

BJScripts - Bug #1377

Castle Highhold : Gudre Blackhand (Set up for BJ Gudre) AOE Blockers needed

2015-04-16 09:42 PM - blammo

Status:	Resolved
Priority:	Normal
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
<p>... doesn't appear to handle his AOE's, one of which is his massive power tap. Rest of zone is cake, wiped 3 times (5 mins, 5 mins, 11 mins w/manual aoe blockers) because once the AOE mana tap hits you for 58,146 mana every second, you die pretty quick.</p> <p>This page describes the fight, as it exists today : http://www.eq2stuff.com/?page_id=129</p> <p>quote: "</p> <p><small>He casts "Stunning Thresher Shark", "Pelican Dive" and "End Around" fairly regularly. At release, if "Pelican Dive" was up for too long it was a fail condition, these days it may as well be called the memwipe from hell. "Pelican Dive" and "Stunning Thresher Shark" really needs to be cured as quickly as possible to avoid memwipes/power drain.</small></p> <p><small>"Diving Pelican" and "Stunning Thresher Shark" are AoE blockable and pot cure-able if needed. "End Around" is an un-curable de-target."</small></p> <p><small>Stunning-Thresher-Shark.png</small></p> <p>There's more things listed on that page (even ACT triggers), that I'm sure you're already doing, but at the moment, even with blue/green adorned group, even with spirit tap, troub and illy, you can't keep up with that kind of DOT if you miss it.. death soon follows.</p>	

History

#1 - 2015-04-22 06:03 AM - bjcasey

- Status changed from New to Resolved

This has been implemented in Patch # 110. I provided you with 2 options:

- [REDACTED]
- [REDACTED]

#2 - 2015-04-27 03:38 PM - blammo

thank you!!

That works much better.. had to intervene a couple times, cast spirit tap, but at least it was possible!

#3 - 2015-05-04 09:55 AM - blammo

Something changed, and sadly we're back to the start.

Neither BJ Gudre or BJ Fast Gudre will complete.

I'm guessing this has to do with the BJ Immunities re-write. Is there a guide somewhere on how to use BJ Immunities?

#4 - 2015-05-04 12:43 PM - blammo

it's definately immunities.. I can check the console, see it's calling bj immunities every 30 seconds, but it's not DOING anything.

As a temp work around, I put the druid shell at the top of her cast list, and we can finish the fight, so I'm sure once we learn how to configure/use BJ immunities, this will all come together.

FWIW, the file mentioned in the patch notes of V110 doesn't exist, nor is it created by patching.



- This file is located in your .../EQ2BJCommon/BJMovement/Saves/Immunity Chain Spells/ folder.

#5 - 2015-05-04 12:57 PM - bjcasey

I saw someone post this in IRC. I'll patch again tonight to correct this issue.