

High Tinker Mekkatorque

Please Don't Run Over the Little Ones

OVERVIEW

PHASES: 3

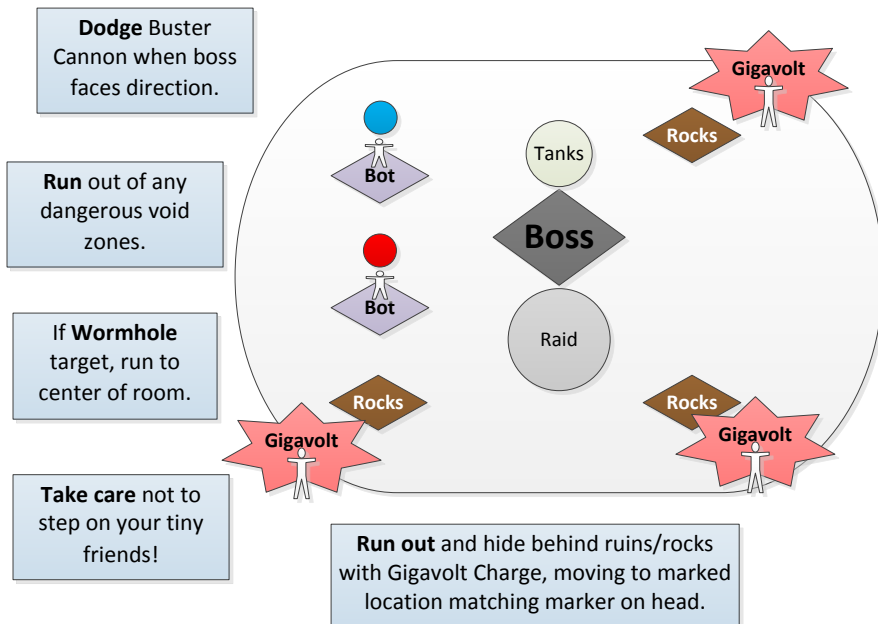
Hero: P3

Giant explosions, shrink rays, robots that need blown up by reading each other codes, and exploding sheep... What more could you possibly want in a raid boss? This boss is a silly test of your team's coordination, whether that be relying on one person to wormhole you all to safety, or relying on your shrunken teammates to enter robots and read each other the destruction codes to destroy them. Hope you are ready for a ridiculous good time – and some loot!

SPECIAL NOTES

Immunities/Personals – N/A
Interrupts - None
Dispels - None

PHASE 1



Dodge Buster Cannon when boss faces direction.

Run out of any dangerous void zones.

If **Wormhole** target, run to center of room.

Take care not to step on your tiny friends!

Electroshock Strikes – Consecutive melee attacks buff damage.

Buster Cannon – Boss fires energy ball towards random direction, avoidable, leaves DoT and reduces haste by 100% if touched.

Heavy Thrusters – 10 yard zone around boss damaged, then boss lands at 12 yard zone further away. Avoid being in either zone.

Gigavolt Charge – Debuff on 3 random players, exploding upon expiration. Player must LoS themselves to avoid damaging the raid.

World Enlarger – Everyone ~1 minute, 3 random players are shrunk, reducing their damage by 99%. Shrunk players can enter Spark Bots and see the code to input to destroy them.

Trample – Running over a Shrunk player stuns them and deals damage.

Wormhole Generator (heroic only) – Marks random player, 5 seconds later raid teleports to that player.

Avoid trampling the little ones after Wormhole teleport by letting them move out first.

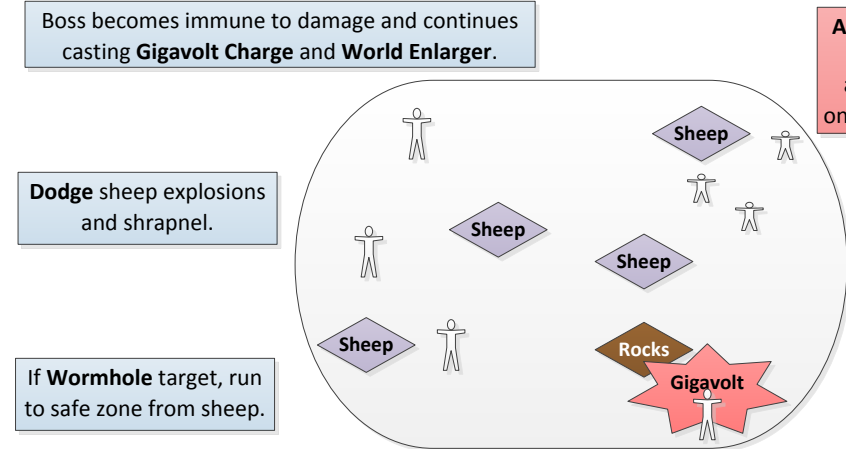
IF SHRUNK...

Work with your fellow shrunk player to destroy the Spark Bots.

Players (only other shrunk players in heroic, all can see in normal) can see your destruction code above the head of your entered bot. Communicate codes to each other. Code consists of inputting three colors, one after the other.

Example – **Red** > **Blue** > **Green** > **DETONATE**

PHASE 2 – 40% Health



Boss becomes immune to damage and continues casting **Gigavolt Charge** and **World Enlarger**.

Dodge sheep explosions and shrapnel.

If **Wormhole** target, run to safe zone from sheep.

Avoid trampling the little ones by assigning them to one side of the arena.

Signal Exploding Sheep – Herd of sheep appears around arena.

Critter Explosion – Sheep explode dealing damage to anyone within 8 yards.

Sheep Shrapnel – Shards come out from the exploding sheep and must be dodged. Applies 10 second DoT to anyone hit.

PHASE 3

Repeat Phase 1, but in **HYPERDRIVE**.

Hyperdrive – Increases boss attack speed by 30% and deals bursts of damage to players.

MYTHIC ONLY

Gigavolt Blast leaves a permanent void zone upon detonation. After being teleported by **Wormhole**, players may be either shot up into the air (risking death from fall damage) or will be polymorphed. One player is enlarged and buffed, but risks running over the team!