

Vexie and the GearGrinders

Phase 1

- **Tank Buster:** Taunt swap immediately (knockback, damage debuff, plus bleed).
- **Heroic:** Boss leaves an **Oil Slick** underneath her with each **Tank Buster**, rotate her around the outside wall

Intermission

- Stun and interrupt as many adds as possible.

Cauldron of Carnage

General

- Keep bosses at least 40 yards apart
- Swap bosses after each Intermission

Flarendo

- **Eruption Stomp:** Knocks you up into the air and sends out fiery waves from that location
- **Heroic:** Move boss away from **Scrapbomb** locations (leaves fire on the ground)

Torq

- **Lightning Bash:** Damage unmitigated hits again as nature damage (use a defensive before)

Rik Reverb

Phase 1

- **Sonic Blast:** All melee hits apply a debuff that lasts 10 seconds, swap around 7-9 stacks
- **Positioning:** Melee hits are a frontal cone, so keep facing away from raid. Keep him away from any **Amplifiers**, he puts one underneath him when he uses **Amplification**
- **Amplifiers:** Help drain the **Amplifiers** if you aren't holding the boss
- **Heroic:** Help stun/interrupt adds if not holding the boss

Intermission

- Run to the **Amplifier** with the blue ring

Stix Bunkjunker

- **Demolish:** Applies 100% damage debuff for 50 seconds. Taunt swap immediately
- Roll your ball into a bomb (get it close to max size)
- **Hyena:** Grab these adds, they only melee
- **Heroic:** Hyenas apply a healing reduction debuff
- **Heroic: Meltdown** - 3 sec channel deals magic damage - be aware if you have **Demolish** debuff

Sprocketmonger Lockenstock

Phase 1

- **Gravi-Gunk:** Each melee attack applies a stacking damage and movement speed debuff.
- **Pyro PartyPack:** Taunt swap. Puts a bomb on you, run away from the raid, deals less raid damage the further away you are.
- **Positioning:** Boss electrifies parts of the arena floor, move the boss quickly to clear areas.
- **Heroic:** Places 4 **Foot-Blasters** that need to be detonated staggered. Help with these

Intermission

- Run up conveyor belts to reach the boss and avoid all the effects



One-Armed Bandit

- **The Big Hit:** Taunt swap immediately. Its a 2.5 second cast, targeted tank should stand against the wall before it finishes. Leaves behind a **Shocking Field** area on the ground and applies a 250% damage debuff for 30 seconds
- **Coils:** Interacting with any coil activates it's ability one time and removes 2 **Shocking Fields** from the floor
- **Positioning:** Rotate the boss around the arena, away from coils and **Shocking Fields**
- **Heroic:** No changes for you

Mug'Zee

- **General:** (Phase 1 Only). Arena has 2 sides, right side is **Mug** and left side is **Zee**. Abilities change depending on the side. Don't let the boss reach 100 energy, drag him to the other side at 90 energy to reset his energy. Phase 2 is just a combination of Phase 1 with no ability to switch sides.
- **Heroic:** **Goblin Rocket** soaks need to be alternated so help, aside from that nothing really changes for you

Mug Side

- **Molten Gold Knuckles:** Taunt swap immediately. Knocks you back and applies stacks of **Golden Drip**. Aim your knockback towards the wall and run beside it until your Golden Drip disappears, stuns you for 30 seconds if you don't remove it.
- **Positioning:** Keep moving boss away from any **Gaols**, he buffs them by 500%

Zee Side

- **Double Whammy Shot:** Taunt swap after. Targets a random player with a red line, stand in between the boss and that player or they die. Applies a DOT and you'll detonate after 6 seconds so run away
- **Positioning:** Be aware your bomb from the **tank buster** will explode **Crawler Mines** so be mindful of your ring.

Phase 3

- Combination of Phase 1 but ramping damage and it doesn't matter where he is tanked.

Chrome King Gallywix

Phase 1

- **Scatterblast Canisters**(*Not on LFR*): Taunt swap after this. Large frontal cone attack that tracks you. Applies a debuff that increases damage of the next one, and applies healing absorb
- **Trick Shots**(*Not on LFR*): Applied every 4 seconds, on 10 stacks or a tank swap boss releases all of them dealing damage and applying a 9 second DOT - DOT damage is based off of stacks
- **Gatling Cannon:** Boss does increased damage if you aren't within melee range (Boss remains in the center of the room)
- **Heroic:** **Big Bad Buncha Bombs** drops a **1500-Pound "Dud"** tank must detonate by clicking it

Phase 2 (*Triggers 100 energy*)

- **Gatling Cannon** and **Trick Shots** still present
- Adds must be grouped up and interrupted. The **Darkfuse Wrenchmonger** uses **Wrench** which increases with each hit
- **Heroic:** **Big Bad Buncha Bombs** drops a **1500-Pound "Dud"** tank must detonate by clicking it



Intermission *(Triggers 50% hp)*

- **Cratering:** Avoid the giant circle
- Help DPS, raid needs to break the bosses shield and interrupt his **Total Destruction** cast

Phase 3

- **Bigger Badder Bomb Blast:** *(Only LFR/Normal)* Taunt swap after use. Applies debuff increasing damage of next **BBBB** by 200%. Also does damage to anyone near you so run away as he begins casting (4 second cast)
- **Heroic**
 - **Ego Check:** Taunt swap. A 4 hit attack, 75% of damage unmitigated is applied as a 22 second DOT so use defensive before it hits.
 - **1500-Pound “Dud”:** Tank hit with **BBBB** should run over and detonate this, deals raid damage + knockback

Change Log

Date	Notes	Version
3/07	Finalized and published for public	1.00
3/10	Corrected Stix tank mechanics	1.01
3/25	Corrected/updated Gallywix, formatting for other notes	1.02

