

# Tarragru

## The Anima Power Boss

### OVERVIEW

PHASES: 2

Hero: 10% (Or Pull)

Your raid will enter the zone and begin fighting 4 goliath adds, each of which drops an anima power – Torghast, anyone? You'll have 3 options per orb for a total of 4 powers. You can reset these choices by clicking on a siphon near the boss room in the center. You will want to select powers that boost your output while also assist in cheating the mechanics of the raid – and don't take the troll powers or your raid team might just bench you permanently!

### SPECIAL NOTES

**Immunities/Personals** – Intercepting Chains, Soaking Torments  
**Soothe** – Fury of the Ages  
**Dispels** – Predator's Howl

### Anima Power Selection

### ABILITIES

Avoid	Mechanic Counters	DPS	Tank	Healer
<p><b>Lumbering Form:</b> Knockback allies.</p> <p><b>Ten of Towers:</b> Upon death, stun raid/boss.</p> <p><i>These will get you immediately kicked...</i></p>	<p><b>Ever-Beating Heart:</b> Immune to stuns/fears</p> <p><b>Satchel of the Hunt:</b> Grants nearby allies move speed</p> <p><b>Oddly Intangible Key:</b> 90% less AoE damage taken</p>	<p><b>Elethium Weights:</b> +30% primary stats</p> <p><b>Huddled Carvings:</b> +30% damage if near 2 players.</p> <p><i>Other options include secondary stats, direct damage procs, etc...</i></p>	<p><b>Elethium Diffuser:</b> 50% damage taken is reflected</p> <p><b>Blade of the Lifetaker:</b> Steal health from boss based on your max HP.</p>	<p><i>Pick stat buffs or support anima.</i></p> <p><b>Soulward Charge:</b> Spawn orbs that increase damage/healing/speed if picked up.</p>

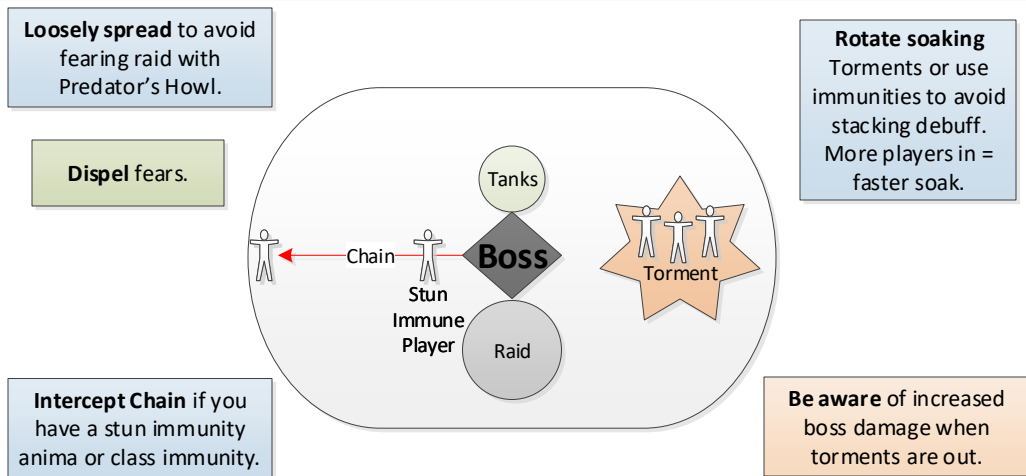
**Chains of Eternity** – Targets player and shoots out a chain. The first target struck is stunned and pulled into boss, taking deadly damage.

**Hungering Mist** – Room fills with deadly darkness, leaving one safe spot to stand.

#### Torments:

*Void zone that impacts players until soaked to empty. Soaking results in a 1.5 min debuff.*

### Phase 1



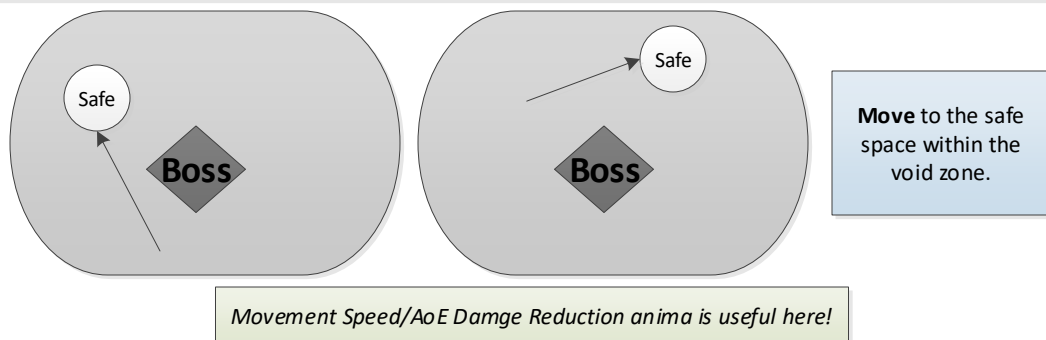
**Might Torment** – Increases boss' physical damage dealt, player who soaks takes increased physical damage.

**Echoes Torment** – Increases boss' magic damage dealt, player who soaks takes increased magic damage.

**Heat Torment** – Raidwide ticking damage, player who soaks receives a fire DoT effect.

**Predator's Howl** – Debuffs a few players with an aoe fear circle, fearing players within 5 yards. Can be dispelled.

### Intermission



**Fury of the Ages** – Enrage increasing boss damage done and haste by 25% for 30 seconds.

**Grasp of Death** – Small DoT applied to a few random players periodically.

**Overpower** – Physical damage + stun on tank, applies Crushing Armor.

**Crushing Armor** – Increases physical damage taken by 200% for 20 seconds.

### Phase 2: 10% (Hero)

#### PHASE 2:

*At 10% boss health, all anima powers are removed and boss deals 500% increased damage.*

Boss enrages and stops casting abilities, instead chases target and hits with 500% increased damage.

Kite!

Run!

Immune!

Blast!

Loot.

### MYTHIC ONLY

Two **Torments** are summoned at a time. Soaking them results in a permanent debuff.