

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



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

Extra Notes
 Kick the big adds heal cast
 License to pad, adds can quickly overwhelm tank if not dealt with



Germinate
 Spawns Seeds
 4 Spawns, Stack and Move
 Cleave down seeds



Barkbreaker
 Tank Buster Physical Damage

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,
MUST KICK



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
Stacking buff per
use

Defensives at
higher stacks (3+)



Savage Peck

Tank Buster
Physical Bleed

Extra Notes

Screech stacks reset once
a goal is scored (3 balls in
one side). Look to reset
when 3 stacks are active.

Generally best to activate
fire side first

Damage taken increases
after goal is scored

Magic Area Trash



Corrupted Manafiend

Surge
Single Target Bolt

Mana Void
4 Sec Dot +
Explosion - 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, Can be
LOS'd



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

Astral Bomb
Don't kick, stand
circle on pack

Must kick arcane
missles



Ethereal Destroyer

Celestial Shield
Casts at low
health, stop with
hard CCs

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 (+5% Haste), at 3 stacks a puddle is dropped on the ground

Extra Notes

Main strategy is to drop bombs behind the boss and slowly move around the room to manage the orbs.

It can be worth taking damage deliberately to control when you drop puddles.