

Igira the Cruel

The Forger of Weapons

OVERVIEW

This boss will test a variety of skills by throwing every weapon in her arsenal at the raid, including spears that need to be destroyed to free your teammates. During intermission, select which empowerment she'll use against you next.

Phases: 2 Hero: P1

SPECIAL NOTES

Immunities – Hacking Torment
Dispels – None
Interrupts – None

TANK

Stand on top one another to share the melee swings. Taunt at high stacks of DoT.

Healer

Quickly heal the absorbs when Flayed empowerment is active.

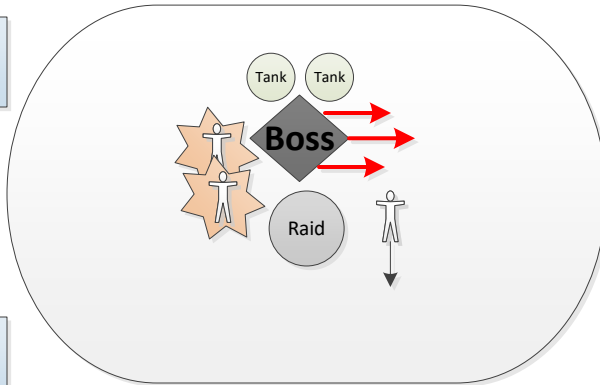
DPS

Nuke down spears to free your teammates.

ABILITIES

Phase 1

Avoid standing near tanks.



Dodge the blades.

Drop spears close to boss to be nuked down.

At 100% energy, boss begins Marked for Torment (P2).

P1:

Vicious Swing – Boss melee attacks strike the active tank and nearest player, applying a stacking Shadowflame dot for 20 seconds.

Blistering Spear – Random players targeted who are tethered to the ground by a spear, dropping void zone around them. The spear must be killed to free the player.

Twisting Blade – A row of blades is shot out towards a random player, inflicting damage and knocking back if hit.

P2:

Harvest of Screams – Boss damage increased by 10%, stacking, every time 100 energy is reached.

Marked for Torment – Raidwide damage and knock, igniting three circular areas around the room. Standing in a circle causes it to shrink, empowering her weapon based on which of the three is soaked.

Searing Sparks – Dodgeable swirlies will fill the room, knocking players back if stood in.

Flesh Mortification – After soaking a Torment circle, players take 100% increased damage from them in the future.

Weapon Empowerment Types:

Hacking Torment – Deals damage to tank, reduced based on number of players within 10 yards of the impact zone (can only help split damage once due to a debuff).

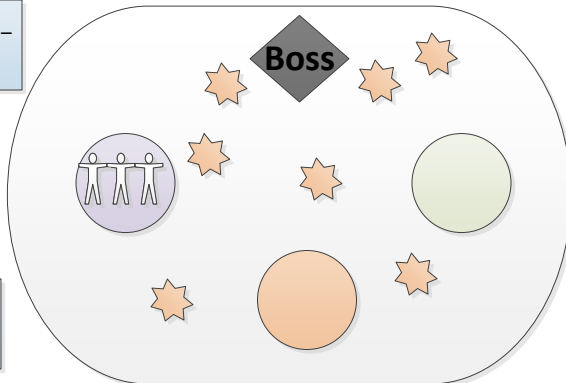
Slicing Torment – Boss leaps to a player dealing massive damage in that area, then leaps again to the player furthest from her. Waves of dodgeable swirlies explode from the smash zone.

Flayed Torment – Random players receive a healing absorb debuff that explodes if not removed. When removed, player deals splash damage and shoots out dodgeable orbs.

Phase 2

Send a small group of players to soak one of the three weapon circles to activate an empowerment.

Rotate 3 groups to soak – can only soak once.



Recommended Order

Hardest to Easiest due to boss increasing damage done.

- 1 - Flaying
- 2 - Slicing
- 3 - Hacking

Dodge fire swirlies throughout the phase.

Empowered P1

Hacking Torment

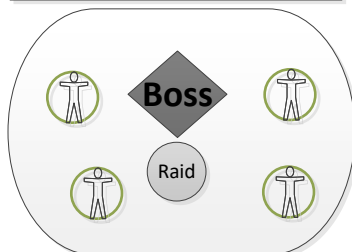
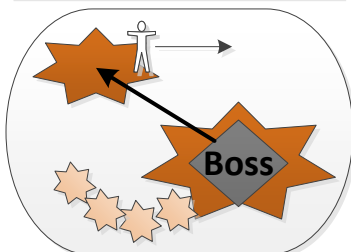
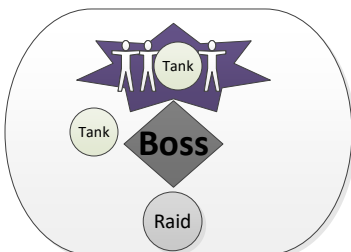
Rotate groups to soak the smash. Do not soak two!

Slicing Torment

Run away from the smash zone. Dodge the swirlies after.

Flayed Torment

Quickly heal off the absorbs. Stay spread as you will explode.



MYTHIC ONLY

Igira will forge **two empowerments** to wield instead of one, based on the two circles not soaked during Marked for Torment. This means your raid will need to deal with two types of abilities at the same time – if all combos must be used, recommendation is start with the hardest first due to increasing damage done over the fight.