

Mug'Zee, Heads of Security

The Head Honcho(s) Boss

OVERVIEW

Phases: 3 **Hero:** Final Phase

This two headed ogre can't decide who is in charge – whichever side of the arena has the most players on it controls the mechanics you are dealing with. At 40% health, they figure out how to work together and barrage us with both!

SPECIAL NOTES

Immunities – N/A

Dispers – N/A

Interrupts - Goon's Pay Respect shield

TANK

Face boss away from raid.
Soak beam with defensives.
Drop puddles out of the way.

Healer

Damage ramps the longer we stay on one side.
CDs on side swaps.

DPS

Take adds out quickly.
Kite mines.

Phase 1A: Mug in Charge (Right Side)

ABILITIES

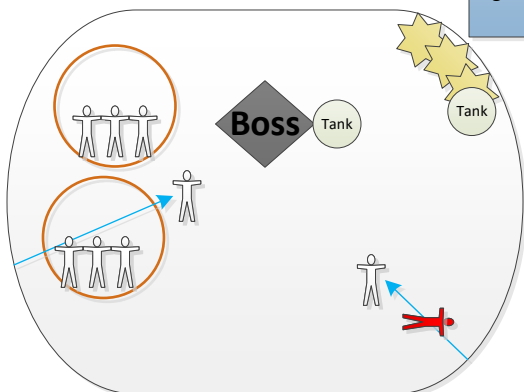
Mechanics determined by which side of the room the majority of players are on.

Split up and have a few people **soak** the 2 Gaol cages – keep boss and some of raid outside.

Nuke the cage add to get broken out, dodging it's frontal.

Aim ice spears at cage walls or mines to freeze them.

Tank **drop void puddles** against wall after getting knocked back.



Avoid aiming ice spears at friends.

Swap sides to reset energy and prevent dangerous mechanics – careful of raidwide damage after swapping.

Phase 1B: Zee in Charge (Left Side)

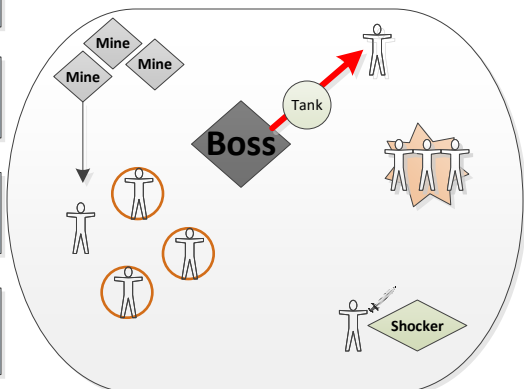
Tank **mitigate** beam for player targeted by standing in it with defensive.

Kite mines if fixated.

Trigger 1 mine by any player touching it.

Soak the swirlies spawned by mine explosion.

Repeat to clear all mines, only trigger once per player.



Group soak big rocket circle.

Dodge the randomly facing frontal.

Nuke Adds – Get Shocker to 80% to stun, then blast it.

Swap sides to reset energy and prevent dangerous mechanics – careful of raidwide damage after swapping.

Final Phase: 40% Health

Dodge charge and frontal cones.

Handle both sets of mechanics at the same time. :)

Boss gains 30% haste – kill boss before boss kills you!!

Head Hanzo – Mechanics determined by which side of room has most players. Swapping sides removes stacks of Moxie.

Moxie – Stacking 1% damage increase.

Double-Minded Fury – Enrage at 100 energy.

Carnage/Destruction – Swapping sides causes 6 seconds of large pulsing damage, then 2 minutes of light stacking damage.

Mug: Right Side

Earthshaker Gaol – 2 players debuffed with circle, forming a cage around them and dealing damage split by players inside.

Gallagio Goon – Spawns in cage, if overlapping with another or if no players inside, will enrage. Deals frontal cone damage and casts Pay Respects (interruptible boss shield).

Gaol Break – Killing the goon knocks players back, breaking the cage walls.

Frostshatter Boots – Players debuffed with slippery feet, launching ice spear at them. Spear can break cage walls and freeze mines (or players).

Finger Gun – Frontal cone that forms lightning cloud void zone.

Gold Knuckles – Frontal cone punching tank back, causing them to drop gold void zones. Must move to remove debuff or be stunned.

Zee: Left Side

Unstable Crawler Mine – Fixating mines that detonate on impact, sending out soakable swirlies. Not soaking = raid damage. Cannot soak two in a row. At 100 energy, immune to CC.

Summons Volunteer Rocketeer Add:

Goblin-Guided Rocket – Explosion on a player that leaves a fire puddle, damage split by players soaking, can only soak once every minute.

Disintegration Beam – 12 seconds of ramping damage on a player.

Summons Mk II Electro Shocker:

Surging Arc – Damage that jumps to 3 players.

Faulty Wiring – At 80% health, add is stunned and takes 100% increased damage for 8 seconds.

Spray and Pray – Frontal cone at player, exploding any mines hit.

Double Whammy Shot – Aims large beam at player, tank must soak it with mitigation to reduce damage the player takes. Player then explodes 6 seconds later, triggering any mines hit.

INTERMISSION (40% Health)

Static Charge – Charges forward, dealing damage to all in path and destroying all mines and gaols. Then spins around dealing cone damage.

FINAL PHASE

Gains access to all abilities at the same time, and 30% Haste.

MYTHIC ONLY

Head Honcho will only swap when *all* players are on the same side of the room. **Gaol** cage walls can only be broken by mines and ice spears. In order to remove your **slippery boots**, you must touch a fire puddle. Triggering a **mine** now one shots players, must use other mechanics to clear them. **Shockers** cannot be damaged until hit by tank frontal cone. At 40% health, the arena is split into two by a beam that will one shot players.