

Forgeweaver Araz

The Arcane Collectors Boss

OVERVIEW

We need to interrupt the arcane ritual empowering the Manaforge by correctly spawning adds away from their focused Collector, killing them before they reach and wipe us. Get ready for an epic final phase - fight the pull of the void (literally)!

TANK

Run out with Obliteration to drop add away from boss.
Taunt swap at ~6 stacks during intermission.

Healer

Plan to have big CDs up for final phase's constant pulsing damage.

DPS

Line up CDs for the damage amp at the end of Intermission.
CC/knockback adds to cleave them down.

Phases: 3 **Hero:** P2 Amp or P3

SPECIAL NOTES

Immunities – N/A

Dispers – N/A

Interrupts – N/A

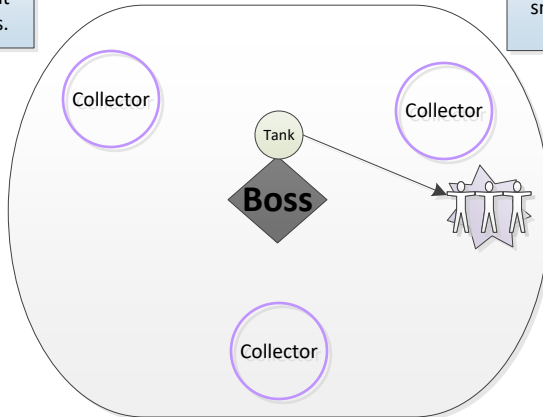
ABILITIES

Phase 1

Dodge orbs that shoot out from activating Collectors.

Drop adds under boss, away from the active Collector.

CC and nuke adds before they reach the active Collector.



Split group into 2 to soak tank smash circle which spawns Echo add

Drop Echo add away from boss to avoid buffing them - **NUKE IT.**

Run out of raid when dropping silence swirlies

Phase 1:

Invoke Collector – One of three collectors in the room activates, triggering Astral Harvest.

Astral Harvest – Debuff on players, deals damage and spawns Arcane Manifestation add.

Arcane Manifestation – Add that moves towards the Collector that spawned it, exploding dealing raidwide damage + DoT if it reaches its collector.

Prime Sequence – Orbs that shoot out of a Collector when it is activated, inflicting large damage to any player hit.

Arcane Obliteration – Active tank is debuffed and explodes, dealing raidwide damage reduced by the number of players standing within the circle. Spawns an Arcane Echo add.

Astral Mark – Any player that soaks Obliteration will not count towards future soak damage reduction for 1.3 minutes.

Arcane Echo Add – Duplicates boss casts, including activating an additional Collector. Must be more than 20 yards away from boss or will reduce damage received and increase damage dealt.

Silencing Tempest – Random players are debuffed, causing them to drop swirlies that silence anyone touched.

Overwhelming Power – Boss applies 46 second DoT to active tank, stacking.

Phase 2: Intermission

Arcane Expulsion – Boss inflicts raidwide damage and knockback.

Photon Blast – Collectors fire off dodgeable beams that leave a 6 second DoT if hit.

Arcane Convergence – If a Collector reaches full energy, channels beam into the Manaforge, dealing massive raidwide damage.

Shielded Attendant – Add that deals increasing melee damage per stack to its tank. Can absorb the Arcane Convergence energy if tanked in the beam.

Mana Splinter – When all Collectors are killed, boss takes 100% more damage for 12 seconds.

Phase 2:

Dark Singularity – Raidwide damage and suck-in towards the front of room, increasing over time.

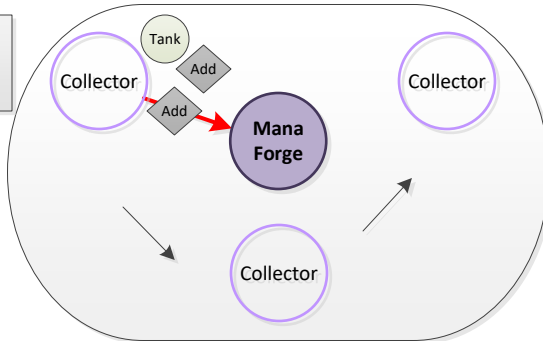
Void Harvest – Players drop Void Manifestation adds that will explode if they reach the platform edge.

Phase 2: Intermission

Destroy All Collectors to return to Phase 1 – Start with the highest energy collector (will have purple orbs circling it).

Priority =
Collectors > Shielded Adds
Boss is Immune

Dodge beams firing from the Collectors.



Tank shielded adds by Collectors, ready to intercept beam if they reach full energy.

Intermission ends when all 3 Collectors are defeated – boss will be stunned and takes 100% increased damage.

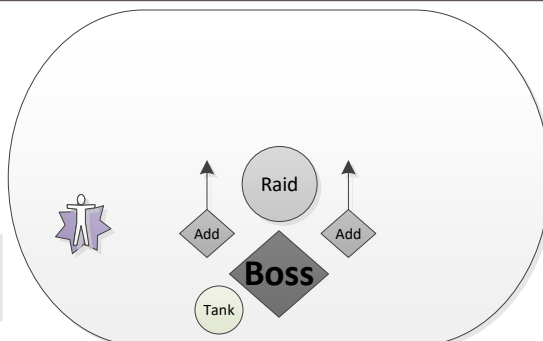
Phase 3: Final Burn (20% Health)

Boss begins to try and push players off the edge of the platform – must run against it and kill boss before it gets too strong!

Position boss away from edge.

Drop adds under boss, they will move towards edge.

CC and nuke adds before they reach the edge and explode.



MYTHIC ONLY

When the **Collector** spawns adds they will have a shield preventing CC - it will also drop a Void Puddle that removes the add shield if they walk across it. In Intermission, **all Collectors** must die at the same time due to pulsing damage upon defeat.