

# Sprocketmonger Lockenstock

## The Conveyor Belt Boss

### OVERVIEW

This boss will throw a variety of dangerous inventions at you – navigate the conveyor belt of weapons and successfully disarm the land mines. Triggering too fast will seal your fate, so time them wisely and assemble yourself some new loot.

#### TANK

Taunt swap when exploding.  
Further away = less raid damage.  
*You will be slowed!*

#### Healer

CDs during pulsing Sonic Ba-Boom.  
Heal off the absorb during P2.

#### DPS

Single target damage, high movement.  
Utilize conveyor belt to move you while you cast!

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

### SPECIAL NOTES

*Immunities - None*  
*Dispels - None*  
*Interrupts - None*

### Phase 1

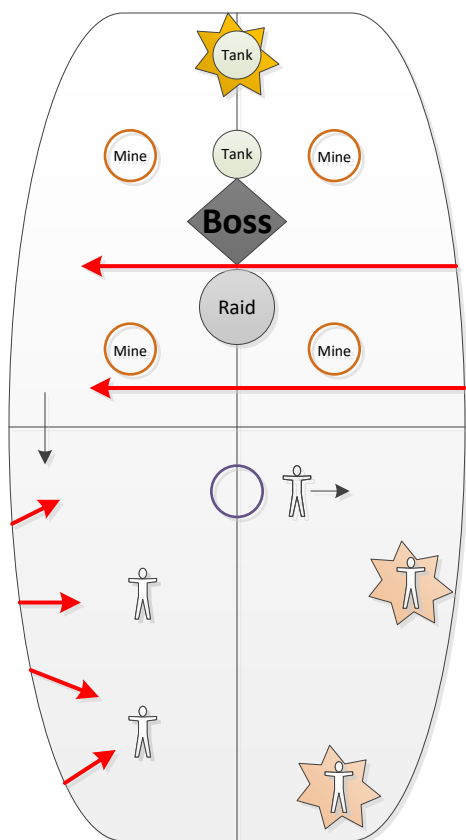
### ABILITIES

Soak mines one at a time,  
pausing for debuff to fall.

Assign 3 groups of 4  
players to rotate – can  
only soak once per phase.

Cross sides of the room when  
old side erupts in electricity.

Dodge rockets shooting  
from side of room



Tank must **run away** from  
raid when exploding.

Dodge beams shooting  
from side of room

Run away from  
magnets to avoid  
getting sucked in.

Drop off drills on side  
of room if marked.

### PHASE ONE

#### Goblin Inventions:

*Activated throughout the fight.*

**Blazing Beam** – A beam of fire shoots out.

**Rocket Barrage** – Rockets target players.

**Mega Magnetize** – Pulls players towards it,  
stunning on impact.

**Foot-Blasters** – Landmines appear,  
stepping on one triggers an explosion,  
dealing raidwide damage and increasing  
raid's damage taken by explosions for 2  
seconds.

**Unstable Shrapnel** – After stepping on a  
mine, do not step on one for 2 mins, or die.

**Wire Transfer** – Sections of the conveyor belt  
are electrified, dealing damage to players  
stood upon them.

**Screw Up** – Marked players spawn drills  
under their feet, stunning anyone touched.

**Sonic Ba-Boom** – Raidwide damage to all  
players for 10 seconds.

**Blisterizer Mk. II** – Touching a trap launches  
a player into the air, increasing movement  
speed by 60% for 6 seconds.

**Pyro Party Pack** – Tank explodes 6  
seconds later, dealing raidwide damage  
reduced by distance away.

**Gravi-Gunk** – Tank gains stacking damage  
taken increase and move speed reduction.

### PHASE TWO

**Beta Launch** – All players flung to entrance.

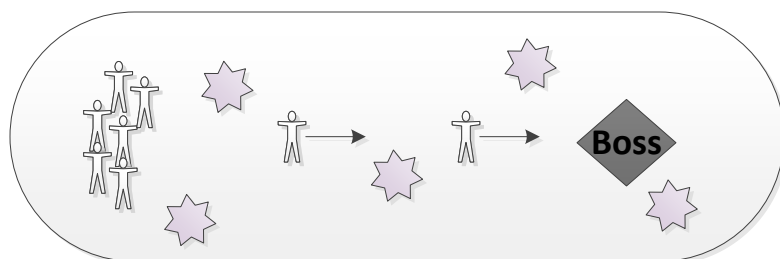
**Bleeding Edge** – Rains down void swirlies and  
applies healing absorb to raid.

**Black Bloodsplatter** – Void goop spills out,  
empowering boss with 15% damage done  
and disorienting anyone who touches.

**Empowered Inventions** – All inventions are  
upgraded with void power. Touching a void  
projectile will inflict damage to all players.

### Phase 2

*Boss flings raid back to the entrance and jumps away. Travel along the conveyor belt to reach boss and continue damage.*



Heal off the absorb placed on the raid.

Dodge swirlies.

*When boss phases back to P1, inventions are buffed and 2 trigger at a time now! Bigger beams and AoE exploding rockets.*

### MYTHIC ONLY

Raid team is assigned a red or blue polarization debuff – coming into contact with the opposite color will cause raidwide damage and knock both players back. Foot-blasters mines are also colored, and must be triggered by a matching player or the raid will wipe.