

# Imperator Averzian

## The Tic Tac Toe Boss

### OVERVIEW

Throughout the fight we must choose which 2 of 3 adds to kill, with the remaining becoming an X on the tic tac toe board. As more and more adds fill up the space, we risk Imperator finishing the game with 3 in a row – avoid to stop a wipe!

#### TANK

Taunt after each soak.  
Keep boss away from adds.

#### Healer

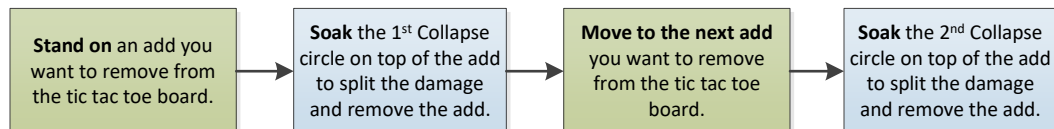
Prepare healing for after soaks.  
Large debuffs stack on tanks when adds are alive.

#### DPS

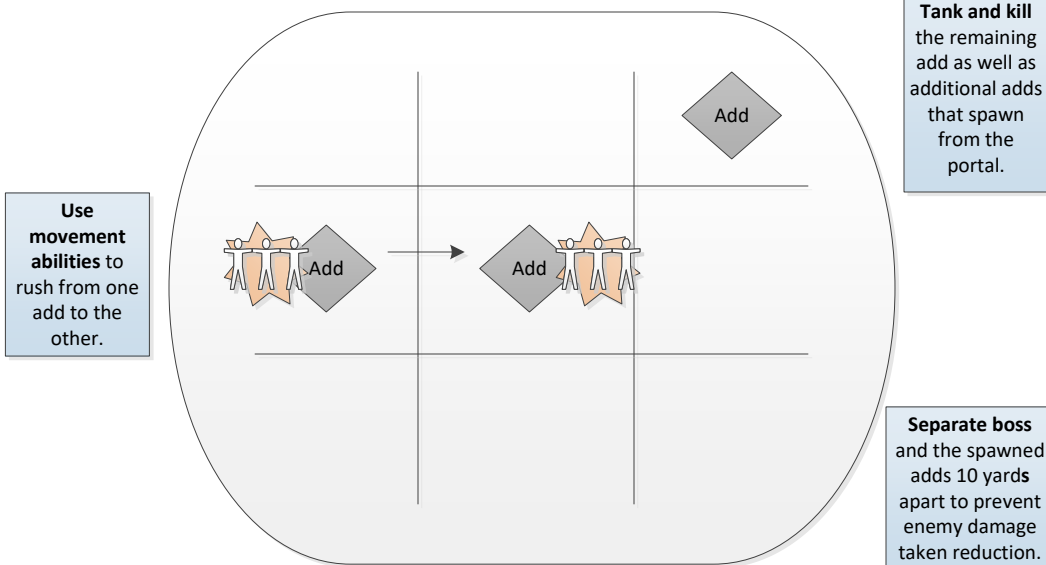
AoE down adds!  
Interrupt the Pitch Bulwark shield cast.  
CC adds to prevent them reaching the portal.

### Phase 1

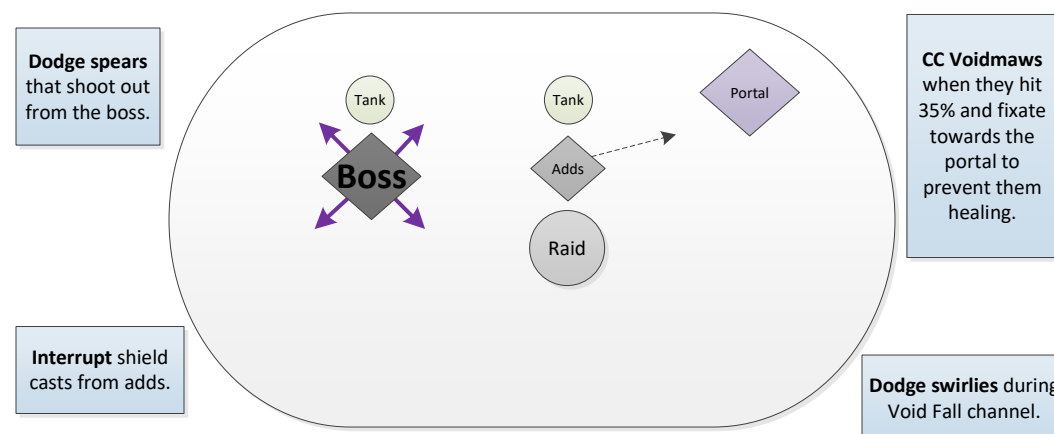
The boss will spawn 3 adds onto a tic tac toe board. Stop him from building a winning formation of 3 connected.



The remaining add will drop a void zone portal in that space that will contribute towards a future tic tac toe win formation. If 3 zones are connected in a straight line after the Collapse soaks, the raid will wipe!



As you play tic tac toe, you will also need to deal with spawning adds and other mechanics.



Phases: 1 Hero: Pull

### SPECIAL NOTES

Immunities – N/A

Dispersals – N/A

Interrupts – Pitch Bulwark

### ABILITIES

**Shadow's Advance** – 3 Voidshapers are summoned into one of the tic tac toe board slots.

**March of the Endless** – If 3 Voidshapers form a line (tic tac toe win), a marching wall of adds will be summoned to wipe the raid.

**Umbral Barrier** – Immune to damage until impacted by an Umbral Collapse.

**Umbral Collapse** – Tank smash that splits damage based on players inside and kills any Voidshaper add hit.

**Oblivion's Wrath** – Void arrows shoot out of the boss, dodgeable.

**Void Fall** – Players are knocked back and swirlies rain down.

**Shadow Phalanx** – A column of deadly adds march across the field.

#### Adds:

**Voidmaw** – At 35% health, will slowly move towards the nearest void-claimed space to restore health.

**Shadowguard Stalwart** – Interruptible shield cast.

**Voidbound Annihilator** – Interruptible shield cast. Shoots out swirlies to dodge.

**Dark Upheaval** – Large raidwide damage.

**Blackening Wounds** – Reduces targets max health by 4% for 20 seconds, stacking. When adds spawn, they fixate the target with the highest number of stacks.

**Imperator's Glory** – If boss or adds are near claimed territory or each other, they become damage immune and deal increased damage.

### MYTHIC ONLY

In order to break the shield of the adds and make them susceptible to the soak mechanic, a new Void Marked debuff must be dispelled on top of them to remove their protective stacks. 2 players need dispelled per add, prior to the soak mechanic landing.