

# Mech Citadel (Machinarium) Lv. 65 Expert 3-Star Mechanics Handbook

*"As a disclaimer, these strategies and mechanics are tested for the 3-star version of the dungeon. Strategies are left simple as they provide the core basis for passing the encounters. It will take practical experience to make full use of understanding the information provided. Develop personal team strategies from what you read below. Also I should mention that all attack names are made up and I can't be arsed to go get killed by them just to know their real names in the death overview." - Saintone*

*Thanks to Lindely of Codex (EU) and Reed of Outcry (NA) for helping compiling and correcting in-depth information on this dungeon.*

Boss Name		Phase One	Phase Two	Phase Three	Phase Four
<b>IDE-3000 [1]</b>		100% - 80%	80% - 60%	60% - 40%	40% - 0%
<b>Phase One</b>	From 100%	Initial Skill: Charge - A red arrow will appear in front of him, indicating where he's going to charge. Dodge out of the way.			
		Initial Skill: Wave - Hammer swings behind them, then moments later he flings an arc forward. Jump over it, or dodge out of the way.			
		Initial Skill: Drill - Digs his drill into the ground; moments later targets appear on ground. Dodge away from them.			
		Initial Skill: Chains - Kills everyone around him. Used by around the two minute mark. Can only be used while the hammer is alive.			
	100% - 80%	Enrage: Proximity - When the tank leaves melee range (10-15m) the boss will fire three projectiles, killing random players.			
		Strategy: Hammer - Target lock the hammer. It must be destroyed (green bar under boss HP) before 1:50 - 2:00 into the fight or 80%. [2]			
Strategy: DPS & Healers - Keep plenty of distance between yourself and the boss. Staying together is fine.					
100% - 0%	Strategy: Tank - Face the boss away from the DPS. That way if he does ranged attack, no one is endangered.				
<b>Phase Two</b>	At 80%	Strategy: Tank - Always stay pretty close to the boss (within 10m ideally), to prevent the enrage from killing other players. [3]			
	80% - 60%	Summon: Adds - He'll summon three fat adds to attack players. [4]			
		Strategy: Off-Tank - When adds spawn, grab aggro/pull. DPS should focus these adds from behind to avoid balls attack.			
		Strategy: Gunslinger & Swordmage - In a pinch, Gunslinger cage and Swordmage freeze works to hold the summons.			
<b>Phase Three</b>	60% - 40%	Strategy: DPS & Healers - Don't lose track of where the boss is while focusing adds.			
	From 60%	Summon: Bots - He'll summon two bots to harass the players. Re-casted every 50 seconds. [5]			
		Strategy: Off-Tank - Pull the bots together.			
<b>Phase Four</b>	From 40%	Strategy: DPS - Focus the adds whenever they come up. Preferably, AoE them together.			
	At 40%	New Skill: Sphere - The boss sits down and soon after expands a yellow field 30m from him. Get away. Re-casted every 50 seconds. [6]			
	At 20%	Summon: Adds - He'll summon three fat adds to attack the players. [7]			
	40% - 0%	Summon: Adds - He'll summon three fat adds to attack the players. [8]			
		Strategy: Tank - If possible, tank the boss closer to the walls. That way the yellow field only covers half the room. [9]			
		Strategy: DPS & Heals - Continue to watch your distance. Deal with adds when they appear. Always be prepared to dodge Sphere & Drill.			

Boss Name		Phase One
<b>V-07 Titan (Part One) [10]</b>		100% - 80%
<b>Phase One</b>	From 100%	Initial Skill: Catapult - The boss will launch a rock towards targets. This rock stuns.
		Initial Skill: Death Skulls - The boss will mark players with a skull. Anyone within 3m to 10m of these players are killed shortly after.
		Initial Skill: Lightning Field - If the Mines summons aren't all destroyed fast enough, this skill wipes the raid.
		Summon: Adds - Adds will regularly spawn in from two points. [11]
	From 95%	Summon: Mines - The boss spawns 8 floating mines between the cannons and himself. Re-cast every 4-5%.

	100% - 80%	Strategy: Melees - Stand stacked in noted position. Pull adds to them.
		Strategy: DPS & Healers - Stand stacked in noted position. AoE the adds, heal all groups + cannon players.
		Strategy: Cannons - Spam attacks. When mines come up, use second skill once per mine and finish with no cooldown skill.
		Alt Strategy: One Healer - Kite the adds and heal while staying away from the rest of the players so skulls don't kill them.

Boss Name	Phase One	Phase Two	Phase Three	Phase Four
<b>V-07 Titan (Part Two) [12]</b>	100% - 80%	80% - 50%	50% - 20%	20% - 0%

<b>Phase One</b>	From 100%	Initial Skill: Basic Attack - Not too dangerous basic attack in front of him. Two arms swing out.
		Initial Skill: Spin - Arms extend outwards and spins shortly. About 15m from the boss. Double backstep to avoid as tank.
		Initial Skill: Catapult - A non-tank is marked with a catapult before the area shortly explodes. Dodge to the left or right once to avoid. [13]
		Initial Skill: Long Arms - Charges hands and launches them out in front of him. Does very high damage (can one shot tank).
	100% - 80%	Initial Skill: Ground Slam - Boss hits the ground. The entire field minus grated areas are affected by this.
		Strategy: Tank - Hold the boss in the center. Stay in the grated area. Dodge the spin. Face boss away from all else. [14]
<b>Phase Two</b>	From 80%	Strategy: DPS & Healers - Attack and heal from the designated position. Dodge to the left or right vs. Catapult. Return after. [15]
	80% - 50%	Summon: Bots - Spawned from the 3 o'clock and 9 o'clock positions. The area under them is range to heal the boss. [16]
		Strategy: Tank - Continue as before.
<b>Phase Three</b>	At 50%	Strategy: Off-Tank - Pull adds to the others if needed whenever they come up.
		Strategy: DPS - Do not move while doing DPS to the adds. Sometimes Catapult will come; fine to dodge, return to position after. [17]
	From 50%	Strategy: Healbot - Boss sits down, Healbot approaches from south, west, north, east. Heal boss if they reach center.
		New Skill: Death Skulls - The boss will mark players with a skull. Anyone within 3m to 10m of these players are killed shortly after.
50% - 20%	Strategy: All - At 50%, turn around and deal with the Healbot before moving clockwise. Have 2-3 tanky people take the orb. [18]	
	Strategy: All - From this point on, players MUST be stacked on the designated position. The boss will regularly cast Death Skulls now. [19]	
<b>Phase Four</b>	At 20%	Strategy: All - As this phase begins right after a Healbot round, make sure to be in the behind position to avoid Mass Spin.
	From 20%	Summon: Healbot - Boss sits down, Healbot approaches from south, west, north, east. Heal boss if they reach center.
	20% - 0%	New Skill: Mass Spin - He'll use this skill often from the last 20%. Every time, he'll say something in Chinese. Dodge back.
		Strategy: All - Everything still applies in this phase, but be careful to listen for if he speaks Chinese to fall back to avoid Mass Spin.

Boss Name	Phase One	Phase Two	Phase Three	Phase Four
<b>Marcel the Unhinged [20]</b>	100% - 75%	75% - 50%	50% - 30%	30% - 0%

<b>Phase One</b>	From 100%	Initial Skill: Basic Attack - Normal attack with medium damage. Places a debuff stack on the target. 15 stacks kills the target.
		Initial Skill: Poison Blobs - Shoots a wide arc of slow-traveling spheres across the field. Dodge between them or jump over them.
		Initial Skill: Poison Spit - Conal poison that tracks target.
	Time - 00:09:00	Enrage: After 9 minutes passes, the boss will enrage, instantly wiping the raid.
	At 80%	Summon: Slimes - Spawn on correct platforms only this first time. Re-cast after every Field Poison. Random slimes on random platform. [21]
		Strategy: Tank - Face boss away from DPS near wall inbetween two platforms. Avoid Poison Spit.
Strategy: DPS & Healers - Everywhere behind the boss is safe. Directly behind the boss is safe. Avoid Poison Blobs when he turns.		
100% - 75%	Strategy: Assigned DPS - Kill your slime on the platform. Make sure the slime is at least touching the edge of the platform.	

	100% - 75%	Strategy: Cleansers - Be extremely mindful to cleanse poisons from your allies. This becomes more important further into the fight. Alt Strategy: Occultist - One player can handle dealing with all slimes, kiting to each respective one. Lets DPS focus on boss solely. [22] Alt Strategy: All + Occultist - You can hold slimes and swap the right one to the platform when the color is called and raid nukes it. [23]
	100% - 0%	Strategy: Tank + Occultist + Off-Tank - If stacks from Basic Attack go too high, Nirvana the main tank and switch in the off-tank.
	From 75%	New Skill: Field Poison - Boss calls a color. The according platform is the safe spot from a shortly proceed field raid-wiping poison. [24]
<b>Phase Two</b>	At 73%	Summon: Consume Poison - Summons a poison bottle near the red platform. Moves to bottle, channels a skill, and heals 20%.
	At 57%	Summon: Consume Poison - Summons a poison bottle near the blue platform. Moves to bottle, channels a skill, and heals 20%.
	75% - 50%	Strategy: All - Right after first Field Poison boss is 2% from first Consume Poison. Deal with slimes and get in position to nuke it at 73%.
		Strategy: All - The next Consume Poison is at 57% - try to deal with Poison Field and the next slimes right before pushing to 57%.
	75% - 0%	Strategy: Healers - Different things happen on different platforms, regardless if we're on the right one. Hover for notes. [25]
75% - 0%	Strategy: Tank - Hold the boss in either corner OPPOSITE to where the next Consume Poison will be. [26]	
<b>Phase Three</b>	From 50%	New Skill: Death Skulls - The boss will mark two players with a skull. Anyone within around 20m of these players are killed shortly after. [27]
		New Skill: Kill Drill - Digs drill into the ground. Any player currently with an active poison debuff is instantly killed.
		Summon: Adds (Scythe Hands) - Boss will summon 5+ adds. This is re-cast every 90 seconds. [28]
	At 32%	Summon: Consume Poison - Summons a poison bottle near the green platform. Moves to bottle, channels a skill, and heals 20%.
	50% - 30%	Strategy: All - Receiving Death Skull right as Poison Field is happening, either kill yourself or try to wait out Death Skull before saving.
		Strategy: Off-Tank + DPS - Collect adds and nuke them together. Be prepared for this again every 90 seconds.
Strategy: Ranged DPS + Healers - Stay near the center. If someone receives Death Skull, they dodge to an empty corner (not platform).		
		Strategy: Healers - Be on top of cleansing poison (damaging one). Anyone with the debuff when boss uses Kill Drill will die instantly.
		Strategy: All - Don't lose track of the boss HP. Remember that as his HP approaches 32% to be prepared to kill poison bottle near green.
<b>Phase Four</b>	From 30%	New Skill: Catapult - Stops to fire poison bolts into the air. Areas are marked on the ground under players where they'll explode.
	At 17%	Summon: Consume Poison - Summons a poison bottle near the purple platform. Moves to bottle, channels a skill, and heals 20%.
	30% - 0%	Strategy: All - Same as previous phase, but be prepared to dodge Catapult. Keep moving once he starts shooting in the air.
		Strategy: All - Don't lose track of the boss HP. Remember that as his HP approaches 17% to be prepared to kill poison bottle near purple.
		Strategy: All - Keep an eye on the battle overview. Remember you have until 9 minutes passes to defeat Marcel.

Boss Name	Phase One	Phase Two	Phase Three	Phase Four
<b>Arch Mechanist [29]</b>	100% - 85%	85% - 65%	65% - 45%	45% - 0%

<b>Phase One</b>	From 100%	Initial Skill: Basic Attack - A regular sword swing in front of the boss. Does moderate damage.
		Initial Skill: Arc Wave - Charges blade and fires a long ranged arc. High damage. Avoid it entirely or jump over it.
		Initial Skill: Chainsaw Rush - Runs forward while swinging charged chainsaw. Very high damage. Dodge to the side.
		Initial Skill: Blue Blobs - Slowly roll out from the boss being the center. Deals moderate damage. Sidestep or jump over.
		Initial Skill: Wave - Boss jumps in the air. When he lands (2-3 seconds), a wave flies out from him, then returns back. Double jump both.
		Enrage: Machine Gun - If the tank moves too far away from the boss, he'll mow down players with a machine gun conal attack.
	Time - 00:09:00	Enrage: Snipe - The boss will repeatedly snipe one player at a time, instantly killing them.
At 95%	Summon: Tall Ladies - Summons two tall ladies near the area entrance.	
100% - 85%	Strategy: Tank - Ideally, face the boss away from the others, so that Arc Wave won't be aimed at them. Active dodge attacks. Strategy: DPS - Focus Tall Ladies at 95%. After some time, the boss will run over to them. Make sure they're dead before that point.	

	100% - 0%	Strategy: All - Be extremely mindful of your surroundings this fight. Everything can get very chaotic. Try to dodge everything.
Phase Two	At 85%	Summon: IDE-3000 - Summons the first boss. [30]
	From 85%	Summon: Aura Bots - Two bots from either side, red and blue. Drop a corresponding aura on the ground to protect from Color Wipe. [31] New Skill: Color Wipe - Calls out a color and jumps up. 10 seconds later, drops to the ground, killing anyone not in the correct aura. [32]
	85% - 65%	Strategy: All - Try to AoE the boss and IDE-3000 together to quickly deal with the add. You can kill him pretty quickly. Strategy: DPS - You can AoE the Aura Bots together if it's conductive, but obviously prioritize the color of the one he calls out.
Phase Three	At 65%	Summon: V-07 Titan - Summons the second boss. If not defeated, boss will consume for 5% HP. [33]
	From 65%	New Skill: Rockets - Fires a plethora of missiles from chest. Missiles touch ground, then moments later explode. Dodge/move away.
	65% - 45%	Strategy: DPS - Ignore V-07 Titan when he's spawned and keep DPS on boss. Try to deal at least 7% to 58% to be safe. [34] Strategy: All - Be mindful of the missiles. You can see the ground indicator where they're about to explode.
Phase Four	At 45%	Summon: Marcel the Unhinged - Summons third boss. Used to debuff Arch Mechanist. Can cast Poison Blobs. Boss Buff: Defense - The boss gains extremely high tolerance to damage. Removed with Marcel the Unhinged's Poison Spit.
	Post-Marcel	Modified: Blub Blobs - He now rolls Poison Blobs too. Unlike Blue Blobs, these WILL one shot you.
	From 30%	New Skill: Hands - Digs hand into grounds, grabbing and harming multiple players. Hit hands with AoE non-targeted skills to free allies.
	45% - 0%	Strategy: Marcel - Uses Poison Spit at 50%, tracking a player. Make sure Arch Mechanist gets hit by this. Removes buff + stuns boss.
		Strategy: All - Be crazy careful now. When Arch Mechanist uses Blue Blobs, there's Poison Blobs now too + Blue Blobs roll from corners. Strategy: DPS - Be prepared from 30% to save allies grabbed by the hands. You can't target these; you must use AoE skills. Strategy: All - Keep an eye on the battle overview. Remember you have until 9 minutes passes to defeat Arch Mechanist.

[1] Expert 10-Man HP: 22'980'810

[2] • Doing it before 80% is so that you don't have to continue trying to break the hammer before the first set of adds spawn in.

[3] • The stipulation here is in Phase Four when he starts using Sphere. The 30m you must be apart from the boss is fine. While he's in the sphere until he reaches the edge, he will not enrage.

[4] • They have high HP.

- They may rush forward and spawn balls that expand outwards for huge damage.
- They have a ranged pull attack.

[5] • Not very dangerous.

- Each applies a debuff.
- One reduces physical defense.
- One reduces healing.

[6] • The yellow field deals very heavy damage over time against those inside it. Most will die nearly instantaneously. Avoid it at all costs.

[7] • They have high HP.

- They may rush forward and spawn balls that expand outwards for huge damage.
- They have a ranged pull attack.

[8] • They have high HP.

- They may rush forward and spawn balls that expand outwards for huge damage.
- They have a ranged pull attack.

[9] • The yellow field will stay until the next one is cast. Then the previous one will disappear.

[10] Expert 10-Man HP: 29'091'222

Defeated 80%: 23'272'978

[11] • HP isn't too high.

- They do a lot of damage.
- It's easy to get zerged by them.

[12] Expert 10-Man HP: 32'513'732

[13] • The boss faces the players usually right before he's about to throw a Catapult.

- The animation is his hands digging into the ground.

[14] • Learn the animation for different attacks. The boss projects most of them. You can warn the others that Catapult is coming for example.

[15] • Even if the skulls aren't happening yet, it's good to stack up now. The biggest reason is it makes the catapult predictable. You always know it'll always be targeted in that spot.

- Even after you dodge, keep doing DPS to the boss. You have a second or two to cast some skills before you have to dodge back to the original position.

[16] • Fairly tanky.

- Deal moderate damage.
- Should aggro onto the healers.
- Don't confuse the area underneath them as a Catapult!

[17] • The healers will keep you alive. While there is still no threat of Death Skulls yet, it's good to condition learning to face-tank the adds while dealing with them.

[18] • These people must be standing underneath each Healbot as it dies. The orb deals damage split across the number of people underneath when the Healbot dies. One person taking it would certainly result in death.

[19] • Please be mindful as auxiliary melee DPS to MOVE AWAY if you get the skull.

[20] Expert 10-Man HP: 21'487'298

[21] • Fairly low HP.

- Very low defense.
- Very low damage.

[22] • More relevant on every spawn after the first, since it's simple to just kill every slime on the platform it spawns in the first spawn.

- Be very cautious not to pull aggro as the Occultist moves the slimes around the map.

[23] • This one is a little ambitious. Laziest most daring strategy but really lets you focus on going all out on the boss.

- Probably better as a last resort.

[24] • Marcel has extremely high damage reduction while using this skill. Build meter if you can hit Marcel while standing on the platform for safety.

[25] • On the red platform, players will take about 90% of their MAX HP as damage. Make sure everyone is at 100% HP before this happens, as they can still die on the platform because of this.

- The green platform will poison all members of the raid. Normally this is cleansed naturally by Spirit Shaper. This is VERY important from 50% onwards, as he can wipe the raid if he decides to use Kill Drill after the green platform Field Poison.

[26] • By GREEN first (73%).

- By PURPLE second (57%).
- By RED third (32%).
- By BLUE fourth (17%).

[27] • The tank player with the highest hate (the tank) is always the first recipient. Careful if you're doing DPS in melee range this case.

- The second recipient is always a random member of the raid. The tank can be a recipient a second time.
- This is really important. You are NOT SAFE until the ground indicator is gone. If you walk to an ally after the skull is gone but the ground indicator is still there, they will still die.

[28] • Fairly low HP.  
• High melee damage.

[29] Expert 10-Man HP: 29'918'296

[30] • Usually harmless overall.  
• Dies easily.

[31] He'll burrow into the ground and pop up from it, saying something in Chinese as he summons them in. This is re-cast every 90 seconds.

[32] He will always cast this after summoning in Aura Bots.

[33] • V-07 Titan has a LOT of HP. Much more than 5% of the main boss' HP. Ideally, ignore him and let him get eaten.

[34] If you cannot meet the DPS check here, Arch Mechanist will re-summon V-07 Titan at 65% again over and over. Must make sure that after consuming the mini-boss, Arch Mechanist is at least 64% or below.