

Soulbinder Naazindhri

The Chamber Adds Boss

OVERVIEW

The room is filled with chambers holding adds – we must break the glass to kill them two at a time, before their prison expires and they all overwhelm us at the same time. Use CC to survive the onslaught, and then prepare for new spawns.

TANK

Taunt ~6 stacks of Mystic Lash.

Healer

CDs for Spellburn.
Dispel Void Burst during intermission.

DPS

Line up CDs for Intermission if needed to burst down dangerous adds.

Phases: 2 **Hero:** Pull

SPECIAL NOTES

Immunities – N/A

Dispels – Void Burst

Interrupts – Mage's Void Burst

ABILITIES

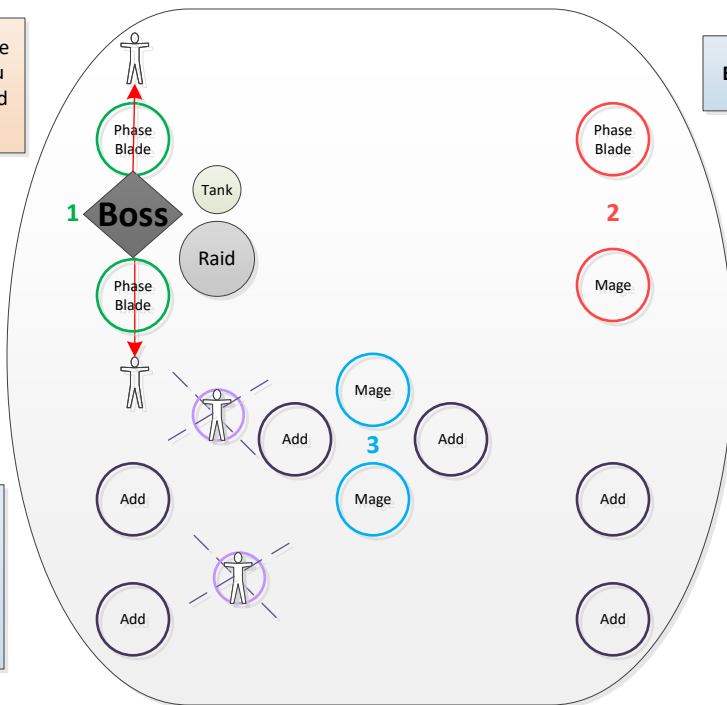
Phase 1

Position boss between two containers.

Aim beams at containers to break out adds.

Dodge the orb it fires out to ensure it hits the container.

Care of raidwide knockback, you can get knocked off arena!



Burst down adds.

Drag boss to next containers and repeat

Aim arrows away from raid with Convergence debuff.

Priority:
Phaseblades >
Mages >
Assassins

Break containers in the order indicated for best add outcome
1 – 2 – 3

⚠ Soul Calling – Adds spawn within chambers and cannot be touched until the shield is broken by a Soulfray Annihilation orb.

Adds:

Shadowguard Assassin – Dashes to random players and deals damage, applying a 30 second DoT.

Shadowguard Mage – Casts Void Burst, inflicting damage and leaving a 20 second DoT.

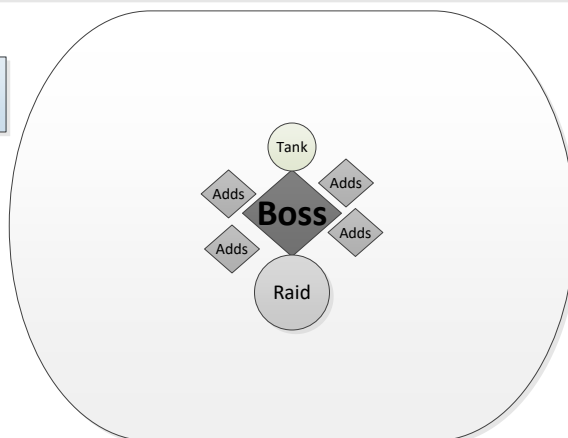
Shadowguard Phaseblade – Deals damage to the target and pulses raidwide AoE.

⚠ Soulfray Annihilation – Boss targets two players with an arcane orb, shooting out at them and dealing damage with the first thing it touches. If the first thing is a Chamber, will destroy the shield.

Phase 2: Intermission

After 3 rounds of Soulfray Annihilation beams, the boss will free all remaining adds.

Quickly burst down adds.



Interrupt Mage's Void Burst casts.

Dispel Void Burst DoT if casts get off.

Priority:
1 - Phaseblades
2 - Mages
3 - Assassins

Arcane Expulsion – Raidwide damage and knockback.

Soulfire Convergence – Targets are debuffed, shortly after shooting out multiple orbs around their body that deal damage and reduce movement speed if touched.

⊕ Spellburn – Pulsing raidwide damage every 2 seconds.

🛡 Mystic Lash – Deals damage and applies a 5 second DoT to current target, increasing damage taken by Lash by 10%, stacking.

Boss will respawn containers and fresh adds will grow. Repeat Phase 1.

MYTHIC ONLY

Phaseblades increase damage dealt by 7%, stacking over time. **Assassins** now apply dot in an area around their target. **Mages'** cast time halves each interrupt. Chambers now require being hit by **Soulfire Convergence**. Boss does a knockback that causes players to drop void puddles where they land.