

Mythic Nzoth

Hoagie's Heroes Strategy Guide



Changes of Note

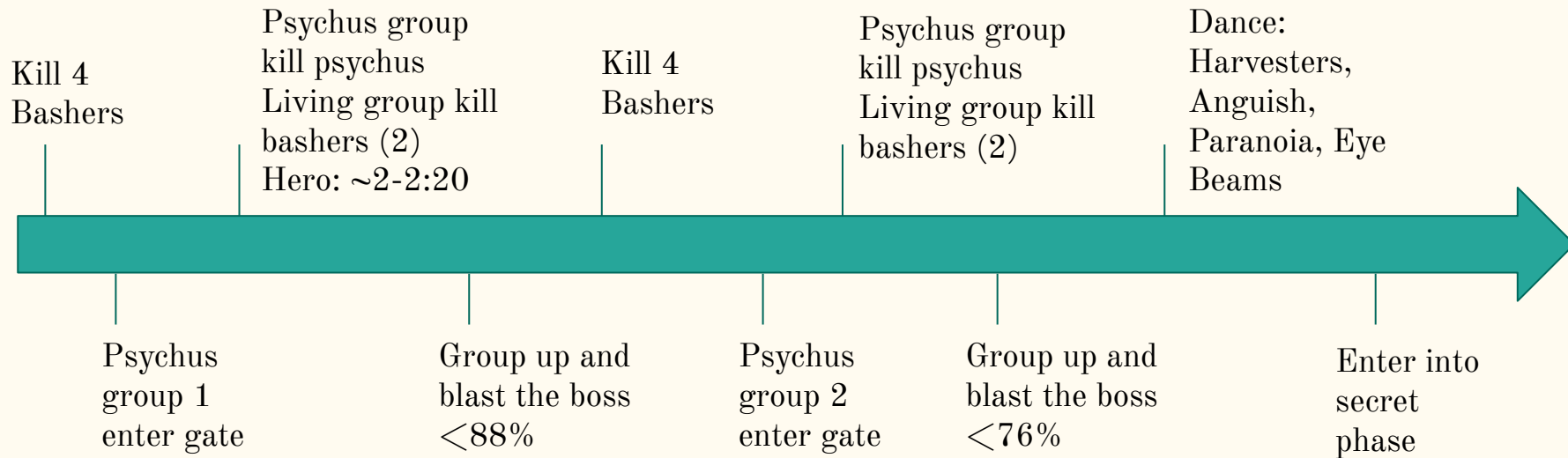
Psychophage Adds:

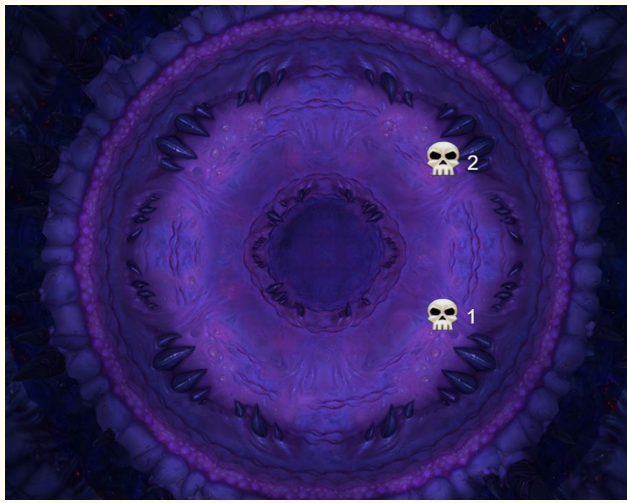
- Each time a basher or synapse is killed adds spawn in opposite realm
- Stay away from adds and dodge swirly, can stun/interrupt etc
- These are NOT priority

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**

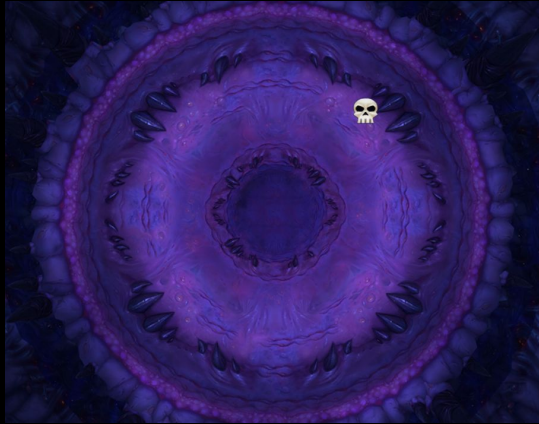
*Paranoia will occur during this, position yourself roughly in the middle of the tentacles

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

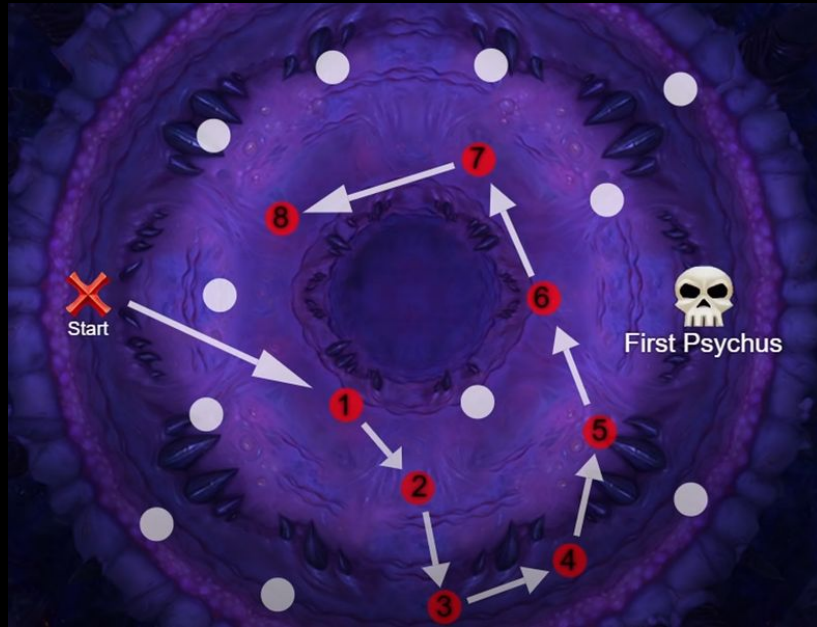
Living Realm Neuron Assignments



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

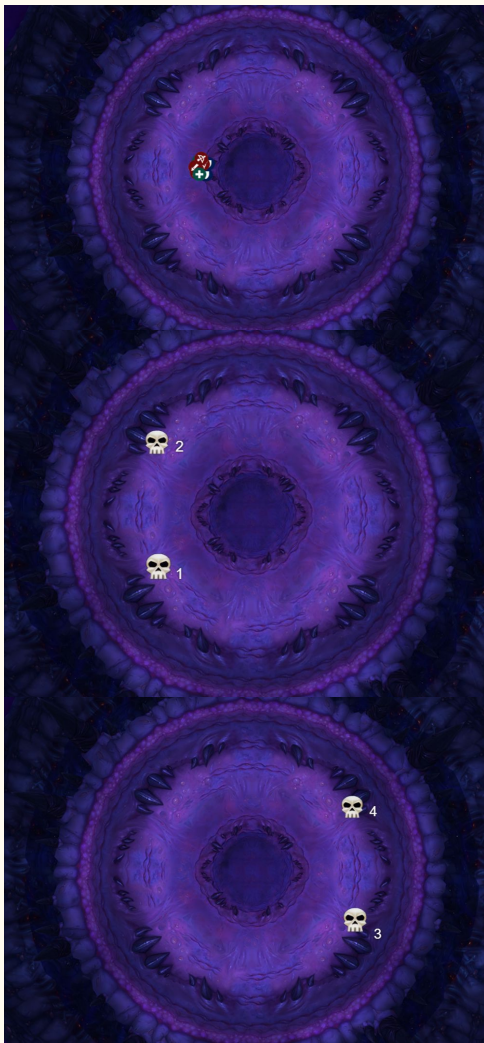
Psychus Realm 1



- 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**

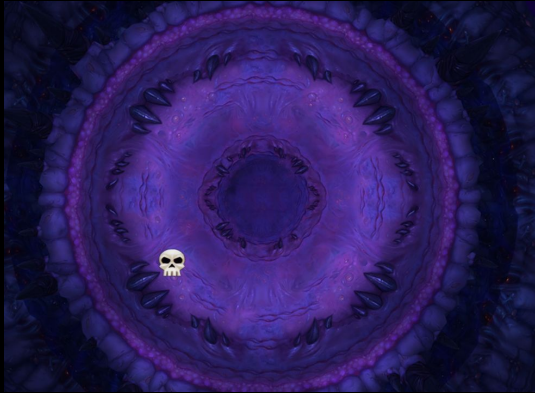
*Paranoia will occur during this, position
yourself roughly in the middle of the tentacles

Group Assignments

Living Realm 2: Rest of Team

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

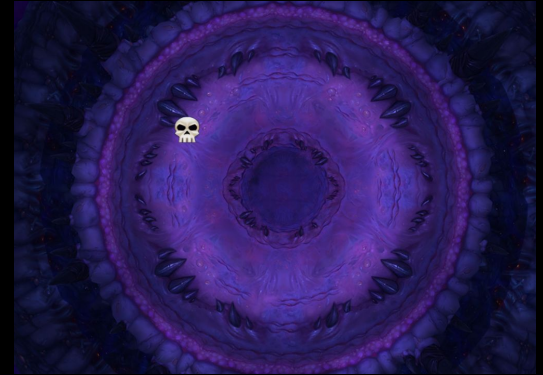
Living Realm 2



Kill tentacle

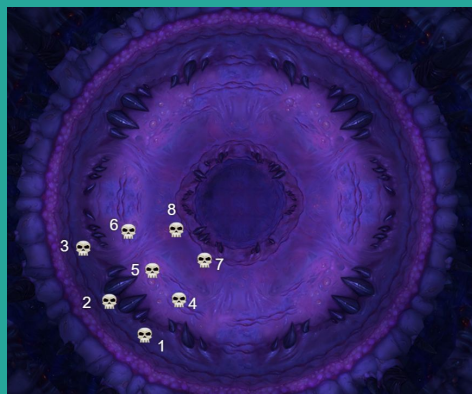


1. Kill 3 lines of Neurons
2. Find Paranoia buddy
3. Move into position for mind grasp
4. Control adds before grasp (beam, roots, stuns)



Kill tentacle

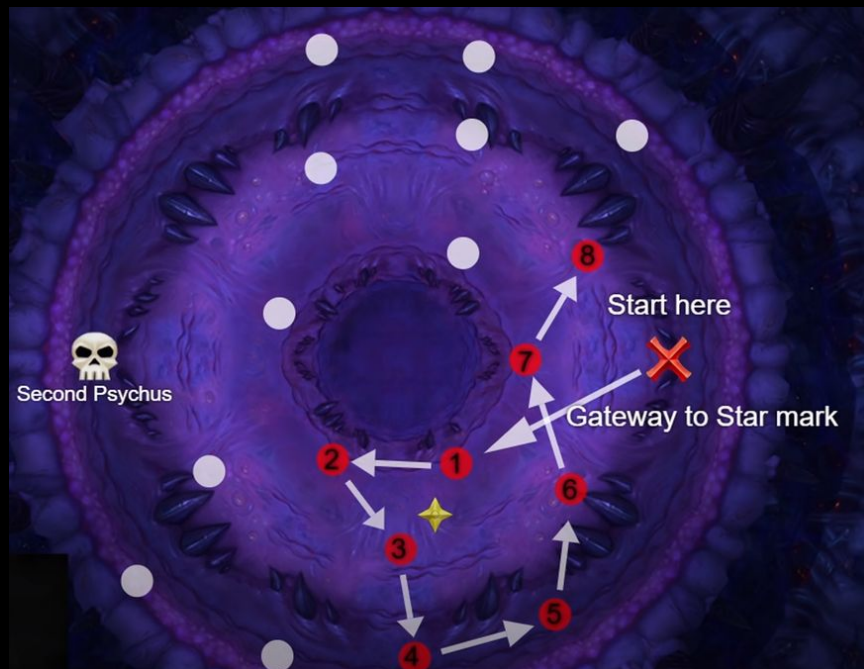
Living Realm Neuron Assignments



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

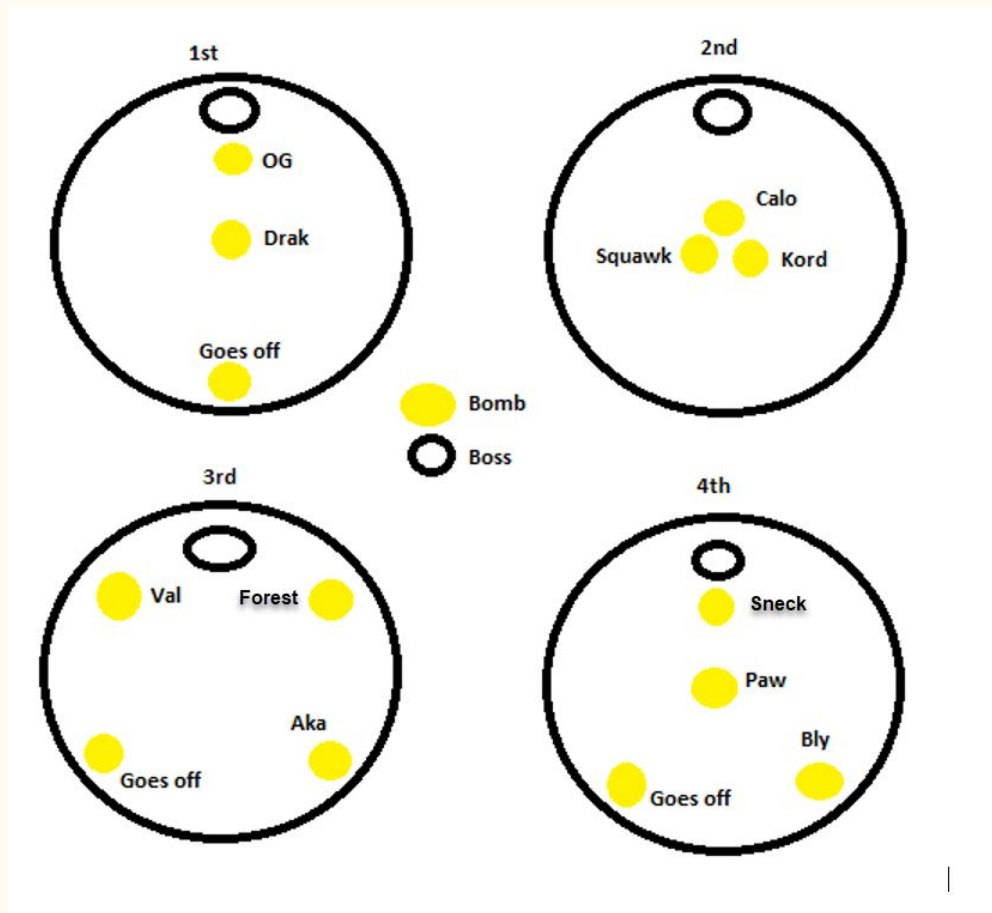
Val, Forest, Aka disarm

Sneck, 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

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



Anguish 5



Anguish 6/7 - have lots of room to spread



Anguish 8 - anyone who didn't have immunity