

# Altimor the Huntsman

## The Mandatory Dog Boss

### OVERVIEW

### PHASES: 3

Hero: Final Phase (Or On Pull)

The Huntsman and his dogs have gotten bored of hunting animals, and have set their sights on you. Handle the fight one dog's worth of mechanics at a time, taking care to utilize CC and personals. Feel free to live out all your cleave fantasies, as the damage taken is shared. And healers, don't fall asleep at the wheel, you'll have to heal NPCs on this one! Plan each phase and your raid will surely succeed at putting these rabid puppies down.

### SPECIAL NOTES

**Immunities/Personals** – Sinseeker  
**CC** – Deathly Roar  
**Dispels** – None

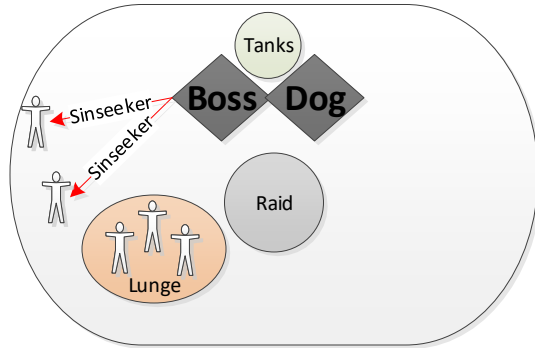
### Phase 1: Margore (100-70%)

**Loosely spread** to reduce players hit by Spreadshot.

**Move away** if marked with red arrow for Sinseeker.

**Cleave / Multidot** – Damage is shared!

**Soak** Vicious Lunge with only a few players to limit bleed damage after.



**Taunt** after 3-4 stacks of Jagged Claws.

### ABILITIES

#### HUNTSMAN

**Spreadshot** – Faces random player and shoots cone of damage out.

**Sinseeker** – Marks players with red arrow, hitting anyone in the path, leaving a DoT.

**Huntsman's Bond** – 100% of damage taken by boss/dog is also taken by the other.

#### MARGORE (Dog #1)

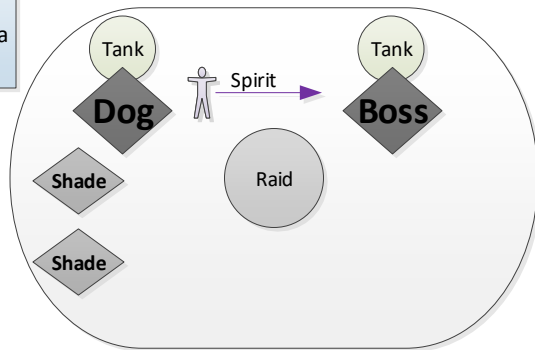
**Jagged Claws** – Stacking bleed on tank.

**Vicious Lunge** – Targets random player and leaps, splitting damage with those nearby (on heroic also leaves a 6 second bleed on all hit).

### Phase 2: Barghast (70-40%)

**Stay healthy** as the tank taking Rip Soul to spawn a higher health spirit.

**Hard CC** the shades to stack their debuff, waiting to nuke until nearly full energy.



**Heal** the spirit before it reaches the boss.

#### BARGHAST (Dog #2)

**Rip Soul** – Shadow damage to tank, spawning spirit that walks towards boss. Spirit's health based on health of tank after Rip Soul.

**Spirit** - Healing soul to full makes it disappear (on heroic also pulses raidwide damage while present).

**Devour Soul** – If soul hits boss, increases boss damage by 200%, wipe.

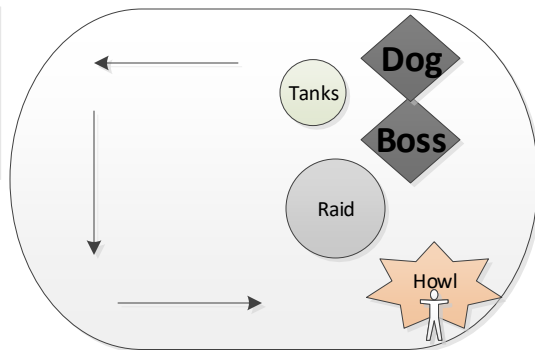
**Shades of Barghast** – Two clones appear, casting Deathly Roar. While CCed, gains stacks of Destabilize. At full energy, immune to CC.

**Deathly Roar** – Inflicts raidwide damage and DoT. Interruptible by CC.

**Destabilize** – Damage taken increases by 100% per stack.

### Phase 3: Hecutis (40-0%)

**Move dog** every 5-10 stacks to remove **Crushing Stone** buff, careful not to wipe raid with Shattering Stone.



**Run out** with Howl, dropping void zone at edges of arena.

Hecutis will die around 10% - finish boss and collect your loot!

#### HECUTIS (Dog #3)

**Crushing Stone** – Stacking buff increasing physical damage dealt by Hecutis. Removed when moved.

**Shattering Stone** – When moved, deals raidwide damage every few seconds.

**Petrifying Howl** – 8 second debuff applied to random player, slowing them and dropping permanent void zone (Stone Shards) at expiration.

### MYTHIC ONLY

Each dog grants **Sinseeker** a permanent enhancement. **#1** – Must be split by players to reduce damage. **#2** – Players hit spawn tiny Souls that need to be healed to full before reaching boss. **#3** – Players hit deal damage 5 yards around them so must spread when soaking.