

Kargath Bladefist

Kargath Bladefist is the first boss in the Highmaul raid instance and is a fairly good opening boss. The encounter requires that your raid deal with both Kargath and the several adds he summons, mostly putting a strain on your DPS players.

You would expect a fairly introductory or easy boss. There are some pitfalls and traps and things to pay attention to, but its definitely not overly difficult.

The fight starts in arena and there are 4 pits that are opened once you pull the boss. In each of them there is a very hungry kitty cat. Pay attention and stay away! Next, the boss will do quite a bit of charging around doing chunks of damage to people at ranged. This is called **BLADE DANCE** With blinding speed, Kargath rushes towards random targets every 2 sec. for 10 sec, doing 54000 physical damage to anyone within 7 yards. If you can, spreading out is ideal but it doesn't hurt too badly.

The tanks have a taunt swap mechanic in the **IMPALE**: Kargath skewers an enemy, inflicting 58000 Physical damage every 1 sec. for 8 sec. If the target survives, they take increased damage from consecutive Impales (look at the stack of Open Wounds especially for healers). And there are **FIRE PILLARS** that pop up and spew fire all around them. Don't stand in the fire! Beyond that, there are only really two other main mechanics to the fight. The first is called Berserker Rush where Kargath cuts his way towards you dealing 125% weapon damage to all targets in front of him, as well as increasing his physical damage done by 15% every 2 sec for 20 sec. When it starts cut spread out or you will get slaughtered. The boss will hunt the fixated target down until he gets to them and will immediately kill them if they reach them. He can be distracted to stop this, kite him into one of the fire pillars. He'll get disappointed that its in his way and kill it instead of you. Just be careful you leave some up so your ranged can kite him and interrupt further Rushes.

The last mechanic is pretty fun. About every minute and a half, the public that is watching you in the arena will get involved in the fight from the stands. You have 3 types of adds:

- **IRON GRUNT**: They have a hamstring type ability but they are seriously low on health and simple cannon fodder.
- **IRON BOMBERS**: They will toss bombs into the arena and also drop them when killed.
- **DRUNKEN BILESINGERS**: They will throw Mauling Brew into the arena that will put down basic poison puddles all over further hampering your available raid space. They also have a Vile Breath that will stun people in front of it.

Well soon after the crowd gets into it, the boss will do an ability called **CHAIN HURL**: Kargath uses his chain to lash the 5 closest enemies and toss them into the arena's stands. It would be good to focus on the Bombers and Bileslingers as they affect your raid the most. The hardest thing is if you get low on health, you will automatically jump back down into the arena. You might want to send like a tank, 3 dps and maybe a healer (not much damage). Make sure you can clear all of them before you jump back down.

While the hurled group deals with the crowd, the fight in the arena continues on exactly as it has been so far. Nothing really changes. Taking two Impales was not bad at all so don't get too much in a hurry if a tank is still dealing with the public.

The strategy is pretty easier. Tanks should try to keep the boss pointed towards the ranged group so that melee don't get hit by impale and the Rush although boss timers will help with that. Ranged and healers should stay near a fire pillar in case they get fixated.

REMEMBER:

Tanks, swap off for Impales, keep the boss pointed towards ranged and maybe help dealing with the crowd. Healers, the damage is pretty light overall except when the crowd is up and going so save your cooldowns for that while you dodge all the other mechanics. Dps, get tossed up to smack down the crowd and ranged be ready to kite him into the fire pillars.