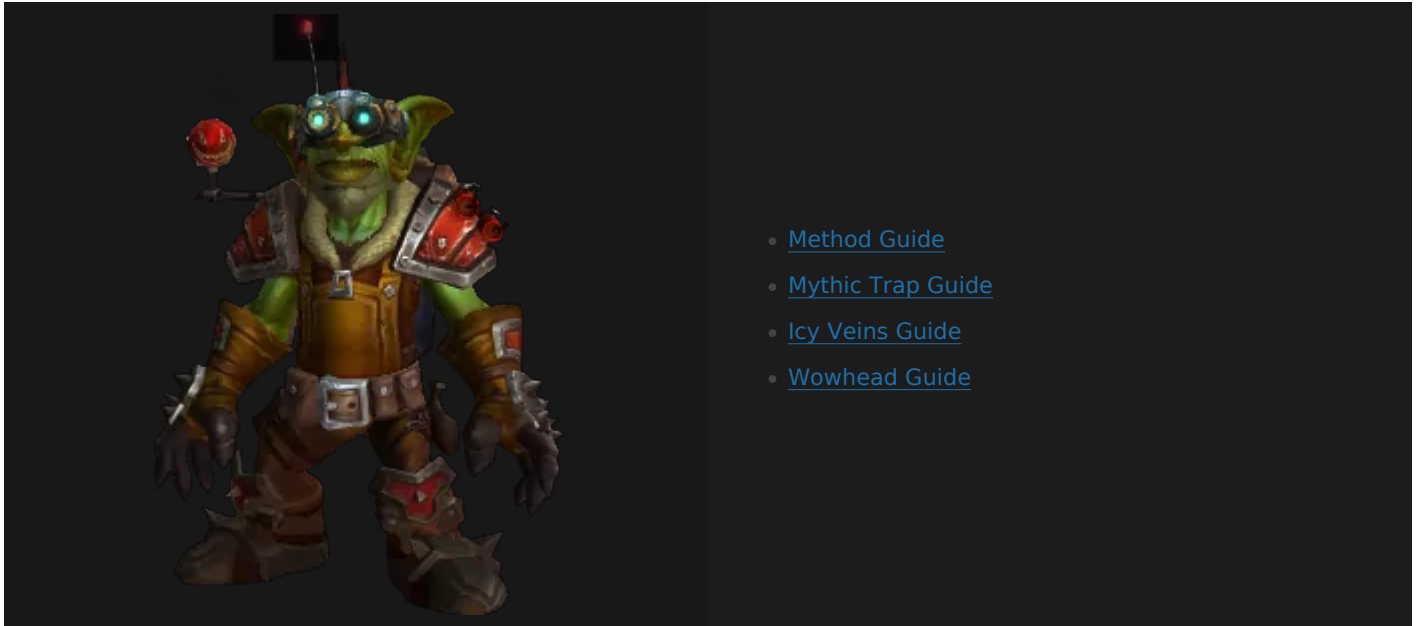
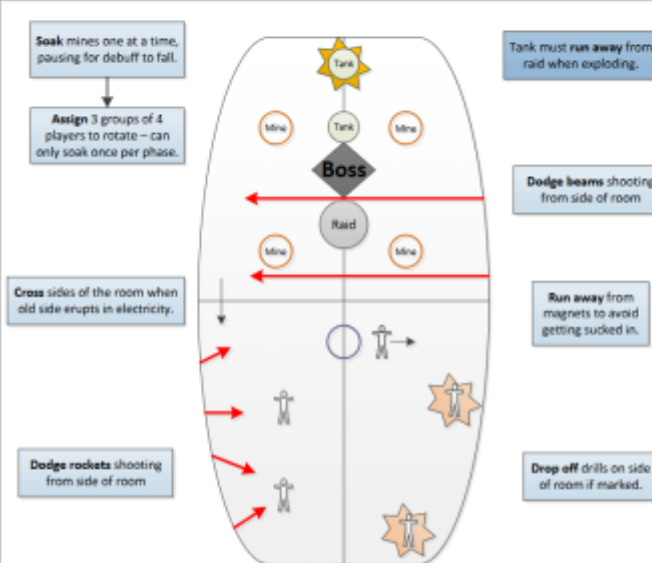
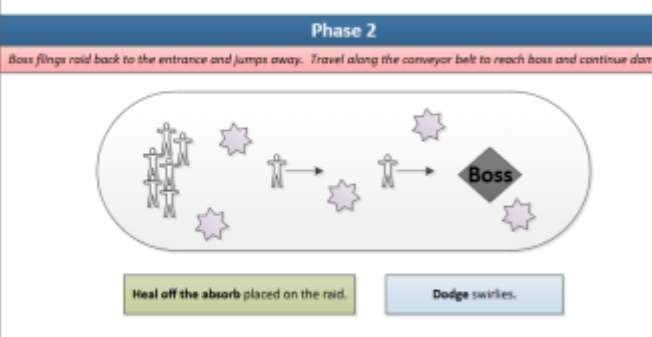


Sprocketmonger Lockenstock



Strategy

Sprocketmonger Lockenstock			Phases: 2 Hero: P1
The Conveyor Belt Boss			SPECIAL NOTES
OVERVIEW 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 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!	ABILITIES 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 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>			
Phase 2 Boss flings raid back to the entrance and jumps away. Travel along the conveyor belt to reach boss and continue damage.			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.
 <p>Heal off the absorb placed on the raid.</p> <p>Dodge swirlies.</p> <p>When boss phases back to P1, inventions are buffed and 2 trigger at a time now! Bigger beams and AoE exploding rockets.</p>			
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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