

Warcraft Formula



Current News

This month's news isn't quite as mind blowing as the last few months'. We're pretty much in a lull now that 3.1 was released, as it's expected to last until the end of Season 6, sometime in about 3 months or so - I'd imagine, we see new content just before Blizzcon, with new info about the next patch coming out right after that. So, what does that mean in terms of all thins new in World of Warcraft? It means we get to look at rumors, basic details and speculation. Fun times.

Patch 3.2

The first thing to talk about and something you've probably all heard a decent amount about by now is the announcement of the 3.2 patch. Hitting the net on May

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22, the details a few days ago, the new patch will be called Call of the Crusade and will be released sometime toward the end of the summer, when Season 6 is wrapping up. Here are a few more details as we have them right now:



Argent Tournament Expansion - The Argent Tournament will be expanded a bit in the next major content patch, making it even more of an ongoing, evolving

event. The result this time will be the building of the Argent Coliseum which will house all sorts of new dailies and rewards. We're not entirely sure what kind of content will be here yet (probably PvE but it has not yet been announced), but a coliseum style event sounds like a lot of fun. As of right now, there is word that 5, 10, and 25 player challenges are being included, making some think it will be like the Violet Hold instance, having players fight wave after wave of mob.

A New Battleground - A new battleground has been added to the works as well, launching in 3.2. It will be called Isle of Conquest and while details are sparse right now, it is being called a keep siege style battleground and should add a bit of fun to the mix for those tired of all the honor grinding on the same old content.

Season 7 - It's no small wonder that Season 7 would launch with a major content patch. It also gives us a general idea of how far away 3.2 is, considering most arena

seasons last about 18-25 weeks or so - about 4-6 months on average.

Right now, that's about all the info out there. No one has seen anything from 3.2 yet and there is no word on the long rumored new 5 man dungeon or the advent of the Icecrown Citadel (long rumored for a 3.2 launch but now thought to be pushed back to 3.3 or later). Keep an eye out for updates here in Warcraft Formula as we gain more details about the new content coming later this year.

Blizzcon 2009



As if you needed me to tell you, the tickets for Blizzcon 2009 are sold out - meaning you're either there or you're reading the blogs of people who make it there. One cool thing to keep in mind is that the event will be broadcast on

DirecTV this year as a pay per view event. If you can't make it to California, check it out on TV with everyone else.

What's on the docket at this year's Blizzcon? It's probably a bit early to hear any news about the as-of-yet unannounced Blizzard MMO, but then again, Blizzard has a long history of showing us details on projects years before we actually get to play them, so who knows.

We are probably going to see new information about the next WoW expansion this August though as it is expected to launch in late 2010. Additionally, information about Starcraft II and Diablo III should be plentiful for anyone interested in picking up some other old Blizzard faves. This is a big year for Blizzard (and next year is probably going to be even bigger). Keep an eye out - it will be a major event.

Big Firsts



If anyone thought that the content in Ulduar would be as easy and dull as what we saw in the rehash of Naxxramas, they were in for a surprise when they tried to run the entire raid all at once. Blizzard put enough caps and road blocks in the way to make it so that fighting and defeating Algalon would take a good long time to pull off. In fact, the US realm first kill of Algalon didn't occur until the last week of May (by the Gentleman's Club guild on Korgath). The boss has been beaten a few times since then, with no kills yet confirmed (as of writing this) on 25 man. Not bad for almost 6 weeks of 3.1. Maybe Blizzard's finally figuring out how to slow all the hardcore players out there down a bit between patches.

teams you've been playing against for the last 3 years.

Form Changes

A few screens leaked recently that showed off what some of the Druids may be looking like soon in a variety of aspects of the game. New bear forms for both Taurens and Night Elves are already circulating with rumors that new cat forms are also in the works. It's not a major game changer, but it's a nice tweak as the new forms will start to represent a bit more what the original player character looks like. Additional changes and new forms are expected to be coming in much further patches as well.

Cross Language Battlegroups

For the first time, Blizzard has made it possible for players from different countries who speak different languages to play on the same battlegroups. Two of these cross language BGs were made in late May and another eight will hit on the 3rd of June. It's a fun way to get involved in Arena play while not having to stick with the same

Achievements Guides - Glory of the Hero

The Glory of the Hero achievement is one of the most accessible meta-achievements in the game, allowing you to simultaneously show off your prowess without having to spend obscene amounts of time doing so. Here are a few details on how you can make this achievement your own as fast as possible.

The Achievement itself requires that you complete a laundry list of achievements in the various dungeons of Northrend. In the end you get a red protodrake as well as 415 achievement points, not bad for a couple weeks' work. Here is a list of all the achievements included in this meta-achievement and the easiest way to get them done. Keep in mind that you should have a well trained group with players that are interested in getting these achievements. Don't bring people along who are going to get annoyed or impatient that

you are spending so much time on these kinds of things.

Utgarde Keep



"On the Rocks" - For this achievement, you need to kill Prince Keleseth on Heroic without destroying any Frost Tombs. Throughout the fight, the boss will randomly use Ice Tomb on one of your party members to stun them and deal damage over time. In most fights, you would break the tomb and free the player, but in this achievement you need to just not do this. The player also cannot use any trinket or abilities to get

free or they will break the tomb. You will also need to avoid using AoE attacks on the adds so that you don't break the tomb that way - an easy mistake to make. Luckily, this boss is early in the instance so you can knock this one out pretty quickly and if you fail, just start over again.

Utgarde Pinnacle

"The Incredible Hulk" - For this achievement, you need to have Svala Sorrowgrave kill a Scourge Hulk on Heroic mode. The key here is to get the abominations onto to the small platform next to Svala before he uses Ritual of the Sword. The debuff will land and knock off about 10% of his health. You need that debuff to kill him so make sure to get him down to less than 10% health before you set him on the platform. A good offtank is needed to make this happen or you will end up one player short. Luckily, if your offtank does die, you gain the achievement as soon as Svala kills the abomination.

"My Girl Loves to Skadi All the Time" - For this achievement, you need to kill Skadi the Ruthless on Heroic after having killed Grauf from 100% in a single pass through. This is an easy achievement only because you can usually knock out this one and "Lodi Dodi We Love to Skadi" at the same time.



Start this encounter off by triggering the gauntlet and then running back all the way to the little room where the Vrykul start spawning. Kill the Vrykul as they run at you but you won't have to worry about Grauf's breath at all this way. Loot 6 harpoons while in

here and kill the Vrykul as they show up - make sure to have the harpoons split up between players, then run out to Gortok Palehoof's room to reset the fight but not the harpoons. It will take a couple seconds for Skadi to reappear. When he does respawn, run back to the end of the gauntlet and hide yourself away in the room where the harpoons spawned. Have one DPS run back to Skadi to trigger the event. Have the tank ready to pick up all the adds when they appear. When Skadi gets near the harpoons, knock him down with the harpoons hard. You should be able to kill him right here - nice and easy.

"Lodi Dodi We Love to Skadi" - This achievement asks you to kill Skadi the Ruthless on Heroic within 3 minutes of starting the gauntlet.

"King's Bane" - For this achievement, kill King Ymiron on heroic without anyone triggering Bane. To pull this off, you just need to pay close attention to Ymiron's casting bar. He will cast Bane everyone now and then before he

gets to the boat. Don't attack him when Bane is up or you'll put a buff on him that will ruin the achievement. As soon as he casts, hit ESC and run away for 5 seconds, then resume fighting.

The Nexus

"Split Personality" - For this achievement, kill Grand Magus Telestra on Heroic after killing all three of her images within 5 seconds of each other in both splits. This is a pretty simple idea here - just put one DPS on each of her split forms and work them all down slowly, interrupting casts constantly. When you get down to 5% health, stop and wait for the other two DPS to be in the same place. When this happens, get them all together and start AoE spamming. The hardest part here is how long the fight becomes as a result.

"Chaos Theory" - For this achievement, kill Anomalus on heroic without destroying any Rifts. This is a very tough

achievement for a few reasons. You are going to need some seriously high numbers to pull this off, both in DPS and from your healer. Make sure to clear the room immediately and give yourself plenty of room to kite the boss around. Whenever he hits a 20% marker of health, he'll spawn two new rifts and some Mana Wraiths.



Fall back when this happens toward Ormorok's room and make sure only the tank gets hit the by the rifts - heal him a lot when this happens. Use AoE on the wraiths to knock them down and when Anomalus goes back to normal resume DPSing him. The final 20%

will be the hardest because of how many rifts will be open at that time.

"Intense Cold" - For this achievement, you need to kill Keristrasza on heroic without letting Intense Cold get to more than two stacks. For this, you will need to keep everyone jumping and moving as the intense cold will not build up if you keep moving (it only stacks when you stay put). Of course, she can also use Crystal Chains which will act like Frost Nova and keep you from moving, so you need to dispel it immediately whenever it lands. Make sure to have a dedicated dispeller as well as someone to watch focus targets for any changes in the stack.

The Oculus

"Amber Void" - For this achievement, you'll need to kill Ley-Guardian Eregos on heroic without anyone using an Amber Drake. It will take a while to pull this off as you will need to run the

fight with 2 Reds and 3 Emeralds. The reds will take care of the adds while the emeralds will keep you alive, but without any DPS, killing Eregos will be a grind.



"Emerald Void" - For this achievement, you need to kill Ley Guardian Eregos without any Emerald Drakes. The point here is to take away your healer, but you can keep your healer on the platform in the middle to heal the red drake (you'll have 1 Red and 3 Ambers here). Have the Ambers use Time Stop on the adds and this one should be pretty simple. You may also be able to pull this off with 5 Ambers (also knocking out "Ruby Void").

"Ruby Void" - For this achievement, kill Ley Guardian Eregos without any Ruby Drakes. This is just plain too tough with any Emerald Drakes in your midst. The

only real way that you're going to pull this off is with 5 Amber Drakes just burning down Eregos as fast as possible. Have 4 of them use Temporal Shift while the other uses Time Stop and Shock Lance. It's a long fight and it's a hard fight but it can work if you do it right.

"Experienced Drake Rider" - For this achievement, you just need to defeat Eregos while riding one of each of the drakes on heroic. It takes three runs (obviously) and doesn't have to be hard.

"Make it Count" - Kill Ley-Guardian Eregos on heroic within 20 minutes of killing Drakos the Interrogator. If you have a good group for this one, it should be pretty simple - you just need to be well organized. You don't have time for mistakes or wipes. You might pull this off with a 5 Amber team as that will kill Eregos much faster, but it's much harder too. A standard 1 Red, 2 Amber, 2 Emerald should do it though if you don't make any mistakes and don't die.

Azjol - Nerub

"Watch Him Die" - For this achievement, you need to kill Krik'thir the Gatewatcher on Heroic with all three watchers still alive. To pull this off, you're going to need high level gear - probably 25 man Naxx (though some 10 man Naxx will work too). Have the tank hold everything and charge Krik'thir immediately, throwing everything you have at the boss at once. However, if Gashra CC's your healer, you're going to be out of luck, so you had better be fast.

"Hadronox Denied" - For this achievement, kill Hadronox before the top door gets webbed. This is a pretty simple one. Just have a Hunter or Rogue in your group who is willing to die. Send that player into the room and have him pull a Nerubian Crusher to start the event. Use Feign Death, Vanish or simply die outright to leave combat. This will reset the event, allowing you to go in with 10 seconds of no mobs in there. Have the party run to Hadronox and

fight him immediately without any adds. DPS him hard to get him down before adds show up and you'll be alright.



"Gotta Go!" - For this achievement, kill Anub'Arak in less than 2 minutes. You'll need super high DPS to pull this off while killing all the trash mobs in 2 minutes as well. Your gear will pretty much decide this one so if you don't have the gear, go get it.

Ahn'kahet: The Old Kingdom

"Respect Your Elder" - Kill Elder Nadox on heroic without killing any guardians. For this, keep in mind that each of the guardians has a 100 yard aura that will make the

boss impossible to kill. So you need to make sure they always stay at least 100 yards from the boss. Have a player stay in the boss's room and pull him away, usually in front of the steps is best. Have the player that remains, agro the guardians as they appear (there will be 5 in the fight), while healing themselves. Now, the goal is to DPS down the boss before the healer dies. If the healer dies, you're done for.

"The Party's Over" - Kill Prince Taldaram on heroic with less than 5 people in your party. It's not hard, but it's not easy either. Have a DPS sit this fight out and just run the fight like normal, with less DPS. It takes longer, but if you don't blow the enrage timer, you'll be fine.

"Volunteer Work" - Kill Jedoga Shadowseeker on heroic without killing any Twilight Volunteers. For this, you'll need a good chunk of high level gear to make it relatively easy. You'll need to be geared well enough to handle the enraged damage she puts out - if they

cannot, you're not going to pull this off. The adds will appear whenever she hits a 25% health marker (75, 50, and 25). If you don't kill them, she sacrifices them and enrages. So, by the time, she's below 25%, she'll have a x3 stack of enrage on her.

"Volazj's Quick Demise" - For this achievement, you need to kill Herald Volazj on heroic in 2 minutes or less. The insanity cast he has can make this pretty hard, because of your reflection. The best way to cut the time you spend in insanity is to have a Paladin and a Warlock. Have the Warlock use Soul Stone on the Paladin and then have the Paladin use DI on the Warlock. The Paladin will die and the Warlock will leave combat - leaving only 2 reflections to fight for the party. When insanity disappears, have the Paladin use the soul stone and have the Warlock remove the DI and continue fighting.

Gundrak

"Snakes. Why'd it Have to Be Snakes?" - Kill Slad'ran on heroic without getting snake wrapped. To pull this off, you need to make sure someone grabs all the snake adds. If you're a tank, good luck pulling it off though, since you'll be the one grabbing the snakes and you'll get wrapped.



"Less-rabi" - Kill Moorabi on heroic while keeping him from transforming into a mammoth. This is a very tough achievement as you'll need to interrupt 5 different attempts at transformation. When he hits 50% he'll start casting it every 10 seconds and then every 5

seconds. You'll need to be incredibly fast once he gets below 25% health. Make sure that he loses about 20% of his health between each attempt and spread out your DPS effectively. You'll need a Shaman to use Heroism on him and stop his final transformation and a Mage to help with Counterspell (locking transformation for 8 seconds). Skip having a healer here too because they are not helpful - you want the fight to only last about 40-45 seconds at the most.

"What the Eck?" - Kill Gal'darah on heroic while under the effects of Eck Residue. For this, you just need to make sure that you get hit by the Eck Spit when you fight Eck. Have everyone stand in front of it and then kill Gal'darah within the next hour before the debuff goes away.

"Share the Love" - For this achievement, kill Gal'darah on heroic while making sure all 5 party members get impaled. Make sure your healer saves his mana during this fight and pace yourself.

Gal'darah will transform every 25% or so during the fight. So, when you start, DPS him down to 75% and then wait for him to impale everyone. Have the healer keep on healing and the tank using his taunts to hold agro - that's about it.

Drak'Tharon Keep

"Consumption Junction" - For this achievement, you need to kill Trollgore on heroic before he gets to 10 stacks of Consume. For this fight, you'll need to have the tank grab the boss at the bottom of the stairs while the rest of the group goes to the top of the stairs and stays behind the ramp. Have the DPS and healer atop the stairs kill the adds before they get to Trollgore so that when Trollgore uses Consumption, he only gets one stack off the tank. Then, go back down to DPS him for 10 seconds before he casts it again.

"Oh Novos!" - For this achievement, kill Novos the Summoner on heroic without

allowing any undead minions to get to the floor. For this one, just have the party on the stairs to kill the adds as they appear. If a necromancer runs toward Novos, have the tank taunt him back to the party to be killed. Do this until all 4 necromancers die, then kill Novos.

"Better Off Dred" - For this achievement, cause King Dred to Enrage and then kill 6 Gutrippers or Scytheclaws. The only problem here is that Dred often times won't summon enough of the raptors needed to get this achievement. So, to pull this off, enrage him first, then pull the Raptors behind him and kill them first.

Halls of Stone



"Good Grief" - For this achievement, kill the Maiden of Grief on heroic in less than 1 minute. This boss has pretty low HP to start with, so it won't be that hard to get enough fire power together to knock her down in less than a minute. The problem here is the Shock of Sorrow attack that can knock out party members for 10 seconds, wasting entirely too much time to pull it off. If you see her casting this, make sure to jump into the Storm of Grief spawns to pull you back out of the stun and then continue with your DPS.

"Brann Spankin' New" - For this achievement, kill the Tribunal of Ages on heroic without letting Brann take any damage. To do this,

have a Paladin or Death Knight in the group. Have the tank agro everything and have a DPS on task to snag anything the tank misses.

"Abuse the Ooze" - For this achievement, kill Sjonmirr the Ironshaper on heroic while also killing 5 Iron Sludges during the fight. Start the fight by taking Sjonmirr to the entrance to attack him and then have your group run to the middle of the room to avoid the Lightning Ring attacks. When the oozes start to appear, they will merge into an Iron Sludge that you must kill. Just put off the boss for a bit until you have killed 5 of these Sludges and then finish off the boss. Keep DPS numbers up and you should be fine on this one.

Halls of Lightning

"Lightning Struck" - For this achievement, kill General Bjarngrim on heroic while he is charged up. For this, just make sure that you kill him when he is charged up - it's only a bit harder than normal with no special

additions or changes to the fight - pretty simple.

"Shatter Resistant" - For this achievement, kill Volkhan on heroic without letting more than 4 golems shatter. For this, just don't kill the golems. Have the tank hold them or the DPS kite them around a bit. The key then is to kill Volkhan as fast as possible so that you don't have time to accidentally shatter more than 4. If you have enough DPS in your gear, you'll be fine. If not, it might be a bit harder.



"Timely Death" - For this achievement, you need to kill Loken in less than 2 minutes. This

is another one where you need to knock out the opponent in 2 minutes. Just make sure you have enough DPS and start attacking as hard as you can as fast as you can.

Violet Hold

"Lockdown!" - For this achievement, kill Xevozz, Lavanthor, Ichoron, Zuramat the Obliterator, Erekem, and Moragg on heroic. You'll just need to run the instance a few times to do this since the bosses all randomly spawn in any order. Do it a few times and you'll eventually get this one.

"Dehydration" - For this achievement, kill Ichoron on heroic without allowing any Ichor Globules to merge together. Do this fight by fighting Ichoron by the entrance on the stairs. This will keep any globules from getting around your defenses. If you have a party member use the Defense Control Crystals when the Globules appear, the fight becomes much easier as well. You will have to

come back in to the instance to do "Defenseless" though.

"A Void Dance" - For this achievement, kill Zuaramat the Obliterator without killing any sentries. To do this, you just need good stats - make sure to have high DPS and high healing so that you can kill the boss before he has a chance to kill you. The shorter the fight is, the better chance you have of actually surviving it.

"Defenseless" - For this achievement, kill Cyanigosa without using any Defense Control Crystals and with the Seal integrity at 100%. Just don't let the Blue Dragonflight hit the door and you'll be set - pretty much defeat Cyanigosa on Heroic and you'll get this one.

The Culling of Stratholme



"The Culling of Time" - For this achievement, kill the Infinite Corruptor on heroic. You have to get to this boss and kill him within the 25 minute limit that allows him to even show up. If you start the fight and don't finish it within the 25 minute total limit, you fail - it's a pain in the butt and for good reason as you get the Reins of the Bronze Dragon as part of his loot table. There is not sneaky aspect to this though - just try and get through it all as fast as possible.

"Zombiefest!" - For this achievement, you need to kill 100

Risen Zombies in 1 minute. This is a non-boss achievement that is actually quite hard to figure out. There are only 90 zombies in the first part of the instance, before you reach the Town Hall. To get more than the 90 there are, you need to clear the waves of Elites including Meathook until you get to Salramm. Kill Salramm inside the town hall so that the zombies respawn one last time without any agro on you since you're in the town hall. After the Town Hall event, have the tank pull all 90 zombies. Then pull them through the gauntlet and blow them all up. You should have just killed 90% of what you need for this achievement and now only need 10 more to get the achievement with nearly a full minute left to do it.

PvP Update

It's a month into Season 6 and I have to say, it's the same place we're all used to - though with a lot more resilience and a few more good pieces of gear. Just because I can, I've included a few good strategies for new 3.1 level characters (including the poor, poor Warlock). Here you go:

Warlock/Druid Combination



There haven't been too many highly successful Warlock based teams in 2v2 since Season 5 started in December and Season 6 continues along the same path. The folks at Blizzard are trying hard to fix that, but we'll see if they manage to pull anything off. However, if played well, and alongside a good Druid, you can

get a pretty good Warlock based team off the ground. Here are some tips to get you started.

Pros

This team works best because the two classes are designed to work together. The warlock can peel off the Druid easily enough with Fear and Shadowflame and the Druid can do the same with Roots and Cyclone for the Druid. Crowd control is also good in this team with Fear, Cyclone, and Silence, allowing you to simply outlast your opponents.

Cons

Of course, the Warlock is extremely weak against melee and the pets are just downright weak (still...). Most players will start off the fight by killing off your pet, dropping as much as 25% from your damage mitigation and negating your dispel and silence abilities. You also don't have much in the way of finishing damage either. The druid is your strongest point, while the Warlock is going to

need to play smart to pull anything off.

Fighting with this Combo

For this combination, you need to spend a lot of time figuring out how to survive against the more popular groups out there - those being the Warrior/Healer and Rogue/Healer combos that have become popular in Season 6 thus far. Be sure to communicate constantly, preferably with voice, as you're going to need to crowd control constantly, using your skills in coordination carefully.

Announce everything you can to your partner such as Innervate and whenever you are more vulnerable because your trinket or Barkskin has run out. Always have a good idea of when to go for a kill as the Druid is going to need to go after the opponent when this happens.

Warlocks should work on getting your kiting abilities up and to fake casting effectively to make the opponents blow cooldowns.

Always use your cooldowns, never waste a second of the fight just standing there. Teleport should be

in constant use as well because of how effective it is for you as a caster.

The Druid's focus is to keep the Warlock and the pet alive, while still getting some offensive jobs in on the opponents. Try to plan your HoTs as well as you can before hand and always be ready to recover your mana as soon as possible when damage is taken.

The warlock's pet should be alive as much as possible. If you're having trouble keeping them that way, call out an imp with soul link. This makes it so they cannot attack the pet and you still get the damage mitigation (even though you lose your silence and dispel).

Talent Builds

Good builds for this combination start with a Hybrid spec of 28/0/43 for the Druid and the Affliction 54/17/0 spec for the Warlock.

Arcane Mage/Disc Priest



Another fun and growingly popular build in Season 6 is the Arcane Mage/Disc Priest set up, a pretty fun way to blow your enemies out of the water while frustrating the melees out there wearing only cloth armor.

Fighting with this Combo

For this team, you will need to sheep the healer and kill the other player on the opposing team. Use fear and mind control liberally in here as well to keep your opponents on edge and to take away most of their abilities against you. Make sure to keep the DoTs from the Priest active on the kill target and Slow them as well. Don't waste too much mana though - hold out defensively and use your trinkets for whenever

they blow their defensive cooldowns such as Anti-magic Zone or Cloak of Shadows.

When you fight against melee such as warriors or rogues make sure to keep up your Amplify Magic spell at maximum rank. Additionally, use your Dampen Magic spell against other casters, especially Warlocks. And if you can afford it, get a different polymorph that is easier to see when you have your addons up and running.

Pros

This setup is one of the most effective in crowd control in the game and can reset endlessly. Additionally, it is relatively easy to peel off for the other player and keep each other alive if you pay close attention to what's going on.

Cons

You're going to have a big problem against Druids because of how well they counter both classes. They are immune to your polymorph and they can CC you almost endlessly

as well. They are not invincible however, just much harder to kill.

Talent Builds

For a Mage, the most common build is the 51/0/20 Arcane build, though I don't see why a powerful Frost or Arcane/Fire build wouldn't work just as well. For the Priest, you want to go high Disc with 60/11/0 - don't stray much from this.

The Vault of Archavon Strategy

The last couple of months we've been looking at the various ways to kill bosses in Ulduar - starting with the first 4 bosses. I had wanted to get a good strategy put together for Algalon by this month, but as you may know, that particular boss has been giving the community quite a few fits thus far (the world first kill was only on the 26th of May). So, instead, I want to take a look at the new boss added to the Vault of Archavon beneath Wintergrasp Keep, Emalon the Stormwatcher. Emalon is an upgraded version of Archavon, dropping Tier 8 gear and PvP items that can be used in the arena.



Emalon the Stormwatcher Strategy - 10 Man

To get started, you need a good raid setup - I recommend having two tanks, two healers and six DPS - a pretty standard run for a 10 man raid. If you can get them, ranged DPS are better but if your melee DPS options are more powerful, go that route as you will need to maintain decently high DPS throughout the fight with good burst. Make sure to have someone watching for Overcharge as well, because all melee DPS need to break away within 8 seconds of the cast to keep from being killed. Raid damage doesn't exist if everyone avoids Lightning Nova and the Chain Lightning jumps so have each healer focus on one tank and the rest of the DPS just stay on their toes.

Have the boss tanked in one of the back corners in the room and then tank the adds that appear in the middle of the room. Have the off-tank pull the raid and then the main tank will move the boss to

the corner immediately. DPS should then focus in on Emalon. When Emalon casts his Lightning Nova, have everyone run to the back corner for 6 seconds to keep from getting hit by it and then return to DPS.

After 45 seconds of the fight, a Tempest Minion will start adding Overcharge every 2 seconds. Whenever this happens, the Minion will grow larger and all DPS should change focus to that add, killing it before it gets to 10 overcharges. If it reaches 10 overcharges, it will wipe the raid with an explosion. A new minion will spawn when you kill the overcharged one so make sure the tank is ready to pick it up. Whenever a minion is overcharged, its health will return to full so the tank should just pay close attention to the health of each add to see which one's health gets restored - that's the one to focus fire on. Additionally, have Warlocks cast Curse of Agony on the overcharged adds 10 seconds before the overcharge starts - this

will help to boost damage when you switch over to it.

Emalon the Stormwatcher Strategy - 25 Man

For this fight, the best setup is with one main tank, an add tank, 2 main tank healers, 2 raid healers, 2 additional off-healers and 17 DPS. Make sure not to have more than 6 melee DPS of the 17 though. The strategy here is pretty much the same as the 10 man strategy. However, make sure not to get too close together to anyone so that the tank doesn't take a lightning chain.

Have all ranged DPS spread out as much as possible and stack into groups of 2 so that you don't have the lightning chain together for more than 3 hits - otherwise major damage will be taken and your healers will fall behind. Have healers evenly distributed throughout the room as well to take care of anyone that gets in the way. Just make sure to keep the adds away and watch carefully

for any jumps of lightning during
the fight.

Your Questions Answered

Below you will find a few questions posted by our readers in the last month. Questions like these come pouring in every day and we do our best to cover as many as we can. If you have any questions of your own, contact us! We'll do our best to get back to you or to put the question into next month's newsletter with Brad's answer.

Is there a reason why tabards cannot be worn in raids to gain reputation?

Blizzard never really said why you couldn't do this. Of course, that doesn't mean there are not any good reasons to keep players from going through with tabards on in raids and tearing through content to gain reputation. Basically, the thought is that without tabards in 5 man dungeons only, the 5 man dungeons would be completely ignored, cutting out a huge chunk of work Blizzard did for the expansion. Also, there is a ton of grinding in any raid, so that's a lot

of reputation that you would not need to work very hard for any more. In the end, there is no *real* reason for it, but it makes sense.

Can we expect the Ulduar achievement mounts to disappear when the next tier raid appears later this year like they did with Naxxramas? How long do I have to get all those hard mode achievements knocked out?

There hasn't really been much said about this yet, so we don't really know. But, the growing rumble about the Coliseum coming up in Patch 3.2 has us thinking that there will not be a new tier of content, but rather new subsets for Tier 8. And that's still 5 months away. What you should look out for though is the 3.3 patch with Icecrown Citadel - that will probably roll out new drakes - of course, I'm just speculating.

What kind of news can I expect to hear about the next expansion in August when Blizzard announces it?

We don't know for sure that Blizzard is going to announce the new expansion in August (though it's pretty likely at this point). That said, we'll probably hear a few small details about the expansion - basically what the theme is, what major new content we can expect and any other cool new features Blizzard wants to brag about. After that, expect a drought of information until Alpha testing starts up - probably this time next year.

Why does my new Argent Tournament mount look identical to the old mount I was already using?

Check your mount - new skins went up with the 3.1.3 patch that adjusted what the mounts looked like, giving them a unique appearance to set them apart from the old racial mounts.

What kinds of caps are there for things like Stone Keeper's Shards and Gold? I know some of the caps for things like honor, but what about the other stuff?

You're right - the caps for honor and battlegrounds are pretty standard - 75,000 for honor and 100 for battlegrounds. But, for things like gold, it's not a self imposed cap but a programming cap - gold is around 200,000 and stone keeper's shards are probably in the millions or billions. It's a huge number either way, so don't start trying to reach it - you'll just spend the next few years churning away toward nothing.

What is Considered Good DPS when you get started on heroics and raiding?

This is a great question that I hear a lot and for some reason had not yet listed in the monthly updates. Generally speaking, you should start heroics only when you have upped yourself to around 1400 DPS. Get it up to 1500 DPS and you're good to go for 10 man raids and a few more up to 2000 DPS and you can start running 25 man raids. These are of course very general numbers so if you are reading them and think you can do

it with less or think that you need more, just keep in mind that I'm trying to be as general as possible. Every group and every instance requires something a bit different. Realistically though, just ask your guild leader - he or she will usually know exactly what you need to have to pull of your next major raiding test.

Action Plan

We've got another month where nothing incredibly new has hit, but there are a few tips I'd like to throw out there for anyone that is interested in crunching on some new content or possibly mastering the old stuff that they have yet to actually knock down. As always, this is just a basic run through of everything we've covered. If you have interest in doing other stuff, feel free to integrate old action plans or look on the forums for more fun stuff to do.

<p>Run Emalon the Stormwatcher at least once a week for each of the two difficulty levels. This will allow you to start stockpiling the Tier 8 and PvP gear that you have yet to land in the arena.</p>	
<p>Keep up with your opponents and get your Season 6 rankings up. It might not be the major season we're still all waiting for, but with Season 7 coming up toward the end of the summer, you'd better be</p>	

<p>ready for it when it gets here.</p>	
<p>Start tweaking your Season 6 PvP teams. You should have at least two of them if you run the arena. The 2v2 teams this time around have been shuffled a bit, so all you Hunters and Death Knights had better start rethinking your methods. However, it's a bit more even than Season 5, so review your strategies as needed.</p>	
<p>Put together a team of interested guild members to start running the heroic instances and get some of the achievements for the top end meta achievements. Make sure that you go through the strategies listed above and your entire guild knows what you're up to before you go in. If you go in once a week for all of them, you should have no problem getting a team of players together interested in helping you out.</p>	
<p>Keep an eye out - there is a</p>	

<p>ton of new information floating in the wings for the upcoming new expansion in 2010, the new MMO coming from Blizzard and Blizzcon, this august. Don't forget the 3.2 patch is now underway too - it should hit the PTR in the next couple months and you'd better get all your 3.1 work out of the way before you start cloning characters to the PTR.</p>	
<p>Revising Your Character - If you haven't noticed, your character has probably had its talent points refunded at least a dozen times in the last 15 patches and that's not about to stop anytime soon. Keep a close eye on the class changes. We'll update you regularly on what's coming, but having an eye out can always help you make things a bit easier for yourself as well.</p>	

Coming Next Month

- All the Current News from Azeroth, including: Patch Announcements, New Dungeons, Class Nerfs and Buffs, and Events
- Top New Feature – News is always floating around out there - see what we're working on to start June.
- Monthly PvP Update – A month of Season 6 under our belts means lots of new strategies and new news from the big arena.
- In-Depth Coverage – Our in-depth reporting of all things WoW continues with our June dive into even more in Northrend.
- Your Questions Answered – Questions from readers answered by Brad Johnson.
- Action Plan of the Month - A run through of everything you should be doing right now in WoW to take advantage of the newest content out there.
- We'll see you next month!