

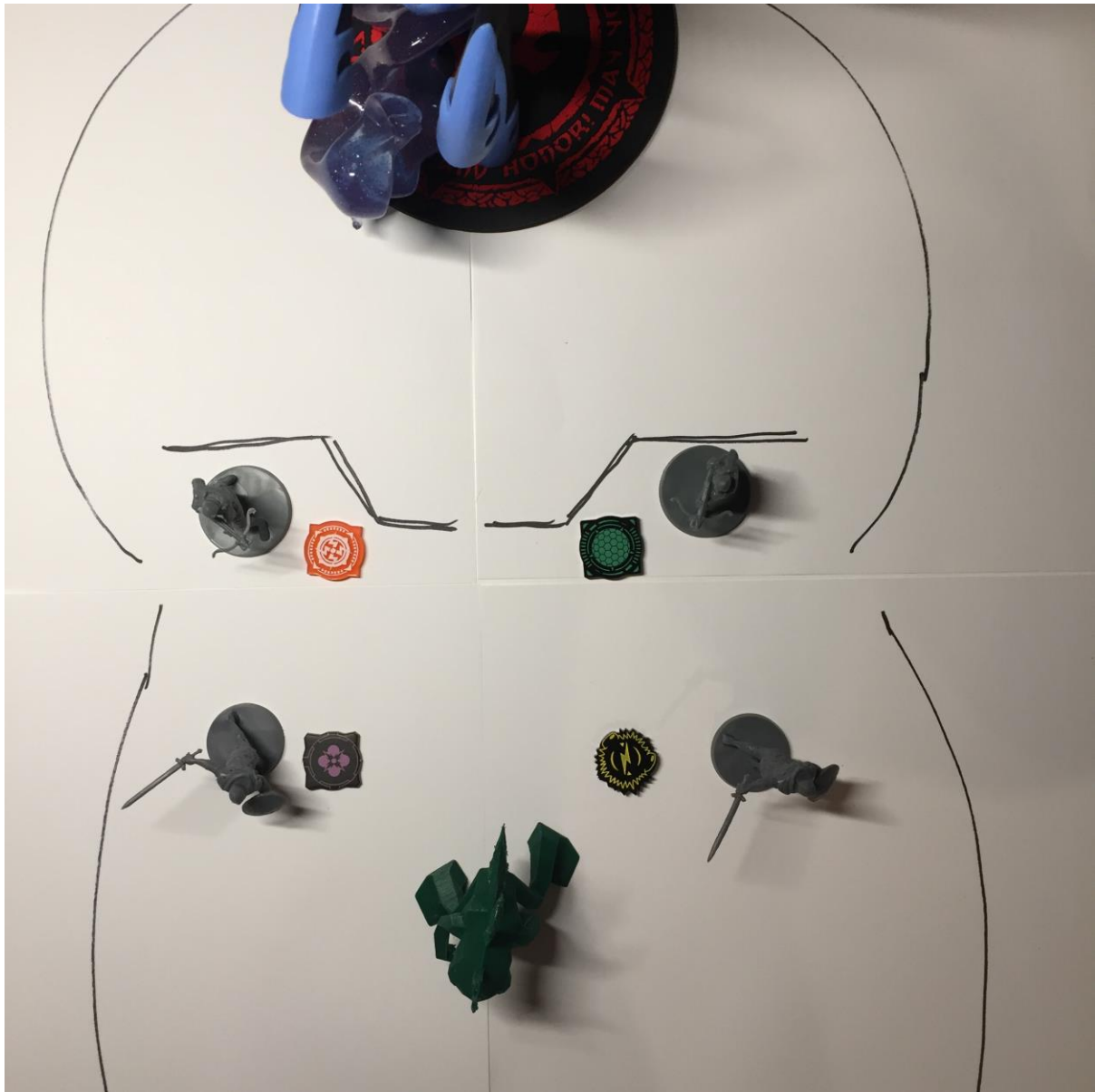
Hi all, this is the Team Murloc solution for the Mythic Vectis encounter.

See below image 1 – marks are orange, green, purple and yellow.

Melee groups on purple and yellow, ranged groups on orange and green.

Note this is divergent from how we have done it previously.

Main reason is so the tanks (depicted with Murloc in image 1) don't have to turn the boss around and we don't have to waste time getting the boss into position before Hero.



*Figure 1 - Initial setup*

Figure 2 shows the boss in Burn Phase. Blow all your big cooldowns (Hero etc) and melt the boss. Adds appear roughly once every 20 seconds and need to be destroyed before they can get a second cast of Immunosuppression off.

Red flag #1: If a second cast gets off, DPS is failing.



*Figure 2 – Burn phase.*

Note players need to clump tightly. See Figure 3 – Doing it badly. This disorganised mess around green marker is too spread out. You need to overlap as tightly as possible because we need the space for players to move to once they've cleared their debuff. Ideally each group of players around a marker should be so tight we can't see the individual player models.



*Figure 3 – Doing it badly*

For the purposes of illustrating how to pass off the debuff, we'll keep the models separate.

Debuffs: Omega Vector aka 'Active debuff'. Lingering infection aka 'The Dot'.

Figure 4 – Initial Omega Vector goes out. Depicted with the player with the orange ! icon.



*Figure 4 - Initial Omega Vector*

The player waits for Omega Vector to jump off of them to another player.

Omega Vector will always jump to the closest player. The reason we stack our players tightly is to control where Omega Vector is jumping to. The original player now has 1 stack of Lingering Infection (indicated with the red ! icon)



*Figure 5 - First Jump*

The player who just lost the Omega Vector moves out of the group (Figure 6), leaving the active debuff behind in the group they just left.



*Figure 6 - Moving out!*

Meanwhile the player who just received Omega waits for it to jump to another player (Figure 7)...



*Figure 7 - Second Jump*

...and then moves out themselves (Figure 8).



*Figure 8 - Moving out again.*

As soon as the 'active debuff' group is reduced to one player, all of the players in the associated 'the dot' group go and stand on their active debuff player (Figure 9), and the entire process begins again (Figure 10). Note one player now has two stacks.



*Figure 9 – Restack*



*Figure 10 - Stacks going up*

If we do it right, stacks will go up evenly amongst the players in each clump, as shown in Figure 11. This shows 5 stacks per player distributed equally.



*Figure 11 - Stacks distributed equally*

If we do it poorly, the stacks will all pile up on the same few raiders. Figure 12 again shows 5 stacks per player, but they're mainly dumped on one person.

Red Flag #2: If a player has way more stacks than the rest of the players in their group, the mechanic is not being managed properly.



*Figure 12 - Doing it badly*

After a burn phase is complete, Vectis will dissolve into a red pile of goo and shoo off somewhere.

The red pile of goo is super lethal – standing in it will add one stack of Lingering Infection per tick. Everybody needs to bail out of the middle (Figure 13) so they don't die. Don't go too far – we need you to burn down the add that spawns at the start of the goo phase.



*Figure 13 – Intermission. Get clear!*



During the Intermission, we still need to deal with the bouncing debuff.

The player with Omega Vector in each group should go over to a wall. This ensures there's always a meat shield between them and another group's Omega Vector. Note position of the players with the orange ! marker.

Red Flag #3: If we get multiple Omega Vector's on the same player during this phase, the players with the debuff aren't moving to the edge correctly.



*Figure 14 - Dealing with Omega Vector during intermission*



Two new mechanics during Intermission – Plague Bombs, and Blood Geyser (Figure 15). Note Vectis has scooted off to a random location; and bombs are not to scale.

Bombs can overlap as shown in the example. A player CAN soak multiple bombs at once but they will need a cooldown to do it. I strongly recommend only classes with personal cooldowns do this so that we don't hear a barrage of "Player x needs cooldown". We will work out which players will do this.

Note: Soaking the bombs does not give you a stack of Lingering Infection.



Figure 15 - New Mechanics

Getting hit by the Blood Geysers (Figure 16), however, will give you a stack of Lingering Infection. Geysers come out in clumps of 3.



*Figure 16 - Blood Geyser*

The Geysers are aimed at a player and you should always assume it's aimed at YOU. We want to avoid situations where the poor sod right next to Vectis gets train wrecked because somebody standing miles away wasn't paying attention (Figure 17-18).



Figure 17 - Doing it wrong



Figure 18 - Doing it right

Red Flag #4 – If we exit this phase with a few players having massive amounts of Lingering Infection stacks, they probably got trashed by the geysers.

That said, being hit by geyser is infinitely preferable to spawning an add.

Other pointers:

1 – Misdirect/etc to tank, because we're going to hero as soon as the boss is in position and I'd like to believe our DPS is good enough to challenge the tank threat.

2 – Done correctly, we should all be reaching 12 stack at around the same time. This is essentially when Vectis enters his goo-phase for the fourth time and is about the time the raid will explode. Soft enrage timer is therefore when he enters his goo phase, and we can track our progress by what percent he is at each goo phase.

Goo 1 – 75%. Goo 2 – 50%. Goo 3 – 25%. Goo 4 – dead.

Red flag #5 - In reality though, we front load our damage so if we can't get him down to well under 70% by his first goo, we're having a DPS issue.

3 – Markers will go on players heads at the start of the fight to help them place the initial omega vector. Don't panic – Omega Vector sticks around for a good 8-10 seconds, so there's plenty of time to work out where you're supposed to be. The addon is very simple – all it does is mark the current players who have Omega Vector, and doesn't magically know if we've already handled it correctly.

If we've handled it correctly, we only need to worry about the marks at the very start of the encounter, and after that we can freely ignore them.