

The Head Honcho(s) Boss

Phases: 3 Hero: Final Phase

SPECIAL NOTES

DPS

Take adds out quickly.
Kite mines.

Interrupts - Goon's Pay Respect shield

ABILITIES

➕ **Carnage/Destruction** – Swapping sides causes 6 seconds of large pulsing damage, then 2 minutes of light stacking damage.

Avoid aiming ice spears at friends.

Finger Gun – Frontal cone that forms lightning cloud void zone.

 Gold Knuckles – Frontal cone punching tank back, causing them to drop gold void zones. Must move to remove debuff or be stunned.

Zee: Left Side

⚠️ **Unstable Crawler Mine** – Fixating mines that detonate on impact, sending out soakable swirlies. Not soaking = raid damage. Cannot soak two in a row. At 100 energy, immune to CC

Summons Volunteer Rocketeer Add:

⚠️ Goblin-Guided Rocket – Explosion on a player that leaves a fire puddle, damage split by players soaking, can only soak once every minute.

Disintegration Beam – 12 seconds of ramping damage on a player.

Summons Mk II Electro Shocker:

Surging Arc – Damage that jumps to 3 players.

Faulty Wiring – At 80% health, add is stunned and takes 100% increased damage for 8 seconds.

Spray and Pray – Frontal cone at player, exploding any mines hit.

Double Whammy Shot – Aims large beam at player, tank must soak it with mitigation to reduce damage the player takes. Player then explodes 6 seconds later, triggering any mines hit.

INTERMISSION (40% Health)

Static Charge – Charges forward, dealing damage to all in path and destroying all mines and gaols. Then spins around dealing cone damage.

FINAL PHASE

Gains access to all abilities at the same time, and 30% Haste.

Tank mitigate beam for player targeted by standing in it with defensive.

Soak the swirlies spawned by mine explosion.

Repeat to clear all mines, only trigger once per player.

Group soak big rocket circle.

Nuke Adds – Get Shocker to 80% to stun, then blast it.

Swap sides to reset boss damage buff and prevent dangerous mechanics.

Intermission and Final Phase: 40% Health

Dodge charge and frontal cones.

Handle both sets of mechanics at the same time.
:))

MYTHIC ONLY

Head Honcho will only swap when *all* players are on the same side of the room. **Gaol cage** walls can only be broken by mines and ice spears. In order to remove your **slippery boots**, you must touch a fire puddle. Triggering a **mine** now one shots players, must use other mechanics to clear them. **Shockers** cannot be damaged until hit by tank frontal cone. *At 40% health, the arena is split into two by a beam that will one shot players.*