

# The One-Armed Bandit

## The Slot Machine Boss

### OVERVIEW

We must play the slot machines correctly by killing the correct adds to gain their tokens, depositing them based on their symbols to alter the mechanics. Deposit the same combo twice and wipe! Play carefully and adjust as the fight evolves.

#### TANK

Big CDs when triggering coils.  
Only trigger if space is needed.

#### Healer

Healer CDs on coin pulse aoe.  
Hold dispel until player moves out.

#### DPS

Target correct add and nuke quickly.  
AoE cleanup/CC bomb adds.

### Phase 1

**Identify** which adds to kill based on the icons above their head to acquire the correct token.

**Pick up** the token from killed add and extra action button it into the boss.

**Repeat** with second add / token to trigger the slot machine.

*You must complete this task in 30 seconds, and must NOT repeat combinations, or boss permanently enrages!*

### SLOT COMBINATIONS

| Shock + Flame                    | Shock + Bomb                               | Shock + Coin                                     | Flame + Bomb   | Flame + Coin                               | Bomb + Coin                                 |
|----------------------------------|--|--|--|--|---|
| Coil spawns, spewing fire waves. | Coil spawns, releasing fixating bomb adds. | Coil spawns, pulling in players and pulsing AoE. | Fixating bombs spawn, releasing fire waves on death. | Boss pulses raidwide damage for 6 seconds. | Fixating bombs spawn, immune to CC effects. |

**Place tankbuster** void zone along edges of room to conserve space.

**Click on spawned coils** to reactive their negative effect but remove 2 void zones when needed for space.

**Interrupt** Reel Assistant casts.

**Kite/CC/Nuke** bomb adds.

**Dodge** rolling chip or get stunned!

**Stand near** path of rolling chip to acquire buff.

**Run out** to get dispelled with Withering Flames.

**Dodge** flame waves.

**Use extra action button** near chips to aim their roll and remove them from fight (aim near team for buff!)

### Phase 2 (After All 6 Token Combos Used)

*Boss CHEATS and activates three of the same token types at once, one after the other!*

| All Shock   | All Fire  | All Coin   | All Bomb                  |
|---|---|--|---------------------------|
| <b>Position</b> for the knockback on coil spawn.      | <b>Aim away</b> from raid if targeted by boss with fire laser.                        | <b>Heal</b> through massive raidwide pulsing damage. | <b>Instant raid</b> wipe! |
| <b>Avoid</b> the death laser connecting coil to boss. | <b>Kill the boss before the boss kills you! Must minmax chip buff to beat enrage.</b> |  |                           |

**Phases:** 2 **Hero:** P1

### SPECIAL NOTES

**Immunities** -N/A

**Dispers** – Withering Flames

**Interrupts** - Overload

### ABILITIES

#### PHASE ONE

**Spin to Win** – Adds summoned and slot machine wheel starts spinning for 30 seconds. Defeating an add drops a token that can be used to lock in one row of the slot machine. After two tokens, a prize is dispensed, and boss gains 5% attack speed.

**Fraud Detected** – If the same combination is used twice, or if two tokens are not deposited in time, boss damage done permanently increased by 500%.

#### Prizes:

*Each token changes the mechanic differently, as a combo of the two tokens used.*

**Shock** – Spawns a coil that must be deactivated by tanks, causing it to absorb 2 shocking fields.

**Flame** – Adds fire to dodge or fire dots.

**Bomb** – Spawns randomly fixating dynamite adds that explode if touched.

**Coin** – Deals raidwide damage.

#### Reel Assistants:

**Overload** – Interruptible jolt that knocks back and deals raidwide damage.

**Withering Flames** – Debuff random player, when dispelled shoots fiery waves.

**Electric Blast** – Large damage to target and small damage to raid, stacking.

**Pay-Line** – Chip rolls from boss, stunning players hit but buffing players nearby 10% damage/healing. Chips must be rolled back to destroy, or else buff boss damage by 5%.

**Foul Exhaust** – Raid damage & heal absorb.

**The Big Hit** – Tank damage and debuff increasing damage taken by Big Hit, leaves a Shocking Field void puddle.

#### PHASE TWO

*Boss selects three of the same token type to gain an empower.*

**Shock** – Coil spawns knocking players back, connecting damaging beam from coil to boss.

**Flame** – Targets player with fire beam.

**Coin** – Raidwide damage the rest of fight.

**Bomb** – Instant raid wipe

### MYTHIC ONLY

The Reel Assistant Adds have shields that prevent them dropping below 25% health. To remove the shield, they must be hit by a Pay-Line chip. Have players aim the chip back to the adds, or else risk not depositing tokens in time to trigger the slot machine. Big Hit tank mechanic now arcs to additional players for more Shocking Fields.