

# Sprocketmonger

## Lockenstock



Strategy

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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

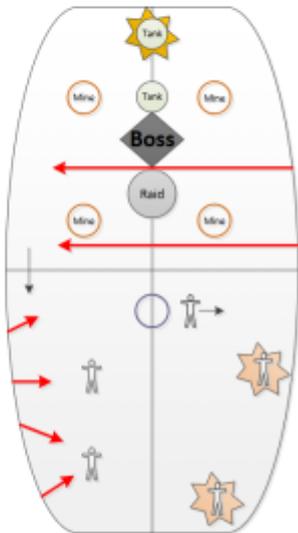
## ABILITIES

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.

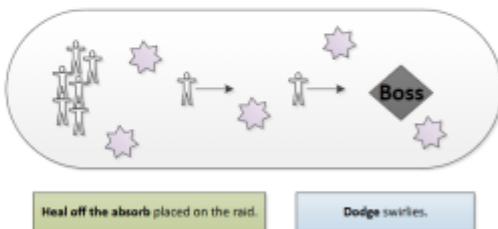
**Bleeding Edge** – Rains down void swirlies and applies healing absorb to raid.

**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.



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

- 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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