

Plexus Sentinel

The Arcane Maze Boss

OVERVIEW

We must utilize our cloak's ability to phase shift to dodge the incoming Arcane Wall or risk being vaporized. Be ready to run down the chamber to reach the boss when it teleports, dodging a maze of lasers and knockback zones.

TANK

Run away with Cannon explosion.
Taunt for Cannon.

Healer

Plan CDs for Intermission's ramping damage.

DPS

Save CDs as needed to break Intermission shield.

Phases: 2 **Hero:** Pull

SPECIAL NOTES

Immunities – N/A

Dispers – N/A

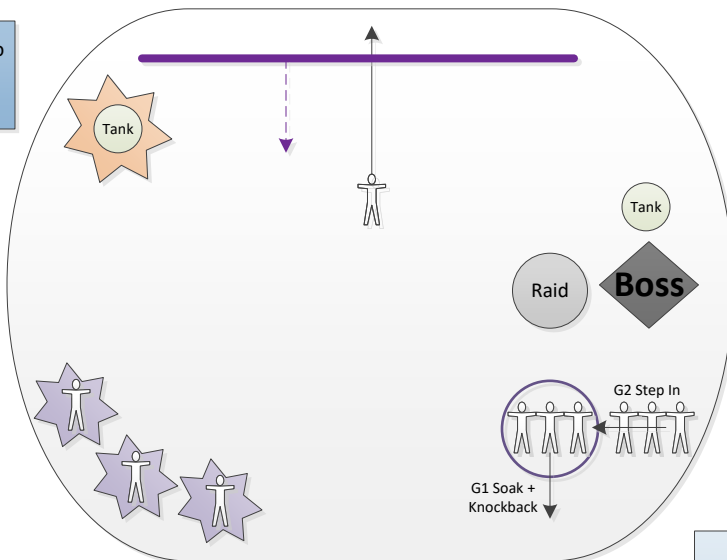
Interrupts – N/A

Phase 1

Do not touch arena walls or else you will get vaporized.

Use cloak's extra action button to blink through the moving wall as it collapses onto your raid.

Run far away to explode with tank debuff.



Run away from raid to drop off void puddle.

Dodge swirlies!

Split into two groups to soak Salvo missiles.

Phase Blink – Activate your cloak to dash forward and become immune to the Arcanomatrix Atomizer.

Arcanomatrix Atomizer – An arcane wall that moves down the hallway, killing anyone who comes into contact.

Arcane Lightning – Dodgeable swirlies.

Eradicating Salvo – Two missiles are shot in quick succession at a random player, dealing damage split between players who help soak, knocking them back. Needs to hit at least 5 players or will explode.

Manifest Matrices – Debuff applies to several players, dealing damage for 6 seconds, creating a Displacement Matrix upon expiration.

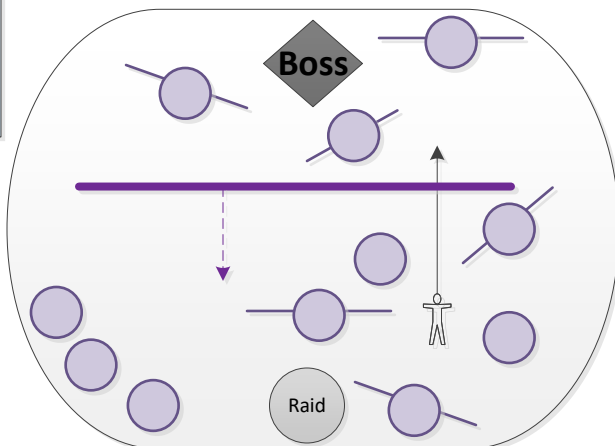
Displacement Matrix – Detonates when touched, stunning the player and teleporting them to a random location.

Obliteration Arcanocannon – Active tank will explode, dealing less damage the further away they are, leaving behind a void puddle. Increases damage taken from the cannon by 1000% for 45 seconds.

Phase 2: Intermission

Raid will be pushed back to start of room, run against the push to avoid hitting the vaporization wall!

Use cloak's extra action button to blink through the moving wall as it collapses onto your raid.



Run through the maze to reach boss.

DPS the shield to stop the channel and transition back to P1.

Dodge lasers and void zones.

Protocol: Purge – Boss teleports to the end of the hallway, pushing players away and spawning void traps (rotating beams and zones that knock players away).

Purging Lightning – Pulsing damage from boss, increasing damage by 25% each cast. In order to interrupt this cast, the boss shield must be destroyed.

Each intermission opens a new room so the maze will become longer and longer as the fight goes on.

MYTHIC ONLY

5 players must soak each **Salvo** or it will explode instead. **Two adds spawn** during Intermission that must be killed before the Arcane wall reaches them, or they will explode.