

Mythrax the Unraveler

The Health Reducing Debuff Boss

OVERVIEW

PHASES: 2

Hero: On Pull

This fight is all about managing your stacks of annihilation, a mechanic that reduces your health pool by 1% - you can remove stacks by collecting orbs. Dodge avoidable mechanics to limit stacks. Tanks get priority in orb collection, so do what you can to stay alive. In P2, focus down the adds before P1 begins again. Use knockbacks on trapped friends to remove their mind controls, but be careful not to free too many at the same time as it deals raid-wide damage.

SPECIAL NOTES

Immunities/Personals – N/A
Interrupts – Mind Flay, Void Volley
Dispers - None

Phase 1 – Lasts 90 Seconds

Key Encounter Mechanic

Annihilation – Stacking debuff applied when taking damage. Reduces max health by 1%, deals light damage every 3 seconds.

Existence Fragments – Orbs drops from your body when annihilation stacks are gained. If picked up, the orb removes 2 stacks of annihilation.

Essence Shear – Frontal cone, applies DoT and prevents creation of Fragments from target.

Obliteration Blast – Fires blast that deals damage and applies annihilation if hit.

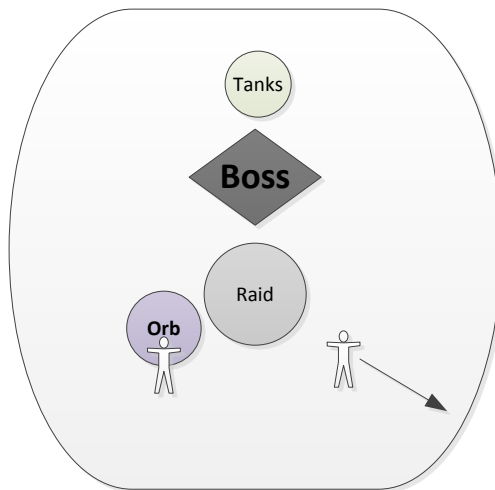
Oblivion Sphere – Summons sphere, any player touched is charmed (deals damage to them + applies annihilation). Attacks on player knock them out, or use knockbacks.

Crashing Oblivion – When a charmed player is freed, raid-wide damage hits.

Imminent Ruin – Debuffs random players with 12 second DoT; on expiration, applies Annihilation to anyone within 12 yards and damages raid (reduced based on distance).

Essence Shatter – At 10% health, boss prevents players from generating Fragments.

Tanks have priority on **collecting orbs** to drop stacks when not tanking.



Dodge Blast unless intentionally creating orbs for tank to pick up.

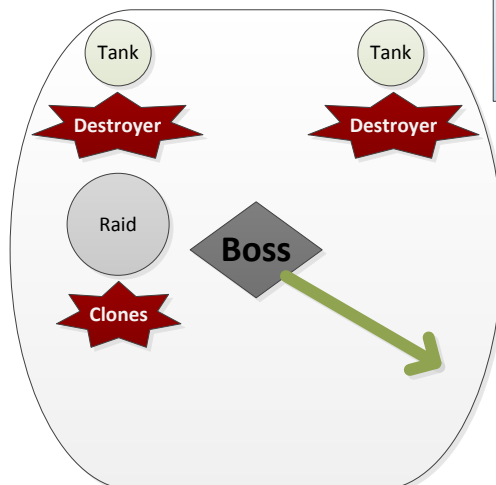
Position spread behind boss to avoid sphere hitting multiple players.

Run out with Imminent Ruin.

Use knockbacks to remove charmed players from spheres. *Beware, freeing them deals raid-wide damage.*

Phase 2 – Lasts 50 Seconds

Kill Destroyers, interrupting cast.



Tank Destroyers 40 yards apart, facing away from raid.

Dodge Beam.

Nuke clone adds quickly while **interrupting cast.**

Mythrax is not tankable / cannot be damaged.

Xalzaix's Awakening – At phase start, two Oblivion Spheres form and Annihilation is applied to all players.

Obliteration Beam – Beam that inflicts damage and applies Annihilation if struck. Boss casts while facing direction beam will go.

Visions of Madness – Summons clones of players that cast Mind Flay (interruptable), dealing damage and slowing players.

N'raqi Destroyers – Adds that cast Void Volley (raid-wide damage, interruptable) and Essence Shear (frontal cone dealing damage and applying Annihilation). Take 80% reduced damage if tanked next to another Destroyer.

MYTHIC ONLY

Obliteration Blast and Beam consume any Existence Fragments they touch. New Ability in P1– **Living Weapon** = Xalzaix enters fight, flying to player location, dealing damage in an area. Until brought to 50% health, Xal will deal raid-wide damage and fire Obliteration Blast.