

# Soulrender Dormazain

## The Torture Boss

### OVERVIEW

### PHASES: 1

Hero: On Pull

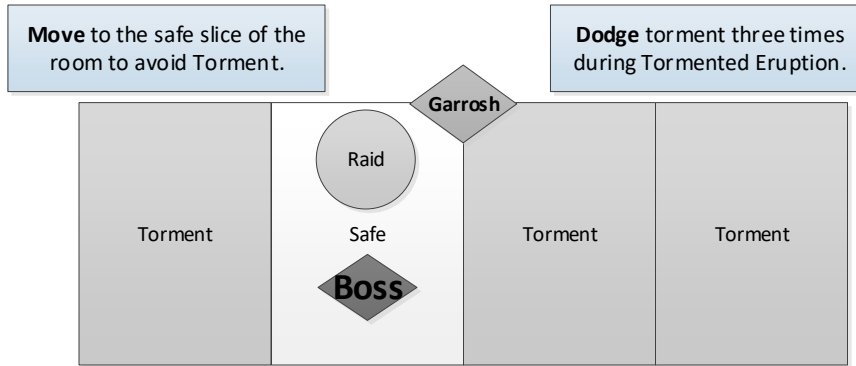
Someone has to fuel the anima required to empower the Jailer's forces, and Soulrender has never met a soul he couldn't break – including Garrosh. He has been torturing anima out of the warchief's rage, and we are here to stop him. Limit Garrosh's agony while dodging torture attempts on our own souls. If we don't break the chains in time, the screams of pain will wipe out the entire raid – but take your time and be careful, he is still Garrosh after all!

### SPECIAL NOTES

**Immunities/Personals** – None  
**CC** – Mawsworn Agonizers  
**Dispels** – None

### Handling Torment:

### ABILITIES



**Torment** – 3 of 4 sections of the room fill up with red void zone, inflicting damage and a DoT to anyone standing inside.

**Tormented Eruption** – Multiple waves of Torment happen back to back.

**Ruinblade** – Physical damage to tank, increasing physical damage taken by 100% for 40 seconds, stacks.

### Handling Mawsworn Agonizers

**Brand of Torment** – Random players are branded, inflicting damage to all nearby allies and adds, increasing damage taken by Mawsworn Agonizers 50%.

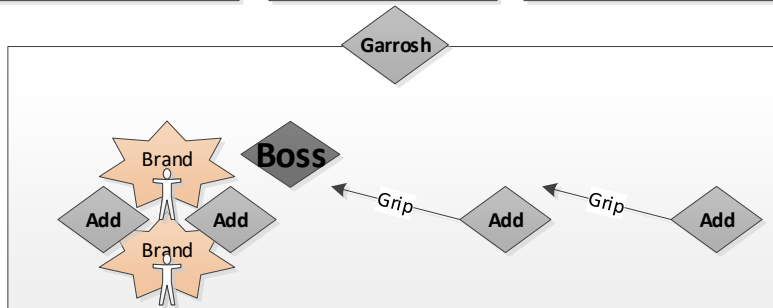
**CC/Grip** Mawsworn together when they spawn at the back of the room, then **nuke** them down.  
**Interrupt** their Agonizing Nova cast.  
 Players with Brand should **overlap** their debuff on the adds.

### Mawsworn Agonizers:

Spawn in random locations at back of room and slowly walk towards Garrosh.

**Agonizing Nova** – Interruptible aoe damage and slow.

**Defiance** – If a Mawsworn Agonizer reaches Garrosh they become CC immune and deal 200% more damage.



**Rendered Soul** – Swirlies spawn dealing damage within impact zone.

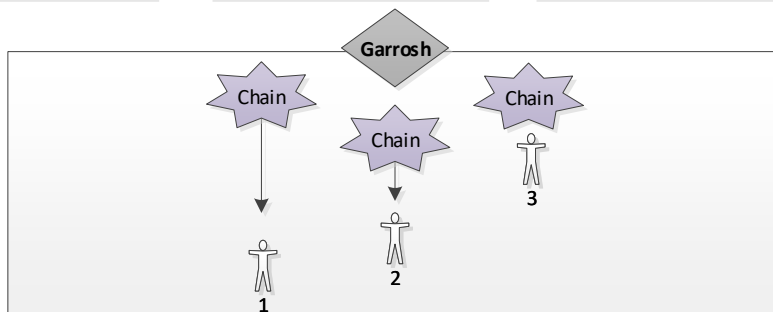
*If an add reaches Garrosh, they no longer can be interrupted and deal 200% more damage.*

**River of Souls** – Standing near Garrosh reduces healing and damage done by 100%.

### Handling Warmonger Shackles

**Echoing Screams** – Unavoidable raidwide damage every 5 seconds.

**Click chain** and run 40 yards to snap, dealing raidwide damage.  
**Stagger chain** breaks to avoid killing the raid.  
**Rotate players** due to debuff preventing you from breaking chain more than once.



**Warmonger Shackles** – Three chains appear at Garrosh's feet and must be clicked and then carried 40 yards away to snap them, dealing raidwide damage.

**Soul Manacles** – Debuff preventing you from clicking two chains during the fight.

*Failure to break all 3 chains in 40 seconds results in a raid wipe.*

**Hellscream** – If all 3 chains are not broken in time, results in a raid wipe.

### MYTHIC ONLY

Addition of a new type of Mawsworn – **Mawsworn Overlord**. This Overlord empowers nearby Agonizers with Defiance, preventing them from being CCed and increasing their damage dealt by 200%.