

# Vectis

## The Debuff Management Boss

### OVERVIEW

PHASES: 2

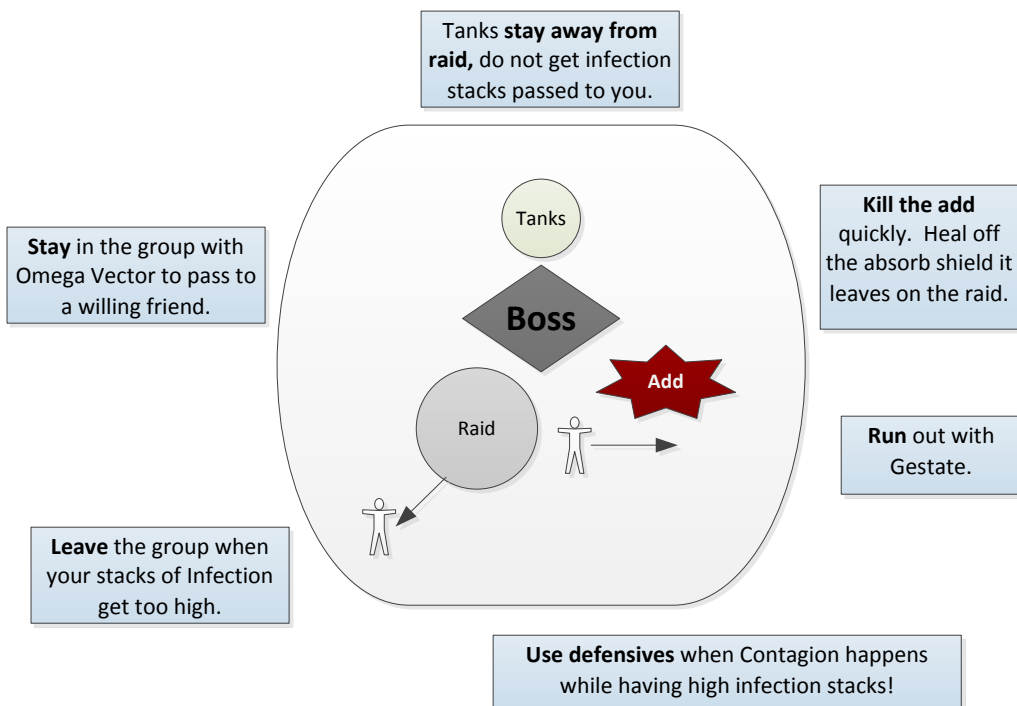
Hero: On Pull

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. Meanwhile, based on the phase (which rotates on a timer), focus on dealing with dodge and soak mechanics. Don't forget to nuke any add that spawns, as they place a healing absorb shield on the entire raid.

### SPECIAL NOTES

*Immunities/Personals* – Contagion  
*Interrupts* - None  
*Dispels* - None

### Phase 1 – Lasts 95 Seconds



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

**Lingerin Infection** – Increases nature damage taken by 5%, stacks. Permanent debuff.

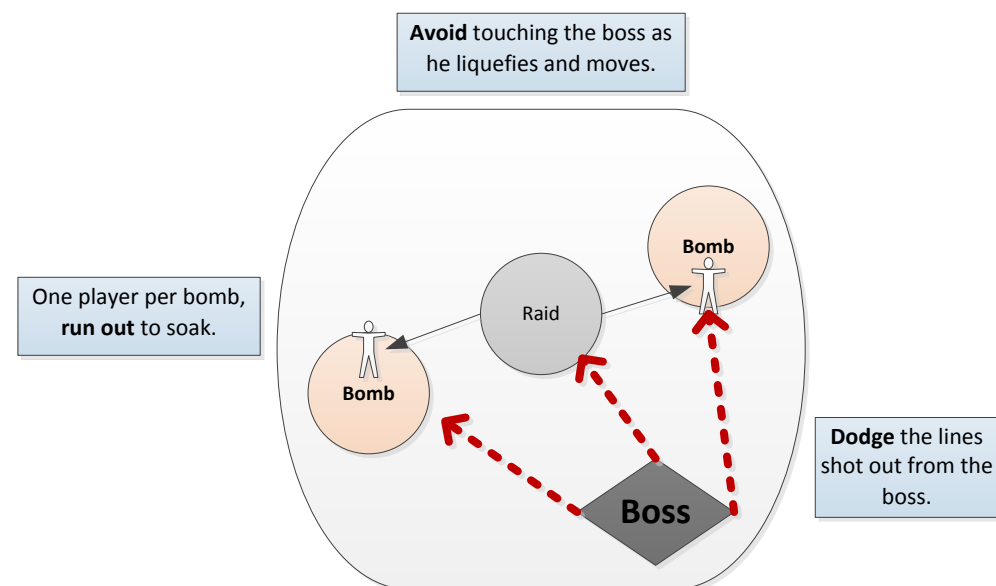
**Evolvin Affliction** – DoT on tank, swap around 4 stacks.

**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



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

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

**Plague Bombs** – A bomb falls down, indicated by a circular 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 Lingerin 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.