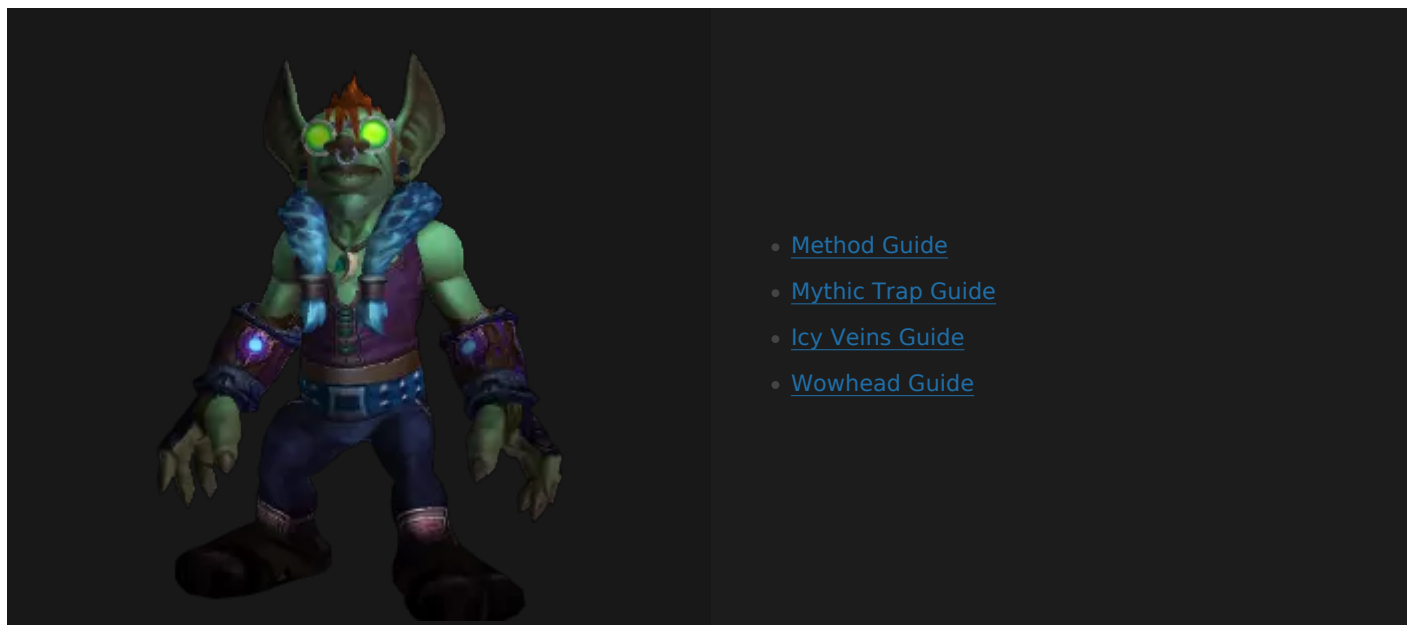


# Rik Reverb



## Strategy

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

## 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

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