Nexus-Princess Ky'veza

The Phantom Assassain

OVERVIEW

Players will be marked for assassination, leaving behind Nether Phantoms that slice at the raid and attempt to draw players into void rifts with a heavy gravitational pull. Place these Phantoms well or risk being lost forever.

TANK

Swap after Void Shredders. Shredder does more damage at end of flurry than beginning.

Drop Nether Phantoms

off spread around raid.

They will then pull

raid towards them.

CDs during P2 and Stalking Shadows AoE pulse.

Full ST – mobility valuable, dodge mechanics as they chain react more mechanics.

SPECIAL NOTES

Phases: 2 Hero: P1

Immunities -N/A

Dispels - N/A

Interrupts - N/A

Aim clones to new

ABILITIES

Assassination - Marked players drop a Nether Phantom at their location after 6 seconds, inflicting them with Queensbane.

Nether Phantom – Spectral images that shoot knives out in multiple directions. They eventually become rifts pulling players towards them, killing anyone inside.

Queensbane – 10 second DoT, upon expiration player shoots out Dark Viscera.

Dark Viscera – Damaging orbs shoot outward, inflicting damage to players

Stalking Shadows – Raidwide damage pulsing from the Phantoms.

Twilight Massacre - Phantoms focus a player, dashing through them, applying Queensbane to any players in the path.

Reaper – Going below 10% health results in an execution attempt, dealing massive damage.

Void Shredders – Flurry of damage to tank that increases all future damage taken by the ability for 30 seconds.

Phase 2:

Starless Night – At 100 energy, boss immunes in the air, dealing raidwide pulsing damage. The 3rd night is an enrage.

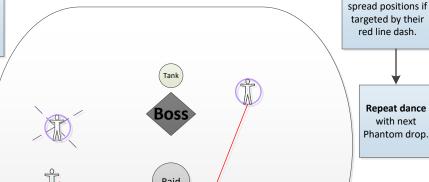
Eclipse – Sections of the room fill with darkness, inflicting massive damage.

Phase 1

Utilize their spread position to negate their suck in mechanic, keeping raid

centralized between them.

Stay away from raid to safely shoot your orbs during the cross shaped explosion.



Dodge orbs shot from players affected with Queensbane.

Dodge blade lines that shoot out from clones and boss.

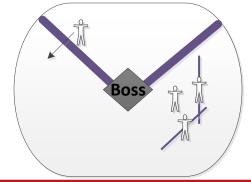
Prioritize playing safe – failing to dodge results in players shooting out more orbs can get out of control fast!

Stay above 10% health or be assassinated.

Phase 2: Intermission

At 100 energy, boss jumps to middle of room, clears all clones, begins the intermission dance..

Stand between pie slices to dodge the ones filling with darkness.



Dodge the lines of damage coming from other players.

Stand still with line, to make dodging easier for others.

MYTHIC ONLY

Certain Phantoms will be wearing masks and must be aimed to go through the boss in order to remove the mask. Removal results in pulsing damage for 10 seconds, stacking for each mask removed. Failing to remove a mask will cause a wipe during Phase 2, as the phantom will explode.