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Vectis mythic guide

September 3, 2018 September 3, 2018 October 5, 2018 October 5, 2018 October 5, 2018 You can [[Project:Find or Fix stub|help expand it]] by "[Editing]'.> From Wowpedia do not confuse with Vectus. And Tis is a boss in Uldir. The Corrupt Blood Epidemic Adventure Guide killed countless trolls and began one of the most terrifying periods in Zendar history. The structures inside Odir investigated the disease in search of a cure, but found that only isolation and extermination were effective. Unfortunately, as the facility's safeguards fell apart, the plague was mistakenly combined with a sample of John's blood, creating a new eriege hungry for fresh victims. An overview of tactics for the Battle of Vectis. Vectis creates cases of omega vector which bounce endlessly between players during the encounter. When an omega vector jumps between players it leaves behind a pile of ongoing infection, which is uninheralded and cannot be removed. And Tis will create several omega-vector cases at the beginning of the session. Damage traders kill the Amalgams plague quickly to prevent excessive healing up absorption from immunosuppression. Areas betten by a bomb plague that blow up without players inside them will spawn another amalgam plague. Avoid damage to the area from targets affected by Gestate. Communicate with your allies to control hosts for omega vector. Medicinal targets infected by omega-vector and Gestate will require liver healing to survive. Communicate with your allies to control hosts for omega vector. Areas betten by a bomb plague that blow up without players inside them will spawn another amalgam plague. Tanks avoid taking omega-vector from your ally, as ongoing pollution will increase the damage taken from a developing utor. Omega Vector Capabilities - Omega Vector takes root in the player, causing X shadow damage every 2 seconds for 10 seconds. As the attacker expires, Omega Vector jumps to the nearest player and applies a pile of ongoing contamination to its former host. Ongoing infection - weakens the player's resistance to future infections, increasing natural damage taken by 3%. Exploding wounds - Players with 6 piles of ongoing infection will benefit from exploding lesions every time they are hit by a contagious. Exploding lesions damage X Nature and apply a pile of continuous contamination to nearby players within 15 feet every single second for 3 seconds. Parasite spawning — Players with 12 heaps of continuous infection will spawn an Engorged parasite every time they are hit by a contagious. Submerged parasites will ignite parasitic discharge when they reach full energy. An overflowing parasite — add that casts caustic and caustic crastic discharge — causing damage to nature X to a random enemy. Parasitic discharge — Shadow X damages and applies a pile of ongoing contamination to all players. Terminal outbreak - Players with 25 piles of ongoing pollution will suffer a terminal outbreak every time they are hit by contagion. A terminal eruption causes natural damage to all players and drowned damage to an initially injured player. Step one: Subtract the developing suffering of its hosts - damaging X Nature every 2 seconds for 12 seconds. Paste - Causes nature X damage to all players. Gestate - Causes shadow X damage every 2 seconds to a random player and all players within 5 meters for 5 seconds. Stuns the initial goal while an epidemic of amalgam plays inside the player. With the expiration, the Amalgam epidemic will spawn 5 yards from this player. The Amalgam plague — add that imposes immunosuppression suppression — spreads a toxin that absorbs X healing done to all players within 450 meters. Phase two Liquefy — transforms into a trout of toxic blood, triggering a continuous infection on players coming into contact with the pool. Blood Geysers - A geyser of damaged blood causes damage to shadow X and applies a lasting infection to all players affected by a geyser. Plague Bomb — Vectis launches plague bomb, erupts after 8 seconds. This eruption causes shadow X damage immediately and shadow X damage every 5 seconds for 8 seconds to all players within 6 meters. If none of the players were hurt by the eruption, the bomb grows into an epidemic of amalgam. Strategy Please add all available information to this section. Booty [Crimson Drop] [Miati: Vectis] [Now We Have Bad Blood] Quotes Introduction Mom Shouts: Now Entering the Viral Ecology Wing. This lab contains thousands of extremely dangerous viral strains in the known universe, sorted alphabetically to facilitate access. On alert. Viral braking has been breached. A contaminated sample is approaching. The risk of infection is approaching. Fresh hosts of Aguerol! Consume butts! The Omega Vector epidemic is spreading! Violent pregnancy pregnancy! Blood infection! The outbreak of death is inevitable... Outro scene plays out. The drive was returned. Access to the vault has been granted. Trivia in her earliest alpha son, Vectis is called G'huun's blood. [1] In an earlier beta brick, Vectis's adventure guide entry read: A sample of G'huun's blood, animated and run amok. Considered by titans to be an infection capable of killing any living creature on Azeroth, its main disease strain has been dubbed the Omega Vector. And Tis is referred to as a blood element in the sound files. [2] Amendment changes to Amendment 8.0.1 (2018-07-17): Added. External links references November 15, 2018 - 20:18 pm (Mythrax the Unraveler) - An updated vision of madness is no longer for a country that are overwhelmed. October 01, 2018 - 12:55 pm (Mother) - Added To Mythy Kill Video. September 19, 2018 - 14:19 (TaluK) - Added to the video killing mamity. September 2018 - 13:03 (Mythrax the Unraveler) - Added heroic killing video. September 14, 2018 - 11:07 PM (Mythrax the Unraveler) - Minor capability updates and clarifications. September 14, 2018 - 11:03 PM (Cheap, Reborn) - Minor capability updates and clarifications. September 14, 2018 - 10:22 PM (Cheap, Reborn) - Added heroic kill video. September 14, 2018 - 3:17 PM (Zek'voz, Herald of N'zoth) - Added heroic kill video. September 11, 2018 - 16:09 (Vectis) - Added heroic kill video. September 10, 2018 - 7:11 pm (Fetid Devourer) - Added heroic kill video. Welcome to my mythological guide of Yetis in the raid on Odir. Here I will make a breakdown of the two general strategies and how I will heal this encounter. Click the titles to expand and subtract the texts! I hope you can find some tips and tricks to help you in your mythic endeachers! Omega-vector mitigation strategies (view the entire battle) players will be infected by omega-vector, 10-second debuff, which jumps to another player on expiration. These will be present the whole battle. Mythical: In mythology, you will be dealing with 4 vectors. When the diff expires, it leaves a permanent continuous infection, which weakens the target and causes it to take 5% increased natural damage. It's duff stacking that will be active all battle, even death can't get rid of it. Miathi: Additional effects will be activated at the certain stack of continuous contamination when a contagious is molded. In 7 piles, the player will be infected with exploding lesions and must keep 5 meters from another player. In 12 piles, the player will spawn an overflowing parasite that must be killed. In 25 piles, the player will cause a terminal outbreak when the contagion hits, presumably wiping out the raid. The raid is supposed to coordinate the hosts to distribute the Dbap evenly. Those with high piles of ongoing pollution should avoid standing next to the hosts of the Omega Vector while those with slightly stacks have to stand close to become the new hosts. Phase one (1 min 30sec) tanks will be hit by developing suffering, which piles up. Focus to heal the tanks if they take 3 or more stacks. Vectis will cast a contagious, pulse-inducing pulse of natural damage and hitting all players. Players with additional piles of ongoing pollution will take higher damage. If you focus on Gestate, you'll be stunned. Debuff will be knocking shadow damage to a random player, in addition to all players within 5yds. When the dove expires after 5 seconds, the amalgam plague infuses. The Amalgam plague imposes immunosuppressant, healing and absorbing that affects the entire raid can be quite deadly if the supplement gets too bullied through. Kill it fast! Phase two (35 seconds) Vectis will be Liquefy and cannot be targeted. He will then cross over to the side of the room in the shape of a blood pool. Avoid touching the pool as it applies a pile of ongoing contamination. And Tis will throw waves of blood at players with his blood geyser ability. The blood applies a pile of continuous infection. Keep an eye on his location and dodge the wave! Areas of bomb plague will spawn throughout the room, which must be soaked by a player to prevent amalgam plague spawning to add. With Votis DeLecapi, phase one begins again. Mistweaver notes first stage there are different ways to deal with ongoing infection stacks. My raid split into four groups, and each group maintained one of four omega-vectors. In this way, the group of five players can micro manage how many stacks they have and try to split it as evenly as possible. The deathly version of this battle is not so different from its heroic version, except for the need to manage micro-stacks so much. It's about eight minutes long, depending on your gear level, of course. Mane will become a problem if you don't slow down. You will need to keep AoE healing quite high when contagion and immunosuppression hits (they often overlap). Each sticker should have its own raid cooldown assigned to it, including a revival, but you'll need to add your usual AoE rotation to each hit as well. As the battle progresses, you will need to focus on curing the players with omega vector as high piles of ongoing infection will cause them to take increasing damage. Use mana tea if the condition requires heavy healing for one purpose. I really recommend you follow the players with omega vectors either through weakauras or other additions. They're going to need special attention, especially at the end of the fight. Phase two the second stage is quite complicated in terms of healing. The raid has spread and while you need to focus on curing the Omega Vector targets, you'll also have to dodge blood geysers while you soak up plague bomb stickers. You will likely need a cooldown raid after transition as well, as you often get hit by immunosuppression around this time. Pop Life cocoons on players who also have omega vectors and absorb the plague bomb areas. General be effective with Manet at the start of the battle and rely on cooling raid to do heavy lifting. As the battle progresses, the contagion and vectors of omega will do more and more damage and you will go to fill more and more healing to survive. A good place to channel a potion of replenishment is a few seconds before Liquify. It's usually not long after contagion, so there's a small window of opportunity where not much happens. Back to top