

# Nexus-King Salhadaar

## The Void Dragons Boss

### OVERVIEW

We face off against the Nexus King and his Voidwing dragon, traveling across multiple platforms to handle a variety of mechanics. We must dodge constant barrages of Voidwing's breath while helping split damage for our tanks. The face off culminates in one last show down as we're threatened by brilliant Dark Stars at constant risk of exploding onto the raid.

#### TANK

Taunt after each ability of Subjugation Rule, aiming Conquer at soaking group.

#### Healer

Plan around big CDs during King's Hunger (P4 channel).

#### DPS

Plan CDs around the P4 damage amp to ensure Dragon dies before boss heals from it.

**Phases:** 5 **Hero:** Final Phase

### SPECIAL NOTES

**Immunities** – N/A

**Dispers** – N/A

**Interrupts** – Nexus Prince's Netherblast

### Phase 1

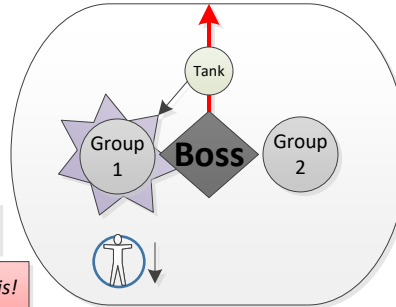
#### Tank Combo:

2 of each ability in a random order, taunt after each.

**Vanquish** – Face frontal away.  
**Conquer** – Split the smash on one of two groups, rotating.

Remove stacks of Oath-Bound by soaking tank smash.

Dodge beams that cross arena.



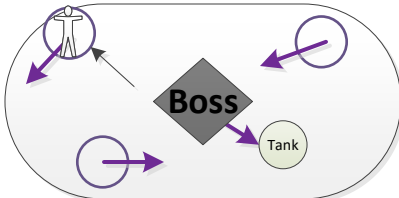
Run away from raid if targeted by claws to drop void zone.

If you reach 0 health you become Mind Controlled – avoid this!

### Phase 2 (50% or Time Based)

Dragon will land, shortly after firing off a void breath at active tank, mirroring the beams through portals.

Run to edges if targeted with big void circle to drop portal away from raid.



Dodge frontal from boss and mirrors through portals.

Tank will take damage based on amount of players hit by beams.

### Phase 3: Intermission Part 1

Split into two groups and fly to Left/Right platforms by using Cloak Extra Action Button.

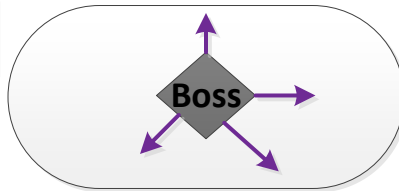
**Nuke Adds – Priority:**  
1 – Titan (explodes if reaches 100 energy)  
2 – Princes (interrupt and dodge beams)  
3 – Reapers (melees tank)

Return to main platform and begin the next phase.

### Phase 4: Intermission Part 2

Boss is stationary and channels raidwide AoE.

Dragon takes 100% more damage, nuke it!



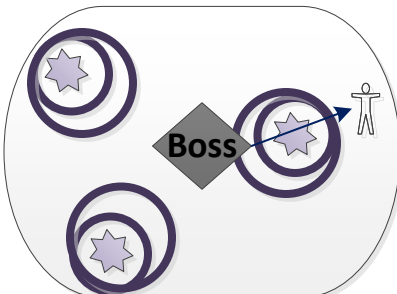
Dodge claws coming across arena.

Any dragon health remaining after channel will heal boss.

### Phase 5: Final Phase

Run far away to drop Dark Stars by edge if a blue arrow is above your head.

Dodge rings coming from the Stars as they orbit around the room.



Aim your blue beam at a Star to shoot a projectile that will shatter it and free up space.

Kill the boss before you run out of space as it fills up with more and more Stars.

### ABILITIES

#### Phase 1:

**Oath-Bound** – Raidwide damage that applies a debuff at 3 stacks to all players. Remove stacks by soaking Conquer.

**King's Thrall** – If you die, you instead become mind-controlled.

**Invoke the Oath** – If players still have stacks of Oath-Bound during this cast, they will become mind controlled.

**Subjugation Rule** – A two ability tank combo, increasing damage taken by that ability by 100% for 20 seconds.

**Conquer** – Smashes target, split damage between anyone in circle, and removes a stack of Oath-Bound.

**Vanquish** – Frontal cleave, knocking back anyone hit.

**Banishment** – DoT on players, exploding after 8 seconds.

**Behead** – Dragon images target players and slash through them, dragging any player caught in the path and leaving void claw mark puddles on the ground.

**Besiege** – Void breath sweeps across the platform, dealing damage to any touched.

#### Phase 2:

**Netherbreaker** – Boss throws mace repeatedly, dealing damage at impact zone.

**Dimension Breath** – Dragon fires a beam that goes through portals, emitting it in multiple directions. Any player hit takes massive damage that is reflected on to the active tank afterwards.

**Cosmic Maw** – Huge damage at tank, increasing damage taken from Breath by 100% for 10 seconds.

#### Phase 3: Intermission Part 1

Raid splits to two platforms to fight adds.

**Manaforged Titan** – Explodes if not defeated in 10 seconds.

**Nexus-Prince** – Blasts beams, requires interrupt.

#### Phase 4: Intermission Part 2

**King's Hunger** – Boss drains dragon, causing it to take 100% increased damage, pulsing raidwide damage for 30 seconds. Heals for dragon's remaining health at end of channel.

#### Phase 5: Final Phase

**Galactic Smash** – Several players explode, dealing damage to raid based on distance away, and spawn a Dark Star.

**Dark Star** – Pulls in players, contact results in death. Rings of spikes spawn around the Stars.

**Starkiller Swing** – Missiles target several players, causing raidwide damage if not consumed by a Dark Star.

**Starshattered** – Damage to tank during Smash and Starkiller, increasing damage of Starshattered by 100% for 40 seconds.

### MYTHIC ONLY

After losing a stack of **Oath-Bound**, you must face a spirit, or the stack returns. Breath damage is reflected to tank and players hit. Reaper add in intermission dashes at player, breaking the **new shield** on Nexus-Prince if it goes through the add. Final phase, hitting a Star with a **Starkiller** will swap it's orbit direction. If a star hits another star, raid wipe.