

Vexiona

7 Signs You Are In A Cult: 1) You Worship a Void Dragon...

OVERVIEW

PHASES: 3

Hero: P3

It seems we are crashing Vexiona's cult party – we must deal with her and her cult followers, performing simple mechanics in P1 until she gets mad enough she reaches 100% energy. She then flies up, breathes a few lines of shadowy fire down upon us that we must dodge, and then returns to the party. Once we have killed all her friends, we fight her alone in a final phase.

SPECIAL NOTES

Immunities/Personals – N/A

Interrupts – Void Bolt

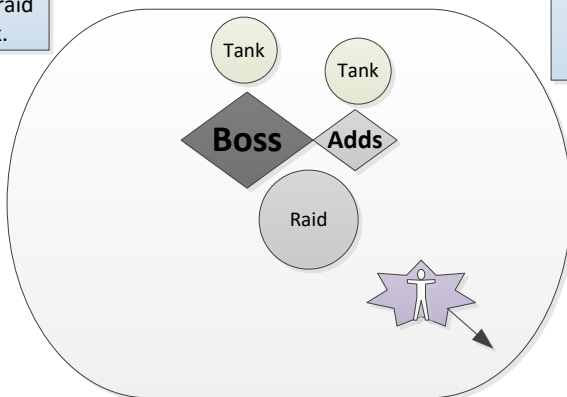
Dispels – Annihilation

PHASE 1

Face boss and Void Ascendant **away** from raid due to frontal attack.

Top up tank health during Despair debuff.

Dispel Annihilation debuff on tank.



After Void Ascendant death, **taunt** swap and use add orb to clear Corruption.

Loosely spread due to Encroaching Shadows splash damage.

Move to edge to drop Shadowy Residue pool.

Encroaching Shadows – 8 sec debuff on player causing them to splash damage and drop a Shadowy Residue pool.

Twilight Breath – Frontal cone of damage, applies Void Corruption.

Void Corruption – Stacking shadow DoT.

Despair – DoT on tank, at expiration explodes on raid based on tank's missing health.

Void Ascendant Add

Annihilation – Frontal cone, damages raid and adds (can be dispelled).

Gift of the Void – When defeated, drops sphere for tank that, when used, clears void corruption and casts annihilation.

Dark Gateway – Portal releases adds: **Fanatical Cultist** – Weak, transforms into Void Ascendant at 100 energy.

Spellbound Ritualist – Interruptible void bolt.

Sinister Soulcarver – Teleports around, flinging daggers.

Twilight Decimator (P2) – On reaching 100 energy, boss transforms a cultist into a Void Ascendant, then flies into air and rains down shadowy fire 3 times (across 3 "rows" of the arena).

Empowered Void Corruption (P3) – Taking damage results in gaining a stack of Void Corruption.

Terrifying Presence (P3) – Haste reduced 100% if stood alone.

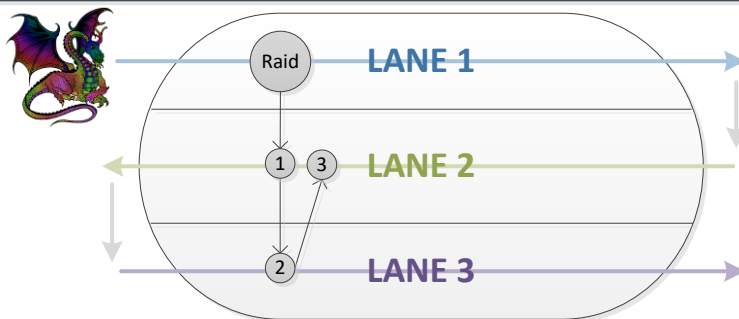
Heart of Darkness (P3) – Boss explodes, reduced by distance. If alone, feared for 8 seconds.

Desolation (P3) – Target slowed then explodes, dealing damage split between players (must hit 3 or cast again).

Add Priority: **Cultist** (Kill before 100 energy) > **Soulcarver** (Stun it) > **Ritualist** (Interrupt it)

PHASE 2 (100 Energy, Every 80 Seconds)

Boss will choose the most populated lane to breathe fire down, then repeats twice more. **Move to safe lane** – fire will disappear before next row is lit up.



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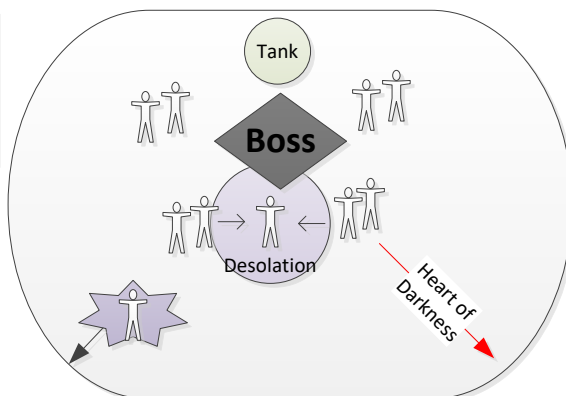
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PHASE 3 (40%-0%)

Stay near another player to avoid Terrifying Presence, but not in large groups due to splash damage.

Stack to split Desolation, then respread.

Move to edge to drop Shadowy Residue pool.



Finish off adds quickly, they stop spawning now.

Tanks stack, but off-tank move out during breath.

Run away from boss during Heart of Darkness.

All boss abilities give raid Void Corruption – increasing healing requirement as phase continues!

MYTHIC ONLY

Pools of Shadowy Residue apply stacks of Void Corruption. A new add, **Iron-Willed Enforcer** – Cannot be CCed, pulls in a target and smashes a few seconds later. P3 will now include dodging **Twilight Decimator**, the P2 mechanic.