

Guardian of the First Ones

The Patchwerk Boss

OVERVIEW

PHASES: 1

Hero: On Pull

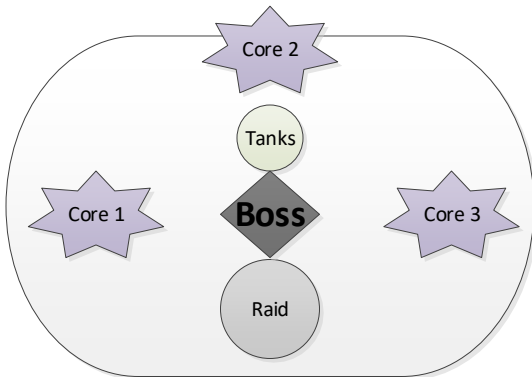
This malfunctioning Guardian was brought here by the Jailer from a distant, unknown realm. Believing us to be thieves of his knowledge, he seeks to destroy us before we can steal his secrets, drawing on energy from the cores around him to bring us down. Burn him before the world shatters around you, making sure to use careful positioning to avoid being silenced, one shot, or stunned. It will be a tight race against the clock, so give it all you've got!

SPECIAL NOTES

Immunities/Personals – None
CC – None
Dispels – None

Step 1: Burn Boss

ABILITIES



Elimination Pattern:

Shatter – Tank 1 (solo)
Obliterate – Tank 2 (on half the raid)
Smash – Tank 2 (solo)

Dodge Form Sentry orbs and Disintegration beam.

Run away from raid with Threat Neutralization.

Purging Protocol – At 0 energy, pulsing raidwide damage, increasing with each cast.

Elimination Pattern:

Combination attack on the tank.

Shatter – Physical damage to tank and nearby players, increasing damage taken by 100% for 40 seconds.

Obliterate – Damage to tank split between nearby players, increasing damage taken by Obliterate for 30 seconds.

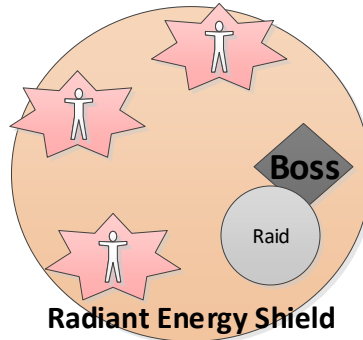
Smash – Physical damage to tank and nearby players.

Step 2: Recharge Boss

At 0 energy, take 1-2 hits of Purging Protocol, then **move boss** to Core 1.

Move into Radiant Energy shield before boss is connected for protection from aoe damage.

Avoid hitting players with Threat Neutralization but do not leave shield, space is limited.



Form Sentry – Patrolling orb that circles around boss and deals damage/pacifies anyone nearby.

Threat Neutralization – Random players debuffed with large circle that will explode, dealing damage to anyone nearby.

Disintegration – Large beam shot at random player, dealing damage + stun.

Energy Cores:

Within the arena are 3 energy cores.

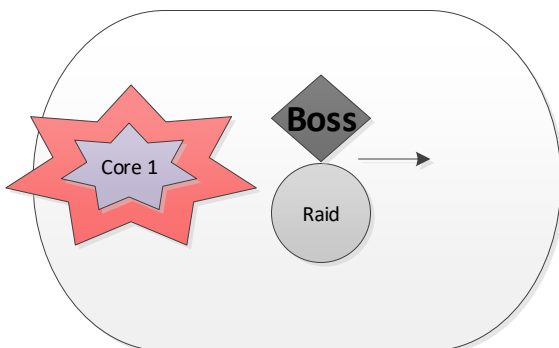
Energizing Link – When nearby, boss is granted 4 energy every second.

Radiant Energy – While boss is connected, the zone around core is shielded, allowing players protection from Unstable Energy.

Unstable Energy – Raidwide pulsing damage.

Meltdown – After the core is emptied, explodes dealing lethal damage that drops off with distance away.

Step 3: Core Explosion



Run away when Core explodes after being drained to reduce damage taken by explosion.

Repeat from Step 1 until boss dies or enrage – running out of Cores.

MYTHIC ONLY

Energy Cores begin the encounter fully drained. In order to charge them, players must drop **Threat Neutralization** debuff on top of them, granting them 5 energy per debuff. Extremely tight DPS race.