

Artificer Xy'mox

The Portal Master Boss

OVERVIEW

PHASES: 3

Hero: P1 or Difficult Phase

We must utilize portals to jump around the room, making otherwise impossible mechanics easier to handle. Placement of portals resets often so your entire raid team needs to be aware of where to go if they get debuffed with the next portal drop. Artificer changes what relic he is wielding, adjusting the encounter slightly with each advancing phase. Use all tools wisely and you will surely defeat the clever relic collector at his own game.

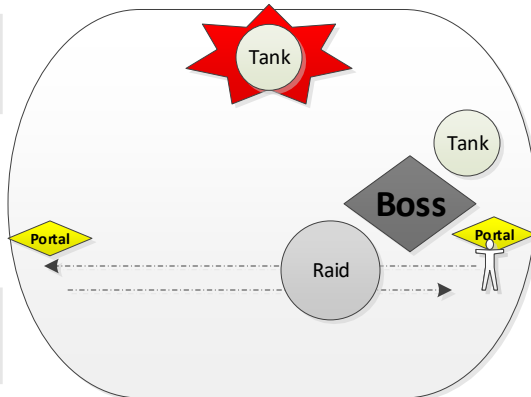
SPECIAL NOTES

Immunities/Personals – Stasis Traps
Interrupts – None
Dispels – None

PHASE 1 (100%-50%)

ABILITIES

Kite spirits when fixated by taking portals.



Tank run away with debuff to explode away from raid.

Break out MCDed players if they are touched by spirits.

Dodge white beams.

Dimensional Tear – Two players are marked and will spawn the connected portals shortly after. Walking into one portal teleports you to the other.

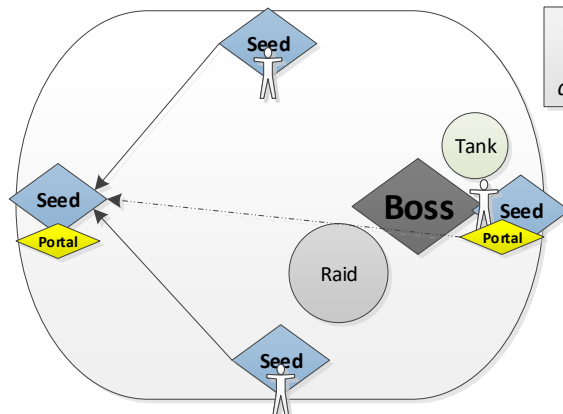
Glyph of Destruction – Tanks explode after 4 seconds, raidwide damage reduced by distance. Debuffs tank, increasing damage taken by it.

Rift Blast – White beams appear on the ground, exploding shortly after to deal large damage.

Hyperlight Spark – Raidwide, unavoidable damage.

PHASE 2 (70%-40%)

Assigned players pick up seeds and drop off at far end of arena.



Continue running out with tank bomb and dodging white beams.

Utilize portal to escape seed explosion.

Stasis Trap – Traps spawn under random players, if touched, traps a player until destroyed.

Relic 1: Crystal of Phantasms

Fleeting Spirit – Adds spawn and fixate random players, if reached they mind control until damaged to 50% health.

Soul Singe – DoT on random players.

Relic 2: Root of Extinction

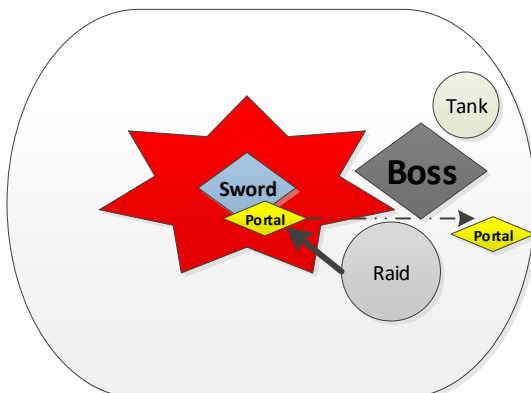
Withering Touch – Large dot on a random player, lasts 21 seconds.

Seed of Extinction – 4 seeds spawn around the room and explode 20 seconds later, dealing lethal damage reduced by distance. Interacting with a seed picks it up, pushing action button drops it.

PHASE 3 (40%-0%)

Continue running out with tank bomb and dodging white beams.

Utilize portal to escape sword explosion.



Relic 3: Edge of Annihilation

Aura of Dread – Raid damage every 3 seconds.

Edge of Annihilation – Sword in middle of room pulls players towards it, exploding in a 25 yard radius for massive damage.

MYTHIC ONLY

Fleeting Spirit's mind control now only broken when player is slain. **Relics** remain active permanently once they are activated, meaning all mechanics must be dealt with at the same time. Timers reset upon reaching each phase to prevent unintended overlaps.