

Artificer Xy'mox

The "I'm Backkkk" Boss

OVERVIEW

PHASES: 2

Hero: P1

After defeating Artificer in Castle Nathria, he ran away to lick his wounds and prepare for his next opportunity to siege some power. Unsurprisingly, he has set his eyes on the now opened Sepulcher, using the power of the Xy Cartel to keep us at bay during the fight. We must use the familiar mechanic of Dimensional Tears to dodge deadly beams and teleport as needed across the arena. Time to finish off this power hungry villain once and for all...

SPECIAL NOTES

Immunities/Personals – None
CC – Interrupt Spellslingers
Dispels – None

Phase 1

ABILITIES

Genesis Rings – Rings of cosmic energy pulse out of the Relic in the center of the room, dealing massive damage to players who pass through them, increasing with each cross.

Dimensional Tear – Two players are marked and 8 seconds later drop wormholes at their locations, leading to the other wormhole.

Shield of Relocation – Tank debuffed and upon expiration explodes (damage death reduced based on distance away) and pulls all players towards them.

Stasis Trap – Deployed under players, trapping anyone that triggers them. They will rearm after the player is freed, so cannot be immune cleared.

Hyperlight Sparknova – Spark jumps between all players, dealing 3 yard splash damage.

Gunship Barrage – Dodgeable swirlies bomb the ground.

P2:

Boss calls in Xy Reinforcements as he deciphers the Relic, becoming 99% immune to damage, removed when adds are killed.

Xy Reinforcements:

Acolyte – Casts frontal cone damage, increasing damage taken by cone with each hit. Upon reaching 100 energy, becomes immune to CC and inflicts massive damage to all players.
Spellslinger – Interruptible channel that slows and damages players.

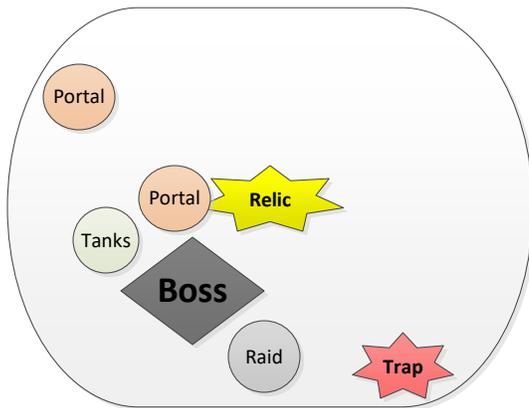
Genesis Supernova – Relic deals raidwide damage every 2 seconds, increasing over time.

Drop off portals to provide a "blink" to get over the rings coming from the relic.

Spread out loosely during Hyperlight to avoid killing teammates.

Taunt swap at Glyph explosion and run away to a safe location – raid will get pulled to you.

Raid position carefully so you aren't pulled through a ring/trap.



Utilize speed boosts to spread as many happen after pulled to tank.

Bait traps on edges of room away from portals.

Add Intermission – 75% and 50%

Boss becomes immune to damage and summons adds. Kill adds to return to P1.

Acolytes

Priority Target

Frontal Cone:
Increases damage taken by future cones.

100 Energy:
Immune to CC and explodes for massive damage.

Tank the Acolyte Adds so they are facing away from the raid.

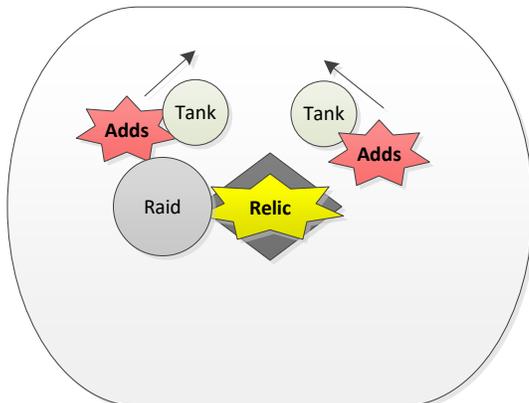
Interrupt and group the Spellslingers to AoE down adds.

Spellslingers

Interrupt/Grip ASAP

Channeled Cast:
Damages random player and slows them significantly.

Beware of
unavoidable raid damage that increases every 2 seconds.



Kill adds to return to P1.

MYTHIC ONLY

During P1, the Cartel Plunderers spawn on platforms around the room. They must be slain before they complete their cast. In order to reach these platforms, warlock gates or other jumps/ports must be used, though additional strategies may exist.