

## MAGMAW

### *Phase 1:*

Pillar of Flame : Run out  
Lava Parasites : Kill, don't get hit! (30sec time)

Ignition : ½ of room on fire, run other side

### *Phase 2:*

Slump forward : use spikes, spam constricting chains

## OMNITRON DEFENSE SYSTEM

### *Electron:*

Lightning Conductor : Move from raid  
Electrical Discharge : Spread out  
Unstable Shield : Stop DPS

### *Toxitron:*

Chemical Bomb : Get out of cloud  
Poison Soaked Shell : Dot, applies when damage  
boss, watch your stacks!  
Poison Protocol : Kite & Kill bomb, stun/snare it!

### *Magmatron:*

Acquiring Target : Move from target, or get healed!  
Barrier : Stop DPS!

### *Arcanotron:*

Power Generator : Stand in Blue circle  
Arcane annihilator : Interrupt!  
Power Conversion : Purge/spellsteal or Stop DPS

## MALORIAK

Arcane Storm : Interrupt

Release aberrations : Timed decision, slowable

Remedy : Heals boss, Interrupt

### *Phase 1:*

Red Vial - Scorching blast : Stack up

- Consuming Flames : Move away , back in

Blue Vial : Spread out

Green Vial : 100% damage debuff on every(one/thing)

### *Phase 2:*

Magma Jets : Random target, +Fall Damage

Biting Chill : Move from the orb

Acid Nova : Raidwide AoE

So : Red = Stack up

Blue = Spread out

Green = Adds

## ATRAMEDES

Sound Bar encounter, 100% sound = AGGRO

Vertigo : Slam the shield (destroys it), resets sound, increase damage by 50% (8 shields available)

### *Phase 1*

*(Ground):*

Sonic Breath : 15k dps + 20 Sound/sec

Searing Flame : Interrupt with Vertigo

Modulation : +7 Sound, More sound = More damage

Sonar Pulse : Avoid disks, they add +7 Sound

### *Phase 2*

*(Air) :*

Roaring Flame Breath = Sonic Breath, keeps speeding up.

Sonar Pulse : Avoid disks, +7 sound on impact

Sonar Bomb : AoE (8yd) +20 sound

Sonic Fireball : AoE (6yd)

Roaring Flames : Run out, +5 sound