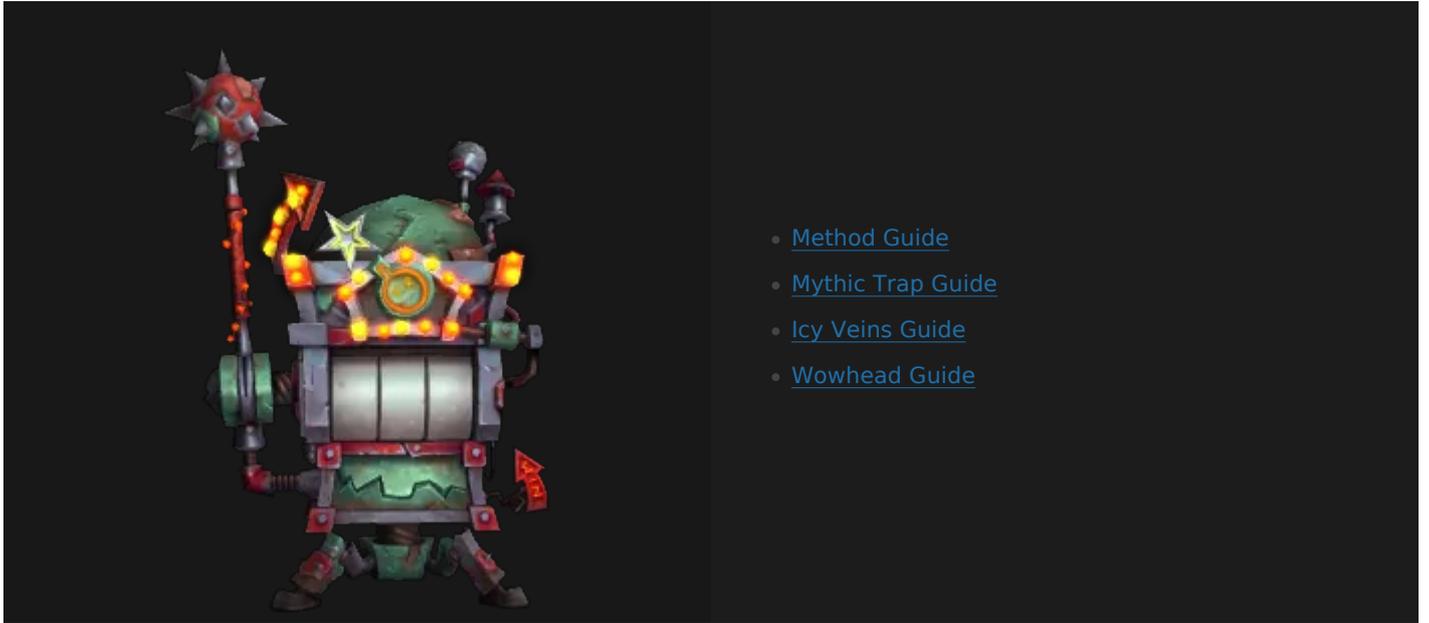


One-Armed Bandit



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

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

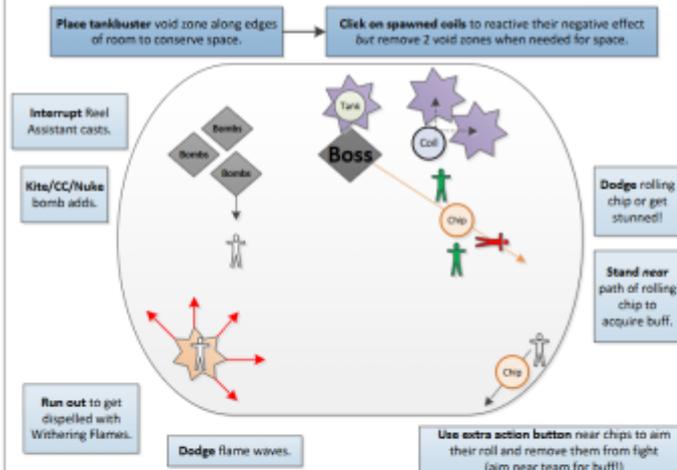
Phase 1



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.	Fixating 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 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 2 (After All 6 Token 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.

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](#)
- [Momento](#)
- [Euphoric](#)
- [The Next Step](#)
- [Foundation](#)

WeakAuras

- [Bandit - Toggle Particle Density](#)

Video Guides

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

Note

This is a test

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