

Remnant of Ner'zhul

The Bouncing Boss

OVERVIEW

PHASES: 1

Hero: On Pull (or 30%)

After failing to successfully usher the Jailer into Azeroth, Ner'zhul now suffers endlessly and plans to share that pain with you. We will need to constantly pick up his orbs of torment and chuck them off the edge, all while dispelling a bouncing debuff that risks knocking us off too. As we damage the boss his armor falls off one piece at a time, until we can finish him off and get our well deserved loot – assuming you've managed to stay on the platform, that is!

SPECIAL NOTES

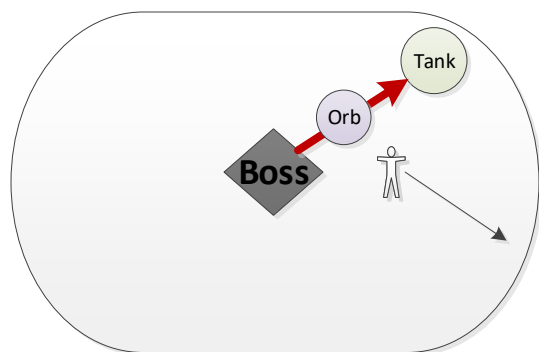
Immunities/Personals – None

CC – None

Dispels – Malevolence

Handling Torment Orb

ABILITIES



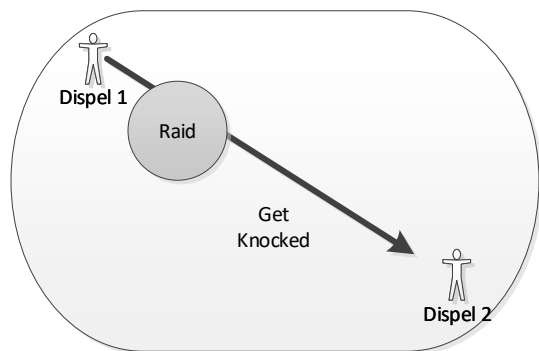
Aim Suffering at the orb to break its shield, then DPS it down.

Grab Orb if mobile/negate slows, and run to edge to throw off.

Orb of Torment – An orb spawns, taking 99% reduced damage until hit with Suffering. Deals ticking damage to random players.

Suffering – At 100 energy, boss blasts target with a beam, hitting anything inbetween. Increases damage taken by suffering 500%.

Handling Malevolence



Run to edge with debuff, when dispelled player will get knocked backwards, raid will get knocked away from player.

Heal up then **dispel** second player to repeat.

Sorrowful Precision – Once killed, the orb can be clicked to pick it up and carry to the ledge, throwing it off with action button. Causes player to take ticking damage and stacking slow while holding orb.

Shatter – At 80%, 60%, and 30% health, a piece of boss armor is destroyed, dealing raidwide damage.

Malevolence – Debuffs 2 players, when dispelled knocks entire raid back and deals damage. Leaves a void zone under player.

Grasp of Malice – Beams shoot across platform, knocking/damaging anyone hit.

Aura of Spite – Ticking raidwide damage + Swirlies fill the area, if hit player is silenced and damaged. Number of swirlies increases as more armor is removed.

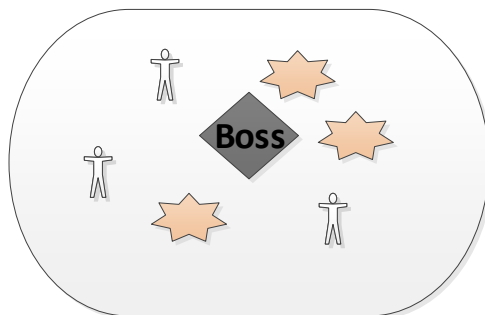
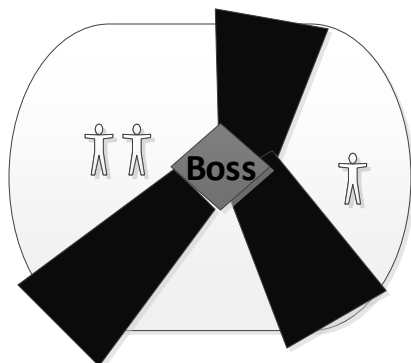
Handling Grasp of Malice

Handling Aura of Spite

Dodge the void zone beams to avoid being knocked off the platform.

Dodge the swirlies to avoid being damaged and silenced for 3 seconds.

An additional wave of swirlies spawns with each piece of armor that is removed from boss.



MYTHIC ONLY

When a piece of armor is removed, it will land on the ground and duplicate boss abilities. The Helm duplicates **Suffering**, the Gauntlets duplicate **Grasp of Malice**, and the Rattlecage duplicates **Malevolence**.