


Algeth'ar Quick Guide

 @The_Bog_Man

 @Bogs Adventures



Color Code

 Priority Target

 Dispelable

 Defensive

 Care

 Very Important

Area 1



Vile Lasher 

Seed Detonation
Dodge Swirlies
Applies Stacking Tank Bleed



Hungry Lasher

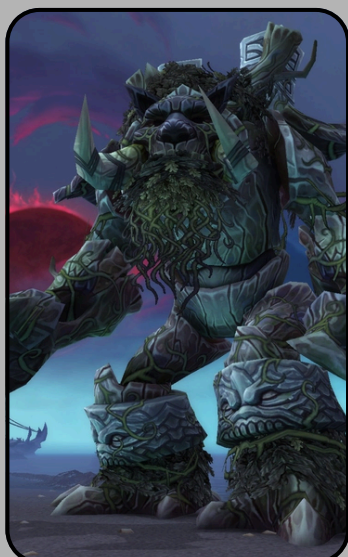
Smallies



Aggravated Skitterfly

Darting Sting
Random Leap - Nature Damage
Agitation
Stacking Damage Buff - Soothe

Overgrown Ancient (Boss 1)



Splinterbark

Add Spawn
Party wide bleed
Kill + Stand in Green Circle



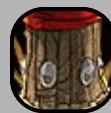
Burst Forth

Remaining Seeds Grow
Big Ouchy Kill Adds



Germinate

Spawns Seeds
4 Spawns, Stack and Move
Cleave down seeds



Barkbreaker

Tank Buster Physical Damage

Extra Notes

Kick the big adds heal cast

License to pad, adds can quickly overwhelm tank if not dealt with.

Most important to kill every even set

Guardian Sentry (Miniboss)



Deadly Winds

Ground Swirls
Dodge
Appears quickly,
move fast



Expel Intruders

Big AOE Circle
Move Out!
Can be LoS'd



Storm Strike

Tank Buster
This legit hurts,
care

Bird Platform



Alpha Eagle

Gust
Dodge Frontal
Cone

Call of the Flock
AOE Enrage



Territorial Eagle

Peck
Stacking Bleed on
Tank

Can be removed
with dwarf/bleed
removal

Crawth (Boss 2)



Goal of Rushing Winds

Activates after 3
balls place in blue
goal
Cyclones on arena,
pushes team to one
side of arena



Goal of Searing Blaze

Activates after 3 balls
place in red goal
Periodic Fire Swirls on
Ground

Pick up orbs for haste +
Move speed



Overpowering Gust

Cone Frontal
Move Out!



Deafening Screech

Partywide AOE
Defensive



Savage Peck

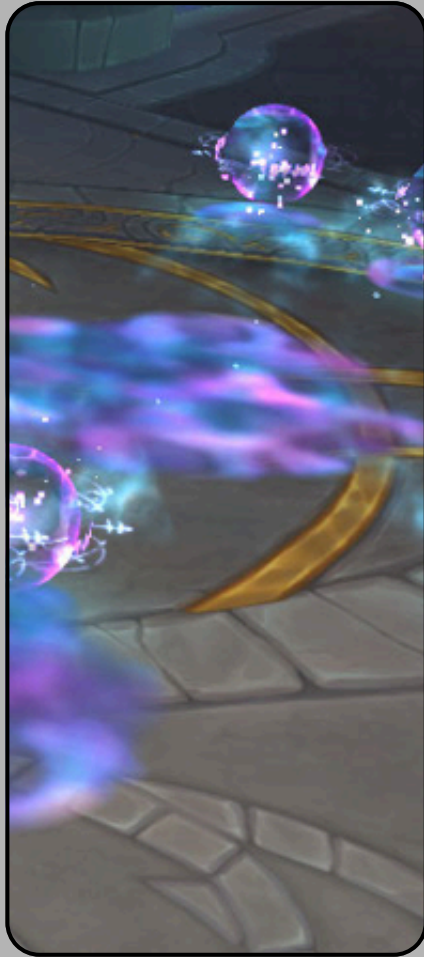
Tank Buster
Physical Bleed

Extra Notes

Forced to score once boss starts casting "Ruinous Winds"

Always score fire first, lust and burn once boss is stunned from the goal scoring mechanic.

Magic Area Trash



Corrupted Manafiend

Surge
Single Target
Cast, **MUST KICK**



Spellbound Scepter

Arcane Rain
Swirly, Dodge

Mystic Blast
AOE Burst, **Must Be CC'd**



Spellbound Battleaxe

Monotonous Lecture
Must kick, puts target to sleep



Arcane Ravager

Rift Breath
Frontal Cone

Vicious Ambush
Charges Furthest Player, Trying to Stack Close



Arcane Forager

Smallies, charge random players



Spellbound Battleaxe

Severing Slash
Tank Bleed

Vexamus (Boss 3)



Arcane Fissure

At 100 Energy, does **AOE Damage** and **Spawns Swirlies**



Mana Bombs

Targeted Dot
Leave puddle after expiring

Extra Notes

Boss is effectively a DPS and HPS check, try to stack pools in one area as much as possible.



Arcane Orbs

Spawns 5 orbs
Must be caught by players before reaching boss
Leaves puddle



Arcane Expulsion

Targeted tank frontal

Final Trash



Algeth'ar Echoknight

Spinny Move
Don't Stand in it

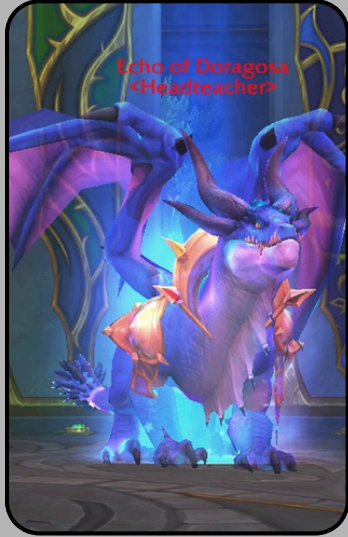
Can be Z axis on stairs (i.e., stand beneath)



Spectral Invoker

Arcane Bolt
Single Target Kick

Echo of Doragosa (Final Boss)



Power Vacuum

Sucks all players in, run out or ded



Astral Breath

Big frontal, stay away



Overwhelming Power

Main mechanic, each hit taken gives 1 stack at 3 stacks a puddle is dropped on the ground

Extra Notes

At this time, Blizzard have kinda cooked this boss. Try to conserve space and dodge as much as possible, but mainly just nuke and try to kill before getting overwhelmed by the orbs.

Will probs be fixed.