

# Mythic Nzoth

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Hoagie's Heroes Strategy Guide



# Changes of Note

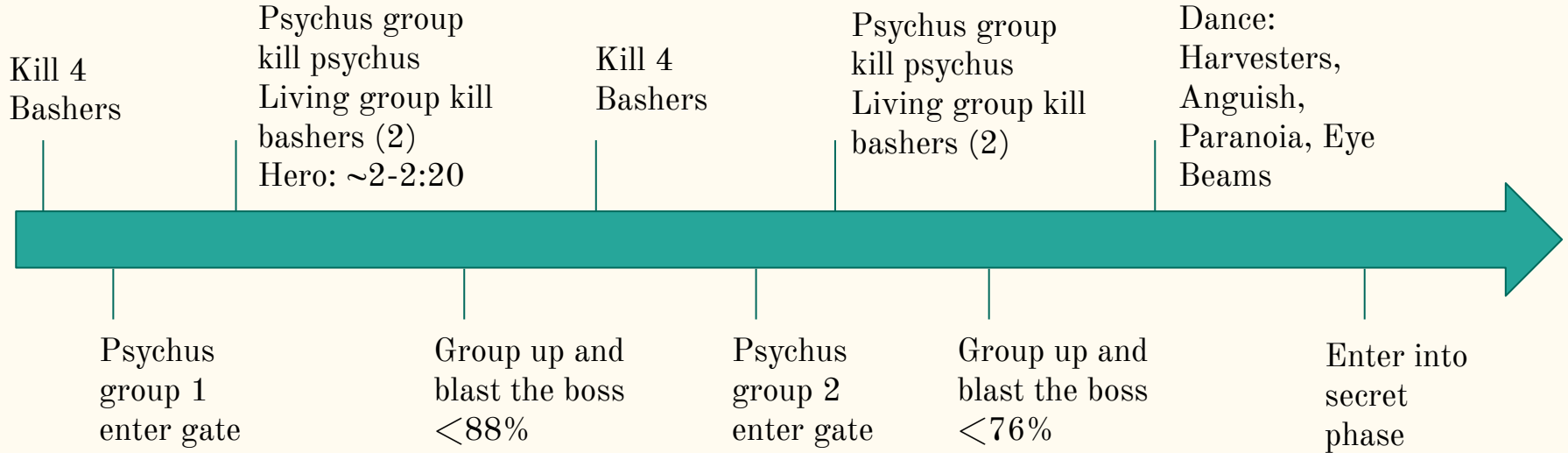
## Psychophage Adds:

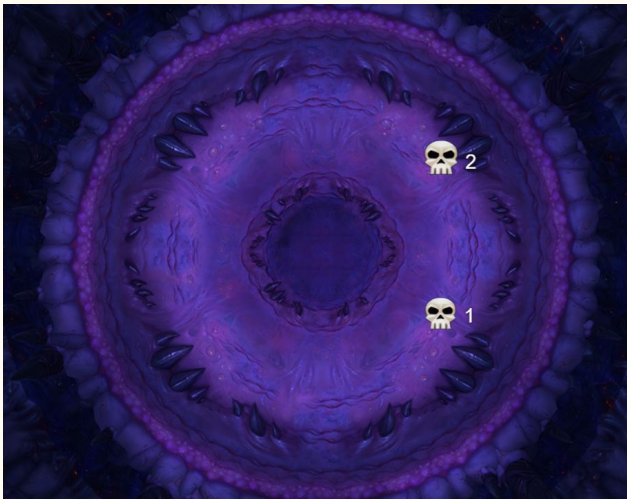
- Each time a basher or synapse is killed adds spawn in opposite realm
- Stay away from adds and dodge swirly, can stun/interrupt etc
- These are NOT priority

## Action Button:

- Only gives 25 sanity back, but to everyone within 8 yards. Can only use 1 time
- This will be assigned

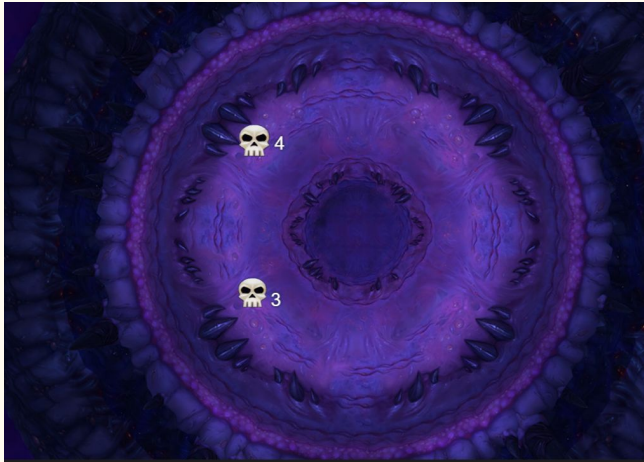
# Timeline Phase 1:





# Phase 1: Beginning

**2 Tentacles spawn on East side (#1 & #2). Kill these and 2 Tentacles on the West side (#3 & #4) will spawn and must be killed**



Tentacle Assignments:

Tentacle 1 & 3: **Pam**, Twy, **Cutting**, **JD**, Bly, **Val**, Mud, **Squeakk**, **Kordeus**, **Drak**

Tentacle 2 & 4: **Manet**, **Ellsii**, **Knights**, **Calo**, **Sneck**, **Ourglory**, **Forest**, **Q**, **Paw**, **Aka**

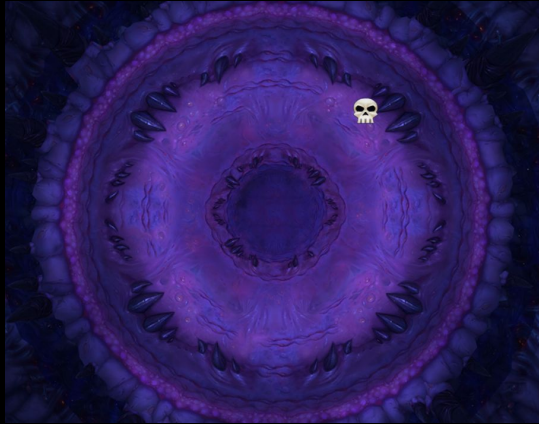
\*Paranoia will occur during this, position yourself roughly in the middle of the tentacles

# Group Assignments

Living Realm 1: Rest of team

Psychus Realm 1: Pam, Knights, Calo, Val, Bly,  
Forest, Sneck, Ourglory

# Living Realm 1



Kill tentacle



1. Kill 3 lines of Neurons
2. Find Paranoia buddy
3. Move into position for mind grasp
4. Control adds before grasp (beam, roots, stuns)



Kill tentacle  
Hero 2:10

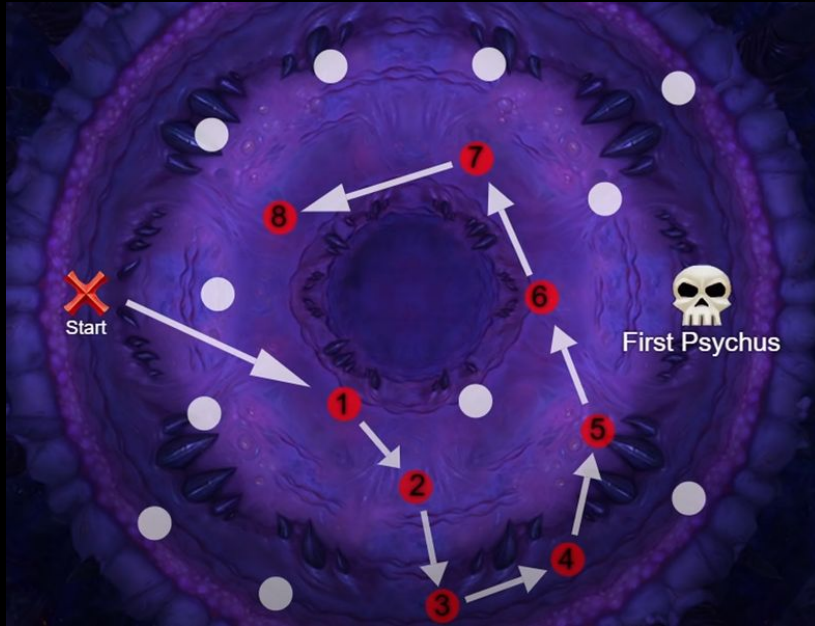
# Living Realm Neuron Assignments



1. **Kordeus** TRAP
2. **Aka** TRAP
3. **Drak** TRAP
4. DPS burn down
5. DPS burn down
6. **Q** FEAR
7. **Mud** BANISH
8. **Q** BANISH

Paw use earth ele to help with adds, hunters use binding shot

# Psychus Realm 1

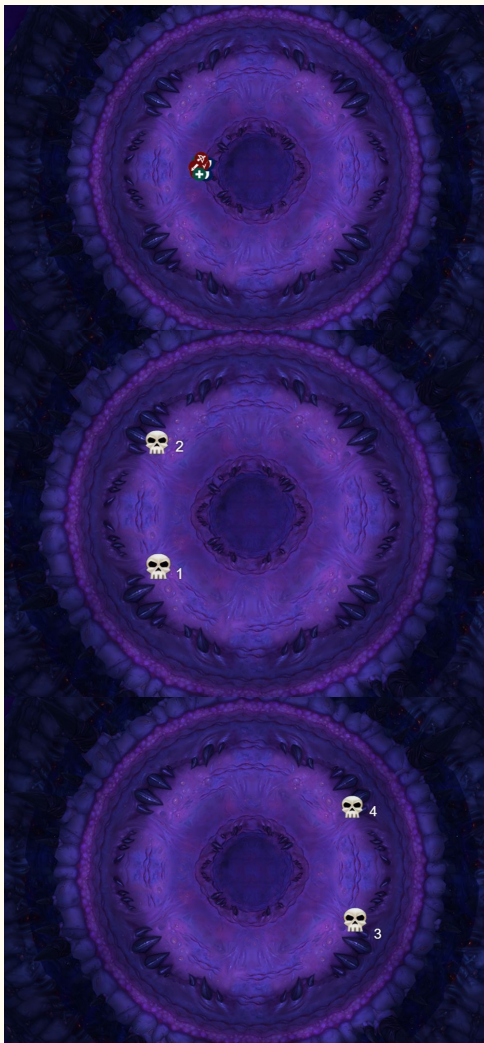


- Kill the synapsis in the order on the left
- Small psychophage adds are NOT priority, just cleave them down and move away/dodge
- Kill psychus before the timer for the 3rd basher is complete
- Hero 2-2:10

## Tank Drops:

- 1: Between synapse 1 & 2
- 2: Between synapse 4 & 5
- 3: Anywhere that doesn't cover bodies





# Phase 1: Together

**Burn the boss <88% health**

Stack on the left side of the boss

Necks: **Ellsii** and **Cutting**

**2 sets of Bashers Spawn**

Split into the same groups as the beginning:

Tentacle Assignments:

Tentacle 1 & 3: **Twy**, **Cutting**, **JD**, **Bly**, **Val**,  
**Mud**, **Squeakk**, **Kordeus**, **Drak**

Tentacle 2 & 4: **Manet**, **Ellsii**, **Knights**, **Calo**,  
**Sneek**, **Ourglory**, **Forest**, **Q**, **Paw**, **Aka**

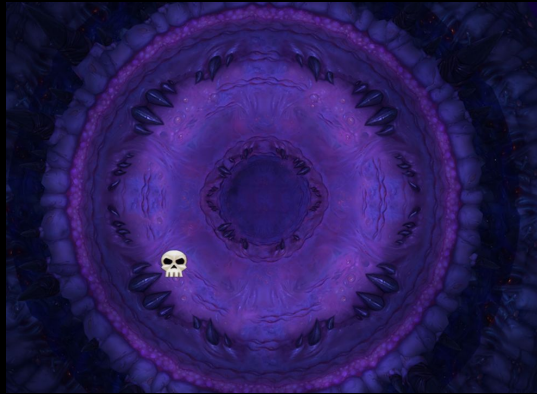
\*Paranoia will occur during this, position yourself roughly in the middle of the tentacles

# Group Assignments

Living Realm 2: Rest of Team

Psychus Realm 2: Manet, Twy, Ellsii, JD, Q,  
Mud, Squeakk, Paw, Kordeus

# Living Realm 2



Kill tentacle

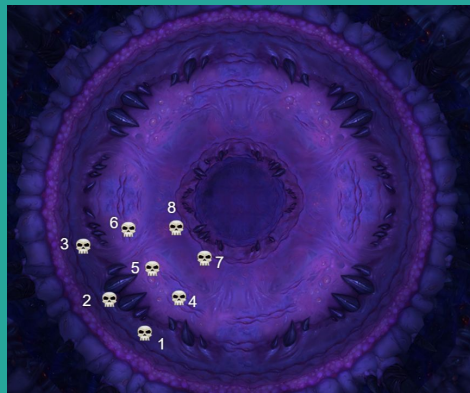


1. Kill 3 lines of Neurons
2. Find Paranoia buddy
3. Move into position for mind grasp
4. Control adds before grasp (beam, roots, stuns)



Kill tentacle

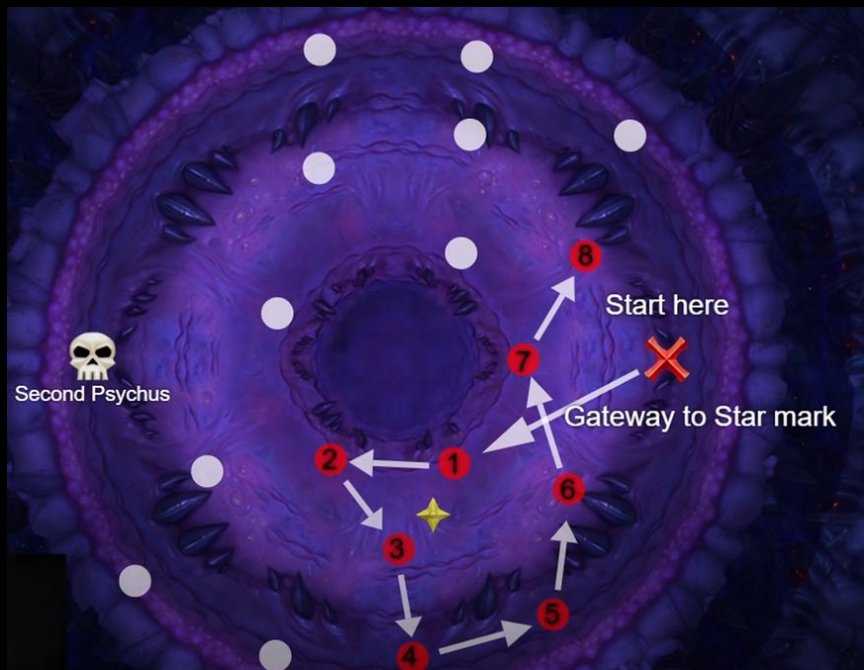
# Living Realm Neuron Assignments



1. **Aka** Kill
  2. **Aka** TRAP
  3. **Drak** TRAP
  4. **Drak** Kill
  5. **Bly** Kill
  6. **Bly** TRAP
  7. **Ourglory & Val**
  8. **Sneek & Calo**
- Forest** - help hunters

Hunters use binding shot for adds to help tank

# Psychus Realm 2



- Use a defensive and take gate
- Be loosely stacked (5 yards from one another)
- Kill the synapsis in the order on the left
- Small psychophage adds are NOT priority, just cleave them down and move away/dodge
- Kill psychus before the timer for the 3rd basher is complete

Tank Drops:

- 1: Between synapse 1 & 2
- 2: Between synapse 4 & 5
- 3: At last synapse

1. First harvester
  - a. Soak as group, use 2 neck (**Q and Mud**)
2. 1st anguish comes out
3. Eye beams out (left)
4. 2nd anguish comes out
5. Paranoia
6. Mind grasp
7. 3rd Anguish
8. Second harvester
  - a. Immunities: **Calo, Squeakk, Ourglory, Knights, Sneek**
9. 4th Anguish and Eye beam (Right) (OVERLAP)
  - a. Adjust anguish position to not get hit by eye beam
10. Third harvester & Paranoia
  - a. Immunities: **Drak, Bly, Aka, Kordeus, Val**
  - b. Linked paranoia be beside the soak
11. Beams (left) (with Paranoia) - be on the same side as your partner
12. NUKE THE BOSS ~40%

# Phase 1 : Together

**Burn the boss <76% health**

Stack on the south side of the boss

Necks: **Manet and Pam**

**Deal with Harvesters and Anguish**

Anguish Information on following slide

Immune soakers: Immune to end of the cast and wait for anguish to be cast before dropping, prevent anguish application

2nd set of Harvesters: **Calo, Squeakk, Ourglory, Knights, Sneek**

3rd set of Harvesters: **Drak, Bly, Aka, Kordeus, Val**

Necks after the burn (after first group soak)

**Q and Mud**

# Anguishes



Each player will be given a predetermined position for each Anguish

Phase 1 - Deal with Anguish 1-4

## Tips

Spread and get to spot ASAP

Do not stand too close to other pools, but also want to conserve space

Adjust if you see someone in trouble (the overlap)

# Anguish Positions



Anguish 1



Anguish 2



Anguish 3/4



# Secret Phase

2 necks use: **Knights** and **Twy**  
Stack, **OG/Drak** disarm, heal up  
Spread and dodge

**Calo, Squawk, Kordeus** disarm  
Stack

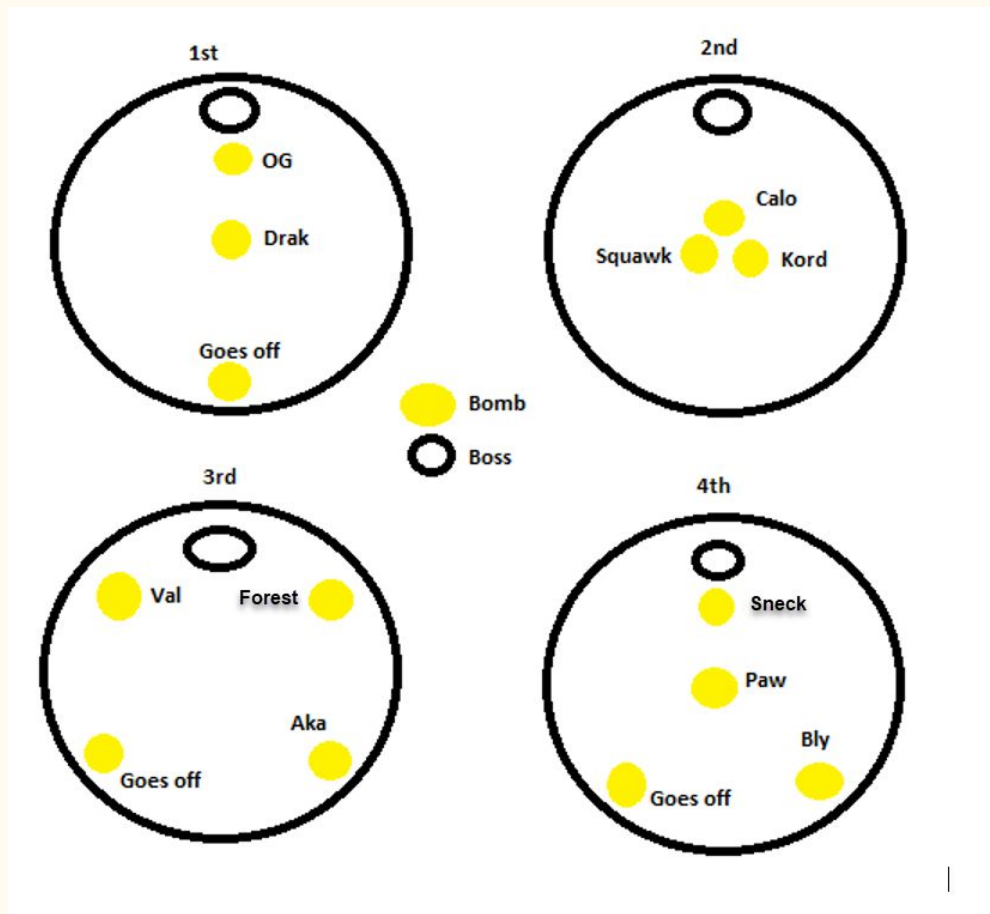
**Val, Forest, Aka** disarm

**Sneek, Paw, Bly** disarm

## TIPS:

Always stand up against the wall to minimize incoming damage from explosions  
Take **annihilate (blue circle)** to sides of group (will overlap 3rd set - use personals if needed)

Exiting: Tanks/heals/DPS called to exit - put on autowalk, you can move while going through portal



# Final Phase

Walk through of phase:  
<https://youtu.be/DYqWM4gD4rI?t=2340>

1. Raid soaks harvesters
  - a. **JD** use neck
2. Anguish drop (#5) on the left (**WR Paw**)
3. Beams (moving right) - try to beat if possible
4. Anguish (#6) drop on the right/back
5. Paranoia & mindgrasp
6. Anguish (#7) drop to the right/back
7. Harvesters (leave up) **all immunities soak** - time it towards the end of the cast to prevent anguish application
8. Anyone without immunities run out Anguish #8
9. Beams (moving left)
10. Harvesters -(leave up) let cast to go insane (**HERO**)
11. Paranoia & beams (moving right) - stack stacked up and start to the left to move right with beams



Anguish 5



Anguish 6/7 - have lots of room to spread



Anguish 8 - anyone who didn't have immunity

NOTE: Anguish 6/7 can be relatively spread. Similar set up to first anguish with **Ellsii/Paw/Sneck/Val** having a change