

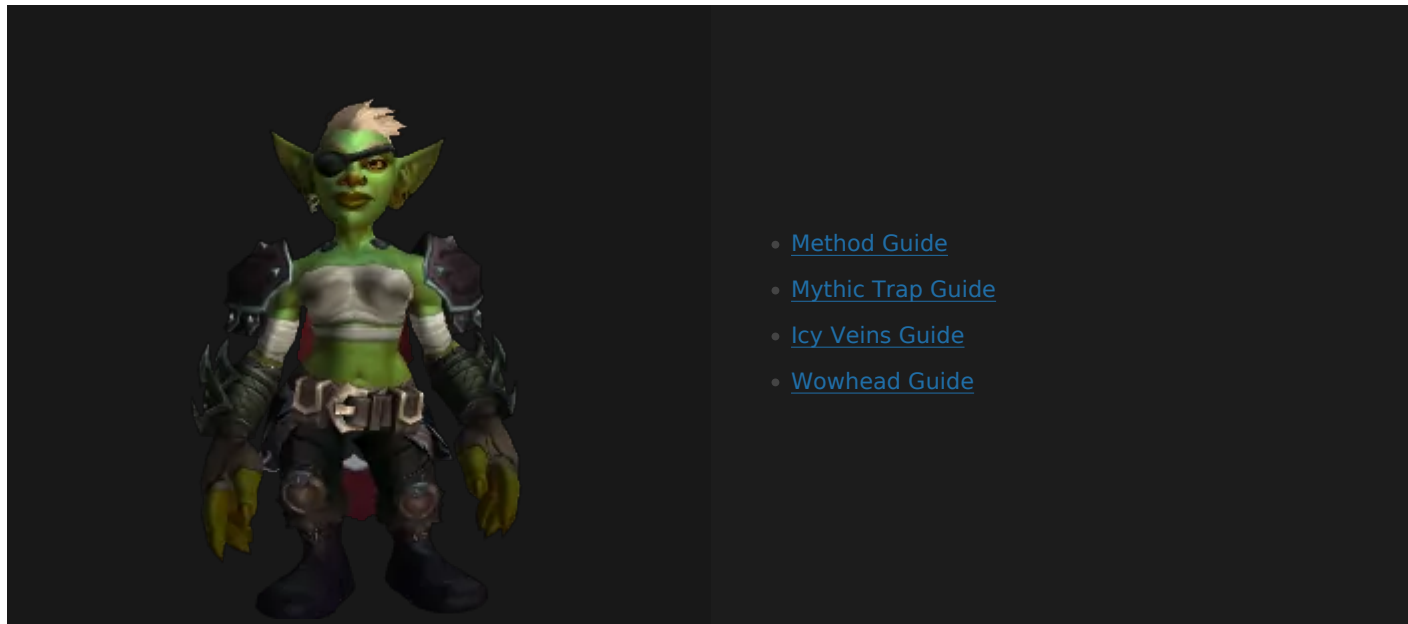
Liberation of Undermine

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Patch 11.1 General Info

War Within - Season 2 - Undermine Loot and Upgrade Tracks										2025-02-18				
Key		Loot	Vault	Drops	lvl	Needs	Undermine Upgrade Track				Crafting			
H	619	623	Weath	Carved	623	Weath	1/8	Veteran				Q3	30 Weath	
0	636	645	Runed		626	Weath	2/8					Q4		
2*	639	649			629	Weath	3/8					Q5		
3	639	649			632	Weath	4/8				Q1	Spark		
4*	642	652			636	Carved	5/8		1/8	Champ	Q2			
5	645	652		639	Carved	6/8	2/8	Q3						
6	649	655	642	Carved	7/8	3/8	Q4							
7*	649	658	645	Carved	8/8	4/8	Q5	Q1	Spark 45 Runed					
8	652	658	Gilded	649	Runed	5/8	1/6	Hero			Q2			
9	652	658		652	Runed	6/8	2/6			Q3				
10*	655	662		655	Runed	7/8	3/6			Q4				
11	655	662		658	Runed	8/8	4/6			Q5				
12*	655	662		662	Gilded	5/6	1/6		Myth	Q1	Spark 60 Gilded			
* Affix added or changed				665	Gilded	2/6	Q2							
Del	BD	Vault	Drops	668	Gilded	3/6	Q3							
1	610	623	Weath	672	Gilded	4/6	Q4							
2	613	623		675	Gilded	5/6	Q5							
3	616	632		678	Gilded	6/6								
4	619	636												
5	623	642												
6	626	645	Carved											
7	636	649												
8	639*	649	Runed											
9	639*	649												
10	639*	649	Runed											
11	639*	649												
* 649 with Delver's Bounty														
Boss		LFR	Normal	Heroic	Mythic									
1		623	636	649	662									
2,3,4		626	639	652	665									
5,6		629	642	655	668									
7,8		632	645	658	672									
5, 6, 7, 8 *		639	652	665	678									
Crest Drops		Weathered	Carved	Runed	Gilded									
						/u/GhostOpera								
						Sarelle Discord								
						For the latest updates visit:								
						https://loot.ghostopera.org								
						* Very Rare drops from these bosses reward this item level								

Vexie Fullthrottle and The Geargrinders



Strategy

Vexie and the Geargrinders			The Biker Boss	
OVERVIEW			Phases: 2 Hero: P2	
Vexie rides her shielded Geargrinder, trying to wipe us out – in order to break through the plating we must first kill the biker adds and steal their bikes to use as explosive weapons shot into the machine. Once the shield is gone, blast away!			SPECIAL NOTES	
TANK Drop Oil Slicks along wall. Taunt after Tank Buster.	Healer CDs during intermission. Spot healing on oiled players.	DPS Nuke biker adds. Save CDs for when the Geargrinder is weakened!	Immunities – N/A Dispersals – N/A Interrupts – Repair	
Phase 1			ABILITIES	
<div>Defeat biker adds to steal their bikes.</div> <div>Click bikes and use extra action button to aim at boss – fire away!</div> <div>Remove plating with bikes before 100 energy to enter intermission.</div> <div>Rotate around room as boss drops oil puddles.</div> <div>Dodge swirlies and biker charges.</div> <div>Drop oil slicks where bikers will charge through to stun them.</div> <div>Clear oil slicks if debuffed with fire by running across them.</div> <div>If boss hits 100 energy, engage raidwide damage for 30 seconds.</div>			<p>Protective Plating – Stacks must be removed to interrupt it's energy gain, forcing it into a Mechanical Breakdown.</p> <p>Unrelenting CAR-nage – At 100 energy, raidwide damage for 30 seconds.</p> <p>Call Bikers – Bikers charge towards players, inflicting damage and knocking back anyone in the path.</p> <p>Blaze of Glory – Killing a biker allows players to take control of the bike and aim it at the boss, removing one stack of Plating.</p> <p>Burning Shrapnel – When plating is removed, deal raidwide damage and launch swirlies at players.</p> <p>Spew Oil – Targets player and drops an oil slick void zone at their feet.</p> <p>Oil Slick – Bikers that cross over these puddles are stunned for 5 seconds. Players are slowed and slide around.</p> <p>Incendiary Fire – Debuffed players drop fire at their feet, can be used to clear oil slicks.</p>	
Phase 2: Intermission			<p>Bomb Voyage – DoT on players.</p> <p>Tank Buster – Knocks back tank leaving a bleed and increased damage taken from Tank Buster for 24 seconds, stacking. Also causes an oil slick to spawn at boss.</p>	
<div>Pop CDs and blast! Boss takes 100% increased damage.</div> <div>Big healing through the raidwide pulsing damage.</div> <div>Interrupt/CC adds to slow their repair.</div> <div>Don't pad on adds!</div> <div>Once repaired, return to Phase 1!</div>			<p>PHASE 2: Intermission</p> <p>Mechanical Breakdown – When plating is removed, boss takes 100% increased damage and shoots out shrapnel to dodge.</p> <p>Backfire – Raidwide damage every 2 seconds.</p> <p>Tune-Up – Pit mechanic adds spawn and cast repair on the boss.</p>	
MYTHIC ONLY				
Players must soak swirlies to catch oil canisters. Two oil canisters must be brought to each fallen bike before it can be used to destroy the Geargrinder's shield.				

Raid Plans

- Links to raid plans so we can edit them in the future.

Reference Logs

- Links to existing kills with similar strategies or comps.

WeakAuras

- Links to required WAs for the fight.

Video Guides

- [Ready Check Pull](#) (Heroic)

Note

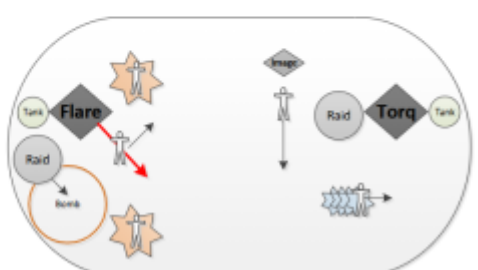
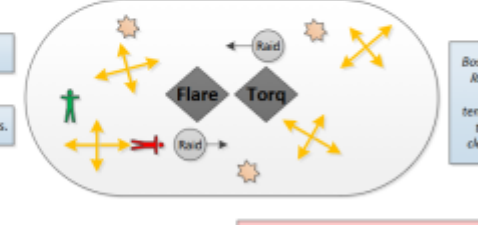
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Cauldron of Carnage



- [Method Guide](#)
- [Mythic Trap Guide](#)
- [Icy Veins Guide](#)
- [Wowhead Guide](#)

Strategy

Cauldron of Carnage The Battle Bots Boss			Phases: 2 Hero: P1
OVERVIEW			SPECIAL NOTES
It's a battle of the bosses and we are caught in the middle! Split the raid to deal with each boss' mechanics, then flip at halftime to reset your stacks of a growing debuff. Be careful moving on Torq's side, and plan your space well on Flare!			Immunities – N/A Dispersals – N/A Interrupts – N/A
TANK Tank bosses 40 yards away. Be aware of enrage when one boss dies.	Healer CDs during intermission. Healing ramps up as the phase continues.	DPS Single target damage. CDs off CD, keep boss health even.	ABILITIES
Phase 1			
<p>Split the raid into two groups and tank the bosses apart to prevent Raised Guard damage reduction.</p> <p>When one boss dies, the other enrages!</p> 			<p>Colossal Clash – At 100 energy, both bosses charge to the middle and deal raidwide damage. Swirlies and lava waves fill the arena. Each clash increases damage done by 15% for the next one.</p> <p>Raised Guard – When within 40 yards of each other, bosses take 99% reduced damage.</p> <p>King of Carnage – When one boss dies, the other gains 50% damage every 5 seconds.</p> <p>Blistering Spite / Galvanized Spite – Each boss applies unique stacking debuff to players within 60 yards, dealing increasing damage.</p> <p>Flare (Dino) Scrapbomb – Explodes after 10 seconds dealing raidwide damage, reduced by number of players soaking – knocks back players and leaves a fire puddle that shoots out lava waves.</p> <p>Molten Phlegm – Players pulse damage 5 yards around themselves for 10 seconds.</p> <p>Blastburn Roarcannon – Focuses on player with a red beam, charging for a few seconds before locking in place and blasting anyone still inside the beam.</p> <p>Eruption Stomp – Tank smash that releases lava waves and knocks them up.</p> <p>Torq (Gorilla) Static Charge – When players move, they fill a static energy bar. At 100%, player is stunned for 6 seconds. Stand still to deplete the energy.</p> <p>Thunderdrum Salvo – Players drop swirlies under their feet for 6 seconds.</p> <p>Voltaic Image – Images fixate players for 12 seconds, leaving void puddle if touched.</p> <p>Lightning Bash – Tank smash that deals massive damage plus additional damage for any amount unmitigated.</p>
<p>Bait bomb by wall then soak to split damage.</p> <p>Dodge lava waves that shoot out afterwards.</p> <p>Limit movement to avoid filling energy bar (stun).</p> <p>Stand still to drain energy bar.</p> <p>Spread out before Molten Phlegm to avoid splashing raid.</p> <p>Stutter step when dropping Salvo swirlies.</p> <p>Point beam away from raid – once it locks on, move out to dodge.</p> <p>Avoid touching fixating images when they spawn or they will drop a void puddle.</p>			
Phase 2: Intermission			
<p>Bosses clash in middle and increase damage done by 15% permanently.</p> 			
<p>Dodge swirlies.</p> <p>Dodge lava waves.</p> <p>Bosses lose their Raised Guard immunity temporarily – so they can be cleaved down!</p> <p>Swap sides after intermission to reset your Spite stacks.</p>			
MYTHIC ONLY			
Tiny Tussle – Toys spawn in the arena, resembling the bosses. They charge towards rival toy when within 15 yards, exploding and dealing raidwide damage for 3 seconds, stacking. Kick toys into each other, staggered, by running in to them. Images now leave void zones if they expire. Roarcannon shoots out three beams now instead of one.			

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WeakAuras

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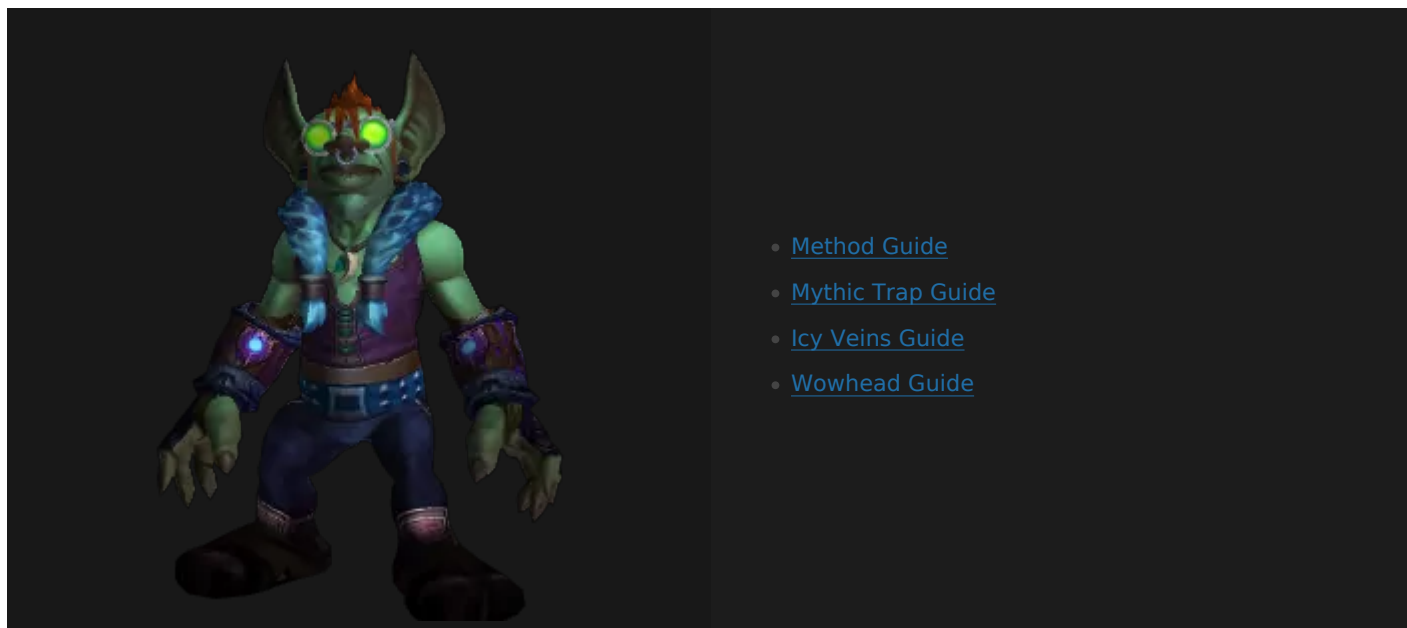
Video Guides

- [Ready Check Pull](#) (Heroic)

Note

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Rik Reverb



Strategy

Rik Reverb The Boombox Boss			Phases: 2 Hero: P1
OVERVIEW			SPECIAL NOTES
Rik likes his sound waves and will assault the raid with amplifier coils that try to charge up to 100% - click on them to drain their energy and stop them exploding. Then use their energy to jump over the sound cloud during intermission!			Immunities – N/A Disps – N/A Interrupts – N/A
TANK Aim boss away from raid. Taunt at high stacks of Tinnitus.	Healer Healing increases as pylons spawn. Spot heal players channeling pylons.	DPS Nuke adds before they explode. Boss is immune during intermission.	ABILITIES Amplification – Sonic pylons drop one under boss and one slightly away, dealing damage and stunning anyone in impact zone. Pylons gain energy over time, if full will pulse damage and wipe the raid. Lingering Voltage – Pylons lose power if player clicks and channels them. Deals damage to player every second and increases damage taken by it for 45 seconds, stacking. Echoing Chant – Waves shoot out from pylons, leaving a dot on players hit. Noise Pollution – Pylons pulse light raidwide damage, increases 25% by each active pylon. Sound Cannon – Player targeted by blue beam, dealing damage to anyone in path. Faulty Zap – Players debuffed and pulse AoE 5 yards around them for 12 seconds. Sparkblast Ignition – Pyrotechnic adds spawn while dodgeable swirlies fill the room. Grand Finale – If the adds are not killed in 15 seconds, they explode and deal massive stacking damage to raid. Excitement – Hitting the adds grants 2% haste and 10% move speed, stacking x3 for 10 seconds. Resonance – If boss is within 15 yards of a pylon, charges their power supply quickly. Sonic Blast – Tank smash frontal cone, applying Tinnitus - increasing Sonic damage taken by 100% for 10 seconds, stacking. Phase Two: Intermission Sound Cloud – Boss is immune. Blowout – Glowing pylon will knock players up into the air if nearby. Blaring Drop – Ring of death shoots out from boss, avoidable by being knocked over it. Hype Fever – The third intermission will continue forever, enrage.
Phase 1			
Bait pylon drops in good locations.	Move away after pylon drop to avoid boss powering them up.	Avoid front of boss due to frontal smash.	
Click and drain pylon energy before it reaches full.			
Avoid draining twice until 45 second debuff drops.	Dodge sound waves from pylons.	Nuke adds before they explode – Hitting them grants haste!	
Phase 2: Intermission			
Group inside the safe, glowing pylon.			
Get knocked over the dangerous beam.			
Run to the next pylon and repeat.			
One pylon will stay up each Intermission, making following P1s more difficult. The third intermission lasts forever – enrage!			
MYTHIC ONLY			
If hit by two Echo waves in a row, you will become mind controlled. Sound Cannon blue beam damage is split by number of players inside and will mind control any player that drops below 75%. Pylons now have shields - Faulty Zap players will create a Static Jolt if two touch, removing the shields if within 8 yards of a pylon.			

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Reference Logs

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WeakAuras

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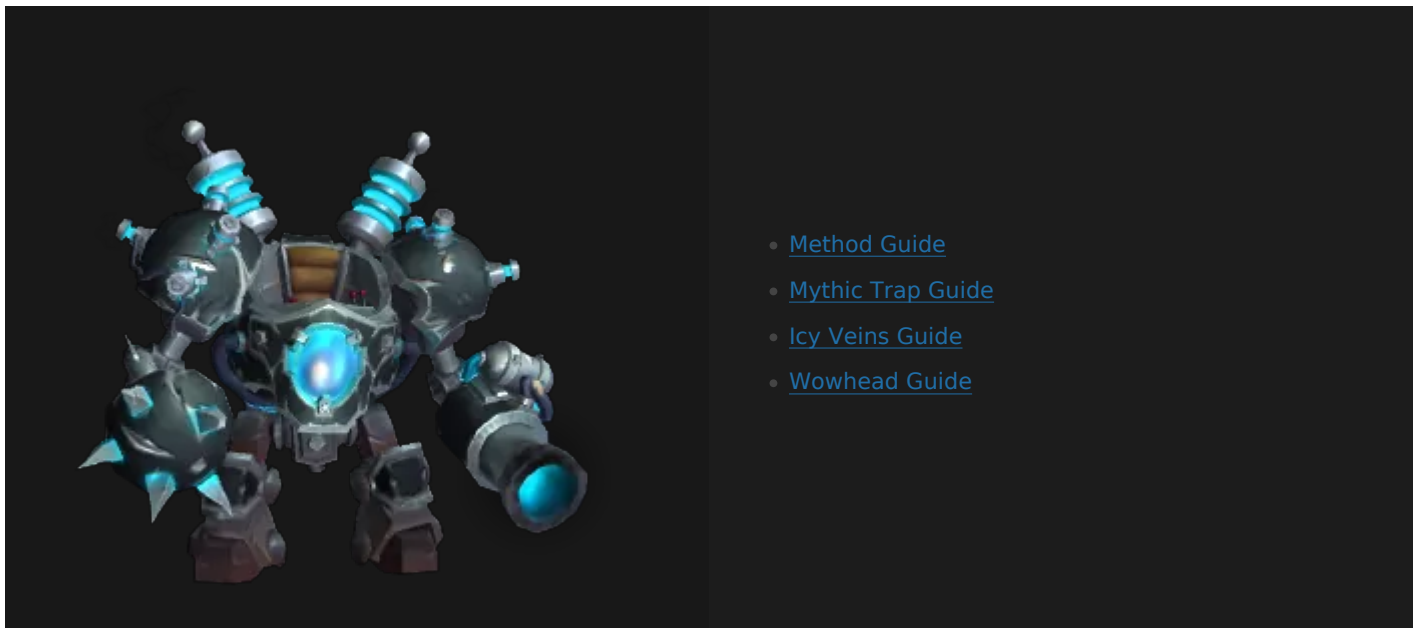
Video Guides

- [Ready Check Pull](#) (Heroic)

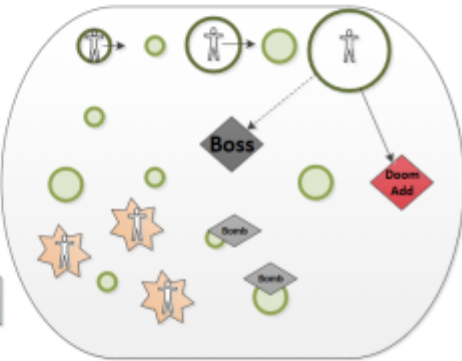
Note

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Stix Bunkjunker



Strategy

Stix Bunkjunker The Cleanup Crew Boss			Phases: 2 Hero: P1
OVERVIEW			SPECIAL NOTES
Stix pulls garbage piles and explosives into the arena, requiring players to become rolling rubbish balls themselves. Collect enough piles of trash (and adds) to grow large enough you can absorb the bombs before they explode the raid!			Immunities – N/A Dispel – N/A Interrupts – Scrap Rockets
TANK Taunt swap after one tank becomes a rubbish ball and Demolish.	Healer CDs at 100 energy. Damage increases if garbage piles lit on fire.	DPS Nuke Territorial Bombshells before they explode. Let rubbish balls absorb the other adds.	
Phase 1			ABILITIES
<p>Prepare to roll your rubbish ball if yellow arrow appears above your head.</p> <p>Roll over small trash piles to become medium sized.</p> <p>Then roll over medium trash pile to become large sized.</p> <p>Once large, prioritize rolling into: 1 – Doomsplasive Adds 2 – Other Adds 3 – Boss <i>NOT Territorial Bombshells!</i></p> <p>Avoid rolling over your team, it will stun – face away!</p> <p>Adds run over by rubbish balls take 100% increased damage.</p>  <p>Dodge swirles.</p> <p>Loose spread when pulling with Incinerator, avoid trash piles.</p> <p>Nuke Territorial Bombshells before they explode.</p> <p>Interrupt Scrap Rockets cast.</p> <p>After two rounds of rubbish balls, boss will become immune and fly away.</p>			<p>Electromagnetic Sorting – At 100 energy, raidwide damage and garbage piles spawn.</p> <p>Rolling Rubbish – Random players become rolling rubbish balls, allowing them to roll over and absorb garbage piles – Increasing size allows you to absorb larger objects.</p> <p>Garbage Dump – If a rubbish ball rolls onto boss, explodes dealing 1.5% of boss health.</p> <p>Messed Up – Enemies absorbed by rolling rubbish will be dumped out after, taking 100% increased damage.</p> <p>Rolled – Running over a player with rolling rubbish causes damage and a 1 second stun.</p> <p>Discarded Doomsplasive – Giant bomb that explodes in 26 seconds if not destroyed, dealing raidwide damage, DoT, and increased damage taken from next explosion for 1 minute.</p> <p>Muffled Doomsplasive – A large enough rolling rubbish ball can destroy the bomb, dealing only minor raidwide damage instead.</p> <p>Adds: Territorial Bombshell – An immobile add that becomes mobile at 75% health, will explode if not killed in 30 seconds. If hit by a rolling rubbish, the same effect will be triggered. Scrapmaster – Shoots rockets at players. Junkyard Hyena – Deals stacking dot to target, reducing healing received.</p> <p>Incinerator – Players pulse aoe damage, lighting on fire any nearby garbage piles.</p> <p>Hot Garbage – Ignited garbage leaves a void zone and fumes that deal raidwide damage every 2 seconds, stacking.</p> <p>Demolish – Tank smash that increases all damage taken by 100% for 50 seconds. Meltdown – Large tank damage over 3 seconds.</p> <p>Overdrive – Boss becomes immune and fires down swirles on the raid, then smashes down in a danger zone.</p> <p>Maximum Output – Boss gains 25% attack speed and summons more Discarded Doomsplaves.</p>
Phase 2: Intermission			
<p>Dodge swirles.</p> <p>Run away from the impact zone when boss lands.</p> <p>Prepare for the 25% attack speed increase boss receives.</p> <p>After every intermission, the boss will summon more Doomsplaves that must be absorbed by rolling rubbish.</p>			
MYTHIC ONLY			
Powercoils spawn that deal heavy damage to a targeted healer – must pop defensives and massive healing! Every time boss hits 100 energy, the number of Scrapmaster adds also increases. Scrapmasters now channel a one-shooting beam onto a player that must be interrupted by a rolling rubbish ball or the player will die.			

Raid Plans

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Reference Logs

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WeakAuras

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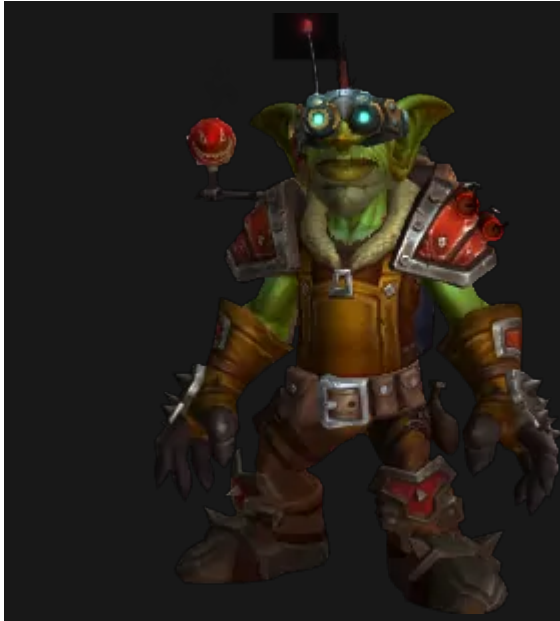
Video Guides

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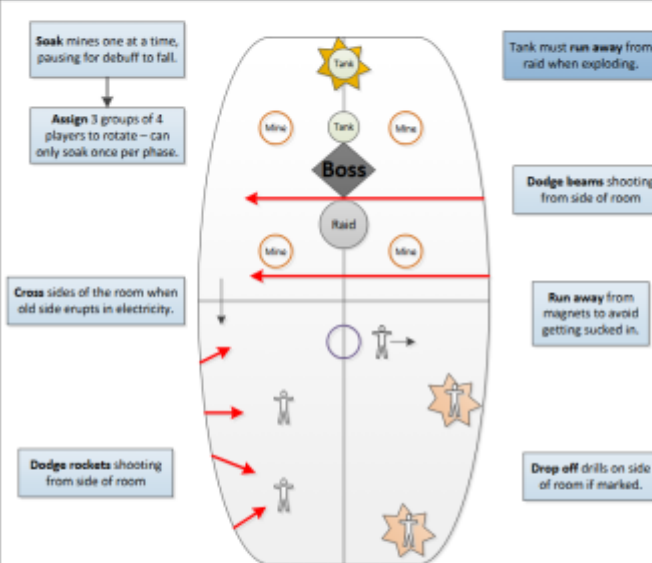
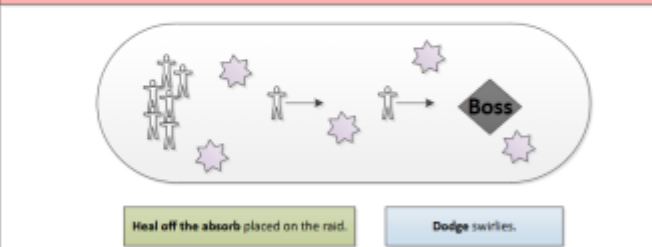
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Sprocketmonger Lockenstock



- [Method Guide](#)
- [Mythic Trap Guide](#)
- [Icy Veins Guide](#)
- [Wowhead Guide](#)

Strategy

Sprocketmonger Lockenstock The Conveyor Belt Boss			Phases: 2 Hero: P1
OVERVIEW			SPECIAL NOTES
This boss will throw a variety of dangerous inventions at you – navigate the conveyor belt of weapons and successfully disarm the land mines. Triggering too fast will seal your fate, so time them wisely and assemble yourself some new loot.			Immunities - None Disps - None Interrupts - None
TANK	Healer	DPS	ABILITIES
Taunt swap when exploding. Further away = less raid damage. You will be slowed!	CDs during pulsing Sonic Ba-Boom. Heal off the absorb during P2.	Single target damage, high movement. Utilize conveyor belt to move you while you cast!	
Phase 1			
<p>Soak mines one at a time, pausing for debuff to fall.</p> <p>Assign 3 groups of 4 players to rotate – can only soak once per phase.</p> <p>Cross sides of the room when old side erupts in electricity.</p> <p>Dodge rockets shooting from side of room</p>	 <p>Tank must run away from raid when exploding.</p> <p>Dodge beams shooting from side of room</p> <p>Run away from magnets to avoid getting sucked in.</p> <p>Drop off drills on side of room if marked.</p>	<p>PHASE ONE</p> <p>Goblin Inventions: Activated throughout the fight.</p> <p>Blazing Beam – A beam of fire shoots out.</p> <p>Rocket Barrage – Rockets target players.</p> <p>Mega Magnetize – Pulls players towards it, stunning on impact.</p> <p>Foot-Blasters – Landmines appear, stepping on one triggers an explosion, dealing raidwide damage and increasing raid's damage taken by explosions for 2 seconds.</p> <p>Unstable Shrapnel – After stepping on a mine, do not step on one for 2 mins, or die.</p> <p>Wire Transfer – Sections of the conveyor belt are electrified, dealing damage to players stood upon them.</p> <p>Screw Up – Marked players spawn drills under their feet, stunning anyone touched.</p> <p>Sonic Ba-Boom – Raidwide damage to all players for 10 seconds.</p> <p>Blisterizer Mk. II – Touching a trap launches a player into the air, increasing movement speed by 60% for 6 seconds.</p> <p>Pyro Party Pack – Tank explodes 6 seconds later, dealing raidwide damage reduced by distance away.</p> <p>Gravi-Gunk – Tank gains stacking damage taken increase and move speed reduction.</p>	
Phase 2			
Boss flings raid back to the entrance and jumps away. Travel along the conveyor belt to reach boss and continue damage.			
 <p>Heal off the absorb placed on the raid.</p> <p>Dodge swirlies.</p>	<p>PHASE TWO</p> <p>Beta Launch – All players flung to entrance.</p> <p>Bleeding Edge – Rains down void swirlies and applies healing absorb to raid.</p> <p>Black Bloodsplatter – Void goop spills out, empowering boss with 15% damage done and disorienting anyone who touches.</p> <p>Empowered Inventions – All inventions are upgraded with void power. Touching a void projectile will inflict damage to all players.</p>		
When boss phases back to P1, inventions are buffed and 2 trigger at a time now! Bigger beams and AoE exploding rockets.			
MYTHIC ONLY			
Raid team is assigned a red or blue polarization debuff – coming into contact with the opposite color will cause raidwide damage and knock both players back. Foot-blasters are also colored, and must be triggered by a matching player or the raid will wipe.			

Raid Plans

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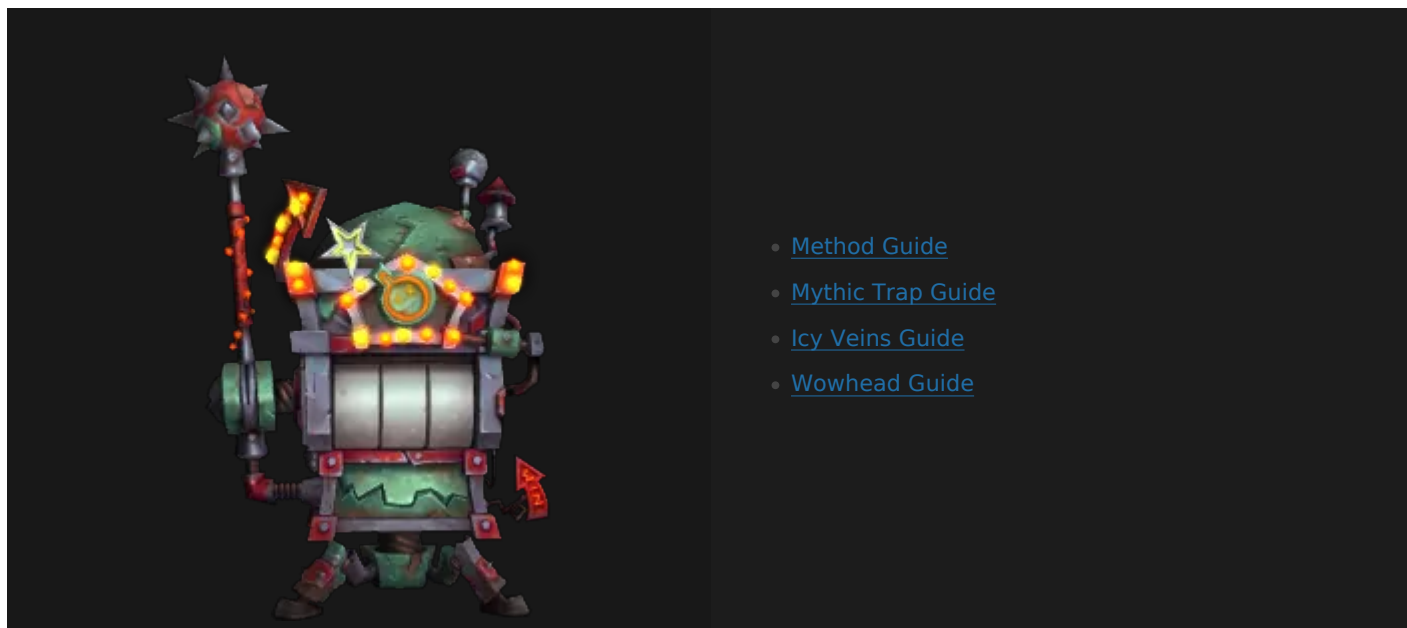
Video Guides

- [Ready Check Pull](#) (Heroic)

Note

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One-Armed Bandit



Strategy

The One-Armed Bandit

The Slot Machine Boss

OVERVIEW

We must play the slot machines correctly by killing the correct adds to gain their tokens, depositing them based on their symbols to alter the mechanics. Deposit the same combo twice and wipe! Play carefully and adjust as the fight evolves.

TANK	Healer	DPS
Big CDs when triggering coils. Only trigger if space is needed.	Healer CDs on coin pulse aoe. Hold dispel until player moves out.	Target correct add and nuke quickly. AoE cleanup/CC bomb adds.

Phase 1

Identify which adds to kill based on the icons above their head to acquire the correct token.

Pick up the token from killed add and extra action button it into the boss.

Repeat with second add / token to trigger the slot machine.


You must complete this task in 30 seconds, and must NOT repeat combinations, or boss permanently enrages!

SLOT COMBINATIONS

Shock + Flame	Shock + Bomb	Shock + Coin	Flame + Bomb	Flame + Coin	Bomb + Coin
Coil spawns, spewing fire waves.	Coil spawns, releasing floating bomb adds.	Coil spawns, pulling in players and pulsing AoE.	Fixating bombs spawn, releasing fire waves on death.	Boss pulses raidwide damage for 5 seconds.	Fixating bombs spawn, immune to CC effects.

Place tankbuster void zone along edges of room to conserve space.

Click on spawned coils to reactivate their negative effect but remove 2 void zones when needed for space.



Interrupt Reel Assistant casts.

Kite/CC/Nuke bomb adds.

Run out to get dispelled with Withering Flames.

Dodge flame waves.

Use extra action button near chips to aim their roll and remove them from fight (aim near team for buff!)

Dodge rolling chip or get stunned!

Stand near path of rolling chip to acquire buff.

Phases: 2 Hero: P1

SPECIAL NOTES

Immunities - N/A

Dispel - Withering Flames

Interrupts - Overload

ABILITIES

PHASE ONE

Spin to Win - Adds summoned and slot machine wheel starts spinning for 30 seconds. Defeating an add drops a token that can be used to lock in one row of the slot machine. After two tokens, a prize is dispensed, and boss gains 5% attack speed.

Fraud Detected - If the same combination is used twice, or if two tokens are not deposited in time, boss damage done permanently increased by 500%.

Prizes:

Each token changes the mechanic differently, as a combo of the two tokens used.

Shock - Spawns a coil that must be deactivated by tanks, causing it to absorb 2 shocking fields.

Flame - Adds fire to dodge or fire dots.

Bomb - Spawns randomly fixating dynamite adds that explode if touched.

Coin - Deals raidwide damage.

Reel Assistants:

Overload - Interruptible jolt that knocks back and deals raidwide damage.

Withering Flames - Debuff random player, when dispelled shoots fiery waves.

Electric Blast - Large damage to target and small damage to raid, stacking.

Pay-Line - Chip rolls from boss, stunning players hit but buffing players nearby 10% damage/healing. Chips must be rolled back to destroy, or else buff boss damage by 5%.

Foul Exhaust - Raid damage & heal absorb.

The Big Hit - Tank damage and debuff increasing damage taken by Big Hit, leaves a Shocking Field void puddle.

PHASE TWO

Boss selects three of the same token type to gain an empower.

Shock - Coil spawns knocking players back, connecting damaging beam from coil to boss.

Flame - Targets player with fire beam.

Coin - Raidwide damage the rest of fight.

Bomb - Instant raid wipe.

MYTHIC ONLY

The Reel Assistant Adds have shields that prevent them dropping below 25% health. To remove the shield, they must be hit by a Pay-Line chip. Have players aim the chip back to the adds, or else risk not depositing tokens in time to trigger the slot machine. Big Hit tank mechanic now acts to additional players for more Shocking Fields.

Raid Plans

- Links to raid plans so we can edit them in the future.

Reference Logs

Pay-Line + Dark Lined Cuirass

- [High Functioning](#)
- [Momento](#)
- [Euphoric](#)
- [The Next Step](#)

- [Foundation](#)

Up the Ante + The Big Hit

- [High Functioning](#)
- [Memento](#)
- [Euphoric](#)
- [The Next Step](#)
- [Foundation](#)

WeakAuras

- [Bandit - Toggle Particle Density](#)

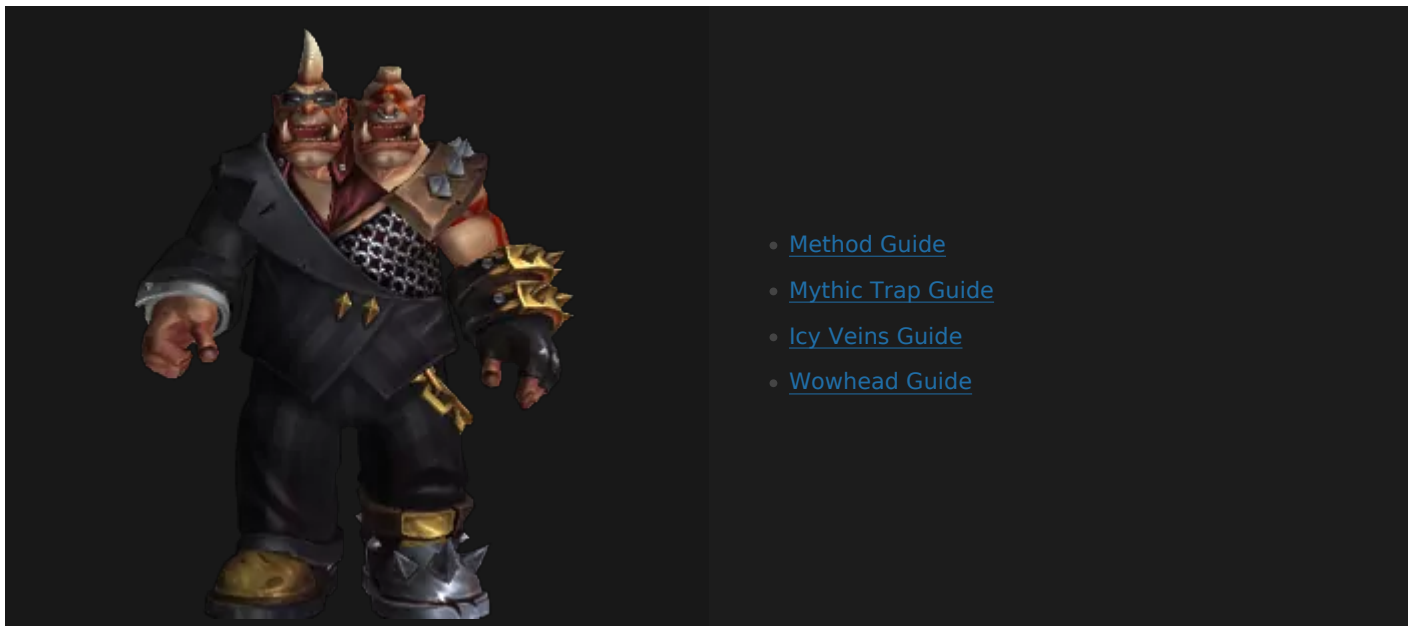
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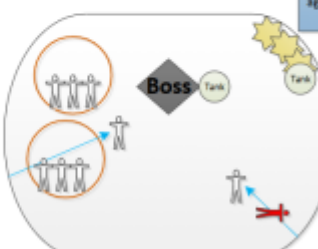
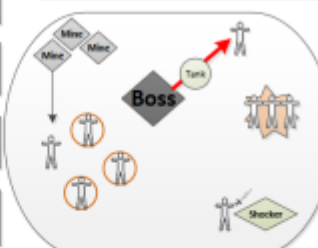

Note

This is a test

Mug'Zee



Strategy

Mug'Zee, Heads of Security			Phases: 3 Hero: Final Phase	
OVERVIEW			SPECIAL NOTES	
This two headed ogre can't decide who is in charge – whichever side of the arena has the most players on it controls the mechanics you are dealing with. At 40% health, they figure out how to work together and barrage us with both!			Immunities – N/A Dispers – N/A Interrupts – Goon's Pay Respect shield	
TANK	Healer	DPS	ABILITIES	
Face boss away from raid. Soak beam with defensives. Drop puddles out of the way.	Damage ramps the longer we stay on one side. CDs on side swaps.	Take adds out quickly. Kill mines.	Head Honcho – Mechanics determined by which side of room has most players. Swapping sides removes stacks of Moxie. Moxie – Stacking 1% damage increase. Double-Minded Fury – Enrage at 100 energy. Carnage/Destruction – Swapping sides causes 5 seconds of large pulsing damage, then 2 minutes of light stacking damage.	
Phase 1A: Mug in Charge (Right Side)			ABILITIES	
Mechanics determined by which side of the room the majority of players are on.			Mug: Right Side Earthshaker Gaol – 2 players debuffed with circle, forming a cage around them and dealing damage split by players inside. Galligoo Goon – Spawns in cage, if overlapping with another or if no players inside, will enrage. Deals frontal cone damage and casts Pay Respects (interruptible boss shield). Gaol Break – Killing the goon knocks players back, breaking the cage walls.	
			Frostshatter Boots – Players debuffed with slippery feet, launching ice spear at them. Spear can break cage walls and freeze mines (or players). Finger Gun – Frontal cone that forms lightning cloud void zone. Gold Knuckles – Frontal cone punching tank back, causing them to drop gold void zones. Must move to remove debuff or be stunned.	
Swap sides to reset energy and prevent dangerous mechanics – careful of raidwide damage after swapping.			Zee: Left Side Unstable Crawler Mine – Floating mines that detonate on impact, sending out soakable swirles. Not soaking = raid damage. Cannot soak two in a row. At 100 energy, immune to CC.	
Phase 1B: Zee in Charge (Left Side)			Summons Volunteer Rocketeer Add: Goblin-Guided Rocket – Explosion on a player that leaves a fire puddle, damage split by players soaking, can only soak once every minute. Disintegration Beam – 12 seconds of ramping damage on a player.	
			Summons Mk II Electro Shocker: Surging Arc – Damage that jumps to 3 players. Faulty Wiring – At 80% health, add is stunned and takes 100% increased damage for 8 seconds.	
Swap sides to reset energy and prevent dangerous mechanics – careful of raidwide damage after swapping.			Spray and Pray – Frontal cone at player, exploding any mines hit.	
Final Phase: 40% Health			Double Whammy Shot – Aims large beam at player, tank must soak it with mitigation to reduce damage the player takes. Player then explodes 5 seconds later, triggering any mines hit.	
			INTERMISSION (40% Health) Static Charge – Charges forward, dealing damage to all in path and destroying all mines and gaols. Then spins around dealing cone damage.	
Boss gains 30% haste – Kill boss before boss kills you!!			FINAL PHASE Gains access to all abilities at the same time, and 30% Haste.	
MYTHIC ONLY				
Head Honcho will only swap when all players are on the same side of the room. Gaol cage walls can only be broken by mines and ice spears. In order to remove your slippery boots, you must touch a fire puddle. Triggering a mine now one shots players, must use other mechanics to clear them. Shockers cannot be damaged until hit by tank frontal cone. At 40% health, the arena is split into two by a beam that will one shot players.				

Raid Plans

- Links to raid plans so we can edit them in the future.

Reference Logs

- Links to existing kills with similar strategies or comps.

WeakAuras

- Links to required WAs for the fight.

Video Guides

- [Ready Check Pull](#) (Heroic)

Note

This is a test

Chrome King Gallywix



- [Method Guide](#)
- [Mythic Trap Guide](#)
- [Icy Veins Guide](#)
- [Wowhead Guide](#)

Strategy

Notes about our strategy here for newcomers to the raid. Include images where appropriate to visualize the positioning.

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