

# The Soul Hunters

## The Council Boss

### OVERVIEW

We face off against three flavors of Demon Hunter in a chaotic overflow of mechanics. When debuffed with Ire, soak puddles to clear space so your team has room to stand in Fel beams without splashing their friends. Make sure to pick up your tank's split soul fragments. Then get ready to deal with specialized mechanics as each boss Metamorphosizes in a unique intermission.

#### TANK

Taunt after Beam and Fracture.  
Pick up other tank's fragments.  
Only tank Valaryn and Ilyssa.

#### Healer

Dispel Ire only after stacks get high, it will continue to jump.

#### DPS

Keep boss health relatively even to kill all 3 at the same time and avoid their enrage-after-death mechanic.

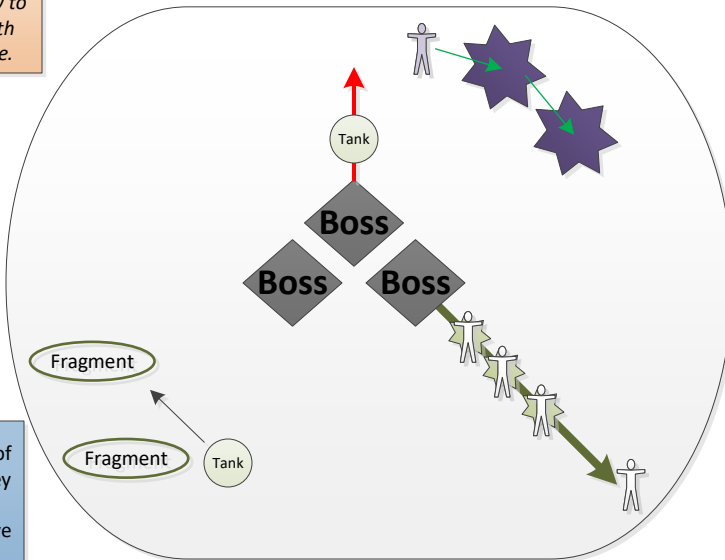
### Phase 1

Catch 3 purple orbs to gain Devourer's Ire debuff.

Use this debuff to **soak up void** puddles and keep space clear.

Dispel when damage is too high to cause debuff to jump to a new player.

Kill bosses evenly to avoid post-death pulsing damage.



Collect fragments of tank soul when they are split (deals stacking DoT – leave for off tank).

Tanks face **Eye Beam** frontal away from raid and run against it's push effect.

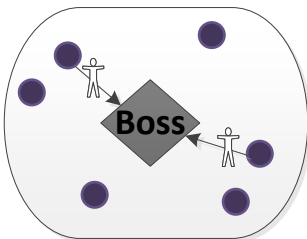
Run away from raid with Hunt line to extend it's length.

Loosely spread in the Hunt line to split damage, taking care not to AoE splash.

Each boss will rotate their ultimate form, triggering a unique intermission based on which boss activates.

### Phase 2: Intermissions

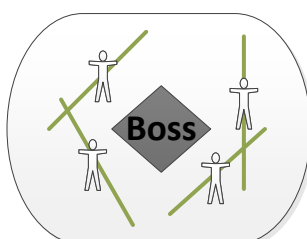
#### Adarus – Ceaseless Hunger



Collect 2-3 orbs then let debuff fall off and collect more.

Run against pull-in, player or orb touching center will deal damage.

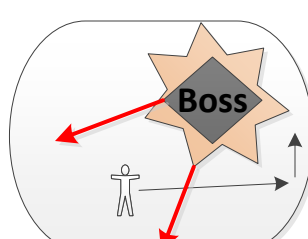
#### Velaryn – Demon Within



Dodge Fel Rush lines that target random players.

Avoid moving erratically when targeted with line.

#### Ilyssa – Unrelenting Pain



Run towards where boss smashes down.

Hide behind boss to avoid the frontal after the smash.

Phases: 2 Hero: Pull

### SPECIAL NOTES

Immunities – N/A

Dispels – Devourer's Ire (at high stacks)

Interrupts – N/A

### ABILITIES

**Unstable Soul** – Fight all 3 bosses with unique mechanics, but ensure they die around the right time as they will pulse increasing raidwide damage after death.

#### Adarus Duskblaze

**Devourer's Ire** – Several orbs must be caught to avoid raid damage, applying Consume to soakers. If dispelled, will jump to a new player.

**Consume** – DoT and healing absorb, increasing over time.

**Voidstep** – Boss teleports, creating images that deal damage around them and drop an Encroaching Oblivion puddle. This puddle can be consumed/shrunk by players with Devourer's Ire.

#### Velaryn Bloodwrath

**The Hunt** – Boss charges towards marked player, reducing damage for each player standing in the path. Deals small aoe pulse damage around players who soak.

**Blade Dance** – Dodgeable frontal slash.

**Eye Beam** – Blasts tank, knocking them back and then charging them. Increases damage taken by Beam for 40 seconds.

#### Ilyssa Darksorrow

**Fracture** – Splits tank's soul into fragments that must be collected by other players (leaves a 30 second DoT on them) to remove a healing reduction debuff on tank. Increase damage taken by Fracture for 40 seconds.

**Spirit Bomb** – Raidwide damage and healing absorb, increased if any fragments are still up.

#### Phase 2: Intermission

Depending on which boss is empowered, different mechanics occur.

#### Ceaseless Hunger – Adarus

Players pulled to center of room, must collect fragments going to middle to avoid raidwide damage. Collecting them leaves 5 second stacking DoT on the player.

#### Demon Within – Velaryn

Players must dodge fel rushes across the arena for 24 seconds.

#### Unrelenting Pain – Ilyssa

Boss leaps to a location, inflicting damage and knockback before doing a frontal cone, dealing damage and slowing players hit.

### MYTHIC ONLY

Adarus spawns a shadow that does a large **frontal slash**, Velaryn targets 2 players with **Fel Rush**, and Ilyssa casts **Sigil of Chains** on current tank which pulls raid to that location. Intermissions now tether players together, cannot move away from them or suffer damage and snap back.