

Dimensius

The Biggest Baddest Boss (Literally)

OVERVIEW

Phases: 4 **Hero:** Final Phase

Dimensius was not testable on PTR, so strategy for this boss will not be known prior to seeing the boss on live. We will need to deal with a lot of anti-gravity mechanics that require us to rescue our floating friends before they vaporize into Dimensius. Get ready to FLY, as there will be a Tindral-esque flying phase as well.

SPECIAL NOTES

*Immunities – Soaking Antimatter
Dispels – N/A
Interrupts – N/A*

TANK

Taunt before reaching insta-death at 10 stacks.
Boss melee hits knock back nearby players.

Healer

CDs during Devour and
Extinguish the Stars.

DPS

Soak Antimatter to reduce its raidwide
damage.

Phase 1

ABILITIES

Unstable on PTR – Strategy TBD

Nuke Living Mass Adds.

Collect their Excess Mass.

Stand together with Mass to
create Safety Zones

Rescue players floating away by standing under them.

Use Safety Zones To:

Protect your raid from being Devoured at 100 boss energy.

Soak Antimatter void zones by
rotating players in to absorb energy.

Loosely spread by edge when targeted
by Dark Matter to drop void puddles.

Phase 1:

Oblivion – Any player who touches boss is immediately evaporated.

Massive Smash – Tank smash that knocks back players and spawns Living Mass.

Living Mass – Adds that once defeated can be picked up. Two players holding this Excess Mass standing next to each other create a Collective Gravity zone.

Collective Gravity – For every player carrying Mass in the zone, it adds a protective stack. Having more stacks than boss' Growing Hunger stacks means you cannot be Devoured if stood within the Collective Gravity zone.

Devour – At 100 energy, boss attempts to devour all players, and then absorbs all Excess Mass and Living Mass. Adds one stack of Growing Hunger.

Dark Matter – Targets players and leaves a Dark Energy void zone.

Phase 2: Intermission

Unstable on PTR – Strategy TBD

Mount up and fly through a course,
ending by smashing down on a
platform with Void Lords.

Dodge obstacles.

Collect cores that deal
damage to Void Lords
upon landing.

Shattered Space – Boss smashes down, dealing damage in giant impact area, creating spheres of Antimatter that must be stood in to absorb their explosion.

Reverse Gravity – Random players are shot into the air where they float towards boss. They may be rescued back down by players carrying Excess Mass.

Phase 2: Intermission

Player's cloaks are empowered, allowing them to use flying mounts to soar through gateways that grant Vigor.

Phase 3

Unstable on PTR – Strategy TBD

Split raid into two
and head to two platforms.

Defeat the Void Lord
on your platform.

Dodge moons being
thrown across
platform.

Fight against the
pushback.

Avoid frontal and the void
zone it leaves behind.

Nuke one add in a wall of
adds to create an opening to
run through.

Broken World – Fragments shoot through space, dismounting anyone who touches.

Astrophysical Jet and Black Holes – Touching these will instantly vaporize players.

Stellar Core – Collecting these bits of energy will launch a star into the nearest Voidlord, dealing 5% of their health as damage.

Phase 3:

Extinction – A beam that deals damage and stuns anyone in the path.

Devoured Lords – Adds spawn. Fire lines and swirlies that must be dodged. Voidwarden adds must die 8 yards away from others or else will heal them to full.

Phase 4: Final Phase

Phase 4:

Destabilized – Boss takes 100% increased damage at the start of phase.

Accretion Disk – Edge of platform will knock players back.

Extinguish The Stars – Swirlies rain down, forming Voidstars that orbit boss, slowing players within and protecting them from Devour.

Shadowquake – Dodgeable dark energy radiates from the impact of a Celestial Object on the ground.

Supernova – A star dies, dealing raidwide damage and spawning a Black Hole that kills anyone who touches it.

Voidgrasp – Slowing DoT on players.

Unstable on PTR – Strategy TBD

*Boss takes 100% increased
damage at start of phase.*

Avoid touching the lost mass
void zones that spawn.

Tank smash will yolk raid on to
the tank – position accordingly!

Stand inside the Stars that
spawn in order to be
protected from Devour.

Run away from exploding stars
that will then turn into Black
Holes.

Dodge shockwaves that spawn out of impact zones.

MYTHIC ONLY

Living Mass adds must die at the same time or will resurrect. Adds receive new abilities. Players are debuffed with **Crush** or **Inverse Gravity** – Crushed players must stun Inverse players to prevent them getting bonked off. More things to dodge, limited space within safety Stars.