

## Vexie and the Geargrinders

One main mechanic is added that requires the raid to rotate around the arena.



- 1. **Oil Slick** - a pool that lasts 5 mins and deals damage to anyone inside.
  - Dropped by players targeted with **Spew Oil**
  - Dropped under the boss when she uses her **Tank Buster** attack
  - **Bikers** that ride through this spin out and are stunned for 5 seconds
  - Can be cleared by people targeted with **Incendiary Fire**

## Cauldron of Carnage

One main mechanic per boss - Flarendo requires extra movement and Torq requires add management



- 1. **Flarendo**
  - **Scrapbomb** leaves behind a **molten pool** that sends out **fire waves**
  - **Molten Phlegm** targets player with a circle, just stay away
- 2. **Torq**
  - **Voltaic Image** creates images that fixate players for 12 seconds
  - **CC** and stay away or it explodes **raid damage** and leaves behind a pool

## Rik Reverb

Couple new mechanics, players draining Amplifiers cannot drain another for the next 45 seconds (unless immunity), and adds are summoned that must be killed before they get off their Grand Finale ability



- 1. **Lingering Voltage**
  - After draining **Amplifier**, applies debuff that increases damage of next **Lingering Voltage** by 100% for 45 seconds
- 2. **Sparkblast Ignition (DPS)**
  - **Pyrotechnics** appear, avoid the circles, begins casting **Grand Finale** which will deal massive **raid damage** over 15 seconds
  - **Excitement** buff applied while attacking **Pyrotechnics** - increases your move speed 10% and haste 2% for 10 secs - stacks 3 times

## Stix Bunkjunker

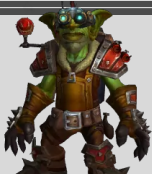
One new mechanic and one minor add ability, Bombs sit on some garbage piles, remove bombs before rolling up those piles, avoid rolling over/hitting the bombs and kill bombs before 30 second timer



- 1. **Territorial Bombshell (DPS)**
  - **Bomb** sits on garbage pile until 75% hp
  - Active bomb pursues players for 30 seconds, kill before touching a player or the timer expires
  - **Rolling ball** also triggers explosion, deals massive **raid damage**
- 2. **Junkyard Hyena (Healers)**
  - Applies a debuff reducing healing taken by 10% for 10 seconds
- 3. **Meltdown (Tanks)**
  - 3 second channel dealing magic damage, be aware if you have the **Demolish** debuff

## Sprocketmonger Lockenstock

One new mechanic that requires the raid to alternate and stagger triggers



- 1. **Foot-Blasters (DPS) (Healers)**
  - Places 4 mines around the room that have to be triggered, deals **raid damage** and applies 2 debuffs - 1 short 1 long
  - **Unstable Explosion** deals raid damage and applies a 2 second debuff - 200% damage increase from next **Explosion**
  - **Unstable Shrapnel** deals damage and applies debuff to player that triggered mine - 200% damage increase from next mine

## One-Armed Bandit

No new mechanic, bombs add are more deadly and must be killed ASAP



- 1. **Explosive Gaze (DPS) (Healers)**
  - All bombs that chase players, if reaching their target explode and apply a stacking 12 second DOT

## Mug’Zee

One new mechanic and a few debuffs now require alternate soaks



- 1. **Frostshatter Spear**
  - Now when targeted with **Frostshatter Boots**, a spear targets and launches at you after a few seconds - **Lethal**
  - **Spear** can be used to break **Gaol Walls**, also freezes **Gaols** and **Unstable Crawler Mines** that it hits for 30 seconds
- 2. **Unstable Crawler Mines**
  - **Mines** explode sending out **shrapnel** that must be soaked by players otherwise does massive **raid damage**
  - Players that trigger **Mines** cannot trigger another for 60 seconds - debuff increases damage by 500%
- 3. **Goblin Guided Rocket**
  - Players must alternate soaks, applies a 60 second debuff increasing damage of next soak by 500%

## Chrome King Gallywix

Multiple different mechanic changes



### Phase 1

- 1. **Scatterblast Canisters (Healers)**
  - The alternating raid soak mechanic - if the **healing absorb** is not cleared it now does **raid damage**, not individual
- 2. **Sapper’s Satchel**
  - Players targeted now throw out an additional group of bombs that must be avoided
- 3. **1500-Pound “Dud” (Tanks)**
  - An additional bomb that the **tank** needs to manually trigger (click it) - knocks the **tank** backwards and deals **raid damage**

### Phase 2

- 1. **Overloaded Bolts - Giga Coils** occasionally send out strikes marked by circles that need to be avoided
- 2. **Darkfuse Wrenchmonger (Add)** - Enrages (**dispel/remove**) inflicts 50% increased damage for 12 seconds
- 3. Also includes 1, 2, and 3 from Phase 1

### Intermission

- 1. **Radiant Electricity** - Shoots a beam that stuns players hit

### Phase 3

- Includes **Scatterblast Canisters**, **Sapper’s Satchel**, **1500-Pound “Dud”** and **Overloaded Bolts**
- **Ego Check (Tanks)** - 4 hit attack 75% unmitigated damage is applied as a 22 second DOT, taunt swap after this