party member. Any player breaking the Titan Chain will inflict fatal damage. If players are

M+[United For Azeroth] - Each spell and ability casted from [Heroes Rise or Fall] will be the same and applied for all players.

[Falter Orb]

[Fear Finds You] - This orb will chase a party member for 6 seconds, and if it reaches contact to that party member, it will deal 2.3 million Shadow Damage as well as fear any of their allies near them

[Orb of Destiny]

[Last Destiny] - Emit Party-wide Holy Damage, causing 789,300 damage every 3 seconds until the Orb of Destiny is slain.

Damage Dealers

- [Corrupted Faith] or [Possibility Defender] will increase or decrease your haste, and increase or decrease your damage taken and done.
- A [Falter Orb] will chase a random party member for 6 seconds. If it reaches their target, it will deal 2.3 million Shadow Damage as well as fear any of their allies near them.

- A [Orb of Destiny] will spawn at a random location around the area with 27.4 million health. The Orb will then cast [Last Destiny] until it is killed. On M+, multiple Orbs of Destiny will spawn throughout the Encounter.
 - M+During We Stand As One, stay close to all of your party members to avoid taking fatal Shadow Damage.
 - M+During Under The Heat of Battle, all spells and abilities inflicted to a party member will be afflicted to all party members.
 - Healer
 - [Corrupted Faith] or [Possibility Defender] will increase or decrease your haste, and increase or decrease your damage taken and done.
 - A [Falter Orb] will chase a random party member for 6 seconds. If it reaches their target, it will deal 2.3 million Shadow Damage as well as fear any of their allies near them.
 - A [Orb of Destiny] will spawn at a random location around the area with 27.4 million health. The Orb will then cast [Last Destiny] until it is killed. On Mythic Difficulty, multiple Orbs of Destiny will spawn throughout the Encounter.
 - On Mythic Difficulty, During We Stand As One, stay close to all of your party members to avoid taking fatal Shadow Damage.
 - On Mythic Difficulty, During We Stand As One, all healing and damage taken will be split and synchronized from all party members attached to the [Titan Chain].
 - On Mythic Difficulty, During Under The Heat of Battle, all spells and abilities inflicted to a party member will be afflicted to all party members.
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 - Tank
 - [Corrupted Faith] or [Possibility Defender] will increase or decrease your haste, and increase or decrease your damage taken and done
 - [Titan Strike] will cause heavy Holy damage to their main target for 4 seconds.
 - A [Orb of Destiny] will spawn at a random location around the area with 27.4 million health. The Orb will then cast [Last Destiny] until it is killed. On M+, multiple Orbs of Destiny will spawn throughout the Encounter.
 - A [Falter Orb] will chase a random party member for 6 seconds. If it reaches their target, it will deal 2.3 million Shadow Damage as well as fear any of their allies near them
 - M+During We Stand As One, all healing and damage taken will be split and synchronized from all party members attached to the [Titan Chain].
 - M+During Under The Heat of Battle, all spells and abilities inflicted to a party member will be afflicted to all party members.

Thal'fall Difficulty

Thal'fall will be a dungeon for up to 5 players and for smaller groups that wish to use Followers to progress and complete the dungeon.

- Dungeon Difficulties
 - Follower Dungeon Difficulty
 - Normal
 - Heroic
 - Mythic
 - Mythic+ (If Applicable for the current season)

Reference Board Sheet



2D Top-Down Layout

