

Nexus-Princess Ky'veza

The Phantom Assassin

OVERVIEW

Players will be marked for assassination, leaving behind Nether Phantoms that slice at the raid and attempt to draw players into void rifts with a heavy gravitational pull. Place these Phantoms well or risk being lost forever.

TANK

Swap after Void Shredders. Shredder does more damage at end of flurry than beginning.

Healer

CDs during P2 and Stalking Shadows AoE pulse.

DPS

Full ST – mobility valuable, dodge mechanics as they chain react more mechanics.

Phases: 2 Hero: P1

SPECIAL NOTES

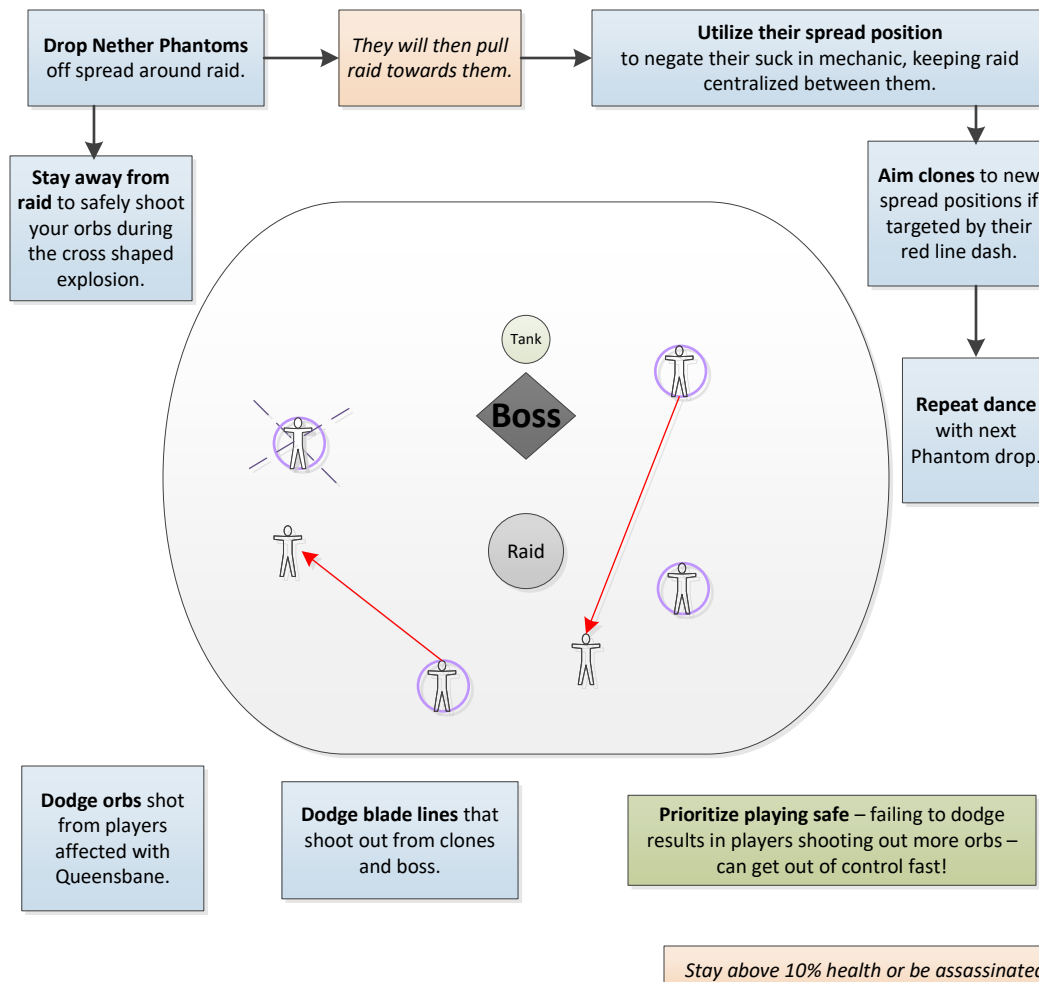
Immunities - N/A

Dispels - N/A

Interrupts - N/A

Phase 1

ABILITIES



Assassination – Marked players drop a Nether Phantom at their location after 6 seconds, inflicting them with Queensbane.

Nether Phantom – Spectral images that shoot knives out in multiple directions. They eventually become rifts pulling players towards them, killing anyone inside.

Queensbane – 10 second DoT, upon expiration player shoots out Dark Viscera.

Dark Viscera – Damaging orbs shoot outward, inflicting damage to players hit.

Stalking Shadows – Raidwide damage pulsing from the Phantoms.

Twilight Massacre – Phantoms focus a player, dashing through them, applying Queensbane to any players in the path.

Reaper – Going below 10% health results in an execution attempt, dealing massive damage.

Void Shredders – Flurry of damage to tank that increases all future damage taken by the ability for 30 seconds.

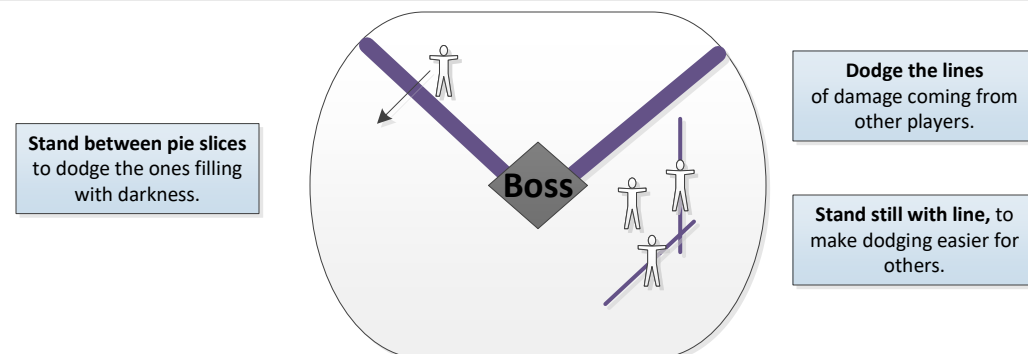
Phase 2:

Starless Night – At 100 energy, boss immune in the air, dealing raidwide pulsing damage. The 3rd night is an enrage.

Eclipse – Sections of the room fill with darkness, inflicting massive damage.

Phase 2: Intermission

At 100 energy, boss jumps to middle of room, clears all clones, begins the intermission dance..



MYTHIC ONLY

Certain **Phantoms** will be wearing masks and must be aimed to go through the boss in order to remove the mask. Removal results in pulsing damage for 10 seconds, stacking for each mask removed. Failing to remove a mask will cause a wipe during Phase 2, as the phantom will explode.