

Dark Inquisitor Xanesh

It's Time To Kick Some Balls

OVERVIEW

PHASES: 1

Hero: On Pull

Hopefully you have recruited some soccer players for this boss – 3 players will need to bounce a Void Orb around a room of obstacles into a goal. Hitting any wall or object results in your raid taking damage, so be careful with that! Meanwhile the rest of the team is dodging evil copies of themselves along with huge zones of badness. Don't tell them how much fun you're having with your ball, while they're off trying to kill a boss...

SPECIAL NOTES

Immunities/Personals – N/A
Interrupts – Mythic Only (Add)
Dispels – None

PHASE 1

Abyssal Strike – Tank damage + knockback every 45 seconds, increasing damage taken by Strike for 1 minute.

Anguish – Low raidwide damage throughout encounter.

Torment – Pizza slices of void zones will appear in the room, dealing damage and knocking back any player hit.

Soul Flay – Shadowy clone of player appears at their location, exploding and dealing damage only to that player, reduced based on distance away.

Void Ritual – Every 1:20, 3 zones created that when stood on, send 1 player per zone to play the soccer game.

Void Orb – Only interactable by those chosen for Void Ritual. If it touches anything in the encounter, results in a Dark Collapse.

Dark Collapse – Explosion dealing damage to raid, increasing damage taken from Dark Collapse and giving boss an attack speed buff for 30 seconds.

Void-Touched – Debuff applied after soccer players return. Small DoT and prevents them from doing Void Ritual for 3 minutes.

Ritual Obelisk – Deals damage and slows by 50% to anyone nearby.

Imminent Doom – Gain 1 stack after touching the Orb (lasts 6 seconds), at 5 stacks, death.

Move out of Torment zones, beware of their knockback.

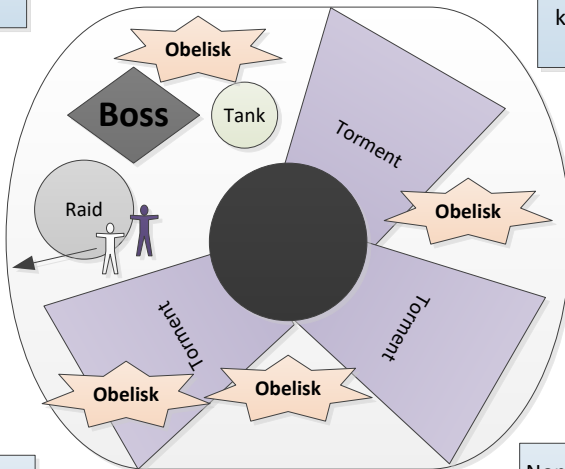
Taunt after each Abyssal Strike cast, and make sure the knockback doesn't fly you off the edge.

Move away from your shadow clone to reduce damage from its explosion.

Be aware of obelisks – they slow your movement by 50% if nearby.

3 players soak Void Ritual zone to become soccer team.

Non-Soccer Team **avoid** touching the orb or get knocked back.



Soccer Team:

The orb will spawn from a **blueish purple portal** and must be guided into a **red portal** (goal).

Touching the orb will send it moving in the direction you are facing.

Avoid hitting the wall, the center of the room, or obelisks – it will despawn the orb and deal great damage.

Bounce the orb off other soccer players towards the portal.

Players can only hit the orb 4 times due to **Imminent Doom**.

Once finished, you cannot play soccer again for 3 minutes and acquire a small DoT debuff.

Suggested Strategy:

Prep 3 teams of 3, assign positions.

Player 1 – Assigned to direct the orb first, down edge of room.

Player 2 – Redirects the orb towards the red portal.

Player 3 – Near goal, adjust orb trajectory as needed to ensure goal/avoid obelisks.

MYTHIC ONLY

Players can only play soccer once, the debuff is permanent. Players can only hit the orb 2 times or they will die. However, obelisks now have a formation pattern – round 1 will always be the same pattern, etc. Touching the orb spawns a non-tankable add with an interruptible fear cast that must be killed.