The Debuff Management Boss

OVERVIEW

PHASES: 2

Hero: On Pull

The raid must manage the Omega Vector debuff throughout the entire fight, which spreads lingering infection to nearby targets every 10 seconds. Position to soak or drop stacks as needed. Immunities/Personals – Contagion Meanwhile, based on the phase (which rotates on a timer), focus on dealing with dodge and soak Interrupts - None mechanics. Don't forget to nuke any add that spawns, as they place a healing absorb shield on the entire raid.

SPECIAL NOTES

Dispels - None

Phase 1 – Lasts 95 Seconds

Tanks stay away from raid, do not get infection stacks passed to you.

Tanks Stay in the group with Omega Vector to pass to a willing friend. Boss Raid

Kill the add quickly. Heal off the absorb shield it leaves on the raid.

> Run out with Gestate.

Dodge the lines shot out from the boss.

Leave the group when your stacks of Infection get too high.

Use defensives when Contagion happens while having high infection stacks!

Omega Vector – 10 second DoT on random players, upon expiring applies Lingering Infection and passes Omega Vector to closest player.

Lingering Infection - Increases nature damage taken by 5%, stacks. Permanent debuff.

Evolving Affliction – DoT on tank, swap around 4 stacks.

Contagion – Pulse of nature damage on raid.

Gestate - 5 DoT on random player, when it expires -stuns and deals damage to nearby players, spawning an Amalgam.

Plague Amalgam – Casts Immunosuppression, placing a healing absorb shield on raid.

Phase 2 – Lasts 30 Seconds

he liquefies and moves. Bomb One player per bomb, Raid run out to soak. Bomb

Avoid touching the boss as

Liquefy – Boss becomes puddle and moves around the room, infecting anyone who comes into contact with it.

Blood Gevser – Boss shoots out several moving lines, infecting anyone struck.

Plague Bombs – A bomb falls down, indicated by a circlular visual. One player stands within this area to "catch" the bomb. If not caught, deals raid-wide damage and spawns an Amalgam add.

MYTHIC ONLY

Whenever Contagion occurs, players with Lingering Infection have additional effects applied based on number of stacks. 6 = Damage and aoe pulse spreading Infection. 12 = Spawn Parasite that casts Infection spreading spell. 25 = Raid-wide aoe + huge damage on self.