

# 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	623	Weath	1/8	Veteran						Q3	30 Weath	
0	636	645	Carved	626	Weath	2/8							Q4		
2*	639	649	Runed	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	Gilded	645	Carved	8/8		4/8				Q5		Q1	Spark 45 Runed
8	652	658		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			6/6		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	Runed												
8	639*	649		639*											
9	639*	649	Runed												
10	639*	649		639*											
11	639*	649	Runed												
* 649 with Delver's Bounty				* Very Rare drops from these bosses reward this item level											

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](https://loot_ghostopera.org)

## Useful Links

- [Wowhead Boss Cheat Sheets](#)

# 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!			<b>SPECIAL NOTES</b>
<b>TANK</b> Drop Oil Slicks along wall. Taunt after Tank Buster.	<b>Healer</b> CDs during intermission. Spot healing on oiled players.	<b>DPS</b> Nuke biker adds. Save CDs for when the Geargrinder is weakened!	Immunities – N/A Dispel – N/A Interrupts – Repair
Phase 1			ABILITIES
Defeat biker adds to steal their bikes.	Click bikes and use extra action button to aim at boss – fire away!	Remove plating with bikes before 100 energy to enter intermission.	<b>Protective Plating</b> – Stacks must be removed to interrupt it's energy gain, forcing it into a Mechanical Breakdown.
Rotate around room as boss drops oil puddles.			
Dodge swirly and biker charges.	Drop oil slicks where bikers will charge through to stun them.		<b>Unrelenting CAR-nage</b> – At 100 energy, raidwide damage for 30 seconds.
Clear oil slicks if debuffed with fire by running across them.			<b>Call Bikers</b> – Bikers charge towards players, inflicting damage and knocking back anyone in the path.
If boss hits 200 energy, engage raidwide damage for 30 seconds.			<b>Blaze of Glory</b> – Killing a biker allows players to take control of the bike and aim it at the boss, removing one stack of Plating.
Pop CDs and blast! Boss takes 100% increased damage.			<b>Burning Shrapnel</b> – When plating is removed, deal raidwide damage and launch swirlyes at players.
Big healing through the raidwide pulsing damage.			<b>Spew Oil</b> – Targets player and drops an oil slick void zone at their feet.
Interrupt/CC adds to slow their repair.			<b>Oil Slick</b> – Bikers that cross over these puddles are stunned for 5 seconds. Players are slowed and slide around.
Don't pad on adds!			<b>Incendiary Fire</b> – Debuffed players drop fire at their feet, can be used to clear oil slicks.
Once repaired, return to Phase 1!			<b>Bomb Voyage</b> – DoT on players.
<b>MYTHIC ONLY</b>			<b>Tank Buster</b> – 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.
Players must <b>soak swirlyes</b> to catch oil cannisters. Two oil cannisters must be brought to each fallen bike before it can be used to destroy the Geargrinder's shield.			<b>PHASE 2: Intermission</b> <b>Mechanical Breakdown</b> – When plating is removed, boss takes 100% increased damage and shoots out shrapnel to dodge. <b>Backfire</b> – Raidwide damage every 2 seconds. <b>Tune-Up</b> – Pit mechanic adds spawn and cast repair on the boss.

## 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.

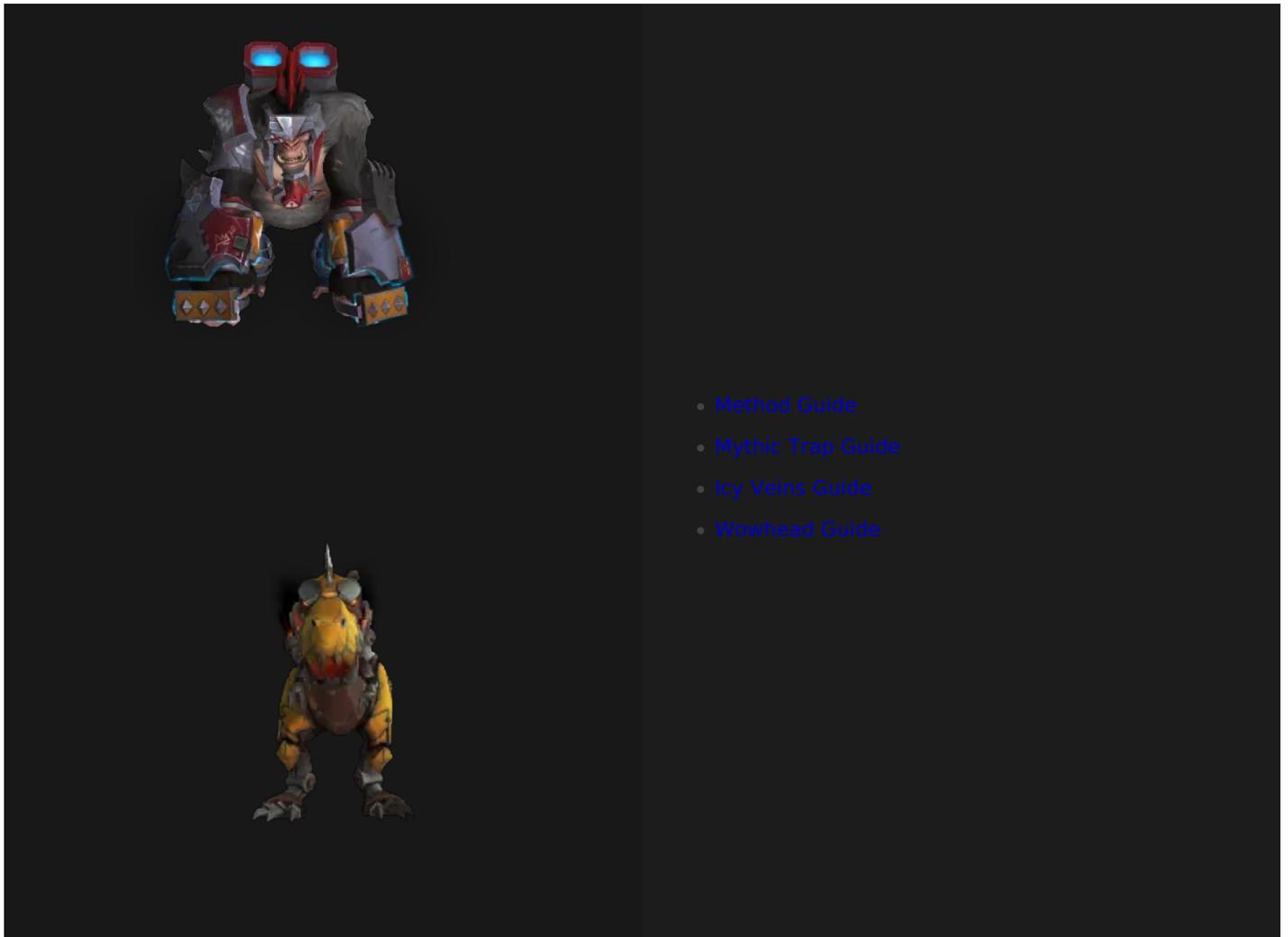
## Video Guides

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

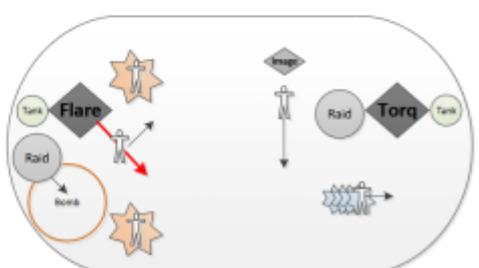
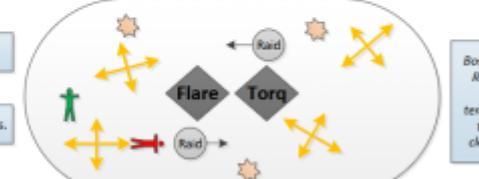
**Note**

This is a test

# Cauldron of Carnage



Strategy

Cauldron of Carnage The Battle Bots Boss			Phases: 2 Hero: P1
<b>OVERVIEW</b>			<b>SPECIAL NOTES</b>
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
<b>TANK</b> Tank bosses 40 yards away. Be aware of enrage when one boss dies.	<b>Healer</b> CDs during intermission. Healing ramps up as the phase continues.	<b>DPS</b> Single target damage. CDs off CD, keep boss health even.	<b>ABILITIES</b>
<b>Phase 1</b>			
<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><b>Colossal Clash</b> – 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><b>Raised Guard</b> – When within 40 yards of each other, bosses take 99% reduced damage.</p> <p><b>King of Carnage</b> – When one boss dies, the other gains 50% damage every 5 seconds.</p> <p><b>Blistering Spite / Galvanized Spite</b> – Each boss applies unique stacking debuff to players within 60 yards, dealing increasing damage.</p> <p><b>Flarendo (Dino)</b> <b>Scrapbomb</b> – 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><b>Molten Phlegm</b> – Players pulse damage 5 yards around themselves for 10 seconds.</p> <p><b>Blastburn Roarcannon</b> – 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><b>Eruption Stomp</b> – Tank smash that releases lava waves and knocks them up.</p> <p><b>Torq (Gorilla)</b> <b>Static Charge</b> – 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><b>Thunderdrum Salvo</b> – Players drop swirlies under their feet for 6 seconds.</p> <p><b>Voltaic Image</b> – Images fixate players for 12 seconds, leaving void puddle if touched.</p> <p><b>Lightning Bash</b> – Tank smash that deals massive damage plus additional damage for any amount unmitigated.</p>
<p><b>Bait bomb by wall then soak to split damage.</b></p> <p><b>Dodge lava waves that shoot out afterwards.</b></p> <p><b>Limit movement to avoid filling energy bar (stun).</b></p> <p><b>Stand still to drain energy bar.</b></p> <p><b>Spread out before Molten Phlegm to avoid splashing raid.</b></p> <p><b>Stutter step when dropping Salvo swirlies.</b></p> <p><b>Point beam away from raid – once it locks on, move out to dodge.</b></p> <p><b>Avoid touching fixating images when they spawn or they will drop a void puddle.</b></p>			
<b>Phase 2: Intermission</b>			
<p>Bosses clash in middle and increase damage done by 15% permanently.</p>  <p><b>Dodge swirlies.</b></p> <p><b>Dodge lava waves.</b></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>			
<b>MYTHIC ONLY</b>			
<p><b>Toy Tussle</b> – 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. <b>Images</b> now leave void zones if they expire. <b>Roarcannon</b> shoots out three beams now instead of one.</p>			

## Raid Plans

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## Reference Logs

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## WeakAuras

- Links to required WAs for the fight.

## Video Guides

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

**Note**

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# Rik Reverb



Strategy

Rik Reverb The Boombox Boss			Phases: 2 Hero: P1
<b>OVERVIEW</b>			<b>SPECIAL NOTES</b>
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 Dispels – N/A Interrupts – N/A
<b>TANK</b> Aim boss away from raid. Taunt at high stacks of Tinnitus.	<b>Healer</b> Healing increases as pylons spawn. Spot heal players channeling pylons.	<b>DPS</b> Nuke adds before they explode. Boss is immune during intermission.	<b>ABILITIES</b>
<b>Phase 1</b>			<p><b>Amplification</b> – 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.</p> <p><b>Lingering Voltage</b> – 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.</p> <p><b>Echoing Chant</b> – Waves shoot out from pylons, leaving a dot on players hit.</p> <p><b>Noise Pollution</b> – Pylons pulse light raidwide damage, increases 25% by each active pylon.</p> <p><b>Sound Cannon</b> – Player targeted by blue beam, dealing damage to anyone in path.</p> <p><b>Faulty Zap</b> – Players debuffed and pulse AoE 5 yards around them for 12 seconds.</p> <p><b>Sparkblast Ignition</b> – Pyrotechnic adds spawn while dodgeable swirlies fill the room.</p> <p><b>Grand Finale</b> – If the adds are not killed in 15 seconds, they explode and deal massive stacking damage to raid.</p> <p><b>Excitement</b> – Hitting the adds grants 2% haste and 10% move speed, stacking x3 for 10 seconds.</p> <p><b>Resonance</b> – If boss is within 15 yards of a pylon, charges their power supply quickly.</p> <p><b>Sonic Blast</b> – Tank smash frontal cone, applying Tinnitus - increasing Sonic damage taken by 100% for 10 seconds, stacking.</p> <p>Phase Two: Intermission</p> <p><b>Sound Cloud</b> – Boss is immune.</p> <p><b>Blowout</b> – Glowing pylon will knock players up into the air if nearby.</p> <p><b>Blaring Drop</b> – Ring of death shoots out from boss, avoidable by being knocked over it.</p> <p><b>Hype Fever</b> – The third intermission will continue forever, enrage.</p>
<p>Bait pylon drops in good locations.</p> <p>Move away after pylon drop to avoid boss powering them up.</p> <p>Avoid front of boss due to frontal smash.</p> <p>Click and drain pylon energy before it reaches full.</p> <p>Avoid draining twice until 45 second debuff drops.</p> <p>Dodge sound waves from pylons.</p> <p>Nuke adds before they explode – hitting them grants haste!</p>			
<b>Phase 2: Intermission</b>			
<p>Group inside the safe, glowing pylon.</p> <p>Get knocked over the dangerous beam.</p> <p>Run to the next pylon and repeat.</p>			
<p>One pylon will stay up each intermission, making following P1s more difficult. The third intermission lasts forever – enrage!</p> <p><b>MYTHIC ONLY</b></p> <p>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.</p>			

## Raid Plans

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# Stix Bunkjunker



Strategy

Stix Bunkjunker The Cleanup Crew Boss			Phases: 2 Hero: P1
<b>OVERVIEW</b>			<b>SPECIAL NOTES</b>
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
<b>TANK</b> Taunt swap after one tank becomes a rubbish ball and Demolish.	<b>Healer</b> CDs at 100 energy. Damage increases if garbage piles lit on fire.	<b>DPS</b> Nuke Territorial Bombshells before they explode. Let rubbish balls absorb the other adds.	<b>ABILITIES</b>
<b>Phase 1</b>			
<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 NOT Territorial Bombshells!</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><b>Electromagnetic Sorting</b> – At 100 energy, raidwide damage and garbage piles spawn.</p> <p><b>Rolling Rubbish</b> – 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><b>Garbage Dump</b> – If a rubbish ball rolls onto boss, explodes dealing 1.5% of boss health.</p> <p><b>Messed Up</b> – Enemies absorbed by rolling rubbish will be dumped out after, taking 100% increased damage.</p> <p><b>Rolled</b> – Running over a player with rolling rubbish causes damage and a 1 second stun.</p> <p><b>Discarded Doomsplasive</b> – 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><b>Muffled Doomsplasive</b> – A large enough rolling rubbish ball can destroy the bomb, dealing only minor raidwide damage instead.</p> <p><b>Adds:</b>  <b>Territorial Bombshell</b> – 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.  <b>Scrapmaster</b> – Shoots rockets at players.  <b>Junkyard Hyena</b> – Deals stacking dot to target, reducing healing received.</p> <p><b>Incinerator</b> – Players pulse aoe damage, lighting on fire any nearby garbage piles.</p> <p><b>Hot Garbage</b> – Ignited garbage leaves a void zone and fumes that deal raidwide damage every 2 seconds, stacking.</p> <p><b>Demolish</b> – Tank smash that increases all damage taken by 100% for 50 seconds.  <b>Meltdown</b> – Large tank damage over 3 seconds.</p> <p><b>Overdrive</b> – Boss becomes immune and fires down swirles on the raid, then smashes down in a danger zone.</p> <p><b>Maximum Output</b> – Boss gains 25% attack speed and summons more Discarded Doomsplaves.</p>
<b>Phase 2: Intermission</b>			
<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>			
<b>MYTHIC ONLY</b>			
<p>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.</p>			

## Raid Plans

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## Reference Logs

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## WeakAuras

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# Sprocketmonger

## Lockenstock



Strategy

# Sprocketmonger Lockenstock

The Conveyor Belt Boss

## OVERVIEW

Phases: 2 Hero: P1

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.

## SPECIAL NOTES

Immunities - None  
Dispers - None  
Interrupts - None

### TANK

Taunt swap when exploding. Further away = less raid damage. You will be slowed!

### Healer

CDs during pulsing Sonic Ba-Boom. Heal off the absorb during P2.

### DPS

Single target damage, high movement. Utilize conveyor belt to move you while you cast!

## Phase 1

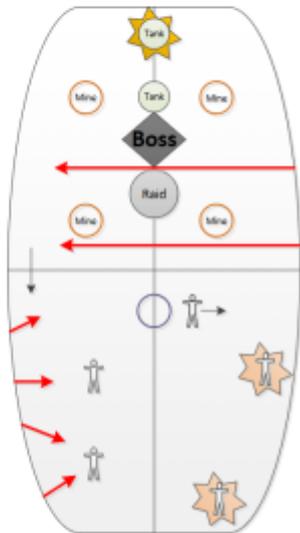
## ABILITIES

Soak mines one at a time, pausing for debuff to fall.

Assign 3 groups of 4 players to rotate – can only soak once per phase.

Cross sides of the room when old side erupts in electricity.

Dodge rockets shooting from side of room



Tank must run away from raid when exploding.

Dodge beams shooting from side of room

Run away from magnets to avoid getting sucked in.

Drop off drills on side of room if marked.

### PHASE ONE

#### Goblin Inventions:

Activated throughout the fight.

**Blazing Beam** – A beam of fire shoots out.

**Rocket Barrage** – Rockets target players.

**Mega Magnetize** – Pulls players towards it, stunning on impact.

**Foot-Blasters** – Landmines appear, stepping on one triggers an explosion, dealing raidwide damage and increasing raid's damage taken by explosions for 2 seconds.

**Unstable Shrapnel** – After stepping on a mine, do not step on one for 2 mins, or die.

**Wire Transfer** – Sections of the conveyor belt are electrified, dealing damage to players stood upon them.

**Screw Up** – Marked players spawn drills under their feet, stunning anyone touched.

**Sonic Ba-Boom** – Raidwide damage to all players for 10 seconds.

**Blisterizer Mk. II** – Touching a trap launches a player into the air, increasing movement speed by 60% for 6 seconds.

**Pyro Party Pack** – Tank explodes 6 seconds later, dealing raidwide damage reduced by distance away.

**Gravi-Gunk** – Tank gains stacking damage taken increase and move speed reduction.

### PHASE TWO

**Beta Launch** – All players flung to entrance.

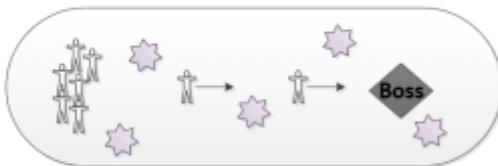
**Bleeding Edge** – Rains down void swirlies and applies healing absorb to raid.

**Black Bloodsplatter** – Void goop spills out, empowering boss with 15% damage done and disorienting anyone who touches.

**Empowered Inventions** – All inventions are upgraded with void power. Touching a void projectile will inflict damage to all players.

## Phase 2

Boss flings raid back to the entrance and jumps away. Travel along the conveyor belt to reach boss and continue damage.



Heal off the absorb placed on the raid.

Dodge swirlies.

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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## 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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# 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.

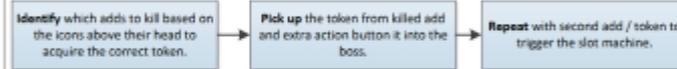
Phases: 2 Hero: P1

### SPECIAL NOTES

Immunities -N/A  
Disps - Withering Flames  
Interrupts - Overload

### ABILITIES

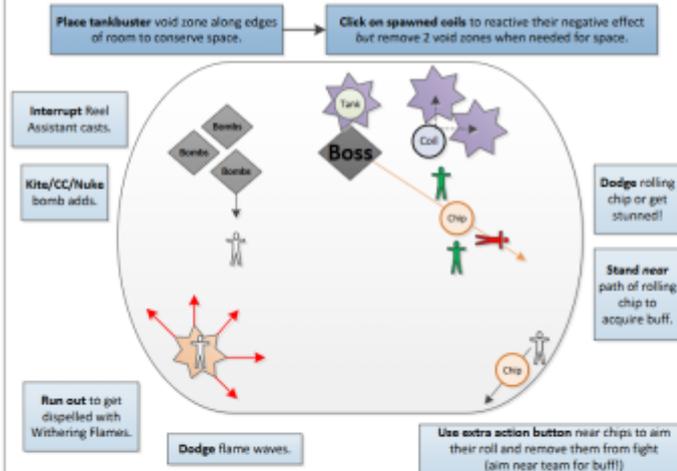
### Phase 1



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.	Flaming bombs spawn, releasing fire waves on death.	Boss pulses raidwide damage for 5 seconds.	Floating bombs spawn, immune to CC effects.



### 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 floating 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 2 (After All 6 Tokens Combos Used)

Boss CHEATS and activates three of the same token types at once, one after the other!

All Shock	All Fire	All Coin	All Bomb
Position for the knockback on coil spawn.	Aim away from raid if targeted by boss with fire laser.	Heal through massive raidwide pulsing damage.	Instant raid wipe!
Avoid the death laser connecting coil to boss.	Kill the boss before the boss kills you! Must minmax chip buff to best enrage.		

### 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.

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## WeakAuras

- Links to required WAs for the fight.

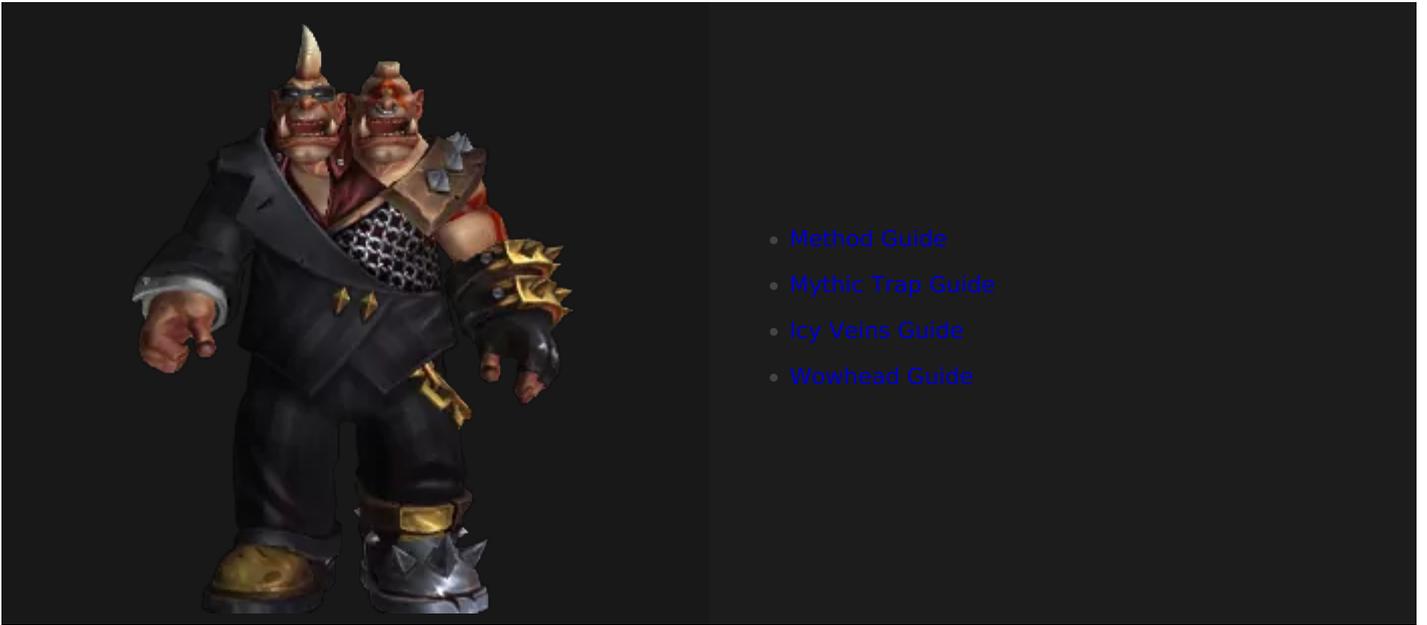
## Video Guides

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

**Note**

This is a test

# Mug'Zee



## Strategy



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

**Note**

This is a test

# Chrome King Gallywix



## Strategy

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

## 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