

# Hungering Destroyer

## The Heal Devouring Boss

### OVERVIEW

### PHASES: 1

Hero: On Pull

This boss is hangry and the only thing that will satisfy him is you. 2 players will be debuffed causing them to become unhealable – the only way to save them is to stack so they can leech life from you to survive. Don't stay stacked forever, run away when the boss tries to suck you in, and spread out when you're about to poop an exploding orb. Make sure to pay attention to the boss' own leech abilities, the longer he is tanked by the same player, the more health he steals!

### SPECIAL NOTES

**Immunities/Personals** – Soak rifts  
**Interrupts** – None  
**Dispels** – None

### PHASE 1

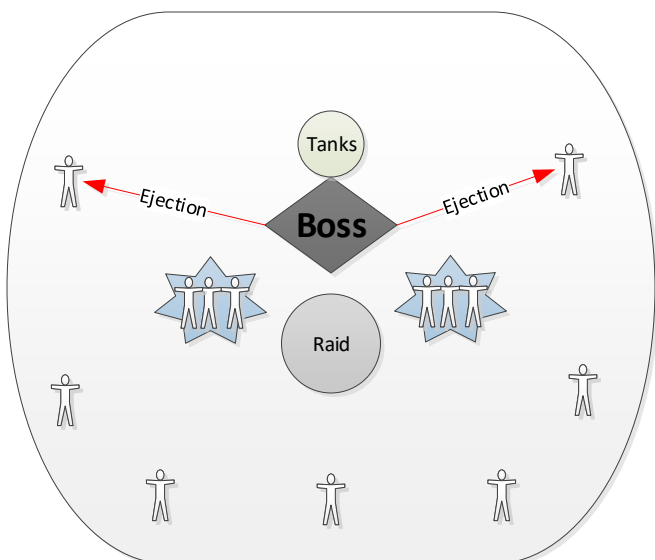
### ABILITIES

**Stack** a few players on each Miasma debuff to keep them healthy.

**Move away** with Volatile Ejection to ensure you do not hit others.

**Taunt swap** after each Overwhelm to keep boss leech low.

Getting hit by two at the same time risks immediate death.



**Run far away** from boss during Consume to limit his leeching.

**Spread out** to drop Expunge explosion and orb away from others.

**Heal players** before/during Expunge to lower the explosion radius

**Soak Rift orbs** with immunities or as an off-tank to clean up space.

**Gluttonous Miasma** – 2 players are debuffed, reducing healing received by 100% and dealing ticking damage. Leeches health from nearby allies.

**Consume** – At 100 energy, boss pulls players towards its location, leeching health based on how close players are positioned.

**Expunge** – All players explode, dealing damage to nearby allies, distance of explosion based on how much missing health they have.

**Obliterating Rift** – An orb is dropped at the player's location after Expunge, dealing damage to the player who touches it.

**Volatile Ejection** – Targets players and a few seconds later shoots damage in that direction. Getting hit increases damage taken by this ability by 500% for 24 seconds.

**Desolate** – Periodically deals raidwide damage.

**Overwhelm** – Current target is smashed with physical damage.

**Hungering Strikes** – Each melee attack leeches health from the target.

**Growing Hunger** – Each consecutive melee hit against the same target increases the damage and leech of Hungering Strikes, stacks until taunt swap.

### MYTHIC ONLY

Players who stack on Miasma debuffs gain **Essence Sap**, a stacking debuff that increases the damage they take from sharing their health for 20 seconds. This will require the raid to rotate who is keeping the debuffed players alive.