

Vashnik the Malignant

The Mixologist

OVERVIEW

Three fountains surround the room (Blood, Fire, and Shadow) – the boss summons adds from the two closest pool, triggering an explosion. Rotate to change the mixes, nuking and CCing adds before they reach the room's central fountain.

TANK

Position boss between two fountains, rotate each empowerment.

Healer

CDs when fire slimes explode. Be aware of healing absorb on Shadow debuff players.

DPS

Nuke Blood add. CC Shadow adds. Kill Fire adds one at a time due to explosions.

Phases: 1 **Hero: Pull**

SPECIAL NOTES

Immunities – N/A

Dispers – None

Interrupts – None

ABILITIES

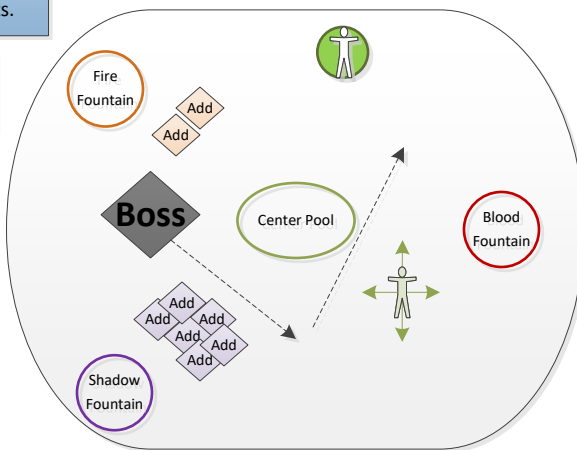
Phase 1

Move boss between fountains to select empowerments.

Empowerments stack so choose wisely!

CC/Nuke adds that spawn from empowered fountains.

React to the Infections given by empowered fountains.



Catch the soak circles raining down after each Catalyst explosion.

Run out with Plague and aim waves away from raid.

Prevent adds from reaching center pool or risk massive raidwide damage.

Imbibe – Boss infuses with power from the two nearest fountains, empowering the next Imbibe cast and causing a raidwide explosion. Summons adds that crawl towards center pool.

Malignant Burst – If any adds reach the center pool, explodes and applies a stacking DoT damage for 30 seconds.

Infusions/Empowerments – Each subsequent fountain draw causes increased explosion damage and add health from that fountain.

Toxic Vapor – Light stacking damage every 2 seconds.

Malignant Catalyst – Raidwide damage that shoots out Catalytic Bile to catch, exploding if not soaked by a player.

Plague Froth – Players are debuffed and after 8 seconds shoot out Plague Waves in the four cardinal directions, dealing damage to players hit.

Dripping Fangs – Stacking DoT applied to tank, increasing damage taken.

Adds

(Blood) Clotting Venom – 1 add Immune to CC until it is destroyed and splits into smaller adds.

(Fire) Burning Venom – 2 adds pulsing damage, explode with a stacking DoT when defeated. CC-able, immune to CC after 60 seconds.

(Shadow) Shrouded Venom – Many adds shielded for 100% of max health. Sprays out dodgeable swirlies when killed.

Adaptive Infection

Players are debuffed based on current fountain infusions.

(Blood) Siphoning Infection – Player cannot be healed and instead siphons life from nearby allies. Takes ticking damage until they siphon enough health to remove the debuff.

(Fire) Exploding Infection – Player will explode, dealing raidwide damage reduced by distance.

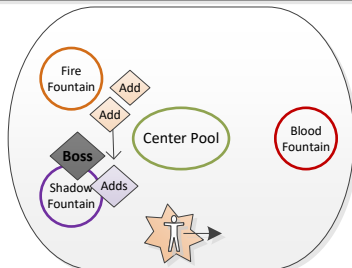
(Shadow) Stygian Infection – Healing absorb that must be healed off, causing player to shoot out swirlies until removed.

Fire + Shadow

Kill 1 Fire Add at a time, staggering explosion

Can be gripped to other adds

Run out with Exploding Infection, reduces damage based on distance.



AoE down Shadow Adds, dodging swirlies on death.

Can be slowed/CCed

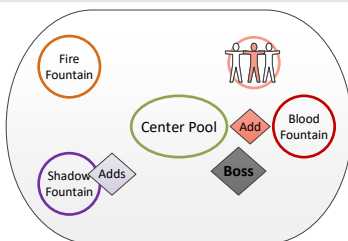
Priority heal debuffed players to remove the absorb.

Shadow + Blood

CC/Root the Shadow Adds to focus on the priority Blood Add, then aoe down after.

Should be slowed/CCed

Priority heal debuffed players to remove the absorb.



Nuke the Blood Add to split it, then CC/aoe its split adds.

Immune to CC at first

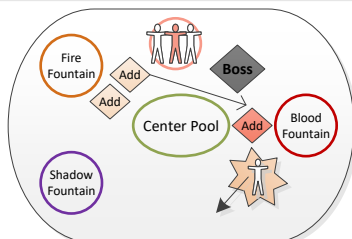
Stack on players with Siphoning Infection to leech life (cannot be healed).

Blood + Fire

Nuke the Blood Add to split it, then CC/aoe its split adds.

Immune to CC at first

Stack on players with Siphoning Infection to leech life (cannot be healed).



Grip 1 Fire Add at a time to the Blood Add (priority), cleaving it down for staggered explosions.

Should be gripped to Blood add

Run out with Exploding Infection, reduces damage based on distance.

MYTHIC ONLY

Malignant Tumors form that can only be removed by hitting them with a Plague Wave, aim well! If any are missed they will explode and wipe the raid. The Exploding Infection debuff player must now be dispelled instead of falling off naturally.