

# **World of Warcraft Raiding Guide**

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## **Table of Contents**

1.	Introduction .....	- 1 -
2.	Considerations When Raiding .....	- 3 -
2.1.	Main Assist (MA) .....	- 3 -
2.2.	Main Tank (MT) .....	- 3 -
2.3.	Crowd Control (CC) .....	- 3 -
2.4.	Talent Choices .....	- 4 -
2.5.	Resistances .....	- 5 -
2.6.	Class Specific Raid Roles .....	- 5 -
3.	Raid Content Overview .....	- 9 -
3.1.	Onyxia Key Quest (Horde) .....	- 10 -
3.2.	Onyxia Key Quest (Alliance) .....	- 15 -
3.3.	Onyxia, The Raid .....	- 17 -
3.4.	The Molten Core Overview .....	- 22 -
3.5.	Hints & Tips For Raiding Molten Core .....	- 23 -
3.6.	Yard Trash Mobs Of Molten Core .....	- 26 -
3.7.	Tactics For The Molten Core Bosses .....	- 34 -
3.7.1.	Lucifron: .....	- 34 -
3.7.2.	Magmadar: .....	- 37 -
3.7.3.	Gehennas: .....	- 39 -
3.7.4.	Garr: .....	- 41 -
3.7.5.	Baron Geddon: .....	- 43 -
3.7.6.	Shazzrah: .....	- 44 -
3.7.7.	Sulfuron: .....	- 46 -
3.7.8.	Golemagg: .....	- 48 -
3.7.9.	Majordomo: .....	- 50 -
3.7.10.	Ragnaros: .....	- 54 -
3.8.	Molten Core Map .....	- 63 -
3.9.	External Zone Bosses .....	- 64 -
3.10.	The Blackwing Lair (BWL) Overview .....	- 70 -
3.11.	Tactics For the BWL Bosses: .....	- 71 -

3.11.1.	RAZORGORE THE UNTAMED:.....	- 71 -
3.11.2.	VAELASTRASZ THE CORRUPTED:.....	- 73 -
4.	Small Group Instances.....	- 77 -
4.1.	Lower Blackrock Spire (LBRS) (15 people) .....	- 77 -
4.2.	Upper Blackrock Spire (UBRS) (15 people).....	- 79 -
4.3.	Stratholme (10 people) .....	- 83 -
4.4.	Scholomace (10 people) .....	- 85 -
4.5.	Blackrock Depths (10 people) .....	- 87 -
4.6.	Dire Maul (5 people) .....	- 89 -
5.	Player vs Player Combat .....	- 92 -
5.1.	Raiding Opposing Faction Towns .....	- 92 -
5.2.	Battlegrounds.....	- 93 -
6.	Using Mod's To Help Raid Success.....	- 99 -
7.	Summary.....	- 101 -
8.	Appendix A: Loot Tables.....	- 102 -
8.1.	The Loot Of Onyxia.....	- 102 -
8.2.	The Loot Of Molten Core .....	- 103 -
8.3.	Kazzak Loot .....	- 122 -
8.4.	Azuregos Loot.....	- 124 -
8.5.	Blackwing Lair Loot.....	- 125 -
9.	Here are About this Guide .....	- 129 -

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## 1. Introduction

So, you are level 60 now. You have worked very hard and leveled your character all of the way to the top. Now what? You don't get experience anymore. Hero classes aren't yet implemented (as of the writing of this guide). So what are you going to do? You can certainly start a new character and begin to level up all over again, but there is also a number of fun, compelling, "end game" things that you can do in World of Warcraft. And the amount of end game content is ever increasing. By the time you read this guide, there may even be more content than what we cover here.

WoW is a content driven game. By that I mean that the process of getting from level 1 to level 60 is fun but it isn't a laborious process taking many months. You may certainly choose to play at whatever pace you like but a veteran gamer can reach level 60 in a relatively short time when compared to other games. Thus, what keeps those gamers playing WoW, long after they reached 60<sup>th</sup>, is content. Blizzard has commented several times that they understand that most players will spend the bulk of their WoW careers at max level. Thus in order to keep those players interested they intend to release regular content to the game. There is certainly a need to gear up and get keys and complete quests to solve the content but it isn't meant to take months and months before you can advance. As such, regular new content is key to WoW's long term success and Blizzard has tried to make it clear that they understand that.

So, what is that content that you can take advantage of? There are 3 main categories of it, at the present time, that we will discuss in this guide. Those are:

- Small Group Instances (i.e. dungeons you can complete with 1-4 groups)
- Raid Content (i.e. content designed and tuned for solid raiders to defeat)
- Player vs Player Combat (i.e. killing members of the opposing faction in single or group combat)

This guide is going to cover each of those topics as well as given you some strategies to use in some raid encounters as well as in raids overall. We aren't going to spoil all the secrets but this guide should give you enough inside information that you can quickly get up to speed on the content that is offered and do well at it with a little practice.

Please note: Due to copyright reasons screenshots are not included in this guide. I would like to have provided you with those visual aids to help in describing some of the topics but unfortunately this is not possible.

Also please note: This guide is a compilation of strategies, facts and information not intended for a power gamer that wants to grind on an encounter and solve it themselves nor is it intended for someone that likes to do lots of web research and piece together the facts themselves. Blizzard designs encounters with basically one primary way to win them. After those encounters have been out for several months with enough digging you could likely find strategies available that are very similar to what is included here. This guide is intended to compile enough relevant information into one source to help you defeat the encounters. There are few hidden, secret, known only to one person and his pet dog, type of tactics in WoW. Encounters can be complex. The methods to win them can be complex. But in general, the same overall method is used by everyone which is why most write ups are very similar. The advantage of this guide is in being your on stop shop of raid strategies presented in an organized manner in clear, easy to understand language.

## **2. Considerations When Raiding**

A lot of people will preach 'the best' way to raid. Most often what they really mean is that it is their way to raid and therefore its what they are most used to and therefore it is preached as THE way to raid. The truth of the matter is that there are often many ways to skin the cat and you really need to settle into a method that works for you. There are often a number of similarities in the different raid methods and that includes some of the areas below. So as you develop your methodology for how you raid, consider those topic areas as ones to factor into your decisions.

### **2.1. Main Assist (MA)**

The Main Assist is a very common raid role. It is often different from the Main Tank since you may wish the tank to be keeping something busy while the raid kills something else. The MA has the basic role of deciding what target the raid kills and telling the raid when to kill it. The raid should not engage any target until the MA calls them in. And the only target they should engage is the one that the MA is on. This allows your CC team to deal with adds without the raid breaking the CC method. It also concentrates your firepower on the main threat and gets it dead faster. Clearly you need to pick a skilled person who is aware of the various mobs strengths and weaknesses and your overall raid plan and the raids capabilities.

### **2.2. Main Tank (MT)**

The main tank is most often a defensively specced warrior. Their role is very simple to state: Gain aggro on their assigned mob and keep aggro. Sometimes you will have more than 1 MT on a mob to keep aggro in the event one is stunned, feared or knocked back. The MT needs to have, in most cases, the highest HPs and AC they can. They also need to understand how to gain and hold aggro. Simply being a warrior is NOT sufficient to be a MT. MT isnt the same as turning on attack and going mentally AFK. It is an interactive role and you need smart, aware people in that role.

### **2.3. Crowd Control (CC)**

Crowd Control (CC) is the term that is applied to anyone in the role of handling the adds. That could be your mages who are sheepling the humanoids. It could be druids who are sleeping or entagling. It could be priests who are sleeping. It could even be secondary

tanks who are off tanking. People who know their CC role are critical here. A mage can be a very good nuker but stink at picking the right target to sheep. For example, if a mage sheeps a melee mob and leaves the summoning mob up and untanked and unCC'd then you are going to find add after add after add being summoned on you all due to a dumb CC choice. Pick the right people. Make sure they understand the order of priority on CC mobs. And make sure their primary role is to keep the CCd mob out of the fight until your MA is ready to direct the raid onto that mob.

## **2.4. Talent Choices**

There is an ever raging debate over the BEST talent choices for any given class. Im not here to tell you what is THE best choice for each class. Often that boils down to philosophy as much as it does to tangible raid impact. There are, however, a few overall comments that you may wish to apply to your guilds choice for speccking:

- Blizzard has publically posted that the game is intentionally designed for defensively specced warriors to be your tanks. There is a lot of debate over whether other specced tanks can do it as well or better. I personally view it as if Blizzard says the game is designed a certain way then it is wise to listen to them
- Any class that has a talent that results in a DOT on a mob that they cannot control should NOT take that talent. Warriors have one such talent and when you have multiple warriors crit on the same mob in the same fight and all land that dot, you quickly find that your 8 DOT slots are used up and that critical ones to keep aggro get shoved off (since they were the first to land)
- Some casters may wish to respec based on the content you are heavily focusing on. For example, ice spells do bonus damage in Molten Core. So you may wish to respec to be heavier into that area than Fire or Arcane, if you are a mage and your guild is heavily farming MC.
- PvP Talents and Raid Talents do not often overlap. There are certainly exceptions but as a general rule being heavily specced for pvp will not make your char a really strong raider. For example, Shadow specced Priests are very nice in pvp but they fall well short of Restoration specced priests when it comes to raid healing.
- If all else fails.. based your talent speccing decisions on results. You can argue theory all day long but results are what matters. If someone insists they are just as capable as someone else, try them out and prove it one way or the other. As a raid leader you really care about results when all is said and done. Theory is useless. Results matter.

## **2.5. Resistances**

There are a number of fights where AC/Stat gear is critical. But there are also a number where resists matter. In some cases you need resists if you melee. In other cases you need them no matter where you are. It is recommended, especially in the early 40 person raid content areas, before you collect gear that has good stats AND good resists, that you create some packs of different resist gear. Eventually you are going to have gear that offers you both. But in the near term, you are going to have some fights where you go heavily resist based and some fights where you go heavily AC/Stat based. It will depend on the mob, its AEs, the range of its AEs, the range of your attacks and your role in the raid. Spend some time shopping in the AH and pick up a solid set of resist gear of all the different types.

## **2.6. Class Specific Raid Roles**

There is no be-all, end-all list of exactly what each class needs to do for a raid. That is due in large part to Blizzards ability to make widely varying encounters that cause different classes to be the star for that fight or to play a greater or lesser role. So please take these class roles with a grain of salt. In general they are accurate but you will need to tweak them based on the boss fight, in some cases.

### **WARRIOR:**

Warriors come in two flavors. Those two flavors are: Those that are specced to hold aggro and those that are specced to do damage. Most raiding guilds require warriors to be specced to hold aggro (i.e. tanks) and thus have higher HPs and AC. Those that are specced for doing damage are basically rogues wearing platemail without the rogue special abilities. One can certainly argue that damage specced warriors are useful for raids but given there are only 40 raid spots, it is most commonly thought that a DPS spot is best reserved for the rogue and the warriors should be taking the tank spots. There is no right or wrong answer here though. Use what works for you. But in general, the warriors raid role is to get and hold aggro. They take a beating to keep the softer skinned classes from taking that beating and dying. And they allow you to focus your healing on a lesser number of targets.

### **PRIEST:**



The general priest role on a raid is to heal. Yes, a Shadow Spec'ed priest is a tremendous asset in PvP. However when you are on a raid, the priest that is spec'ed more towards the healing talents is the greater asset. Again, many raiding guilds require their priests to be spec'ed more for healing than for pvp due to them having the larger mana pools and the more powerful heals. Many boss fights are quite lengthy and while you may not see much of a difference in UBS, you are likely to see it when fighting a large raid boss.

Priests have the secondary role of dispelling Magic DoT's. This is critically important in a number of encounters like Lord Kazzak and Lucifron to name two. Priests also have the Fortitude buff which is very important for raids.

### SHAMAN:

The shaman has a number of roles on a raid. First, they help heal. There is an old raid adage that you can never have too much healing and Shaman do it decently well. Druids and priests are better healers but Shaman are very useful in that role. Second, shaman drop totems. A good raid shaman knows what totems to drop and when since you can only have 1 of each type deployed per shaman at a time and they only affect your group. Sometimes shaman melee a mob to add extra DPS. And Shaman also cure poison and disease as needed.

### DRUID:

A Druid is often considered a better healer than the shaman but less so than the priest. However they are very often used as healers as their primary role. One thing that druids have to watch out for is using nukes on mobs that leave a dot affect behind. There are limited dot slots so that can harm the raid if unused incorrectly. In some places, like UBS, a bear form druid can be used to offtank. A druid has a sleep spell that can be very useful as a CC measure in the right circumstances (for example: the guards for The General in UBS). Druids also have their Mark buff which is very important to raids.

### WARLOCK:

There is a common complaint that Warlocks are not what they once were in the beta and therefore are not as useful to raids. I tend to disagree and find Warlocks very useful. Warlocks have a number of useful raid roles. Those include nuking, of course. They also have some great DoTs (Damage over Time) spells they can land. Their best one takes 60

seconds to take affect so it is important that the dots on the mob be managed in such a way that their curse doesn't get forced off before it does its damage. Warlocks also have two very nice resist debuff spells that help everyone's nukes land more often. And finally they have their pets. They can use their pet to grant more HPs to their group (and every tank loves to get more HPs) and their Felhunter can eat one magic debuff every 8 seconds so they serve as a valuable part of any magic dot curing. Warlocks have the side benefit of being able to summon people to the raid.

### MAGE:

Mages have several key raid roles. First off they have very solid nukes. Secondly they cure curses. That will be critical in many fights like Kazzak and Lucifron. Third, they can sheep form humanoids which is a very common CC method. Mages have the added benefit of being able to open portals to towns at the end of the raid. So while there isnt a lot of words necessary to describe the mage role (Nuke! Cure! Sheep!) no raid is complete without a solid compliment of mages. Mages also have the Arcane Intellect buff which is very important to raids. They also make the food and water which is an often under appreciated money saver for the raid but extremely useful and important.

### ROGUE:

Rogues are nasty damage dealers. Blizzard intentionally designed them to be very twitchy (i.e. you need to press a lot of keys). They have many special abilities based to do a lot of damage. The rogues primary raid role is doing mass damage to the mob while avoiding aggroing it and dying as a result. Rogues are also very often used to pull since they can sap, distract, vanish etc..

### HUNTER:

Hunters are your machine guns of the raid. At max range they can often hit the mob without being hit by its AE. Hunters do heavy ranged damage and there are a number of fights where the bulk of your damage comes from Hunters and Nukers. In addition they have their pet to add melee damage in some fights. And they can lay traps which can be a part of some of the more complex pulling scenarios. Traps can sometimes be used to CC a mob as well (i.e. an icetrap freezes it. The hunter feigns, gets back up and places another one). In general Hunters stay at long range and shoot. For some fights they are tasked with peeling off a guard and leading it to the off-tank to CC.

### PALADIN:

The Paladin's role can vary widely on raids. Some guilds like to use them for tanks or off-tanks. They can serve as backup healers similar to how a shaman can. Since a Paladin can go invulnerable they can be used to deal with some tough pulls. The Paladin can vary his/her role between that of the damage dealer to that of the tank to that of the offtank to that of the support healer.

### **3. Raid Content Overview**

World of Warcraft has a fair amount of raid content and odds are, by the time you read this guide, more content will be released or be on the horizon. While Everquest was a very 'chase the carrot' type of game, where it took many months to reach max level and far longer to gear up your char, WoW is a content driven game. The content model can be a lot more entertaining for players IF the developer can keep up with putting out new, innovative and challenging content as fast as players can complete the current content. Blizzards ability to keep up that pace will determine WoW's long term success or failure.

The strict definition of a Raid in WoW is a 40 person entity that goes into specific instances (like Molten Core or Onyxia's Lair) to complete goals designed for them. The term raiding is often loosely used to describe any collection of more than 5 people completing any instanced content. So a 15 person Upper Blackrock Spire (UBRS) event is often called a raid. We will be discussing both types of 'raids' in this document.

Blizzard has commented that their intention for the real 40 person raid content is that it is supposed to be challenging for 40 people such that the first 5...10...15 times that you try it, you will die and fail the encounter. But once you learn the correct tactics you should be able to defeat it. They technically tune each encounter for 35 raiders that know the tactics. So once you learn the fight you should be able to win them with 35 if you apply correct tactics. One thing Blizzard is good at is changing up the tactics you need from mob to mob and zone to zone. Rarely will you find raid fights that are just "heal the tank!!" for 15min while everyone waits on the mob until dead.

The main areas that this guide focuses on include Onyxia and Molten Core (40 person raids), the external zone bosses and a number of mini-raids (Blackrock Spire, Strat, Scholo, Dire Maul etc..). The same basic skills that you learn while completing those instances will serve you well when working on later instances. The specific tactics needed may change but the underlying raid skills you develop will remain.

Raiding is not an inherent skill most players have. Raiding is not the same thing as have 40 level 60s show up and want to do something. Raiding is a learned skill. It gets better with practice. And if you take that skill for granted you will soon be floating over your corpse as a ghost. A lot of raiding is common sense but a good amount is also learned

behavior. To study raid encounters and learn how to adjust your character to the ever changing raid environment.

### **3.1. Onyxia Key Quest (Horde)**

The Onyxia key Quest is one of the first major “raid” quests that a player will complete in their WoW raiding career. The quest contains a number of errand steps as well as some single group encounters as well as some mini/small raid encounters. It can take substantial time to finish depending on how active your guild is or how many friends you have to help out, but it isn't particularly hard to complete when you know what to do. Every person that wishes to raid Onyxia must have this key.

The first quest has a level requirement of 55, but a higher level is desirable to complete necessary quest content.

1) Go to Kargath in The Badlands and speak to Warlord Goretooth in the tower. Click his conversation item repeatedly to receive Warlord Goretooth's Command which is a scroll that is placed in your backpack. Open your backpack and use this item to receive the quest, Warlord's Command.

*Warlord's Command Quest:*

*Slay Highlord Omokk, War Master Voone, and Overlord Wyrmathalak. Recover Important Blackrock Documents. Return to Warlord Goretooth in Kargath when the mission has been accomplished.*

*Important Blackrock Documents: 0/1*

*War Master Voone slain: 0/1*

*Highlord Omokk slain: 0/1*

*Overlord Wyrmathalak slain: 0/1*

2) You will have to five-man Blackrock Spire (BRS). The documents spawn randomly at one of the three bosses or at the Shadowknight (in the room above Voones area) or at the Ogre Event that you reach just after the spiders. The documents instantly respawn at another boss' location or sometimes at the same one, when they are looted. So if you cleared fast enough, you can get them for every person at the raid with a little luck. This

quest may NOT be raided! See the Lower BRS section for details on what to expect there.

3) Upon completion of Warlord's Command, you will receive the quest, Eitrigg's Wisdom.

*Eitrigg's Wisdom*

*Seek counsel with Thrall's advisor, Eitrigg. He can be found in Thrall's chamber.*

4) Speak to Eitrigg in Thrall's Chamber (speech bubble), then return to Thrall. He will give you the quest, For the Horde! If you don't know where Thrall's chamber is, ask a guard in Orgimaar.

*For the Horde!*

*Travel to Blackrock Spire and slay Warchief Rend Blackhand. Take his head and return to Orgrimmar.*

*Head of Rend Blackhand: 0/1*

4) You will have to attend a raid of Upper Blackrock Spire (uBRS) to get the head of Rend Blackhand. Every person on the raid that needs his head can loot it from his corpse. Please see the Upper BRS section, below, for details on that encounter. Do so, and once again return to Thrall in Orgrimmar. All the occupants of Orgrimmar will receive a buff upon turn in.

5) Thrall will tell you to seek out Rexxar, who roams from north Feralas, through Desolace, and into southern Stonetalon Mountains. For maps of his route, see <http://www.thottbot.com/index.cgi?s=rexaxar> . Finding Rexxar can be a pain and take some time. At certain points along his path he will despawn and respawn elsewhere. So keep running the roads going all the way from Stonetalon down to Feralas and you will eventually find him.

6) Rexxar will give you the quest, The Testament of Rexxar. You are to deliver Rexxar's Testament to deliver to Myranda the Hag in Western Plaguelands.

*Testament of Rexxar*

*Deliver Rexxar's Testament to Myranda the Hag in the Western Plaguelands.*

7) Find Myranda the Hag near Uther's tomb, south of Andorhal, standing on a tree stump. Map of the general area available at <http://www.thottbot.com/index.cgi?m=12670> .

8) Myranda the Hag will give the quest, Oculus Illusions.

#### *Oculus Illusions*

*Travel to Blackrock Spire and collect 20 Black Dragonspawn Eyes. Return to Myranda the Hag when the task is complete.*

*Black Dragonspawn Eye: 0/20*

9) Once again, you will have to raid uBRS and collect the eyes off dragonkin inside. They drop 1-2 at a time and are common. They were made much more common in the March 2005 patch so you should have little trouble getting this done once you get into another UBRS raid.

10) Return to Myranda the Hag with 20 Black Dragonspawn Eyes. She will give you an Amulet of Draconic Subversion and the quest, Emberstrife.

#### *Emberstrife*

*Travel to the Wyrm bog in Dustwallow Marsh and seek out Emberstrife's Den. Once inside, wear the Amulet of Draconic Subversion and speak with Emberstrife.*

11) Travel to Emberstrife's Den in Dustwallow Marsh. It is the cave along the cliffs to the very south. Map available at <http://www.thottbot.com/index.cgi?m=214014> . The Amulet of Draconic Subversion will transform you into a Black Scalebane once inside Emberstrife's Den so don't forget to use it! While disguised, speak to Emberstrife. He will behave as an NPC.

12) Emberstrife will begin a mini-series of quests titled The Test of Skulls. It used to give you 3 tests back to back and then a final 4<sup>th</sup> one. Now it gives you the first 3 all together at once.

*The Test of Skulls, Scryer*

*You must find the blue dragonflight drake champion, Scryer, and slay him. Pry his skull from his corpse and return it to Emberstrife.*

*You know that Scryer can be found in Winterspring.*

*The Skull of Scryer: 0/1*

*The Test of Skulls, Somnus*

*Destroy the drake champion of the Green Flight, Somnus. Take his skull and return it to Emberstrife.*

*The Skull of Somnus: 0/1*

*The Test of Skulls, Chronalis*

*Guarding the Caverns of Time in the Tanaris Desert is Chronalis, child of Nozdormu. Destroy him and return his skull to Emberstrife.*

*The Skull of Chronalis: 0/1*

13) Travel to Winterspring with a good group of five and enter the caves of Mazthoril, south of Everlook (just follow the road south from Everlook). Work your way in, and slay Scryer. You may not raid this drake quest OR any of the other drake quests. Scryer is an ice based drake with ice based attacks.

14) Somnus can be found in Swamp of Sorrows, wandering in an up and down the zone between the Pool of Tears and the beach. If you head to the campsite at the southern end of the beach and travel north, a little ways in from the coast, you will run into him. Somnus has a poison based attack and a knock-back. If you have a shaman, use grounding totems.

15) Travel to Tanaris. Along the eastern edge of the zone (visible on your map) is a mountain. Enter the area to find two low level drakes, and finally, Chronalis, guarding the door in the back. You can usually run by the two lower level ones and avoid fighting them if you don't wish to waste your time. Chronalis has a nature based attack called Sand Blast.

16) Return to Emberstrife for the follow up, The Test of Skulls, Axtroz

*The Test of Skulls, Axtroz*



*Travel to Grim Batol and track down Axtroz, drake champion of the Red Flight. Destroy him and take his skull. Return the skull to Emberstrife.*

*The Skull of Axtroz: 0/1*

17) Go to the Wetlands (fly to Arathi mountains and run south) and enter the Dragonmaw Gates region, the curved valley area in the east side of the zone. Travel down the valley a ways and you will find Axtroz. He has a fire based attack.

18) Return to Emberstrife to receive the follow up, Ascension...

*Ascension...*

*It would appear as if the charade is over. You know that the Amulet of Draconic Subversion that Myranda the Hag created for you will not function inside Blackrock Spire. Perhaps you should find REXXAR and explain your predicament. Show him the Dull Drakefire Amulet. Hopefully he will know what to do next.*

19) This quest is to simply find REXXAR again. REXXAR will give you the final quest, Blood of the Black Dragon Champion.

*Blood of the Black Dragon Champion*

*Travel to Blackrock Spire and slay General Drakkisath. Gather his blood and return it to REXXAR.*

*Blood of the Black Dragon Champion: 0/1*

Please note that only one person can get the blood off General Drakkisath per raid! So you will need to get into yet another Upper BRS raid and slay the General and get his blood. Many guilds use some sort of list method to determine the order of who gets the blood on which raid.

20) Return the Blood of the Black Dragon Champion to REXXAR, and receive the Drakefire Amulet, a necklace, stats available at <http://www.thottbot.com/index.cgi?i=4829> .

21) Keep the Drakefire Amulet in your inventory to be allowed access into Onyxia's Lair when we raid! You need not WEAR the amulet, simply have it on your character.

However Onxyia is a fire based dragon and the amulet gives you +15 Fire Resistance so it is probably a good idea to be wearing it.

### **3.2. Onyxia Key Quest (Alliance)**

I have personally not completed the alliance side quest but I have pieced together the steps you need to take from misc. posts on forums and from talking to alliance friends.

1. **The True Masters Quest:** The quest line starts in Marshal's Refuge in the Burning Steppes with a quest titled The True Masters. Marshal Maxwell tells you that his expedition had accumulated enormous amounts of intelligence pertaining to the Blackrock menace. This is information that he had hoped would finally convince Stormwind to send an army to the Burning Steppes. When the expedition's commanding officer, Marshal Windsor, was lost in an ambush, all of that precious information was lost with him. Maxwell asks you to speak with Ragged John, one of the few survivors of the ambush to get more information. When you speak with Ragged John, he tells you that Windsor was taken alive into Blackrock Depths.
2. **Marshal Windsor Quest:** After reporting this news to Maxwell, he asks you to enter Blackrock Depths and find out what became of Marshal Windsor. Travel to Blackrock Mountain and into BRD (Blackrock Depths).
3. **Abandoned Hope Quest:** You find Marshal Windsor in a prison cell in Blackrock Depths. He tells you that all of his precious information is lost and that you need to report that back to Marshall Maxwell. When you return to Marshal Maxwell to give him the bad news, you get an experience reward but no follow-up quest. To all appearances, the quest line has ended. It has not ended. You are now 'tagged' to get a random drop while hunting in BRD.
4. **A Crumpled Up Note Quest:** Return to BRD and hunt there. "A Crumpled Up Note" will drop for you off a random mob so it doesn't really matter what you kill. There are many BRD quests so solve those and in the process of doing so you are likely to find the note.

5. A Shred of Hope Quest: When you show the note to Marshal Windsor, he gets excited. The note indicates that General Angerforge and the golem lord Argelmach are heading up the Dark Iron dwarfs' decryption effort. Windsor asks you to kill these two Blackrock Depths mini-bosses and retrieve the information for him. Proceed into BRD and find and slay both of them. You will retrieve the lost information upon doing so which will trigger a Jail Break Quest.
6. Jail Break Quest: When you retrieve Windsor's information, bring it to him and he will ask you to help him escape. Escort him out and follow his on misc. tasks that he asks you to perform on the way out. Keep Windsor alive. At the end of it, Windsor asks you to meet him back at Marshal's Refuge.
7. Stormwind Rendezvous Quest: When you get to Marshal's Refuge, Marshal Maxwell informs you that Windsor had just left and had left a message for you to meet him at the gates of Stormwind. And he tells you to bring an army.
8. Go to Stormwind and find the Marshal on the bridge and follow the plot line which involves some conversation and walking through the city and eventually into Stormwind keep. More conversation ensues and you learn that Lady Katrana Prestor is really Onyxia herself in disguise. She leaves and you quickly learn that the 6 Stormwind guards in the room are really Onyxia's guards in disguise. They quickly change forms and attack. Bolvar will beat the guards up pretty nicely on his own and you can assist him. When they are dead, talk to Bolvar again and he will give you an item and send you off to the caves by Winterspring to talk to a dragon in high elf form. Proceed to Winterspring and use the item given to you by Bolvar to turn into a Nightelf.
9. In speaking the dragon you pick up yet another quest. The quest tells you to get the blood from the General in UBRS. From here on it is the same as the Horde quest in that you go to UBRS, fight to the end, kill the general and get the blood. Please see the UBRS write up (below) on some tactics and examples to get through UBRS.
10. Take the general's blood back to the dragon from Step 8 and you are given the drakefire amulet which besides being +15 FR is your Onyxia key. Please note that

you do NOT need to wear the amulet to get into the lair but it DOES need to be in one of your packs.

### **3.3. Onyxia, The Raid**

Onyxia's lair is located in Duskwallow Marsh. It is north of Emberstrife's cave and not too hard to find. You can only zone in if you have your Onyxia key but you don't need to be wearing it. Once inside the lair, to reach Onyxia you need to clear 4 level 62 Elite guards. They are not very hard and should take you 5-8min total once you get the fight down. They have a Flame Lash single target DoT (makes fire spells do more damage) and fire off a Fire Nova (AE Fire attack). Just tank them and heal your tank and you will be fine. If you can't easily kill them, you shouldn't be in the lair to face Onyxia.

There are 3 phases to the main Onyxia fight.

PHASE 1 -> Initial aggro. It's a "heal your main tank" type fight. There are a few gotchas to watch out for but overall it's pretty straightforward

PHASE 2 -> At about 65% she walks to the southern edge of the lair and takes off. If you bunch up she will breathe massive fire and roast the whole group. At that time whelps spawn in the egg pits in waves. This is a challenging phase at first but after some practice it becomes pretty easy.

PHASE 3 -> At about 35-40% she will land again, the floor will crack open and you have to fight her again much like Phase 1 but avoiding the cracks in the floor which do nasty damage. The real challenge here is the transition from Phase 2 to Phase 3 when she lands. She will be around the middle of the lair and need to be moved back north all the while your raid is trying to avoid getting ahead of her and avoid her tail swipes too while lava shoots up and fear fires off. Your main tank has to worry about not losing aggro (or getting it back fast) so it can be a real mess. Once you settle into position and get your healing going, if you didn't lose too many to deep breath in Phase 2, you should win.

#### **PREATTACK:**

Before going in everyone has to know the plan.. and you need everything setup. You need your MTs assigned.. you need your heal groups created... you need your whelp control

assigned. Everyone needs to be on the same page with exactly what is going to happen. Spending 10 or 15min ensuring everything is correct before clearing the guards will save wipeouts later.

Also don't expect to walk in and KNOW how to beat her and just win. Most guilds that have beaten her lost many times first and many of them had a good idea of what they would face. Knowing is half the battle. Experience in the execution of the plan is the half you will pick up by fighting her repeatedly.

### PHASE 1:

There are a number of tactics that will for this phase but here is one that we use that works pretty well:

1) Send in the main tank to aggro her and turn her so she faces north and backup to the north wall. There is a spot that is roughly in the middle of the north wall where the tank can stand and get knocked back and land again in roughly the same spot and not get swatted too far to the left or right. Knowing this spot and getting back to it is one of the keys where experience in the fight comes into play.

2) Healers are divided into 2 or 3 groups. 1 group is healing the MT while the other groups are standing around getting mana back and tossing the occasional heal at others that need it. We use Priest pairs and that seems to work well. You may want to have them swap out around 50% mana so that in the event something goes wrong, the swapped out one has mana to cover for the one that needs a res.

3) NO ONE CAN BE BY HER TAIL!! Dont be anywhere behind her as her tail will swat you, really hard and really far, into the 2 egg pits. That kills you and the raid.

4) Most of the raid will be at her sides. You are fairly 'safe' on either side so long as the MT doesn't die or get knocked OOR. She seems, when she does turn, to go more to the left than the right but that isnt a hard and fast rule. Spread out on both sides of her. Avoid the tail and avoid the head.

Beat on her and at around 65% she will take off thus starting Phase 2. There are a few subtle things here like around 70% she seems to randomly target people to kill so you may want to go all out at 70 since once she is at 65 she will cease attacking and walk off

to start Phase 2. Also you may wish to have your DPS stop attacking about every 10% and let the MT tank solo for 30seconds or so. You should have more than enough mana, using a healing rotation, to keep the MT alive and that lets him build more aggro.

### PHASE 2:

As we said above, when she gets to around 65% and starts walking to the southern side of the lair you can consider Phase 2 to have begun. You have about 10 seconds to shift from Phase 1 mode to Phase 2.

There are 3 keys to Phase 2.

Key 1: Stay alive and don't bunch up. She has AI code to look for clumps of players and if they exceed her threshold you will read "Onyxia begins to take a deep breath" and, frankly, you are going to die. You need to avoid her taking a deep breath and shooting a massive column of fire across the floor (covering a lot of her lair). If you see her about to breath you basically need to run like heck to get out of the forward cone that you can imagine (and soon will experience first hand) the cone of fire will fill. A clump is as little as 2 players near each other. So implement a simple rule to not be near anyone else and once you find the right spot, don't move.

Second, she randomly shoots fireballs as she flies around. They do 1500-2000 damage (your FR will mitigate some or all of that depending on how good it is) but if you are too close to others, the fire will spread to them. So again, dont cluster. You cannot dispel this fire and it will simply need to be healed.

Key 2: Whelp control. This is the phase all the whelps spawn and if they aren't dealt with, then you will be dead long before Phase 3. Pretty much what you are doing is continually killing them (the eggs have fast respawn) until Phase 3 begins. So its all about whelp control.. not killing a specific number.

Key 3: Rapidly lowering Onyxia's HPs to 35-40%. Somewhere in there she is going to slam back into the earth and Phase 3 begins. The faster you get her to that point the faster whelp duty can be moved past.

So, how do you handle Phase 2? Here is how some guilds do it.

1) Spread out. Any clustering will result in massive carnage. No 2 people near each other. No more than 1 melee per whelp too. And spread them out.

2) Melee are predefined into 2 groups.. East and West (so you can simply use left half of raid list is west.. right half is east to keep it simple.. simple is good). Melee go to the mouth of the egg pits and kill the whelps. Spread out around the mouth of the pit as much as possible and kill the whelps as they spawn and come out to you. There will be 5-7 in each pit. They are lvl 57 nonelites so you can kill them fairly easily. A couple healers will need to be around to assist but most healers will be medding to full. No more than 1 melee per whelp. Spread them out so you aren't fighting two whelps side by side.

*but.. but... AE THEM!!* No.. There are two reasons for that. First, nukers are needed for step #3 and second, the goal isnt to mass kill them.. it's to get her to 35-40% so she lands.. so if you are spending all your mana killing whelps then you wont wear her down. Certainly if things are getting out of hand, an AE can be used to get them under control again but overall, melee should be used to deal with them.

3) All Hunters.. Mages.. Warlocks.. will be spread out around the room (SPREAD OUT! dont trigger the fire breath) and shoot and nuke her. Bring her down to 35-40%. Remember she isnt meleeing anyone right now.. she is RANDOMLY fireballing (so call out for heals (and say WHERE you are) as needed and a healer can run to you) and get her health down. The faster, the better.

4) Support the whelpers.. if things get out of hand, like I said in #2, help the whelpers and spread back out and damage her again as soon as its under control. This is especially important during the initial whelp spawns since it can be heavy right away but will get manageable once the initial wave is dead.

5) Around 45-50% the MT (who is probably helping on whelp control) is building some rage. At about 40% they need to be in position roughly where she will land so they can gain immediate aggro.

### PHASE 3:

She smashes into the ground. It splits open and cracks form. Every 20-30 seconds the cracks shoot lava which causes nondispellable Fear to all who are near the crack which usually runs you over other cracks which do about 1500 damage each.

Keys to this phase are:

- 1) Get her HPs to 0 before yours reach 0. (Wow! Thanks for the tip!)
  - 2) Position her on the north wall just like in Phase 1. No one attack until called. The MT needs to get aggro and move her and he cannot do that with random hunters shooting her or some rogue poking her in the arse. So everyone but the MT is working on moving back into position but NOT hitting her until called, while the MT is moving her.
  - 3) Melee need to position themselves as far away from a crack as they can yet still able to hit her. NOTE: Melee if you move forward and backward rapidly (like 1 foot forward.. 1 foot back) and the lava fear hits, it will root you.. and you wont run. Moving while feared = rooting not fleeing. So this would be important to do so you dont run off and get hurt more.
- Hunters.. you can hug the wall and so can the nukers.. getting far from the cracks but being able to nuke. There is a ledge on either side of the room that hunters, nukers and healers can get up on. DON'T get up there before Phase 3 since the whelps in the pits like to beeline for those up there. But once PH3 is underway its ok to get up there.
- 4) The MT is likely to lose aggro throughout the fight.. especially during the pull to the north wall but even after that. When that happens, and you see Onyxia turn, STOP ATTACKING. Even if she doesn't turn towards you, stop attacking. Let the MT get aggro back. You need to HELP the MT to get aggro back since if/when he gets feared, aggro will be lost.
  - 5) The healer teams should be rotating in and out the same as Phase 1... Extra heals are going to be needed for the melee so drink a mana pot and use mana totems and do your best, when not healing the MT to gain back mana and also keep the melee alive... if they all die you can't win.. but you also need mana to keep the MT alive.. so healers have a large balancing act to do.



6) At about 5% she goes into a last ditch effort to save herself and her DPS goes up by maybe 25% or so. That means that BOTH heal teams need to be on the MT. So at 6-7% expect for the medding heal team to get called in. Everyone is on the MT keeping him alive and pretty much she needs to be burned down.

**\*\*NOTE\*\*** You must still avoid her tail in Phase 3 AND the egg pits since the eggs are still active. If you get knocked into them, tons of whelps will still spawn and we will all die.

Battle ressing is useful too.. Druids can use their resurrect once every 30min and could resurrect any dead priest who could immediately come alive and resurrect someone else, with a little luck.

Melee can use the strafe tactic to get rooted and not run off. Basically this means when you see the ground rumble, you know fear is coming in a second or two so start rapidly moving left and right and when fear hits you will likely be rooted in place and not run off and thus avoid the lava damage too.

### **3.4. The Molten Core Overview**

Molten Core is the main raid content as of June 2005. There is the Onxyia raid encounter but that is a fairly fast event to complete once every 5 days whereas Molten Core (MC) takes much longer to complete. Most guilds begin their journey through MC taking a couple of days to clear the zone after investing a few weeks mastering the tactics. The veteran raider guilds are now clearing MC in 7 to 8 hours according to their posts on the public forums. So if you are new to MC, expect to spend some time mastering the execution of the raid tactics but as you get better at each boss you will significantly increase your speed through the zone.

MC is located deep within Blackrock Depths (BRD). BRD is limited to 10 people only so you need to complete the Molten Core discovery quest and you can skip past BRD and zone into MC.

Molten Core should not be taken lightly. It is a true raid zone. You should plan to go there with 40 people and you should plan to take some time to complete it. You will likely

die a lot until you get used to the fights and your armor and weapons will take a beating. Fortunately there are some natural pause points where you can stop for the day and resume the next day. As you get better at the combats and learn the tactics you can defeat the zone much more rapidly.

Please note that as of July 2005, there remain bugs with MC that I want to briefly go over and possible workarounds:

1. If you are raiding MC at the same time another guild is there and is engaging Rag, the zone can end up crashing (and all the yard trash will reset). It is often best to do a /who and see who all is in the overall zone (not just in your instance) and even to check on the opposite factions side. If a guild is there that you know takes on Rag you may check on their progress and not be there at the same time they are engaging him.
2. It is not uncommon to add reinforcements and have them zone in but end up in a different instance. There is no way to totally prevent this but you can often fix it. First off, to minimize the chance for this occurring, have the raid leader add all new people to the raid INTO the raid leaders group. Have those people remain in the RLs group until after they zone in. Once you verify they are with you, move them to a new group. This is also the most common 'fix' if someone is in a different group and ends up in a different instance. Drop them from the raid and add to the RL's group. Sometimes changing RL's can help. Having the RL in Group 1 helps. Occasionally you need the person to logout just outside MC for 30min (if they are offline on that char for 30min, the 'other' instance they zoned into will close) and then log back in, join the RLs group and zone in. And there are times, especially when coupled with #1 that the zone is just FUBAR so leave it and come back later. 30min doesn't always seem to be enough but we have come back the next day and its been ok.

The "yard trash" (i.e. standard misc. 'crap' mobs) that you will face is no pushover for the unprepared. It will, like anything in game, become second nature once you know the tactics. The following is a description of all the misc. yard trash monsters you will face there.

### **3.5. Hints & Tips For Raiding Molten Core**

A lot of these hints and tips/suggestions apply pretty much anywhere you raid. Given Molten Core is the first major raid zone in WoW, we are covering them here.

- Personal Healing: Every member of the raid needs to be personally responsible for their own healing. Certainly raid healers can and will heal you when possible but it isn't always possible. If you don't have First Aid, get it. Bring 20-40 Heavy Runecloth bandages with you to every MC run that you do. Bring a stack of Major Healing potions as well. Be a smart raider and back out of combat to heal when needed.
- Mana Potions: Some fights in MC are long. Depending on your raid composition and your current gear level it would not be uncommon for later fights to go longer than you have mana to support. Bring a stack of Major Mana Potions with you.
- Releasing: There is no value in releasing when you die. That was an old tactic used prior to Patch 1.5 that resses could get you from any distance if you released. Releasing doesn't give any benefit currently but if you release while your raid's combat resser is in mid-res, you will cause that res to fail. So don't release unless your raid leader specifically tells you to.
- Combat Ressing: Using a combat resser is something some groups may disagree with but that most raid guilds use. Assign 1 person (sometimes 2 depending on how many deaths you expect from an encounter given your current level of skill and comfort with it) to hang back. They should be out of range of all AEs. They should not heal anyone in the raid or cure anyone in the raid NOR should anyone heal them or cure them. Those actions can put them into combat. Instead their job is to res the fallen. A good combat resser can res several people per minute with minimal downtime for medding. Many a fight has been won due to the efforts of a good combat resser, especially as you are learning the zone.
- Guild Loot: Lava Core, Fiery Core and Core Leather will drop in MC. This is often treated as guild property by many groups. It is not only components for some high end crafted items but it can also be used to raise faction with the Thorium Brotherhood (its either use those OR use several thousand dark iron ore) to gain access to high end recipes. Since they aren't super common, many guilds pool them and raise the faction of 1 Tradeskiller at a time. Your guild should have a method for handling these before you venture into MC.
- Loot System: Consider some sort of loot system. Our guild uses a /random method with some limitations based on raid attendance. Some guilds use a totally open random roll. Others use a point system (often called DKP for Dragon Kill Points.. a system that originated in EQ). You can google "DKP System" and find a number of hits talking about various guilds systems. The basis for those systems is earning points based on different factors (like raid attendance) and spending

them on loot in an auction style manner. Pick a system that works well for your guild.

- Repair Bot: Bring a repair bot with you. You can save the elemental earth from your MC runs to help offset the cost of making them but carry 1 or more with you. The better you get at MC the less you will need one but it definitely isn't nice to get caught deep inside MC with lots of raid members in red gear and no repair bot. It's worth the investment to have 1 or more on each raid.
- Greater Fire Resistance Potions: Perhaps your guild pools its Elemental Fire or perhaps you could simply require all members to bring a GFR potion. Either way there are some fights in MC where having 1 or more is very useful. Rag, for example, can benefit from having the raid with GFR on everyone for if/when you get knocked into the lava.
- Other Resists: Shadow and Arcane are also useful resists to have more of at different times in the raid. If you have access to those potions, especially if you are a melee, they can be useful in several fights.
- Raid Mods: There are some very useful mods out there for raids. I don't want to endorse any one as "the" mod to have but the CT Mod suite (ctmod.net) is an outstanding one that we, and many raid guilds, make use of. We also recommend the Decursive mod (which can be obtained from curse-gaming.com). That is a 1 keypress cure mod that is very efficient and a nice benefit to raids. There are other mods out there like one to track raid loot (LootHog on Curse Gaming) and one to track raid attendance (Raid Tracker on CT Mod) that are nice to have as well. The developers know what the main mods are that players use. The longer those mods are used by players the more the developers mindset will become geared towards making raid encounters assuming everyone fighting them has those mods.
- Raid Macros: You may also wish to setup some default guild macros for raids. For example, you may have a defined Main Assist and anyone filling that role might have an exact duplicate assist key so that the guild becomes accustomed to seeing that message when it's time to assist. In addition, everyone in the guild may have the same /assist macro to target the correct target.
- Yard Trash Resetting: Remember, if the MC instance is closed for 30min, it will reset and the yard trash all respawns. Don't log out for the night within aggro range of any mob that will be back up the next day. There is a safe spot south of Lucifrom. Gehennas' spawn spot is safe. You can log in the tunnel between Garr's room and The Barons' room. And you can log near the bottom of the ramp

leading to Majordomo. Those are all safe spots where you can summon in your raid for Day 2.

- Kicked To Zone In: The first person to login after the instance is closed, will often get kicked to the zone in. So if you only log 3 people in the summon spot, you may find yourself shorthanded when 1 gets kicked to the zone in. Log 4 or more to ensure you have enough to click on the first summons.
- Repair Your Gear: This one seems obvious but make sure you repair your armor before you show up at MC. It's a long dungeon with a lot of combats. If you show up with half dead weapons and armor you will be screaming for a repair bot long before the raid is ready to use one. If you personally are prone to dying a lot, bring spare weapons or armor.
- Don't Take Aggro: One person can kill a raid in MC. When your MT has aggro, do not ever take it from them. Seeing how much damage you can do compared to anyone else is a leading cause of that. Avoid taking aggro from your MT. Hunters, as just one example of how this can harm a raid, can take aggro and FD. But before the tank gets aggro back the priest may land a heal on the MT and the mob turns and eats the priest. The hunter lives but they just killed a priest. A similar story exists for rogues. Or for mages and locks you may be dead in a second or two, well before the MT can save you for over-aggroing. Aggro management is a critical raid skill regardless of what you are raiding and it is really important in MC.
- Voice Communications: Not all guild's use these but those that do, swear by them. They certainly aren't required to be used to be successful but when used correctly they can be an asset. There are a couple primary tools out there that are used. Teamspeak, Vetrillo and Roger Wilco are probably the 3 big names in the 'market' at this time. There is a lively debate over which is better. If you chose to use one the key is to control its use so that it becomes an asset and not a random chatter tool, during raids. If people are discussing football while you are trying to call targets or direct raiders, it becomes a distraction and not an asset.

### **3.6. Yard Trash Mobs Of Molten Core**

There are a lot of misc 'yard trash' mobs in Molten Core. This section seeks to describe those mobs to you and their special abilities and tactics to defeat them.

**THE MOLTEN GIANT:** The very first mobs you fight in MC are a pair of Giants. This mob spawns in pairs and while they aren't linked, per-se, they spawn so close together that proximity aggro will pull them both when either one is tagged. They respawn in 12 hours if the instance is kept open or will respawn in 30min after the last person leaves the instance.

<b>Toughness</b>	Medium
<b>Hit Points</b>	High
<b>Melee Damage</b>	Medium (600-800)
<b>Respawn Time</b>	12 hours
<b>Special Attacks</b>	<u>Stomp</u> : giants will stop at regular intervals which will stun nearby targets. <u>Knockback</u> : they also have a small knockback which wreaks havoc with aggro control

Pull the giant pairs to just outside of camp. Assign a tank to each one and a small group of healers to each tank. Keep the two giants separated. Have the raid focus one giant at a time. Once one is dead, switch to the other. Keep your healers and casters back from them to avoid the stomp.

**MOLTEN DESTROYERS:** The Molten Destroyer is just a tougher Molten Giant but it is the toughest of the normal mobs that you fight in Molten Core in terms of HPs and damage output but its really not hard. Typically, they are lvl 63 which just increases misses and resists making them even harder. They also have a ton of HPs.

<b>Toughness</b>	Medium
<b>Hit Points</b>	Very High
<b>Melee Damage</b>	Heavy
<b>Respawn Time</b>	12 Hours
<b>Special Attacks</b>	<u>Stomp</u> : giants will stop at regular intervals which will stun nearby targets. <u>Knockback</u> : they also have a small knockback which wreaks havoc

	with aggro control
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Use the same tactics that you used on the earlier giant pairs for these. If you get a Giant + Destroyer then kill the giant first and then turn on the destroyer. You should try to keep all of your ranged attackers back and shooting. That will limit those who get smacked by the Stomp AE and make it easier to keep aggro.

**THE FIRELORD:** The Fire Lord is one of the more tricky mobs in the dungeon. If they aren't handled correctly, a Fire Lord can quickly wipe an entire raid. As such, care must be taken when engaging this mob. The spawn spots that hold firelords can also hold Annihilators so you can get one or the other respawning there.

<b>Toughness</b>	Hard (once you get the fight down its not tough..hard at first though)
<b>Hit Points</b>	Medium
<b>Melee Damage</b>	Medium
<b>Respawn Time</b>	150 minutes
<b>Special Attacks</b>	<p><u>Fire Debuff:</u> This basically makes fire damage hurt more. Keep it cured off the MT.</p> <p><u>Fire Dot:</u> They will land a single target dot for 3500-4000 damage on a random person in the raid. Cure this fast. . If you use a mod like the CT-Raid Mod then this is a fairly trivial task.</p> <p><u>Lava Spawn:</u> About every 30 seconds, a lava spawn pops out of him. You need to change to those and kill them. They will die fast if you focus on them but if you don't they will double into 2 then 4 etc.. until the raid is wiped.</p>

The key winning these fights is to kill the Lava Spawns as fast as they are summoned. Dispellers also need to be on their toes and make sure to dispel anyone that gets dotted as rapidly as possible. One effective tactic is to have your mages cast Blizzard on the spawns and it will also hit the lord and ice does double damage against them. If you ever

get two lords, blizzard is essential so you can kill both spawns at once. This only works if you position both lords nearly on top of each other, however.

**THE LAVA ANNIHILATOR:** This mob looks like your standard rock elemental and isn't really all that big of a deal. You can banish it if it comes with another pull.

<b>Toughness</b>	Easy
<b>Hit Points</b>	Medium
<b>Melee Damage</b>	Medium
<b>Respawn Time</b>	150 Minutes
<b>Special Attacks</b>	None although aggro seems to be hard to stick to your MT. Don't be surprised if it bounces around some.

Make sure you warriors are constantly taunting this mob since his aggro can be a bit unpredictable and hard to keep. Do note that it isn't uncommon for it to run over and hit a caster every now and again. This mob shouldn't pose your raid any real challenge.

**THE LAVA SURGER:** It is comical to see this mob zipping through the zone at very high speed but it will rapidly become a pain in the arse but fortunately its not all that tough. You can banish them should you get them in camp along with another mob. Once you kill Garr they will not respawn.

<b>Toughness</b>	Easy but annoying
<b>Hit Points</b>	Medium
<b>Melee Damage</b>	Medium
<b>Respawn Time</b>	28 minutes
<b>Special Attacks</b>	<u>Surging:</u> At random times he will pick a random person in the raid and surge them. That knocks the person back that he hits and knocks over everyone in the way. Be careful you don't fight him too close to the edge over any lava rivers.



To fight them effectively your tanks need to be on their toes to get aggro back when it surges. Everyone should spread out around the mob. Don't be too close to anyone if you can help it. And try to stay at max melee range. That should minimize its impact on you.

Please note that the surger that is just north of Gehennas (the one that runs in a circle around the column) respawns in 26minutes, not 28minutes.

**ANCIENT CORE HOUNDS:** Ancient Core Hounds are very slow large dogs (i.e. think of The Beast in Upper Blackrock Spires) that roam throughout Molten Core. They can be deadly or just an annoyance depending how well prepared you are and what form they come in. The good news is you can stop their respawn. Ancient Core Hounds come in multiple types. Their aggro range is HUGE. However once you kill Magmadar they cease to respawn and he is the second boss you will come to.

<b>Toughness</b>	Medium
<b>Hit Points</b>	Medium
<b>Melee Damage</b>	Medium
<b>Respawn Time</b>	17 minutes
<b>Special Attacks</b>	<p>Frontal AE Bite: So stay behind it and only MT is hit.</p> <p>Each corehound can have one of a list of AE's. Those are:</p> <ul style="list-style-type: none"><li>• Sort duration stun (long range.. can be nasty as your tank can lose aggro fast)</li><li>• 200fire resist debuff</li><li>• 50% spell casting speed and melee swing speed debuff – cure this</li><li>• Short duration confuse – Similar to stun this can result in deaths and has a long range</li><li>• 30% less health - Keep the MT cured</li><li>• 50% less int/spirit – The fight is pretty short.. cure it but it wont wipe you</li></ul>

To handle one, pull it to outside camp. Turn its back to your raid. Open up on it and burn it down. They don't have a lot of HPs so it won't take too long. Cure the AE dots (like the 200 FR debuff one) as rapidly as possible. The big thing with the dogs is to be ready for them. Know they will respawn and watch for them.

**IMP PACKS:** Fortunately imps only spawn in one area of MC which is in the caves leading to Lucifron/ Magmadar. They come in large packs of seven or more, but are basically as difficult as a regular instance elite. They respawn fast so kill and move.. kill and move.

<b>Toughness</b>	Individually low but a pack can be deadly
<b>Hit Points</b>	Low
<b>Melee Damage</b>	Low
<b>Respawn Time</b>	7 minutes
<b>Special Attacks</b>	Small fire AE from each one

Basically send in your tanks and have each of them fighting to get aggro on the pack or members of the pack. That will keep as many of them as busy as possible. Keep them out of your camp if possible and heal the tanks from a distance with everyone else using ranged attacks. Add in your mages casting Blizzard and Frost Nova and hope that you can drop them fast before the pack turns on a caster. You want low numbers of deaths here so that you can resurrect and move on before they respawn.

**CORE HOUND PACK:** These are also located in only one area of the dungeon which is inside Magmadar's cavern after you kill Lucifron. There are five packs in Molten Core. The hounds have a very unique trait: each hound in a pack must be defeated within ten seconds of each other or their corpse will be reignited by the living hounds and they will come back to life at full health.

<b>Toughness</b>	Medium
<b>Hit Points</b>	Low
<b>Melee Damage</b>	Low
<b>Respawn Time</b>	58 minutes
<b>Special Attacks</b>	Each has a nasty bite. That bite will stack with itself and the bites of any other dogs and cannot be dispelled. It isnt uncommon to see you tank with 6000-15000 damage dot on them. Just wait it out and heal them until its gone.

Due to their special respawn ability, you will want to have them all die in rapid succession. One way to do that is to assign each of the hounds (there are 5 per pack) to a tank. Once each tank is on their target pull the whole back and get all of the dogs as close together as you can. Ideally you will want your tanks to all run together and then all turn their hounds around so their butts are all touching (i.e. hounds facing outwards). Why? Because then each hounds frontal AE Dot is only hitting that 1 tank and no others. You may wish to use a Hunters pet to mark a central spot and have all tanks position their hounds arse on or very near the pet.

With the pack positioned basically in a circle.. butts together.. all facing outwards on your tanks, AE them dead. For casters that don't have an AE they need to scan the pack of dogs and keep retargeting to the dog with the highest health to keep them dying at roughly the same rate. If even 1 hound dies out of turn it will be back to full health and it will take you longer than 10 seconds to kill it so it will reignite all the other hounds. We have not tried splitting the hounds apart so that they are OOR (Out of Range) of each other and seeing if that stops them from reigniting each other though. Please note that Fire AEs also work on these packs. So you can use your warlocks and even your shaman totems to add DPS to the kill. Make sure your melee are constantly looking over the pack and finding the hound with the highest health and changing to it. You want them to die at nearly the same time so they must do this.

**THE LAVA PACK:** These packs of mobs don't come into play until deep into MC. They don't exist in the front half of the zone but they are 80-90% of the mobs in the last half. So they are something raid will face A LOT of after Garr. Each pack is made up of 4 mobs and there are 2 combinations of mobs that make up the packs. One pack consists of two Lava Elementals, one Flameguard, and one Firewalker. The other pack consists of a Lava Reaver, Flameguard, and a Firewalker.

<b>Toughness</b>	Hard
<b>Hit Points</b>	Medium per mob
<b>Melee Damage</b>	Medium
<b>Respawn Time</b>	120 minutes

<b>Special Attacks</b>	<p>Varies on mob type. The four mob types are:</p> <ul style="list-style-type: none"><li>• Lava Reaver – Banishable earth elemental type mob. All melee damage. No AEs</li><li>• Lava Elemental – Banishable earth elemental mob with frontal AE stun. Turn its back to the raid.</li><li>• Flameguard – Nonbanishable with a frequent AC debuff AE (small range) and a less frequent large fire based AE.</li><li>• Firewalker – Nonbanishable with a semi-frequent FR debuff AE. The also have a 3000 point damage fireball. Those can be cast every second but they don't always cast that fast. He tends to 'spam' a rapid succession of 3 fireballs every so often. These are the most deadly of the four so are often killed first.</li></ul>
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The basic plan we use to deal with them is as follows:

1. Pretarget the "Lava" mobs by warlocks assigned to keep them banished.
2. Pretarget the Flameguards with a tank who will pull it off to the side and offtank it with assigned healers.
3. Pretarget the Firewalker with your main tank and prepare to kill it first.
4. Have the main tank pull the pack. While its being pulled banish the Lava mobs and peel off the Flameguard. Using pets with the MT initially helps deal with the first wave of fireballs. Burn down the Firewalker as fast as you can.
5. Turn on the Flameguard and get it dead
6. Cleanup the "Lava" mobs. Remember to keep the Lava Elementals back to the raid.

These groups are spaced far enough apart that you should never have to deal with more than 1 group at a time unless you lose track of respawn time and are standing between two groups as they respawn. 2 hours is usually more than sufficient to clear an area of them and take out the boss and move on but do time them so you don't get caught off guard.

### **3.7. Tactics For The Molten Core Bosses**

There are a 8 Molten Core bosses that you kill which leads to the triggering of Majordomo which leads to the triggering of Ragnaros. As you get good at MC you can do this whole series in hours versus over a couple of days (which is not uncommon in the early stages of learning MC). There are certain spots where you can stop for the night, safely and come back the next day and clear a little further.

Here are descriptions and some basic tactics that you can use to defeat and number of the MC bosses. Note: This isn't every boss in MC but it is enough of them that by the time you beat all of them you should be familiar enough and skilled enough in MC to develop solid tactics to defeat the rest.

#### **3.7.1. Lucifron:**

Lucifron is the first boss you will likely come to in Molten Core. If you understand this fight and setup correctly, you should be able to win it if you successfully reached him without all of your gear being red. If it's all red, drop a repair first since this fight will be lengthy your first few times so you need good AC and HPs and resists. He is important because he drops the Tranquilizing Shot spell for Hunters that they need when fighting Magmadar.

As you clear into MC you will eventually see a bridge crossing over lava on your left that leads into some caves. Lucifron and Mag are in there. The path will also continue to the right which is the way to other bosses. You will want to clear and move across the bridge.

There are two issues. First there are several surgeons there and you don't want to fight them on the bridges or near the edges since they will knock you into the lava. Second, mixed in with them are three imp packs (7min respawn timer). Now, some groups will just train through here all the way into Lucifrons lair (hug the right wall as you go in and die on the south wall) and res and setup there. That is rather lame. If you made it this far, you can clear the imps.

Some tips to clearing this:

- 1) Pull the first surger across the bridges and kill it before crossing.
- 2) Pull the second surger across the bridge too. If needed, use a banish by a warlock for the aggro.

- 3) Once those 2 surgeons are dead, pull the first imp group to the bridge and AE them dead.
- 4) Move to the cubby south of the first imp group and use a rogue to aggro the 3<sup>rd</sup> surger. Kill the third surger roamer in the cubby. He will path by and be an easy pull.
- 5) Now rush in and kill the south group of imps. If you are careful you will never aggro the north group. Send in your tanks first and get aggro on them and follow close behind with your Aers.
- 6) Once they are dead hug the walls and move into the big cave with Lucifron and still hugging the wall move south into that big clear area. This is a safe area where you can setup for Lucifron.
- 7) There is 1 group of corehounds south of Lucifron that you need to pull and kill (see corehound strategy from the section above) and now you can get Lucifron solo.

### FIGHTING LUCIFRON:

You will need 2 offtanks with probably 2 healers (Shaman or druid is fine) for each. You will need a main tank with all the remaining healers on him/her and you will probably want a backup tank with them. Pair up your MT healers so that half are sitting out regaining mana while half are actively healing. Lucifron has several abilities that he will use that you need to know about AND cure when applicable.

- Lucifron's Curse: This is an AE and it increases mana and ability costs by 100%. It is a curse (i.e. mage/druid) curable.
- Impending Doom: This is an AE and it is his dispellable 'time bomb' ability. It will do approximately 2000 damage after 10 seconds. It is magic based and Priests, Paladins and Felhounds can cure it.

The guards also have a special ability. You see them stop to cast it so it's possible to interrupt with a shammy earth shock or some other stun if you are fast enough. The ability is called Dominate Mind which is a single person charm and the person seems to be picked at random from the hate list. Since there is very few people on the guards aggro lists at the start, it's possible the MT can get charmed so having 2 tanks is good. What we do is pull the guards with hunters and peel off Lucifron with the backup tank and peel him off from the backup tank with the primary tank thus removing the MT from the

guards as far as possible to minimize the charm change. Note: Charm can be removed by a magic dispel OR with a purge from a shaman.

Use your main assist to target 1 add and then the other and kill them off. You need to kill them way down south in the same area as far from Luci as you can so the raid avoids the AE. While that is going on the Main Tanks should pull Lucifron to the right side of the lair and put him between them and the wall about in the spot where the dog back was (a bit more north than that). There used to be a bubble in the wall that you could use to block the AE but that no longer exists. As such the MTs healers will be in range of the bomb and of the curse so they will need people watching their dots and curing them ASAP. You should probably preassign each healer team a warlock to cure the bomb and a mage to cure the curse so there is no issue with that.

Once the adds are dead, this fight is pretty easy. You will need to cure fast and often. Get the two adds down, then all focus on Lucifron. If you are about to land a heal and the tank is nearly full health, abort it and recast. Healers, keep yourself cured (or the healers around you cured) so that the healers don't die. Burn Lucifron down. It isn't a very long fight once you get used to it. Hunters CAN setup at max range and be out of range of the bomb and curse. You may get fancy and time his AEs and run your melee in and out to avoid them too. Just get him positioned up north and have ranged attackers stay back and cure all those that get the timebomb and the 100% increase in mana cost AEs.

The setup looks like this:



### 3.7.2. **Magmadar:**

Magmadar is in the same cave as Lucifron and he is a large ancient corehound. The good news is that once you kill him, no more ancient corehounds or corehound packs will respawn which certainly makes moving deeper into MC (and coming back on Day 2) a lot more tolerable.

You clear the remaining corehound groups (58minute respawn!) in the lair and you are ready to attempt him. Like all bosses, he has several abilities to content with:

- **Frenzy:** This is the important ability that needs to be countered. Magmadar will often go "into a killing frenzy" (there is an emote for it that everyone can see). He then does much more melee DPS to the tank. Hunters can 'tranquilize him' out of frenzy with the spell: tranquilizing shot (which drops from Lucifron.) So whichever hunters have that must be on the ball and ready to hit him with it.
- **Magmadar has a frontal cone shaped AE bite.** Keep healers way back (see below) and melee around back and you will be fine.
- **Fire Spit:** Magmadar spits out "globs" of fire at random people throughout the fight. The glob of fire stays at that spot on the ground for some time. Run out of the fire if it hits you and avoid it for the rest of the fight. It can leave a dot on you that does up to 3000 damage though. So cure that or heal once its passed.
- **Magma Spit:** I think this is a point blank AE damage over time (DOT). It is weak damage so probably not worth worrying about. It comes from being in the fire spit too long or being hit by it directly.
- **AE Fear:** Magmadar has a 30 second AE fear. It isn't cast at exactly 30 seconds but can vary from 30 to 36ish.

The tank stands in the middle of the lair and healers get at max heal range from him. This is because at max heal range they are out of range of the AE bite and the fire blobs and fear. So they can heal and not worry about those things. Have the second main tank pull Mag to the first main tank (so he doesn't move and screw up max healing range.. he needs to stand still) and the first tank then taunts and sunders armor and gets aggro. Tank shield wall is a big help too at the beginning but they may end up feared so we most often save that for if we have to change tanks. The setup looks like this.





Tremor totems, for horde, are useful in keeping melee from running to far off. We often have our priests grouped together and a shaman with them to help them avoid getting feared should they stray into fear range. Melee strafing to get rooted in place, instead of running off is a good tactic for all.

Now, things get nasty when the main tank starts running away. So you need to prevent that from happening. Alliance has it pretty easy compared to horde. For alliance you use dwarf priests and use their Fear Ward and ensure the main tank is always warded. For horde, you need to rely on Berserker Stance (and thus good timing by your tank, since it only lasts 10 seconds and good healing since you tank will take 20% more damage that they would in defensive stance during that time) and a smart tank to keep themselves from being feared.

Second only to being Feared. Frenzy is what really kills tanks. The job of the hunters who have the tranquilize spell from Lucifron is to keep frenzy off of Magmadar as much as possible. If more than 1 hunter has it, then they should have an order setup where 1 hunter shoots and if their shot fails to tranq him (i.e. it misses and he is still larger in size) then the next one goes. The hunters need to talk/coordinate and do this rapidly.

Teamspeak (or other voice chat tools) is one way to do this. So is setting up a macro that you press when you fire telling the next hunter in line that they are up next.

Put all your ranged attackers over with the healers. They will be in range of Mag but out of range (OOR) of most of his AEs. Take all of your other melee (rogues, other warriors) and run them around the BACK side of Mag. That avoids the frontal AEs. Spread them out so that any glob of fire doesn't hurt more than 1 or 2. You might wish to send a resser along with them and have the resser stay way back to avoid getting on the hate list and thus getting spit at.

This fight sounds hard but it isn't too bad once you pick up a few Tranq Shot spells and if you are good with grounding totems (in the case of alliance, use Fear Ward from your Dwarf Priests on your main tank to keep them from being feared.. but the same overall tactics apply) to keep the raid from being feared off.

### **3.7.3. Gehennas:**

The Gehennas fight has a couple of ways you can win it and people will debate which is best. We use the method of "kill both of the guards then kill him". He has two guards and each one cleaves which can stun their tank. A shaman can keep a single guard tank alive if the guardtank doesn't get cursed.

Here is a description of his abilities:

- **Gehennas's Curse:** This is an AE curse (i.e. mage/druid cureable) that is cureable and it fires off every 30 seconds. This curse reduces heals by 75%. Obviously, you don't want to heal anyone with the curse so it needs to be cured ASAP.
- **Shadow Bolt:** This shadow bolt can do 2000+ Damage, and Ghennas uses it often. It is fired off at a random person so anyone in the raid could be hit with it and will need a heal. A shadow resistance of 180 resisted this more than half the time.
- **Rain of Fire:** Gehennas casts a targeted AE rain. If the rain is falling on you, run out of it. It won't follow you so you can easily move clear.

People make this fight out to be harder than it is. Clear all of the mobs around his lair, including the south side. You will tank Gehennas in the middle of the lair and you will kill his guards and then turn on him. We do everything up north. Some guilds kill the guards down south with the healers up north. Whatever you prefer is a valid setup. We pull Gehennas to the middle and peel the two guards off to the north (and run our raid resser

to where Gehennas spawned) way out of range of his curse and the rain. We kill them off way up there with the bulk of the raid well out of range of dear and curse.

So in our scenario, setup your offtanks to the north of Gehennas with an assigned hunter for each to shoot and bring them their add. Position your main tank in the middle of the lair. Position your 2-3 healer groups (each of which needs a mage to cure them) to the north and to the east of the MT. The main part of the raid will be way up north to help with the guards.

Pull Gehennas to the MT and the hunters peel off the adds bringing them to the add tanks. It is important to peel the adds off fast because if the MT gets stunned by them then he wont have aggro on Gehennas and bad things happen. You may wish to place a Secondary Tank with the MT. The guards don't hit hard. You can heal a guard tank with 1 shaman or druid.

In each healer group have a rotation setup. Healer 1 is in range of the MT and healing them while the rest of the healers (we use healer pairs.. some guilds use 3 healers in a group) are out of range of the AE's from Gehennas and waiting their turn (and keeping the healer in AE range healed). The mage in each group is responsible for curing the healer getting hit with the AEs. The healers doing the healing are likely to get a lot of the shadowbolts so will need mage cures and the resting healers should help out by keeping the active healers, healed.

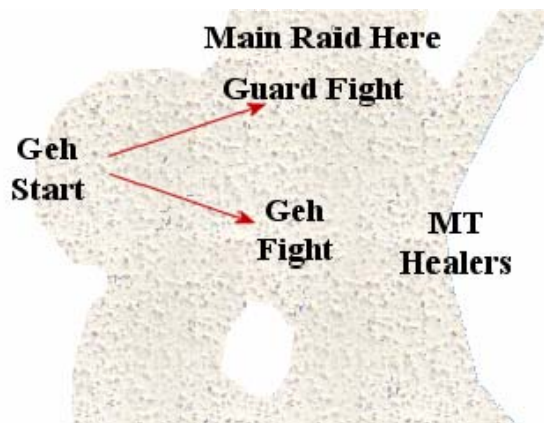
The main tank group should have a druid or two in it who's sole job is to cure the curse off the MT as soon as it lands. Their only other job is to keep themselves alive. That group also needs a warlock is in that group for the imp pet HP buff. The more HPs.. the better. Basically your healing threshold is 2000HPs. If your tank hits 2K HPs and Gehennas decides he needs a shadowbolt, then the MT is dead. So set 2k as the lowest threshold you will let the MT get to and keep them above that.

Once the pull is made, the raid, kills both adds, once at a time. They die fast. And let your MT build solid aggro on Gehennas. Make sure your whole raid is moving if any AE fire rains land on them (and since it is randomly targeted it could hit most anyone). When the 2 adds are dead SPREAD OUT all around the lair. Don't be too close to anyone else and engage Gehennas. Use ranged attacks if you have a strong one. Melee stay at max

range and spread way out and be on all sides. Any healers not in the MT heal rotation keep the rest of the raid healed from the AE Rain and the Shadowbolts. Mages keep the MT cured of the curse and also cure your healers because they will need some heals to stay alive, and cure yourself. If you have bonus mages then cure the whole raid.

NOTE: Remember there is a lava surger just north of his lair, within aggro range of your MT heal teams, that respawns every 28min. Make sure he is killed just before you go to give you max time. It's a real shame to die because you forgot to time his respawn. All other mobs in the area are on 150 minute or longer respawn timers.

The setup looks like this:



#### **3.7.4. Garr:**

Garr is the next boss that you are likely to come too. Fortunately Garr isn't too bad but his most annoying ability is that he summons adds and he can blow them up. Garr himself isn't really an issue. Send in your main tank to aggro him and tank him as you would any tough mob. He has no AE per-se so you simply tank him and heal your tank with a standard healing rotation (whatever your guild uses.. and if you don't use one then pair up your priests or pair up your druids and have one healing while one sits out to get mana back).

The real trick with Garr is dealing with his adds. There are three issues with the adds that you need to be aware of. First, if you kill the adds, they explode on death doing AE damage. So if you kill the adds you need to do so away from the raid and have all melee (but one tank) back off at about 5% and finish them off with ranged damage. Second, when Garr gets below 50% in health he will randomly, but frequently spawn and explode

his adds which can quickly wipe a raid. The third issue is that as the adds die, Garr gets larger and stronger. So if they all die, you are dealing with a hard hitting, really pissed off Garr.

So how do you deal with the adds? That depends on your raid composition. You have two basic options. First, the adds are banishable. You can assign 1 to each Warlock (i.e. have a warlock order to pickup each new add that comes) and chain banish them. It is critical that your warlock be on their toes and keep the add chain banished especially below 50%. When banished, adds will not be exploded by Garr. Unfortunately he doesn't wait too long before exploding them below 50% so there is a bit of luck involved with this since there is a second or two between banishes where they could be exploded.

Second, if you lack enough warlocks then you need to kill the adds. You cannot offtank them near the raid since they will get exploded and kill your raid. You could, in theory, offtank the adds apart from each other and apart from the raid as well but that is more difficult than killing them off. You can think of that method similar to the fire lord method listed above. Kill the add then get back on Garr. Just please note that if Garr is below 50% the add is likely to get exploded before you kill it, so you need to get a tank on it, and move it away from the raid and engage it with ranged attacks (keep melee on Garr) to avoid them taking AE damage when it explodes. If Garr is above 50% then tank the add down to 5-10% and everyone back off and finish it with ranged damage and a tank keeping aggro.

Please note that since patch 1.5 if the adds are brought too far from Garr they go berserk. So you will need to deal with them relatively close to Garr. No exact distance has been given but you don't need to be standing under Garr to kill them but don't try to pull them to opposite sides of the room. Stay fairly close and they will behave normally.

Typically on our raids we do this: We banish all we can. We then offtank and kill any nonbanished one and then kill 1 of the banished ones so that a warlock is freed up to cover in case an accident happens. The whole raid turns on Garr then except the warlocks dealing with the banishes. By the end of the raid, a couple banished ones were unlucky and exploded but there will be 2 to 4 left up that you need to kill off.

### 3.7.5. **Baron Geddon:**

Baron is a large fire elemental and is a very fun fight and so far I'd have to say he isn't very easy. I've heard him called not too hard but so far he seems to be a bit of a challenge. Baron Geddon roams the Shazz lair in a racetrack pattern and will need to be killed before dealing with Shazz.

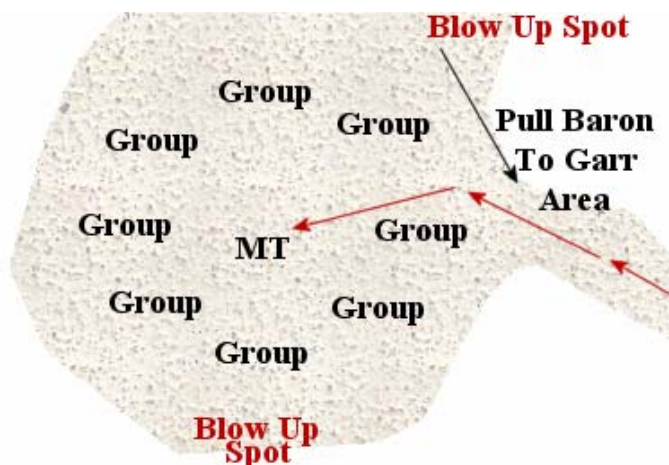
The Baron's abilities are summed up as:

- **Inferno:** He will periodically stop moving and stop meleeing to perform inferno. Inferno is a series of point blank, AE pulses that get more and more damaging each pulse. He does around 9-10 of these pulses (once each second). The first few pulses are rather tame in the damage department, but the end pulses do upwards of 2000 plus damage. No one.. not even main tanks.. can stand up to this. Basically, when he pulses.. you run. The pulses seem to go 500, 1000, 1500, 2500, 4000 damage changing every other pulse to the next higher damage number. Needless to say.. run!
- **Ignite mana:** He also has a mana consuming dot that also damages you.. 400 mana lost and 400 damage done per tick. So it needs to be dispelled off of anyone who needs has mana. It's harmless on rogues / warriors. It is another of those random secondary targeted affects so pretty much anyone on the aggro list could get it. This is cured by a magic cure so priests or warlock pets are needed.
- **Living Bomb:** You've seen this before from Lucifron but its not AE. It's the random secondary target version. 3000 damage. You have 5 or 10 seconds to run from your raidmates. It is NOT killable. It will explode for up to 3200 damage AND launch you high into the air and you will land hard for more damage. It will take 8 seconds to explode which may seem like enough time but it isn't. Pay attention and run fast.

To reach him, clear a lava pack or two so you have a clear run to him. Pull him to Garr's room. A hunters pet works well for this. Surround him in an arch where you are spread out around the room but semi near your group. And each group ideally has a priest in it. Be spread out so that anyone hit by the bomb, that isn't cured, doesn't hurt too many people. Our general rule is: Run for the wall! When you get the bomb and the priest in your group will try to Shield you (which will deal with the damage from the landing) and try to hit you with a quick heal to get you to max HPs before it goes off.

Tank him. Heal the tank using your secondary healers like shaman, paladins and druids in a rotation. Your priests should be curing the Ignite Mana, shielding anyone with the bomb and adding in heals to the MT whenever they can. When he starts to go into pulse mode GET CLEAR of him including the MT. Stop a safe distance back and the MT should wait for the Baron to come to him. Everyone else should be further away than the tank. Rinse and repeat. Of course, if you get the bomb on you, RUN AWAY from your group while hoping you get healed up and shielded. If you blow up and die, don't bring anyone along with you. There are 2 spots (see map below) where you can run to and blow up but the low overhanging ceiling reduces the fall damage and many classes will live through the explosion. A resurrection team is a good idea but the downside is the resurrection team could randomly get hit with ignite mana and then need a cure and then be placed into combat if they get too close.

The setup looks like this:



### 3.7.6. Shazzrah:

After you kill Baron Geddon, you can clear the remainder of the Lava Packs in the room. That will leave you with Shazzrah left up in the room. Having all that room is important because Shazzrah has an ability that will make having more space a good thing.

Shazzrah's abilities are summed up as:

- **Blink:** Every so often (about every 40-45 seconds) he is going to blink. For those who played EQ, you can liken this to the Tallon Zek fight. The blink is a pain since basically the MT has lost aggro and is nowhere near Shazz. You counter that by

ensuring everyone stops attacking. Any tank that can get aggro, get it fast and bring Shazz to the MT, who is running to get aggro him/herself.

- AE Curse: I forget the name of it but he fires off a fairly long range AE Curse who's sole purpose in life is to make you less resistant to his next AE. This one is mage/druid curable so basically they have to be on the ball and fire off a ton of cures every time he does that. The more of those classes you have, the better.
- Self DPS Reducing Buff: Shazz starts the fight (and will recast it periodically in the fight) with basically a giant DPS nerf on him. You can use a priest to Dispel Magic on him to remove it or you can use a shaman to Purge him to remove it. You can use Detect Magic to see when it's up or perhaps when your melee start screaming about the need for it to be purged, hehe.
- AoE Arcane Damage: Some time after he curses, he is going to fire a nasty damaging AoE off. If you cured the curses you will take maybe 700 damage from it. If you didn't, you will take more (2000-2700) possibly killing the lower HP classes. Clearly curing the curse is key. An Arcane resist potion wouldn't hurt either.

Shazzrah has fairly poor armor class and pretty low DPS output for a boss. Healing your main tank isn't going to be a huge deal. The bigger issues are dealing with the blink and the AEs.

Pull Shazz to the center of the room and have the raid spread out around him. Ideally you have a Druid or Mage in every group and you are spread out around him BUT near your group. That way when you get hit by the curse, you are near your group curer. When he blinks, those he lands near will want to get away from him fast. The raid should STOP attacking when he blinks to let the tank get aggro back (Note: since he does blink every 40-45 seconds you can time it and have someone callout to stop DPS at 35-40 seconds). Tanks will want to rush to where he blinked to and re-establish aggro (since a blink wipes the hate list) and pull him back to the middle. Once he is back in the middle and aggro is re-established, open fire again. Healers will want to watch other tanks getting aggro back and be ready to possibly change the MT if necessary.



Ranged attacks are preferred so try to keep the bulk of the raid at long range. Nuke from long range.. shoot from long range.. Running in to melee guarantees you to get cursed and AEd. Some would argue that due to his low AC, rogues are best served in close and wailing on him. If they have decent arcane resist, an on the ball curer and a health potion to supplement, that might be a good addition to the DPS.

One of the worst combos to have is a Blink + Curse + AE. When that happens, things can get nasty, fast since there wasn't time for the curses to get cured. There isn't much you can do about that except pray for a little luck.

The setup looks like this:



### **3.7.7. Sulfuron:**

Sulfuron is another lizard (i.e. naga) boss and he brings with him 4 priest guards. I will start with the guards since they are the largest issue in the fight. They have 3 abilities:

- The guards can heal. They heal themselves, each other and Sulfuron.
- Power Word: This is a magic based dot (i.e. cure it) that does a little damage
- Immolate: This is another magic based Dot that does around 400 damage every 3 seconds. Cure it as well.

The guards need to be offtanked and killed one at a time. You need to split them off from Sulfuron and from each other. So basically you have 5 fights going on around the room with each one out of heal range of another. You can shield bash, counter spell etc.. the guards so that helps reduce the heals and get them dead. The guards are not particularly hard but the real issue is ensuring the 4 of them cannot cross heal each other by spreading them out. So assign your offtanks. Get your MT on Sulfuron. Get a healer on each offtank (a druid or shaman should be fine) and the rest keeping your MT up. Have hunters tag them off and pull them to your spread out tanks. Burn them down one after the other.

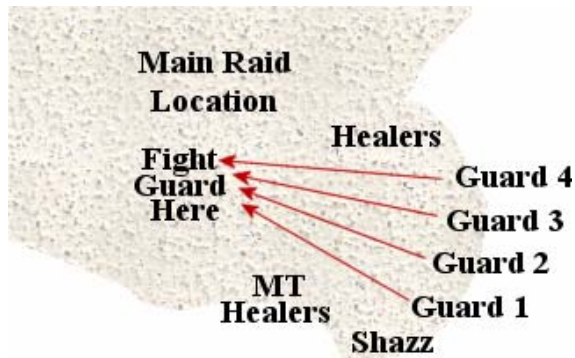
Sulfuron's real threat are those 4 priests and their DoT. His melee damage (and theirs) is weak. He does , however, have a couple of abilities for you to be aware of. They are:

- Demoralizing Shout : Reduce attack power by 300
- Inspire: That is a self only buff of his that doubles his attack speed and increases his damage by 25%. Purge him when its up or have him dispelled.
- And finally he does an AE knockdown. That is more annoying than anything since you basically stop attacking while your char gets back up.

With that said, the number one issue facing your raid on Sulfuron are the dots from the priests. They stack and can do around 1400 damage per dot. One method that can be used is to basically fight Sulfuron where he spawns. Keep your MT healers north of him. Pull the guards south to the lavas edge and tank them in that area. Pull 1 of the 4 guards to the middle of the room away from Sulf and the other guards and kill it there. You will want a dedicated curer in the guard tank group and another one or two for the raid fighting the main guard. If positioned properly, the MT and his healers won't be getting the DOT at all (which has about a 25 yard range). You will want to be careful about where you place your southern guard tank healers and curer so that they are out of range of the AE and don't get hit as you pull the guards north to the middle for killing.

Another effective method is to pull Sulf to the south edge of his ledge and tank him there with the MT healers along the south edge of the ramp leading to him. Pull all 4 guards back to the rear wall of the ledge and spread them out so that the AE's don't overlap. Offtank them along the back wall. Their healers can be on the ramp itself, right at the lip of the ramp and in range to heal. Pull each guard, one by one, down the ramp to the middle area by the raid. Kill all 4 guards then move in and kill Sulfuron.

The setup looks like this:



### 3.7.8. Golemagg:

As you have seen by now, each different yard trash type has a boss later in the dungeon. Golemagg is the giant boss. Golemagg comes with 2 guards. They are dogs called Core Ragers. The guards hit pretty hard but in addition they have several special abilities:

- Mangle: This will slow the targets movement by half and does 300 damage every 2 seconds.
- If the Rager's health drops below 50% while Golemagg is still alive, it will emote something similar to: 'Core Rager refuses to die while its master is in trouble' and then it regens to full health.
- Golemagg's Trust: This isn't really a guard ability but rather one that gets placed on them by Golemagg. If you offtank the guards too close to Golemagg, he will drop this on them which increases their damage by 500 and their attack speed by 50%. Needless to say, offtank them away from Golemagg.

Golemagg himself has several abilities besides his melee damage. They include:

- Golemagg's Trust: Covered above.
- Magma Splash: Anyone attacking him, in melee range, can get this debuff. It stacks with itself and does fire damage and reduces your armor. It begins with 50 damage per tick and -250 armor. It can continue to stack to insanely large amounts. Needless to say ranged damage is important for Golemagg.

- **Pyrobolt:** This is a 2000 damage fire bolt plus 200 damage every 3 seconds (for 12 seconds) DoT that randomly targets people in the raid.
- **Earthquake:** When he gets low on health, he uses this ability which does AE damage to those nearby. He also attacks faster when he is Eqing.
- **Attract Rager:** If anyone's health hits 10%, Golemagg will cast this onto them. Basically it increases your hate on the Rager's aggro list so that they may run over and finish you off. Clearly its important to keep the raids health over 10%.

The basic strategy seems to be to offtank both Ragers away from Golemagg having 3 healers on each guard tank. The reason we say 3 is that this can be a long fight. Having 1 healer actively healing at a time allows the other 2 to be regenning mana. Note: It is good practice, in any healing rotation, to swap healers before 0%. There are several reasons for this. First, the healer that is regenning is able to step in for spot heals as needed if they have mana. Second, the entire time the first healer is using their mana, the backup healers are useless. They are full mana and doing nothing. So if you swap the first time at say 75% and then at 50% and then each time after that at around 30% or so, you can maximize your regen time and have mana left over for heals. For the horde side, keep a shaman or two as part of this 3 person healing team (per guard) so you can use mana totem and healing wave. Druids innervate is a nice help as well. But basically get the 2 guards away from Gole and offtank them. Note: If you get them too far, you can be OOR (out of range) of Golemagg's corpse and not get loot rights.

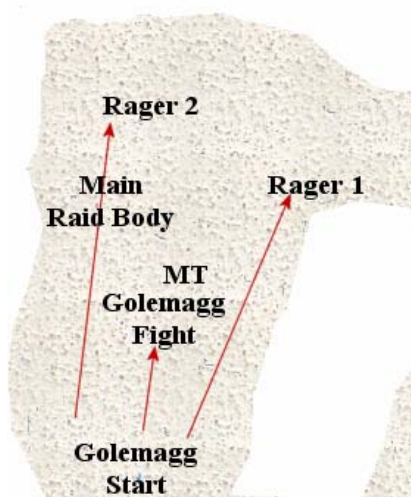
Focus on attacking Golemagg with most healers on the MT in standard healer rotations but again, make them 3 deep for the same reason as the guards. Use ranged attacks on Gole as much as possible. When he begins to earthquake, call in your healers that are regenning mana to add more healing power onto the MT and burn him down. You may also add in a rule like if the guard tank or the MT drops below 50%, the regenning healers need to toss in a quick heal. Once Golemagg is dead, the hounds will emote something about him being dead and they implode and die too. So you wont need to worry about killing them. You will probably want a healer designated to heal the Pyrobolt damage on the raid and you want to minimize the number who are doing melee damage to Golemagg.

Melee that get magma splash either need some healing or they need to back off, let it fade and bandage up and go back in. It stacks with itself so careless melee can quickly

find themselves dead. You will note that this dot hits those who are attacking him in melee range. Thus if your main tank knows his/her stuff they can keep aggro with a minimum of attacking (short bursts to build a little rage to use a talent or two but attack is then turned off when the dot hits) and thus avoid the dot stacking on them since most of the time they aren't attacking. We have found this to be a very effective tanking strategy for him and it greatly reduces the healing needs on the MT. Golemagg still hits like a boss of the giants should hit but the dot ceases to be a MT killer. A protection specced warrior doing Taunt, Shield Discipline and Shield Block is pretty effective at keeping aggro with a minimum of attacking on Golemagg.

One nice thing about Golemagg is that he drops 2 purple armor set breastplates with nearly every kill and can drop up to 2 other purple items. So you get a shot at 4 epic items per kill with two being BPs which makes this a very rewarding kill.

The setup looks like this:



### 3.7.9. Majordomo:

The majordomo fight has a lot of moving parts. There are also a number of ways to defeat him and each guild has their own way. Many groups swear by their way and some will say theirs is the only way. Probably the number one thing to remember about this fight is that the correct order to kill his guards is whatever way works best FOR YOU. I will explain how we do it and if that works for you, super. If you want to mess around with the order some, that is also ok. Just remember the rule that after the 4<sup>th</sup> guard is killed the healers are no longer sheepable and plan accordingly.

### TRIGGERING MAJORDOMO

Majordomo is a triggered boss in Molten Core. The process of triggering him begins with talking to Duke Hydraxis in Azshara. He is way out on an island off the coast near the southeast corner of the zone. The first quest he gives you is to go to MC and kill 1 of each of several types of yard trash. Once you complete that you go back to him and get a second quest. This time he tells you to gain enough faction with him to get to honored by killing his enemies (which includes the mobs in MC). Once you gain the faction, go back and talk to him a third time and he gives you the Hands of the Enemy quest. That quest is to bring him the hands of Lucifron, Sulfuron, Gehennas and Shazzrah. Everyone who participates in those kills can loot the hand. It is not limited per kill. Complete that quest then you are able to obtain a single special water (you can come back for more but you can get 1 at a time) that you need in MC to trigger Majordomo.

To trigger Majordomo requires killing the 8 bosses in Molten Core and then dousing the flaming runes that mark their spawn spots by using the special water on the rune. Ideally you will have 8 or more people who have completed this quest since you can only obtain 1 water at a time. You could use less people but each time you use a water the person will need to leave MC, return to Azshara and obtain a new one. Certainly that is doable with a 6 day reset timer in MC but its far easier to have 8 or more people with 1 water each on every raid.

Once all 8 runes are doused, you will trigger Majordomo.

### THE FIGHT

Majordomo spawns along with 8 guards. There are 4 melee guards and 4 healers. While that sounds like an overwhelming number, there is a bright spot in that you can sheep the 4 healers. There are two caviats to this. First, occasionally the healers will put up a magic reflect (which lasts 10 seconds) so when you sheep them it bounces back and sheeps your mage. To counter this if you have your mages grouped with a priest they can dispel the sheeping rapidly. Second, after the fourth guard (regardless of what type) is killed, any remaining healers become immune to sheeping. It is also good to note that there is a seemingly random damage shield that can pop onto any of the 8 guards and does 1000 damage to anyone meleeing it. Your best defense is to watch for this and cease meleeing when it is up. It lasts for 10 seconds after which melee can attack again.

Again, the correct order to kill the guards in is whatever works for you. Some argue that killing the healers first is good but the downside there can be not enough mana to keep your guard tanks alive during their fights. There are all sorts of methods and orders. We have successfully used this one:

Have one tank with 2 or 3 healers tank Majordomo where he spawns. Also send in your warlock pets to help tank him. Why? Because randomly he will teleport someone on his hate list to the lava for 800 damage a tick and he can chose to port the pets and not your tank. Why not hunter pets to? You can use those more effectively for DPS on the guards. We do leave a hunter with the MT to tag Majordomo and pull him back to the tank spot if he ports the MT to the lava and takes off running for the raid.

Assign 1 tank to each melee guard (Firewalker Elites). Assign 2 healers (priest + druid/shaman/pally) to each tank. Also assign each guard to which priest/healer is theirs to tank later in the fight.

Pull the 4 guards towards the edge of the cliff overlooking the ramp that you came up. Spread the guards out since they do have an AE fire attack and you want to avoid those overlapping very similiarly to how you spread out Sulfurons guards to avoid their DOTs overlapping and stacking.

Kill 3 melee guards as rapidly as you can and keep the 4 healers sheeped. The melee guards have an AE fire attack. Spread them out so that the AEs don't overlap. Use ranged damage as much as possible and stay at max range if you can to avoid the AE. For those that can't avoid it (like rogues), get clear of the mob and bandage yourself when you get low on healing. Like many MC fights, each person needs some form of self healing and to be at least partially responsible for staying alive. If you have spare healers you can certainly assign 1 of them to heal those in AE range of the fire.

As each tanks guard dies, that tanks healers should get back to full mana and toss in spot heals on other tanks and the MT as needed. Generally get back to full health for use later in the fight. As each tank free's up they should move over to their assigned guard-healer (in sheep form) and taunt the sheep/healer. Don't attack it. Just taunt it. Build aggro so when sheep does break it stays with the tank.

Take the 4<sup>th</sup> melee guard and lower him to about 20% health. At that point leave him being offtanked at 20% and kill 1 healer. You now have 3 healers sheeped (but they cannot be resheeped anymore since the 4<sup>th</sup> guard has been killed) and 1 melee at 20%. Very quickly finish off the melee.

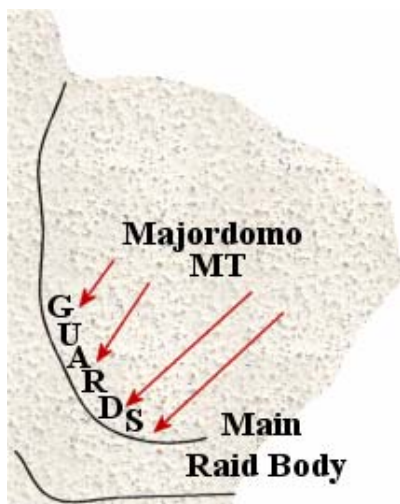
As the 3 sheeped healers unsheep, pull them to the edge where you tanked the melee guards and spread them out as well. Kill each one in turn. Priests will randomly shadowbolt people on their hate list so shadow resists are useful for this but it also isnt too tough to keep people healed unless you are nearly out of mana at this point.

When the final guard dies, Majordomo will submit and cease attacking (and become unattackable). He will drop his chest. Open it and distribute your loot. You may now trigger Ragnaros.

Please note that randomly the guards can have a damage shield debuff on them that basically does 1000 damage to those meleeing it. Watch for that and back the melee off when it is up. Use ranged to continue to wear down the guard until the damage shield is gone. If you use the CT Raid mod, starting with the 1.2 version they added in mods that will call out the damage shield and when spell reflect is up on the priests.

Again, people swear by their guild's method and some will say their order is the only right one. Lots of different orders have worked for people. We have one that works for us. Find the one that works for you.

Our setup looks like this:





### 3.7.10. Ragnaros:

Once Majordomo is dead, Ragnaros can be summoned. Major will 'despawn' once he drops his chest for you and will appear over in the middle of the spiral (on the map below). Clear back over to there and you can trigger Ragnaros. Basically your MT will talk to Major and he will call forth Ragnaros. Rag is pissed. Major has awakened him too soon. He is mad you ran amuck in his lair. So he kills domo and turns on you.

Here are the core abilities and adds to be concerned about in this fight:

- There is the lava itself. Don't fall into it and if you get knocked into it, get out fast. Fire Resist potions are a good idea for this. As you will see below, one of his attacks will put you in the lava. In addition to that, every so often the lava boils up (when Sons are killed it can occur even more frequently) and damage anyone standing too close to it. There are numerous places to get out of the lava and if you do fall in, jump. You can reduce the damage you take by jumping as you swim out.
- Lava Burst - This is a single target attack but it has an AE that radiates out from the target. The target itself doesn't go flying but all around them do. The attack itself is fairly weak (500-600 damage with low fire resist). What gets you is the violent explosion that results in tossing you far away. If you land on the rocks, you take fall damage. If you land in the lava, you start frying so you have to get out fast. The best counter for this is: Don't be near anyone else. Think like Phase 2 of Ony.
- Magma Burst - This is just insane doing up to 6000 damage if it's not resisted. Basically, since Rag is rooted in place, this is to prevent players from just staying out of melee range and shooting him. If you don't have someone in melee range (i.e., a tank) he is going to nuke you dead, anywhere in the zone, 1 person at a time.
- Wrath of Ragnaros - Every 23-25 seconds you will hear Rag shout "Taste the Flames of Sulfuron" and he will knock back anyone in melee range in his forward arc.
- Weapon Damage - When you hit Ragnaros, he is so hot that he will slightly damage your weapon. If you plan multiple attempts at him then you should have a repairbot or spare weapons.

- Sons of the Flame - These are the adds of Ragnaros. They look like little fire lords (bigger than a lava spawn.. smaller than a lord) and have about 15K HPs each. 8 of them spawn 3min after you engage Rag. You have 90sec to kill them all and the fight resumes again and 3min later, more come (so basically 4min 30sec after the first wave came, another will come). They can hit fairly hard to a nontank (up to 1400 a hit) so will quickly mow down casters if not controlled but that is all fire based damage (not melee). They have a mana igniting AE (small range) similar to The Baron's DoT. If they are rounded up with melee and keep everyone else back its a nonissue. If you let them get in with the casters, bad things can happen.

The flow of the fight is as follows: Ragnaros is spawned. He is pissed, he kills Majordomo and then he wails on the MT. The MT gets aggro and you open fire on Rag. The goal is, of course, to kill him before 3min is up but, at least at first, that isn't too likely for most guilds. You wear him down as far as you can and at the 3min mark he will emote calling forth his sons and he will duck under the lava. During that 3min, ever 23 seconds or so he will "Wrath" at the MT and possibly knock them OOR. Every 25-30 seconds he is going to shoot someone with Lava Burst and cause everyone around them to go flying. Deal with those things and wear him down as far as you can for the first 3minutes.

At that point the fight changes and you kill the sons. Once they are dead or 90sec is up, Rag surges back up from the lava and the fight resumes on him (note: you may see him still above the lava but unattackable during this time due to a graphics bug that sometimes occurs in WoW). If you had him low enough, and didn't lose many on the Sons, then you kill him before the next wave of Sons comes. Otherwise, 3min later you do it all over.

14-15 healers are typically used in this fight (a bunch on the MT and a number scattered throughout the raid to heal it). Overall its all about DPS. Everything you can do to add more DPS from buffs, to weapon enchants, to totems/wards, to potions is the way to go. Things like Elemental Sharpening Stones, Shaman Totems (Windfury etc..), Elixir of the Mongoose, Winterfall Firewater, and any DPS enhancements that you can get onto your weapons are good things to consider.

Killing of the sons is often done by the whole raid rallying at a single area (usually along the west side of the inner curve) and dealing with the adds there. Sons can be banished... feared... rooted.. ice trapped.. and even stunned. So there are lots of options to control

the chaos of having 8 adds in the 'camp' and to get them dead. The key here is there are only 2min to do it in. This can be used as an opportunity to regain mana.. possibly to res dead.. and to bandage back to full, as well.

If you don't manage to kill Rag within 2 hours, he will despawn. He can be retrigger by fighting back to Majordomo's original spot. Kill Major and going back to trigger Rag all over again.

### HEALING FOR RAG

Because of the AE, some of your healers will end up in the lava and probably dead. So you either need a fairly deep healer rotation or several healer rotations that overlap for the MT. If you use multiple pairs (or triplets) on the MT and one person goes down then all healing isnt farked. If you have a solid set of heal teams setup and can heal for the other MC bosses, then you can keep your MT alive.

The raid itself is going to need a bunch of healing so having some healers scattered around the ring is a good idea. Your melee will need more healing than the ranged. Typically a group of ranged can have 1 assigned druid or shaman but a melee group might need 2 or a higher powered healer like a priest. Rassing is possible but that is a bit of hit or miss since the combat resser can get put into combat if Rag chooses to bomb the person near them.

As always, everyone needs to be at least partially accountable for their own health and have Major Health potions as well as Heavy Runecloth bandages.

### HOW DO YOU SETUP TO KILL RAG?

That is certainly a point for debate and there are a number of methods guilds use. Some guilds use 1 MT. Some use 2. Some setup their MTs in the very middle of the spiral. Some set it up on the east side. Some use the middle and the east side. Some argue that all ranged DPS is key. Others argue that rogues and nonMT melee, all decked out for mass DPS, are critical to win. There are a few points most all of us do agree on:

1. DPS is critical. Do all you can to get high DPS.
2. Spread any nonmelee wayyy the heck out. You have a big spiral to use so USE IT. The Lava Burst has a nasty kick but only about a 10 yard range so dont be

near anyone else. When you are spread out, dont be too near the edge of the lava so you avoid getting splashed on.

3. Have a plan of where to rally when the Sons spawn. Know the plan. You may even want to practice it a couple of times before you trigger Rag so that everyone knows exactly what to do.

Here are a couple of setups that work for killing Rag. Much like Majordomo, the setup that is right for you, is the one that works for your guild. Picking one and practicing it over and over is a better option than trying all of the layouts below.

m=melee

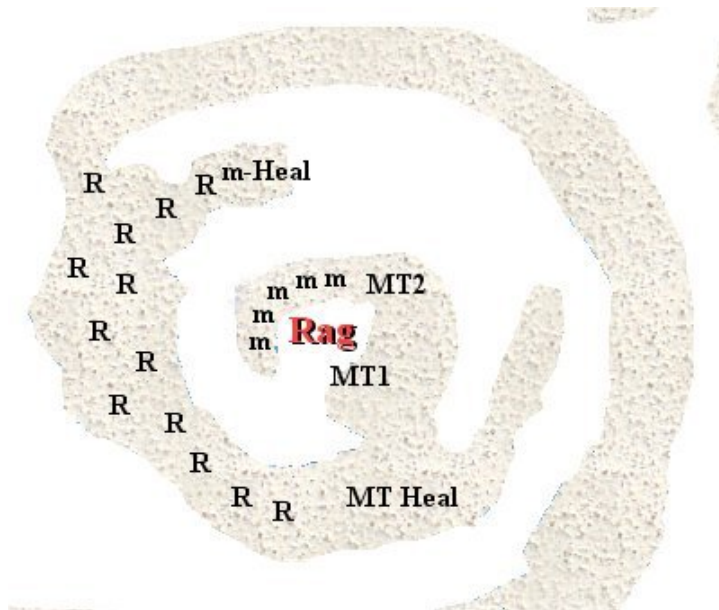
R = Ranged (Hunters and Nukers + intermixed healers for them)

MT = Main Tank

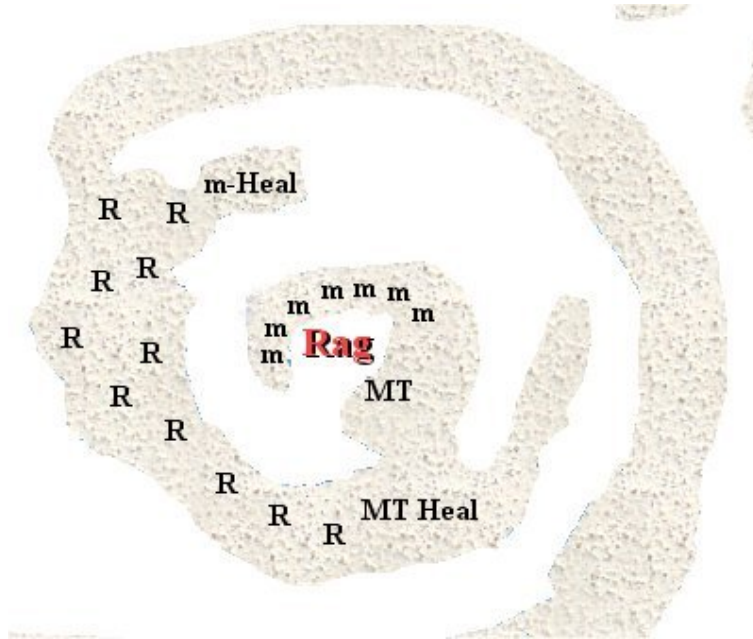
m-Heal = melee healers

MT-Heal = MT healers

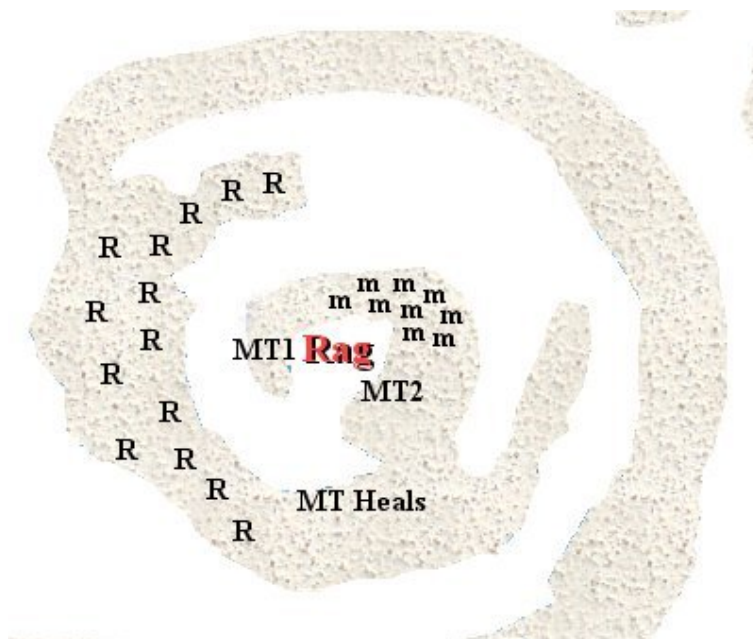
2 MTs On Right Side: melee can enter and exit via skipping across lava from the left side for low to no damage. If MT1 is knocked out, MT2 moves to MT1 spot and MT1 gets out of lava and takes over MT2 spot. MT healers put back to wall outcropping and don't move and spread out as much as they can. Ranged spread out such that any 1 AE blast doesn't knock too many flying.



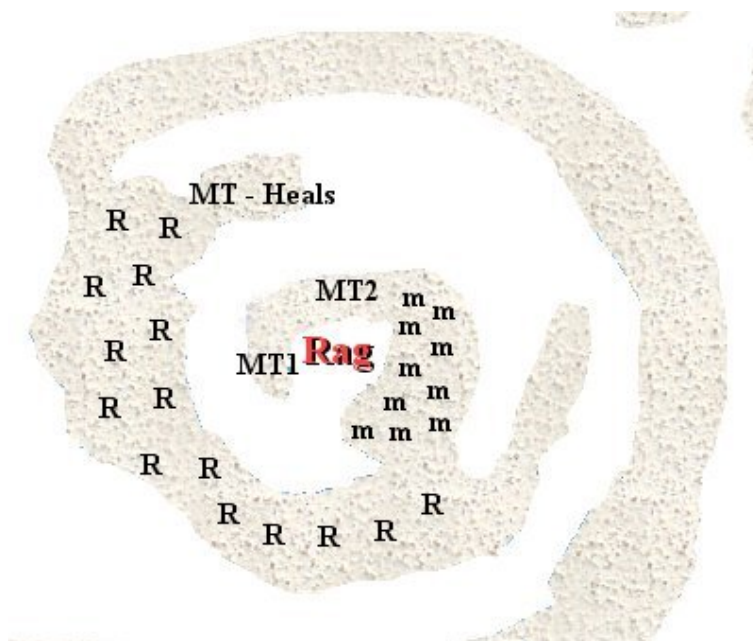
Single MT On Right Side: melee can enter and exit via skipping across lava from the left side for low to no damage. If MT is knocked out things get hairy fast. This method tends to be used by groups with very high FR (350+) MTs that aren't going to get knocked except once in a blue moon. MT healers put back to wall outcropping and don't move and spread out as much as they can. Ranged spread out such that any 1 AE blast doesn't knock too many flying.



2 MTs On Alternating Sides: melee can stage to the SE and enter fight by running up the right side of spiral once MT1 triggers fight. If MT1 is knocked out, then MT2 takes over. MT healers either need to be in 2 groups to cover each MT or they need to move, as appropriate. Ranged spread out such that any 1 AE blast doesn't knock too many flying



2 MTs On Left/Top Side: melee can stage to the SE and enter fight by running up the right side of spiral once MT1 triggers fight. If MT1 is knocked out, then MT2 takes over. MT healers are setup to the NW and there is a small rock outcropping there that can be used. There is less room to spread out and still have back to wall, however. Ranged spread out such that any 1 AE blast doesn't knock too many flying



A WALKTHROUGH:

As I said above, there are a number of methods to beat Rag. It really boils down to practicing a winning method and internalizing it for your guild. Im going to talk through

one of them here. You can probably take the above different setup pictures and adjust this writeup for those setups. I would also like to point out that those pictures are not on the only setups. They are simply similar to several setup methods including how we setup that have and do work for guilds that kill Rag. Everyone has 'their' method and some groups are very vocal that theirs is the best. If you get Rag dead, yours is the best, for you.

For this more detailed writeup im going to assume 2 MTs (a primary and a backup), with dedicated MT healers setup. Im going to assume ranged are all spread out to the south and west (which is common to pretty much every setup used for Rag including ours).

The fight begins and the MT charges in to get aggro. The MT healers need to move into range if the MT gets too far. If you keep your main MT on the right side, that has the added advantage of allowing your heal teams to have their backs against one of the outcroppings. The backup MT can either be NE of the main MT or can be way out on the tip of the spiral. I tend to favor NE of the MT because it allows them to basically move in and take over if the primary MT is knocked OOR by Wrath and still be in healing range of the MT healer team. In addition, if you keep the MTs over there, that leaves you the whole tip of the spiral for your melee.

So the MT is engaging.. the secondary MT is to their NE and engaging to get aggro. The MT healers are back against the wall, spread out as much as they can so a random explosion doesnt sent all of them into the lava. No one is right on the lavas edge. Your melee wait a couple seconds and charge across the lava to their spot North of Rag and West of Rag along the innermost spiral area. Time is ticking down and if you are using CT Raid you are going to see a warning "5 Seconds to AE Knockback". That is your clue that Wrath is about to come. Wrath can hit anyone in melee range. So all of the melee get out of dodge. (Note: If you practice it, melee can actually skip across the lava from the tip of the spiral to the west ring without taking damage. Its a fast way to get in and get out if done right. You can practice it before starting Rag)

Wrath fires off and all in melee range may get knocked back. The raid will take one of two paths at this point. If the MT gets knocked back, that is the worst path. The backup MT, who also backed off (but more to the NE, not completely out of the way) rushes in to the primary MTs spot. They continue the fight and the MT healers shift to them. They are the

new primary MT. The "old" MT gets out of the lava and gets healed up and moves to the NE position and builds more aggro (Wrath seems to lower aggro so make sure to build more) and prepares to take over at the next Wrath. If primary MT resists Wrath then you are on the best path. Basically you gained a free 23 seconds and just keep right on going.

Melee need to be looking at what is going on here. If the MT resists Wrath, they can charge back into position immediately and bring DPS to bear on Rag. If the MT gets knocked flying they need to watch for the backup MT to get into place (which should only take maybe 2 seconds) and give that MT 2-3 seconds to get a little aggro and then they charge across and get back to wailing.

Every 23 seconds this repeats itself. That means basically at 23, 46, 69, 92, 115, 138, 151, 174 seconds this will happen. At 180 seconds Rag goes under so you have to deal with this 8 times. After the 8th time it is time to refocus on the Sons of Flame. After that 8th Wrath you have basically 6 seconds before the Sons come. That is the time to consolidate. Ranged casters and shooters move to the west side. All nonMT tanks move with them and get ready to round up the Sons. All melee break off and move over with the pack. MT healers will be the last to go and need to be ready to book it over to the raid as soon as he sinks/emotes right along with the MT. MT and Backup MT, pickup Sons, near you, as you run to the raid and bring them with you. Have some hunters designated to pickup other Sons.

Bring the Sons back. Group them up. Hold them as close together as you can. You can even use frost traps around the outside of the gaggle of Sons in case one tries to break off. Banish a few of the Sons and melee/offtank the rest. Assist 1 person and burn down the Sons as fast as possible. They have about 15K HPs and do all fire damage (no melee) so if you have FR gear on that will help. Melee keep the Sons together. Casters stay clear. Healers keep the tanks alive. Here is a diagram of one setup/rally point for dealing with the sons.

s=sons

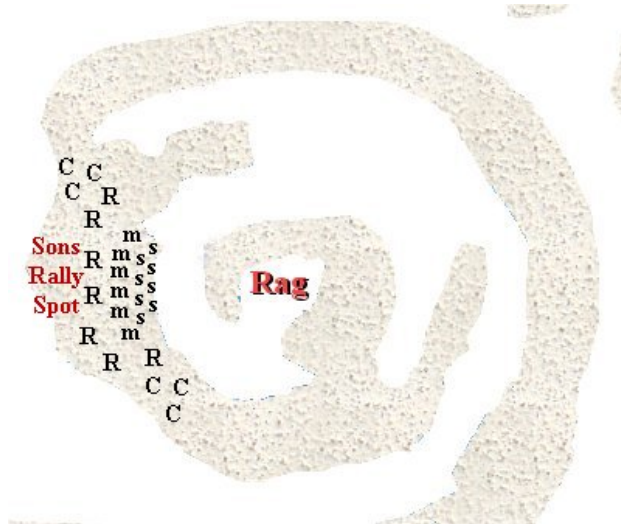
m=melee/tanks

R = Ranged

C = Casters

Your healers are more or less where the rally point spot is.





When there is only 1 Son left, its a good time to get set back up for Rag since he is coming again as soon as that one dies. Basically the MT team and the associated healers break off and go setup like you were when he went under. When the last Son is dead he pops back up. Get aggro and continue the fight. Try to get him dead before a second wave of Sons pops.

FIRE RESIST ON MT:

FR on the main tank is pretty important for Rag since you don't want them to get knocked flying when Wrath of Rag fires off. FR of at least 300, preferably a lot higher, is important.

One buff you can get is a +82FR buff that lasts an hour. Basically as your raid is clearing to Rag in MC you can send a single group to BRS. Go towards the LBRS side and not too far in you will come across a Scarshield Spellbinder or two. MC one of them and they will be able to cast that buff on your MTs. You can stack the shaman totem or Paladin buff and the druid buff with that and really add substantial FR to your tank.

Gear clearly is important too. Our tanks typically are 275-325FR before buffs yet maintain substantial HPs, AC and defense. Here is some of the gear they wore during our early Rag fights. Gear will, of course, improve over time so this list probably isnt accurate, today, but its an indication of a good entry level set of Rag gear.

Hyper Radiant Flame Reflector -18 FR

Blazing Emblem - 15 FR

Dark Iron Gaunts - 28 FR

Dark Iron Helm - 55 FR - Libramed

Dark Iron Leggings - 50 FR - Libramed

Lavawalker Greaves -20 FR

Belt of Might- 7 FR

The Onyxia Key - 15 FR

Breastplate of Chromatic Flight - 15 FR

Dark Iron Spaulders - 15 FR (have the argent dawn +5 FR enchant)

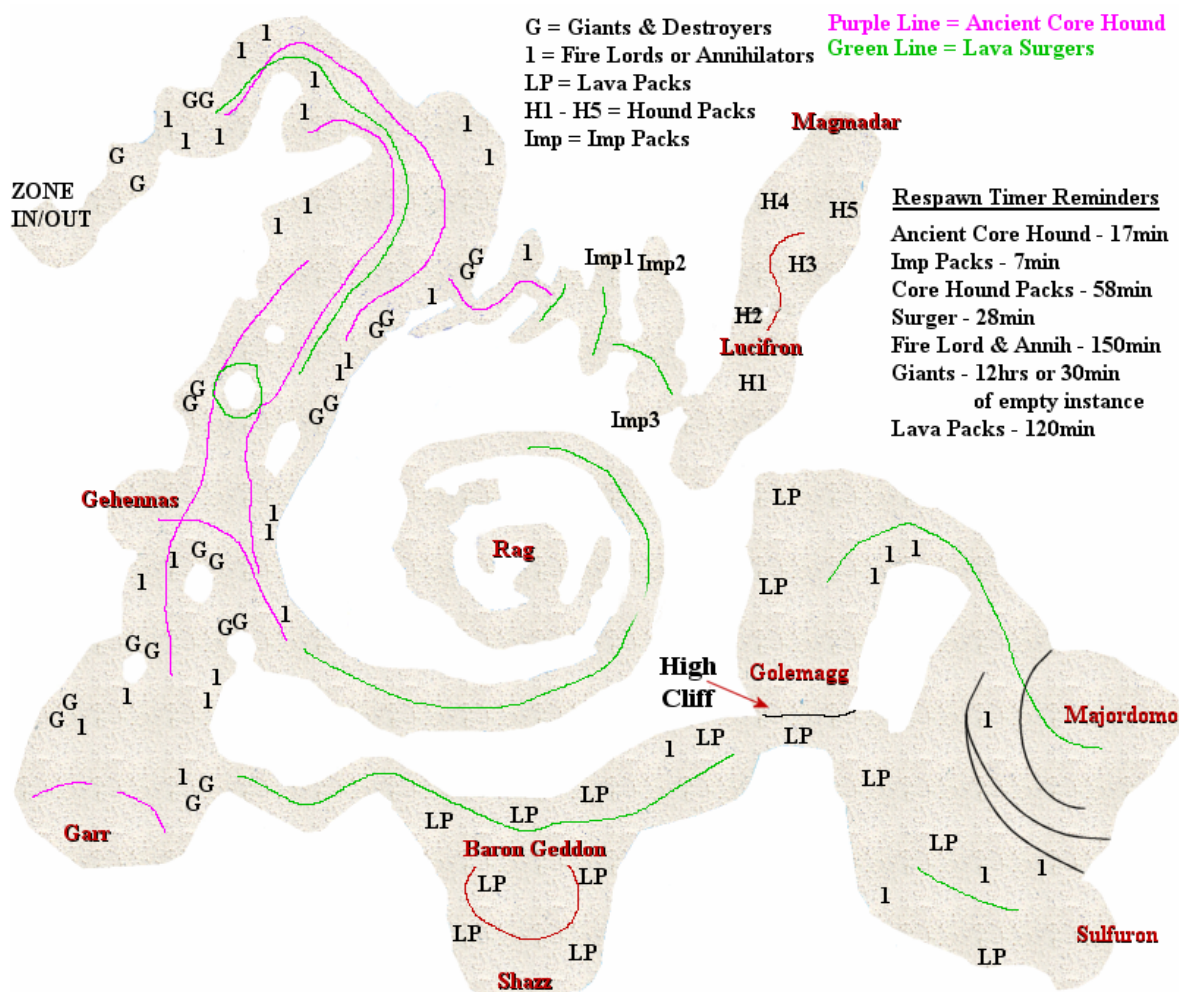
Onyxia Scale Cloak - 23 FR (including FR enchant)

Emberplate Amrgaurds of Stamina - 10 FR

You will notice there are no rings listed. Those werent needed to achieve the FR we wanted so standard good tanking rings were kept on. With the appropriate buffs (including a 50 to all resist potion), the above gear could get you to 441FR and at that FR a tank is likely to resist every one of the Wrath of Ragnaros.

### **3.8. Molten Core Map**

This map is a relatively accurate view of MC. It is nearly to scale but has been slightly squished to fit into this document nicely. The paths are all hand draw and are accurate enough to give you an idea of where the dogs and surgers path. The high cliff marking is just that. As you come up the ramp from Shazz you end up on a path that is on top of a cliff overlooking Golemagg. You proceed past that and loop up and around to get back to him. The black lines over by Sulfuron and Majordomo represent walls/ramps in that area. It makes more sense once you see it but there is a ramp leading up to the Major area which is represented more or less by those hand drawn lines. The only other note to add is that Baron Geddon isnt a static spawn where he is drawn. He actually roams the room he is in, in a clockwise pattern and where he is drawn is simply one of the spots he can be in.



### 3.9. External Zone Bosses

In March of 2005, Blizzard added some external bosses that are out in the public domain and freely killable by anyone. They are 'first come, first serve'. Blizzard has said their respawn time is "random but typically less than a week". They all have some level of anti-zerg code but some are more forgiving than others. Those bosses are:

#### **KAZZAK:**

Kazzak is a giant demon. He is located in the Tainted Scar in the Blasted Lands. He is most unforgiving to any form of zerg attack. You need to take only 40 people to him and most critical of all: NO ONE CAN DIE!

#### HIS ATTACKS:

Melee: His melee attacks are pretty weak, no more than 1500 hits on cloth users. Tanks are going to take 600 or so damage per hit so its pretty easy to heal them in most cases.

'Shadowbolt Volley': Shoots out an insanely long range volley of Shadowbolts that damage anything it can target in distance for 800-1000 damage. The volley totally ignores all line of sight issues: it cannot be dodged.

Twisted Reflection: Casts a magical debuff (on a random player in range other than the player with aggro) that heals Lord Kazzak for 25,000 health each time he deals damage to the player with this debuff. This combined with the Shadowbolt Volley can ruin the attempt.

Mark of Kazzak: Casts a curse (on a random player in range with mana) that drains the target's mana for 250 per second and explodes for 4,000 AOE damage when there is no more mana to drain. You basically become a living bomb.

Cleave: Attacks a number of melee range players around him with a cleaving strike that deals 1000-2000 damage to each.

Thunderclap: A point blank area of effect spell, hardly dealing any damage, but slowing movement speed. Some have reported 200 damage, some say it doesn't deal damage at all. Doesn't seem to affect attacking speed either.

Void Bolt: A strong bolt he may cast only on the player with aggro, deals up to 3000 shadow damage (or more!).

Capture Soul: When a player, pet or totem gets killed, Lord Kazzak casts this spell to instantly regenerate 70,000 health. Hence NO ONE CAN DIE!

### THE TACTICS:

Once he is aggroed and the fight begins, you have no more than three (3) minutes to kill him. I'll explain later why. He starts off with everything he's got. He keeps meleeing the main tank while Cleaving once in a while for rogues swarming around him and keeps sending Shadowbolt Volleys to hurt everyone around. The volleys are not on a timer,

instead he casts them as he sees fit. In some rare cases there's about 30 seconds between the casts, sometimes he does it every five seconds. In the meantime, he casts Twisted Reflection and the rarer Mark of Kazzak on random people.

Send your main tank in and let him build some aggro for a short while, just enough so he won't come at you the first time you cast something on him. Then unload. Have your DPS classes give him everything they have. Priests have to be extra mindful about the magical debuff he casts on your group. It has to be removed as soon as possible or the attempt will soon end in a disaster. Priests are also in charge of healing their groups thanks to that Shadowbolt Volley that keeps hitting everyone all the time. Mages need to be on top of the curse situation. Mark of Kazzak can and will cause a wipe if you let it go off on you. Dispel the curse as soon as you can. All casters should also leave about 1000 mana in their mana pool just in case he casts the curse on you. That'll give the mages four seconds to dispel before it goes off. In other words, 1000 mana is out of mana in this raid encounter. Also, anyone dying during the fight is not an option. Unless it happens during the first five seconds of the fight, you've failed already. Do not use any shaman totems, pets or other small things he can kill for the 70,000 health heal.

Your group will have exactly three minutes to finish the demon off. If you fail to kill him in that time due to lack of DPS, people dying or not dispelling Twisted Reflection properly, Lord Kazzak will enter what is called the supreme mode. Named after his yell once it triggers, the supreme mode causes him to cast his Shadowbolt every second. That's 800-1000 DPS on everyone, kids, and that means a wipe.

### GRIEFING:

There is a common grieving tactic on some servers to run a level 1 mule to that zone and when a guild is attacking him that the person doesn't like, run the level 1 mule in, and when they die, Kazzak is healed to full and the other guild is sure to wipe since they cannot possibly kill him within 3min once he heals. This tactic is almost universally regarded as in poor taste. Blizzard released a formal grieving policy on this tactic on 4/4/05 and they said:

*At this time, our In-Game Support Staff (Game Masters) will be taking action against players who do not allow other groups to combat Lord Kazzak as intended by the Development Team. When a group of players has engaged Lord Kazzak, any other*

*players interfering in the encounter may be given a warning, regardless of faction, as in the examples below:*

*\* A group of Alliance characters has legitimately engaged Lord Kazzak and a level 1 Horde character engages Lord Kazzak as well (Level 1 Horde player receives warning).*

- A group of Horde characters has legitimately engaged Lord Kazzak and a level 1 Horde character engages Lord Kazzak as well (Level 1 Horde player receives warning).*

### **AZUREGOS:**

Azuregos is a large blueish dragon that exists in Azshara. He wanders in a very wide path around the zone. For awhile "the" common method used to kill him was the graveyard zerg. Pull him when he pathed close to the graveyard and attack. If you died, run back and engage again. Blizzard adjust his pathing and added in Mark of Frost in early May of 2005 to counter this. Basically if you get MoF on yourself and try to do anything against Azuregos (or heal someone who is) you get locked in a block of ice. This effectively prevents the zerg tactic.

### HIS ATTACKS:

Besides his melee attack (which isnt too bad.. the real issue there is keeping aggro on your MT so many guilds use 2 tanks) Azuregos has several other attacks:

AE Summon: Once every 4minutes or so, he will mass summon everyone within a huge radius to under his belly. That mass summoning most frequently triggers his other 2 AEs but those also go off a lot on their own.

Arcane Explosion: He uses this a lot. It's a nasty AE but you can stay out of range of it until the AE Summons. So ranged attacks (nukes and hunters) are key here until summoned then you need to get away as fast as ice root allows ☺

AE Ice Root: If you are too close he will root you and then arcane explosion you. This is really bad when its done right after he summons everyone.

Reflecting Spells: If you pay close attention to Az, you will notice a glowing aura around him at times. When you see that he is using his nasty ability to reflect things (even

debuffs) cast on him right back at the casters. Don't cast on him (or use poisons) when you see the glow!

Mark of Frost: A player who is hit with the Mark of Frost will be temporarily frozen in a block of ice should they attempt to re-engage Azuregos. Mark of Frost is extremely powerful and will persist through death and resurrection. The patch on 4/19/05 added this power to help combat zerging. You simply cannot run back from being dead and re-engage. You will need to wait for this to wear off and/or be cured if that is possible.

Ice Blast: If you are in front of him you can get breathed on by his breath weapon so much like Onyxia, stay to his sides.

Tail Swipe: Also much like Onyxia, if you are behind him you can get tail swiped so again, stay to the sides.

#### THE STRATEGY:

You will need 35-40 people. Divide them into balanced groups. Try to give each group one tank (Defensive warrior), Two healers (A main and a secondary), One Paladin or Shaman (Paladin must have Forst Aura on at all times, or in the case of Shamans, Frost Resistance Totems) and one damage dealer. Send the main tank (and your secondary tank) in at the beginning and let them get the aggro for a few seconds. After that it's just a grueling wait game while his health slowly wears down. The warriors hold the aggro and the healers healing them and the damage dealers and nukers wear him down from max range. You can hit him from fairly far off with your melee weapons so stay back (and near your totems or have frost aura on). You don't need to be right under him. Hunters and nukers should stay as far back as possible. Healers should be at their max heal spell range from the MT. He has a lot of hit points. The fight can take a long time. So be prepared for a long fight and just grinding him down.

He frequently casts Arcane Explosion and AE Ice Roots. Keep anyone with range attacks or nukes (hunters, healers, casters) as far as possible away (30-40 yards)

Do NOT use spells (or poisons) of any kind on him when you see him glowing. His spell reflection is up and this would end very badly for the caster or rogue. He will reflect

anything you send at him right back at you. This includes debuffs like druid faerie fire and rogue poisons.

About once every 4 minutes he teleports everyone in the raid directly under his feet. This gives him a chance to use his AE Root and Arcane Explosion. As soon as this happens, run. Druids should shift to Travel form, Hunters turn on their speed aura etc, and get a good distance away. If you don't, you are likely to die. One of the keys to this step is having multiple tanks (with healers assigned to them) who will work to get aggro back as soon as possible. The summon clears aggro and thus many can die if your tanks don't get aggro back fast. Please note that if you are on his hate list and you run far from him, you can avoid getting summoned. The downside to that is when he summons the raid their hate is wiped and yours is not so he comes for you. That, of course, messes up the positioning and doesn't really save you. So don't run too far.

You may wish to dedicate one group to taking care of adds. There are lots of giants and other trash in the zone and having a group dedicated to deal with them can help a lot. They aren't specifically part of the fight but they roam around and can add unexpected issues into the fight.

It is essential that when people get summoned and blasted or get hit due to being inside AE range that they run to the edge of AE range and bandage. Everyone needs to be at least partially accountable for their health. Don't die. Pull out of combat if needed because if you die, you are effectively removed from the fight while you wait 15min for the Mark of Frost to wear off. So avoid dying. If your healer can't keep up then you need to run away and drink/eat (not too far that you avoid the summons but far enough to just fall out of combat) and come back. It is better to have you gone for 30-60sec than be removed from the fight.

The key is to get clear when he mass teleports everyone in and wear him down with good healing (healers keep your groups alive!) and good tanking to keep aggro.

Some guilds will have healers that go out of mana run away and lose aggro so they can drink and med up and then run back. You don't have to run too far to get out of combat but while you are medding, who is healing your tank? So be smart about it. Healers will use up a lot of mana because much of the raid is taking damage and not just the MTs.



That is why each group has healers in it so they can not only heal the MT as needed but also keep their group alive. Keeping others alive, who are low on health and who's healer is slacking is also a key tactic. Ideally, as we said above, each group has 2 healers in it and you can trade off with one moving off to drink/med and one healing.

### **3.10. The Blackwing Lair (BWL) Overview**

In July of 2005 (Patch 1.6) Blackwing Lair was added to WoW as new raid level content.

This is the home of the Nefarian. The official description of the zone is as follows:

*Nefarian's sanctum, Blackwing Lair, can be found at the very height of Blackrock Spire. It is there in the dark recesses of the mountain's peak that Nefarian has begun to unfold the final stages of his plan to destroy Ragnaros once and for all and lead his army to undisputed supremacy over all the races of Azeroth. Blackwing Lair is a max-level, 40-player raid dungeon, with many new encounters and tempting rewards awaiting the intrepid adventurer that dares enter its halls.*

#### **BRANDED FOR BWL**

Much like there was an Attunement quest for MC (i.e. that let you skip BRD to get into MC as a raid) there is a quest for BWL that lets you skip UBRS and get into BWL. I call it Branding since the object of the quest is to loot a brand which lets you use portal stone to zone in.

To complete this quest go to the Quartermaster outside BRS. For those who may not know where he is, when you come up the last ramp leading to BRS, instead of turning right to the zone in, go left. That hallway deadends at the QM.

Kill the QM (he is on a 2min respawn timer now so there should be relatively little fighting for him and he doesn't seem to drop any loot anymore). Loot a note from his corpse (which does drop and can be looted when part of a raid). The note directs you to go obtain a Brand which is guarded by General Drakk (I.E. the 'boss' at the end of UBRS that you get the blood from to complete the Onyxia key quest).

Take your 15 person raid into UBRS. Kill the general. Loot the brand (a glowing blue ball right under where The General stands). Once you obtain the brand you are flagged. You

can now leave UBRS. Go back to the Quartermasters area. Click on the portal stone in his little room/cubby and you will zone into BWL.

### **3.11. Tactics For the BWL Bosses:**

The following is a description of the Blackwing Lair boss encounters. BWL is designed to be "hard" for guilds that have defeated Molten Core, according to Blizzard. As such the fights are basically a step up from the basic boss fights of MC.

#### **3.11.1. RAZORGORE THE UNTAMED:**

Razorgore is the first boss that you come to in BWL. He is right up the ramp when you zone in. You will come immediately to a large, rectangular room running left to right in front of you. The room is laid out like this:

- 30 large eggs are scattered around the room
- You come in via a gate (that slams shut when the event starts) and there is one opposite you that is closed (and opens when you win so that you can advance deeper)
- On the left side is a raised dais where Grethok The Controller is standing along with 2 guards and the orb that can be used to control Razorgore
- On the right side is a similar dais where 6 of the 30 eggs are located and Razorgore is standing
- Around the room are 8 balconies from under which adds will come throughout the fight

Conceptually this fight is pretty easy to explain. Winning it takes practice. The fight works like this: Enter the room and move to the controller. Kill him and his guards and have someone use the orb of control which will allow you to take over Razorgore for about 60 seconds. After that you can use it again and again to retake control.

Shortly after you assume control, the adds begin. Waves of orc mages (that arcane AE for about 600 damage) and orc legionnaires (which do 400% more damage to dragonkin) and dragonkin swarm the room.

The person controlling Razor has 5 buttons they can use. From left to right they are:

1. Attack
2. Kill Egg - Takes 5 seconds to kill an egg and there is a 5 second cooldown before reuse. This is the only way to kill an egg.
3. Sleep Dragonkin - Basically you can pacify/sleep a dragonkin with this
4. Cleave
5. Fireball Volley - It is just what its name says. A volley of fireballs at enemy targets

Once all 30 eggs are destroyed, the adds cease coming and Razorgore cannot be controlled. In fact, he is pretty pissed and he attacks you. You now need to kill Razorgore to finish out the fight. Once he is dead the door to the next area opens and you can divide the plunder.

### TACTICS FOR THE FIGHT:

Tactics for this fight are debateable. Some groups use a mass fear method and just keep everything running away while the eggs get eaten. But a common method used is some variation on this tactic:

Assign 3 groups to the left side ramp and 3 groups to the right side ramp of the controllers platform placing them at or near the base of each ramp. Their job is to stop and kill every mob that comes.

Assign a group with the controller that includes controller, 2 healers, a backup and someone else. It is common to have a tank in that group to keep mobs off the controllers that get through.

Assign the final group as a backup group and start them off on the top middle of the controller dais. This group can plug gaps on either side and help with those mobs that get through.

No one chases.. everyone stays on the sides.. nothing gets through. Use the Razrogore AE (Fireball Volley) every time its up so the controller needs to turn him to the fight and unload then go back to breaking eggs.

If a healer dies and is soulstoned, they pop and res another healer/resser. If a lock can re-soulstone someone during fight they do so.

Manage the adds.. killing them as fast as possible, while the controller pops the eggs as fast as possible. 30 eggs at basically 10 seconds each (5 seconds to pop with a 5 second cooldown) is a 5min fight. Factor in the occasional turning of Razor to fireball and the fight will be 5.5 to 6min long where you have adds coming frequently. The mobs don't have a lot of HPs but there are a lot of them and they can do a lot of damage. This is where clearing MC comes into play since you will have more DPS, more stats and more mana than groups that havent so you will last longer and kill faster.

This method isnt necessarily the best or the only way to win.. it is a method that works for some raiding guilds and to setup is pretty straightforward. It may take some practice (and good enough gear) to pull this one off.

Once the eggs are dead you have to kill Razorgore. Patch 1.6 made it easier to tank Razorgore and you may try the tank/heal method. This is often done with 2 tanks. His Conflag will reduce aggro but the amount is much reduced so 2 tanks can pretty much keep aggro between them the whole fight. Healers keep them alive and take him out much like you would most MC bosses.

A very popular method is to kite him and use ranged attacks. His room is quite large and it is possible to kite him around with some practice and if you can avoid pulling aggro with the ranged attackers (i.e. the kiter, often a mage, can get to a spot to do damage and gain more aggro and the ranged attackers do so in a measured way) you can win that way. Having the guild ready to take over kiting if they pull aggro is also a good idea. For the horde, earthbind totems are, of course, added value since you can slow Razorgore down plenty for kiting. Sticky Glue from the newbie quest in Durotar has been mentioned as a tactic some use. We have not so I cant vouch for that one.

### **3.11.2. Vaelastrasz The Corrupted:**

The second boss fight in BWL is with Vael. You may remember him as the red dragon who's image you can summon, during the Rend event in UBRS, to help you fight Rend and Gyth. Well this one is the real thing. You arrive just in time to see him and Nefarion facing off and Vael takes a beating. He is at 30% health and becomes corrupted and, of

course, attacks you. He has a fire breath attack (which can hit for 5000 so don't be in front of him), pulses Fire Nove (which hits for 500ish) as well as his melee attack so you will want good FR for this fight and to be in the right spot. He has a lot of HPs even though he is at 30%. But the real issue is BA (see the next section). If you do not beat Vael within 1 hour of engaging him then he will respawn in 12 hours. You cannot reset this by leaving the instance and letting it close after 30 min of no one in it and reopening it.

### BURNING ADRENALINE:

The main focus of the Vael fight is his main debuff called Burning Adrenaline. Basically when you get hit you go bonkers with damage output for a few seconds and then you explode much like The Baron in MC but larger and more damaging with the added *bonus* of doing more damage before you die but if you stick around to hit, you kill all the other melee around you when you explode. If you get it, you run away from the raid (many raids use assigned corners depending where you are standing when you get it) and explode. If you don't, you will take people with you. If your MT gets it, that can be bad unless another can take over ASAP and your healers can switch. If random raid members get it, that isn't so bad as they can run off and explode and die. There is no combat ressing for this since the second he engages everyone is put into combat.

Since BA basically uses the random targeting method (but it isn't thought to be totally random. Blizzard flat out says they intended for the MT to get BA'd during the fight), but fires very early in the fight most often, the MT can get the 1<sup>st</sup> or 2<sup>nd</sup> BA if you are unlucky. One way to minimize that is to send in several *expendible* people first and the MT goes in 4<sup>th</sup> or 5<sup>th</sup>. By that you could send in some nonMT warriors and a hunter or two to shoot and they will be on the list when the MT engages. The chances of the MT getting it are lower now since more people are on the hate list. While it is randomly targeted, he doesn't randomly target people he doesn't hate. So until the whole raid is healing and shooting and nuking and stabbing the number of hated people is low so the MT's chances are higher.

You do need to plan for the MT to get BA. You need a secondary and tertiary tank lined up and smart healers able to quickly change to the new tank. But if you can handle that, the main thing is that whoever ELSE gets it, gets the heck away from the raid.. into one of the corners.. and explodes and dies by themselves. Don't take anyone with you. Don't try to stay to get a few hits in. Get clear and die away from the raid.

Note: You cannot remove or counter Burning Adrenaline. Divine Intervention doesn't work. You can't dispel it. You just suck it up and make sure you don't take half the raid with you if you get it. The MT is intended to get BA. You can lessen the chance that they get it early in the fight but you need to plan for them to get it. It will randomly occur but it will occur so plan to swap tanks. You probably want to setup a tank order. You want your tanks to communicate when the next one steps in (i.e. preset macros to tell the next tank to get in there). You want the tank taking over to let the healers on (little raid say spam or Teamspeak/Ventrillo call) that they are the new one to heal. Communication and coordination are key to a tank change and you WILL change tanks unless you are really lucky. You may even change then 4 or 5 times in the fight.

#### TACTICS FOR THE FIGHT:

The overall tactics for this fight are similar to that of most bosses. There are several keys to this one, however. They are:

1. Deal with Burning Adrenaline. As the section above details, BA is a raid killer if not handled. There are two things that you need to handle with regards to it.
  - i. Have a MT switch order setup and practice it to ensure you can handle it flawlessly. Your MT will get BA and will die. So you need to have an order setup, macros made, a method to inform the healers etc..
  - ii. Have the raid clearly informed on what to do when they get BA'd. Where do they run to blow up when they get it? I suggest keeping it simple and run to the corner nearest where they are.
2. Fire Nova will pulse but it's not that damaging. Everyone should be able to bandage themselves from this. The same basic raid rules apply as with every other fight: Be personally responsible for your health and back out as needed.
3. Fire breath doesn't seem to occur that often for us but when it does it can be massive. FR is certainly a big help for both this and Fire Nova. A bigger help is: don't get hit. Have Vaels' head facing away from the raid. Come at him from the sides/rear and avoid getting hit. If he turns and breaths, it will suck. So be spread out. That way if he does turn, less die and you still have a chance to win.
4. There is no combat ressing for this since everyone is placed into combat when the fight begins. You probably then want to stone key people (like your top couple

MTs and a key healer or two). If a healer dies and resses they may be able to get off a res or two but don't count on it. You will lose if you run out of MTs so getting your top couple ones back in the fight once they blow up is a good thing.. just remind them not to sit and bandage in the blow up corner. Move :P

***This section is still under development and strategies are being tested and revised. We will finalize this section soon. You get free updates to the guild and will receive an email as we add to it.***

## **4. Small Group Instances**

Not all level 60 encounters allow 40 people. There are a number of single group or small number of group encounters that are very fun and also very rewarding. Dire Maul, for example, has some extremely nice gear and is a 1 group instance. Upper BRS and Lower BRS drop many of the pre Molten Core armor set pieces. Strat and Scholo drop even more of the armor pieces, geared more towards casters. Blackrock Depths is quest rich with some good fire resistance drops and a number of nice items.

The real main purposes of the small group instances are:

- Quest Completion
- Gearing Up For Larger Raids
- Practicing Basic Raid Tactics
- Fun!

Technically they are not raids but many of the tactics used in raids are honed and developed in those mini-raids or single group instances. You cannot act in a solo manner and hope to win. You must act as a team with everyone doing their part.

### **4.1. Lower Blackrock Spire (LBRs) (15 people)**

Blackrock Spire is divided into two parts.. upper and lower. The same instance zone in takes you to both but in order to reach the Upper part, you have to complete a key quest the Lower part . The most important quest in lower BRS, for the horde, however, is the Warlord's Command quest. This is the first part of the horde Onyxia key quest.

The entrance to Blackrock Spire is within Blackrock Mountain. When you zone into BRS, you go up a small ramp and end up in a common room with a few orcs. There is an exit from the room to the left (Upper BRS) that leads to a locked door and to the right (Lower BRS).

BRS can be 'raided' by up to 15 people but you cannot complete the quests if you form a raid. So bring 5 if you wish to get credit for killing the misc. bosses. There are 3 main bosses (and a few sub ones) that you will come across in Lower BRS:



Voone: He hits hard but overall is not an issue. Located on the lowermost level of UBRS he is often the last boss killed in a raid there.

Omokk: He is the boss of the Ogres and also is not very hard. The real issue with him is that he will have 2 guards with him. Methods to defeat him vary from killing the guards and then him to Ccing the guards and killing him first.

Wyrm: He is a dragonkin that appears to have no guards. However about 2/3rds of the way through the fight, he will summon 2 guards who will come running to him.

You must kill all 3 of those (and collect the Blackrock Documents.. that can randomly spawn on the ground by any of those 3bosses or at the ogre event or at the shadowknight area).

There is also a 'named' Shadowknight that you can kill. He is located above Voone. Again, it's a very easy kill but can drop some nice loot and the orders/documents might have spawned in his area

There is also a 'named' wolf for the Halycon quest. The key to this fight is to fight it in the room. When the named wolf dies, his big brother spawns out in the hallway and comes running. Anyone in the hallway will get beat up on so let the wolf come to you in the room.

The most challenging part of LBRS for most new groups are The Spiders. They have been toned back so they aren't too bad now but they are still a challenge for new LBRS raiders. You must clear through them to reach Wyrm. The reason they can be a pain is 2 large spiders are pulled. When each large spider dies, it explodes and 4 small spiders pop out. So there are many mobs to deal with at once. Typically what is done is they are pulled and one large spider is killed and the other is off-tanked or feared off. When the first large one dies, all of the small spiders from it are killed (AE Fearing them off works well while you kill one) and then repeat the process on the last large spider. You will have to clear 6 or 7 groups of them so you will soon be an expert at them.

The gems for the UBRS door key drop from Voone, Omokk and Wyrm. They don't drop every time. The Wyrm one is the most rare. And only 1 will drop from a boss, at most. The Unadorned Seal of Ascension is the object you also need for the quest and it is a

random drop from anywhere in the zone and is not too hard to find. You will almost assuredly see several of those before you ever see all 3 gems.'

Dealing with the spiders and dealing with the orc room before Wyrms are good basic raid tactics practice events. You need to have good teamwork and use your head in order to defeat them. So LBRS has value to aspiring raiders above and beyond the quests and key for UBRS that you can complete there.

## **4.2. Upper Blackrock Spire (UBRS) (15 people)**

Upper Black offers an aspiring raider more advanced raid training. The horde side has to go there, a lot, because you need to get the Blood from the General for your Onyxia key. You will also need the Dragonkin Eyes and Rend's head as steps in your quest. At a minimum, a horde player will have 3 trips there to complete their Onyxia key and a 4<sup>th</sup> trip to get into Blackwing's Lair when that is added.

UBRS also has a wide range of very nice loot. You will need around 15 people to successfully win it so it does afford a real example of raid training. Below is a walkthrough of one set of tactics that you can use to move through UBRS.

### **ENTRY ROOM:**

Zone into BRS and go up the steps and through the closed door to the left (remember, LBRS is to the right). You will now be in the entry area with 7 or 8 rooms along the sides. Every room has 5 or 6 orcs in it and a glowing red rune on the floor. When all the orcs for that room are dead, the rune goes out. When all runes are out, the door at the far end opens. So you cannot skip any of the rooms. Your first time to UBRS you will likely proceed slowly, one room at a time, and assign targets to your mages to Sheep. As you get more comfortable, just charge each room, in turn. Your mages should be focused on sheeping any untanked mob. Your tanks should focus on tanking any unsheeped mob. And your entire raid should be assisting ONE person to kill the mobs one at a time.

### **ELEMENTAL ROOM:**

Leaving the entry room you will go up some steps and into the elemental room. Inside are a number of orc casters shooting what looks like lightning at a fire elemental in the middle

None of them are attackable or will attack you so you can look around. The door at the opposite side of the room is closed and cannot be opened yet.

Go into the room to the left corner. Everyone get in there. Send 3 tanks over to the alter on the left/west side and have them all click it. That will trigger the event. As soon as the lightning vanishes, have the tanks run back to the raid and all of the orc casters will come charging after them. Use all of your AE attacks and nuke them dead. Once dead, run your main tank to the middle and get ready for the elemental. In a minute or two he will come to life, insult you and attack. Beat him down and the door at the far side will open. That door leads to the Hatchery.

### THE HATCHERY:

The hatchery can be skipped. There is a stone tablet quest that is completed here but it doesn't have to be completed to advance you in the dungeon. Once you do it a few times, you will likely start skipping it.

The hatchery is an event and it works like this: Leave your raid at the door but just inside the room. Send out your rogue(s) to clear a path through the eggs towards the glowing red "Father Flame" that they can see at the far end. They do this by getting near the eggs, which will sense them and pop open and little whelps come out. Train them back to the raid. AE them dead and repeat. You will need to move fairly fast, however, since the respawn time on the eggs isn't very long.

Once you have cleared the path to the father flame have the rogue click on it and take the item and run back to the raid. Some text will scroll past and dragonkin guards will begin spawning and charging you every minute or two. Kill them off for a few minutes and eventually the named boss will spawn and charge you. He has a minor AE fire attack. Just tank him with your MT and kill him. He can drop some nice items, like the Priest Shoulders, so he is useful to kill a few times.

Once the event is over, move up the ramp, to the right and to the ledge above the hatchery.

### THE ARMORSMITH:

The armorsmith can be skipped. However you have to pass through his room to reach the Rend event. Once you leave the hatchery and go up the ramp you are on a ledge overlooking the hatchery with 2 sets of stairs off the ledge. Both lead to the Armorsmith's room. The first one leads directly to him. You can go up them and pull just a few mobs and get him and kill him. He can drop some rare plans and misc. nice items. You can clear down his room or you can go along the ledge and up the second set of steps. Either way you will end up at the east end of his lair and see two sets of steps leading up. They both go to the same place but take the right set and go all the way up (don't take the tunnel off to the right) and you will be on the balcony overlooking the arena. You can drop off the right corner and avoid killing some mobs. Had you taken the right tunnel before the balcony you could have cleared the mobs and entered the arena through the door.

### THE REND EVENT:

Now that you are in the arena it is time to do the Rend event. If anyone in your group is under level 60, clear the mobs just outside the door to avoid back-aggro during the event. Watch the corners since there are eggs there so avoid them. And finally, be very careful with targeting. It is possible to target and shoot the watchers on the balcony and bring them training down into the arena during the event.

To start the event, move someone to the middle and that will begin the text. The event is very straightforward. For about 10min you will face wave after wave of whelps, dragonkin and dragon handler orcs. Kill them off and the next wave comes. The waves are triggered by killing the dragon handler so leave him for last.

When you clear the final group, Rend will be ordered to attack you. You will have 60seconds or so before he gets down to you. He will come barreling out of the big gate riding the green dragon Gyth. Now here is a little trick: The person who has the Amulet that opened the UBRS door should click it. That will summon a giant red dragon image to fight for you.

Stay behind Gyth. Avoid his AE breath. Heal your tank and he will drop fairly fast. When he gets to about 25% Rend is knocked off so have a tank ready to off-tank him. Once Gyth is dead, kill Rend.

Rend will drop his head, for the Horde Onyxia key quest to everyone at the raid. Once he has died the door leading back out of the room will open as will the door leading deeper into the dungeon, in the room just outside the arena.

### THE BEASTS LAIR:

After leaving the arena you can fight up the ramp and deeper into UBRs. Once up the ramp if you go left then you will be at the balcony overlooking the arena where Rend was standing. You will also be by a large green portal that is assumed to lead to Blackwing Lair as of the time of writing this guide. If you went right that will lead towards The Beast and The General.

So head right. Down the next ramp and into a big room full of groups of 2-5 Dragonkin and misc. orcs. Kill them all and clear this room out. You will see large fires "blocking" the way to an even larger room. That is The Beast's lair. You can walk through the fires and into the lair. In the far corner you will see The Beast. Send a tank in closer to him and aggro him. He has AE Fear so horde can use tremor totems to help out but he isn't very hard. He has a knock-back so it's amusing to watch whoever you send to get him get shot across the room. When he dies, he can drop a +10 skinning dagger which will let someone with 300 skinning skin him and other corpses that you couldn't normally skin. He has a chance to drop the pristine hide needed for a quest as well. And when you skin him out will pop a gnome that he ate that will give you the quest that leads to needing the pristine hide.

Now leave The Beast's lair and back into the large room. Clear the guards at the exit door (the one that leads over the bridge). An orc assassin will spawn back up the ramp towards The Arena and come down after you once you have done that so have a tank on the lookout for a sneak attack from behind. He will make quick work of any casters that hang too far back.

### THE GENERAL:

Across the bridge is another large room with 6-7 groups of dragonkin and orcs as well as the general and his 2 guards. If you keep your raid in the prep-room by The Beast then you can pull only 4 or so of the groups back across the bridge and ultimately pull The General back to you as well and avoid having to deal with the remaining groups of guards.

That saves time and after your 50<sup>th</sup> run there, any shortcut to get you out sooner will be welcome.

So once the guards are clear pull The General and his 2 guards. There are a number of methods to handle them. They include:

- 1) Tank the General (use 2 tanks since he can stun one and thus lose aggro on him) and off-tank the 2 guards.
- 2) Use Warlock Fear to send the 2 guards running around while you tank and kill The General
- 3) Sleep the guards and kill The General

Pick whatever method works for you and your raid composition. Just know that the guards can hit hard and will mow down casters. The General has a nasty conflagration spell and an AE fire attack. You will want to get him dead ASAP and move on to his guards.

When he has died he drops 2-4 Blood which are for both the Horde and Alliance Onyxia key Quest along with various chest pieces for class armor sets.

### **4.3. Stratholme (10 people)**

Stratholme is an undead zone that is limited to 10 people only. It is not really a raiding zone and thus this guide doesn't go into a step by step process of how to 'raid' it. Some parts can be single grouped. Some are best done with 2 groups. The reason this instance is included in this guide is because you can both pick up gear here that benefits you when raiding in UBRs and MC and Onyxia, and because you can work on basic raid tactics in this zone. This section of the write-up is meant to be a broad overview of the zone and some of the raid value that you can obtain from it and not a detailed walkthrough.

1. Stratholme is divided into two sides: The live side and the dead side. The zone is basically a burning town where the undead control some and the Scarlet Brotherhood controls some and they battle each other with you killing them both.
2. If you are an agent of the Argent Dawn, put on your trinket so that you will see and be able to collect the Scourgestones for faction. Scourgestones are turned in to an NPC

that is located by White Hope Chapel in Eastern Plaguelands. A high enough faction results in better purchases being made from the Quartermaster. One of those purchases is an item that lets you add +5 To All Resistances to one of your items. That makes Scourgestones worth collecting.

3. Now, when you zone in and clear the initial undead in your way you will reach an intersection. You can go left or right. Left leads to the live side and ultimately a fight with the demon boss. The right leads to the undead side and ultimately a fight with the baron.

The live side is a lot of fun. As you reach the Scarlet stronghold and work through it periodically you trigger attacks by the undead on the living and they come storming in and you find yourself in the awkward position of defending the brotherhood from the undead so you can fight in deeper and kill them all. It is not the purpose of this guide to get into all of the misc. single group quests that you can solve there but since many pulls are 3 to 6 scarlet brotherhood (or an equal or greater number of undead) you will need to practice the skills of crowd control, proper tanking, aggro management etc..

The dead side is also fun with a number of nice challenges. It is very important that whenever you pass under a bridge with a portcullis that the entire raid move as one unit. If you do not, they will often slam down, trigger an event and divide the raid so that only a portion can participate. With only 10 troops at your disposal this is often a fatal mistake.

4. If you see any of the "eyes", kill them ASAP or they summon reinforcements. Always... always... kill the eyes first. You know they are there because you will hear the shout "The Living Are Here!" and the eye will become visible. It has very few hitpoints so kill it very rapidly. You will wipe if you don't as it will chain summon elite high level mobs until you are dead.
5. Blizzard keeps tweaking Strat and in patches in the 2<sup>nd</sup> Quarter of 2005 they are adding many new magic items. They are also once again tweaking the baroness to make it so that when she pops out of the person she possesses that they are at full health.

6. Note: The sword-smith quest is also in Strat. You need to 5 man to the dead side in order to get that done. You can reach this quest the fastest if you take the back door into Stratholme.
7. There is a backdoor into the dead side that is entered via a cave to the east of Stratholme in EP. A rogue can pick the lock if you don't have a key. This is useful if you are doing the dead side quests since you avoid a fair number of mobs on the way.
8. You can find a complete listing of quests involving Stratholme located here:  
<http://wow.allakhazam.com/db/qlookup.html?zone=67>

#### **4.4. Scholomace (10 people)**

Scholomace is another undead zone. It is not really a raiding zone and thus this guide doesn't go into a step by step process of how to 'raid' it. Some parts can be single grouped. Some are best done with 2 groups. The reason it is included in this guide is because you can both pick up gear here that benefits you when raiding in UBRS and MC and Onyxia, and because you can work on basic raid tactics in this zone. This section of the write-up is meant to be a broad overview of the zone and not a detailed walkthrough.

Scholo is important to players, in addition to being practice for later raids, for several reasons. First off, a number of potions (like Flask of The Titans which is a very useful raid potion granting the drinker 1200Hps for 2 hours) can only be created in its lab. So you have to raid there to reach the lab to make the potions. Second, the shammy only quest added in April 05 is completed there. Third, it's the only place to get your blue class armor set head piece.

1. If you are part of the Argent Dawn, wear your insignia to get the Scourgestones for faction. Scourgestones are turned in to an NPC that is located by White Hope Chapel in Eastern Plaguelands. A high enough faction results in better purchases being made from the Quartermaster. One of those purchases is an item that lets you add +5 To All Resistances to one of your items. That makes Scourgestones worth collecting.
2. Under the Great Ossuary is the Bonecollector named. He will drop a key. It is irrelevant who loots the key since it is a 1 time use that gets you deeper into the



dungeon which is the whole point of coming to Scholo. He is simply the keeper of the key so get someone to loot it and don't waste too much time worrying about who that is.

3. 30+ new items are being added to the dungeon in April of 2005 and loot drops are being increased so it is a much more fun instance to complete. Those who tried Scholo early in WoW were often turned off by it due to low drop rates and mediocre items. If you haven't seen Scholo since before April 19<sup>th</sup>, 2005 then you should give it another run through.
4. A complete listing of the quests for Scholomance can be obtained here:  
<http://wow.allakhazam.com/db/qllookup.html?zone=79>
5. Every class's blue armor set helm drops in Scholo. It drops from the final boss. You need to clear through to the bonecollector and get the key. Take the key and open the Door of Visions. Now clear each wing of its mini boss. Once each one is cleared the final boss spawns in the middle room. When you engage the boss he will randomly banish people from the raid into the side rooms, which are now locked, and toss a few undead in with them for good measure. You definitely want to kill him rapidly in order to avoid having too much of the raid banished and/or killed. He will drop one helm from a random class.
6. You will fight diseased ghouls. When they die they explode into a cloud of acidic gas that does incredible damage to all caught in it. Fight them with ranged attacks. Just put 1 tank on them and everyone else stay clear. When the ghoul dies the tank should run away from them to avoid dying to the nasty damage the cloud inflicts. These fights are great practice in ranged fighting on raids.
7. The Great Ossuary is loaded with whelps. In order not to waste too much time, pull them in large numbers. You will often get a humanoid caster or two and lots of whelps. Work on raid CC tactics by sheeping the casters (mages) and AEing the whelps. This is a good tactic to work on for the hatchery in UBRS.

#### **4.5. Blackrock Depths (10 people)**

Blackrock Depths is another very useful zone. It is not really a raiding zone and thus this guide doesn't go into a step by step process of how to 'raid' it. Some parts can be single grouped. Some are best done with 2 groups. The reason it is included in this guide is because you can both pick up gear here that benefits you when raiding in UBRS and MC and Onyxia, and because you can work on basic raid tactics in this zone. This section of the write-up is meant to be a broad overview of the zone and not a detailed walkthrough.

1. Its primary use at the end game is to get the Molten Core discovery quest done so you can skip going there in a raid. To pickup this quest go down the chains that lead to the BRD zone in. Before you enter the dwarven mining area you will see an NPC with a ! over their head. Talk to them and you will get the quest Attunement To the Core. You MUST complete this quest before you can raid Molten Core and you should have been logged out for 30min+ from the time you complete the quest until you join your first MC raid to avoid bugging your raid. To solve this quest you simply take a raid of up to 10 people and clear through the MC zone in. There will be a shard just outside the zone in. You pick that up and leave the zone. You can, if you wish, zone into MC and zone right back out which will put you outside BRD, standing at the quest NPC. He will take the shard from you and flag you for Molten Core. To zone back into Molten Core in the future, you need to join a raid and hop through the window next to the quest NPC. Please note: If you hop through the window without being in a raid, you fall into the lava below and die.

Here is a tip: You can mass complete the quest for your guild by sending 10 people in to the shard spot and ensuring at least one of them is a warlock with lots of shards. Have several people get the shard and leave the raid, complete the quest and drop the shard. Once done add more people, have them zone in. Summon them to grab the shard and repeat over and over.

2. You can pick up the Repair Bot plans in BRD. They are laying on the ground and everyone in the group can use the document. If you have engineering skill then you will be taught how to make a repairbot. Some things to note about the repairbot are that it lasts for 10minutes. It will buy items from you. It sells a few engineering related items. And it will repair your armor BUT it costs double what it would cost you in town. As such it isnt very useful for group hunting but it can be a lifesaver when you are

deep inside Molten Core preparing for a tough boss. Only a person with 300 engineering can use the bot but anyone can carry one. So you may chose to stock up on them on a common guild mule and always have 1 or 2 at a raid. Then have an engineer on the raid use it at the designated time. To make one you need: 12x Thorium Bar, 4x Rugged Leather, 1x Fused Wiring, 2x Elemental Earth, 1x Elemental Fire. The fused wiring can often be the hardest part to get but one trick to that is to make Targeting Dummies and use them and loot the corpses. Blizzard increased the droprate on Fused Wiring from targeting dummies so you should get one after only a few tries.

3. BRD is huge and has a lot of quests. This is one of the best leveling spots from 54-59 and thus you will get many opportunities to practice crowd control, tanking, healing etc.. in a tough environment. You can read about all the quests here:  
<http://wow.allakhazam.com/db/qllookup.html?zone=53>
4. BRD is a good place to get some intro Fire Resist Gear. Lord Incendius especially has a number of FR items that you can pick up.
5. The only zone that you can get Dark Iron in is BRD (well. And Molten Core which is technically inside BRD). Dark Iron can make a number of items and can even be turned in to the Thorium Brotherhood for faction which in turn lets you buy more plans. Warlocks need Dark Iron Ore (not bars) for their epic mount. Dark Iron Bars can only be created on the forges just outside the Molten Core Zone in.
6. When you go to BRD, remember to stick together. There are certain places where when you trigger the event/fight, backspawn occurs and if anyone is lagging behind they will die and/or train the raid. The idea, besides getting FR gear and your MC quest, is to work on raid tactics. You kill raids if you don't stick together. You kill raids if you wander off to peak around a corner. You kill raids if you go AFK at the wrong time and drag in backspawn on the group. BRD is full of those pitfalls but they are also great opportunities to hone skills that eventually need to become second nature to raid successfully.

7. When you reach the bar, don't forget to check the vendor NPC on the upper level and see what is for sale. It will sell the same items to everyone in the group/raid but it will reset each time you recreate the instance. Among other things it sells some transmute spells that can be very useful.
8. If you are especially observant you will note that there are 2 Dark Iron Ore spawns within 30seconds of the zone in that a lvl 60 can run to without aggroing anything. They arent up in every instance but you and a buddy can join up and remake the instance repeatedly and farm Dark Iron Ore if youd like.

#### **4.6. Dire Maul (5 people)**

Dire Maul isnt really a raid since its only for a single 5 man group but because it is balanced for level 60s, you still need to use solid raidesque tactics to win. There are 3 wings to DM each with a different plot/purpose.

NORTH WING:

The north wing has one obvious plot and one seKreT plot. The obvious plot is that you go in, kill the ogres and eventually reach and kill the king. Its pretty straightforward and there is a lot of nice loot to be picked up along the way. Once you kill the king you can talk to the NPC that spawns and become king yourself and the instance turns green to you.

The less obvious plot is that if you keep all the named bosses alive (3 guards, the guard captain, the observer that tries to help the king and the drunk) then when you finally kill the king you will get a lot of Tribute in a chest. The more named you kept alive, the more and better tribute you get.

It is fairly simple to achieve this seKreT goal. The first guard is in the sunken area right after you zone in. Just go around that area the long way and you will avoid him. The second guard patrols back and forth across a chest. Wait until he paths off and loot the key from the chest. Then time his pathing and sneak by and open the door and advance deeper. The third guard can be trapped by fixing the ice trap but you can also just let him path off and run past him.

The real challenge comes when you reach the Captain who blocks your way. You can either complete the goblins quest down below and make an Ogre suit (and talk to him which sends him off running to fight Fengus) or you can train past him to the steps to the king, out of range of the pack of dogs, and die there. Resurrect with a shaman or a stoned priest and go on.

Finally, you engage the king. The Observer jumps in and will heal the king. So you need to offtank him or freeze trap him and keep him busy. Once the king is dead, the observer stops attacking and will apologize to you when you speak to him. At this point you can talk to the NPC that spawns, become king and gain tribute from them. All of the ogres will not attack you, and you cannot attack them, while you are king. You can run out of the zone (which causes you to lose the king buff) and come right back in and kill all of the named for even more loot. Since many of the monsters have not respawned yet you can make off with double the loot that way.

### WEST WING:

The west wing has an entirely different plot and mobs. There are walking treants.. there are mana elementals.. there are undead.. It is a lot of fun. The overall basic plot here is to fight through and kill all the mana elementals around the 6 different mana nodes which causes the nodes to stop working. Ultimately you will reach The Prince and engage him. That is a challenging fight for a group so you need to be on your toes. It is a lot of fun. There are roaming invisible spirit guards that will pop out at different times and have fairly fast respawn times so be aware of those. There are also some roaming eyes similar to what you faced in Stratholme so kill them fast lest they call out and summon in reinforcements.

### EAST WING:

The east wing is most often used for two things. First is to get the Crescent Key which lets you open the door to the North and West wing. The second is to farm misc bosses (as there are quite a few and they arent hard to get to) for their possible random book drops. All of the bosses across the wings can randomly drop different class books. Those books can be taken to the library in DM and turned in for a nice trinket for your class. The east wing is often used for major book farming.

### THE ARENA:

In the middle of Dire Maul is an old arena. When you drop down into the arena you are PvP+ but not only to the opposite faction but to EVERYONE. Your own faction can kill you. The only people that cant kill you is your own group. Everyone else can. Randomly spawning in the arena are some named. When killed they drop random world loot. In general its not uber stuff but they can drop the Orb of Deception so that is nice. When he is up shouts are made that can be heard in the instances. When he is being engaged shouts are made. There is no such thing as stealthly attacking him. When you attack, everyone will know.

Hint: Black Lotus (a bind on pickup rare herbalism ingredient for nice potions like Flash of Titans) can spawn in the area around the arena sometimes under other herb spawns. This is also a great spot for Purple Lotus.

## **5. Player vs Player Combat**

There is other end game content besides raiding instances. You can also 'raid' the other faction. There are 2 main ways to do that. One is raiding their towns and the other is battlegrounds. Both hold value since you can gain honor points making honorable kills which leads to various bonuses.

Player versus player combat is not for everyone but I would personally like to encourage you to try it out. You may find out that you like it. PvP does have a stigma associated with it in the minds of some gamers but in WoW you have nothing to lose by trying it. You don't lose any experience or gear. And you may just find out that it is yet another enjoyable thing to do at the 'end game'.

### **5.1. Raiding Opposing Faction Towns**

Raiding other factions towns is done a lot. If you are in the WorldDefense channel then you already know the spam that can result. Each server has their own area that is a hotspot but very often the Tauren Mill/Southpoint area is a pvp haven. With the battleground instance being next door in Arathi Mountains that whole area is often a battleground.

There are a couple of things that are generally frowned upon that you may wish to be aware of.

- 1) Running into a group of the opposing faction, unflagged for pvp, and then flagging and firing off AE Fear is generally regarded as cheesy.
- 2) Getting attacked by the opposing faction and running around your town aggroing all of the guards on them is generally ill regarded
- 3) Running around doing the chicken dance generally makes people think you are an idiot.
- 4) Raiding newbie towns and wiping out the NPCs is generally frowned upon since that just hurts younger players for no good reason.
- 5) Camping the corpse of an enemy to repeatedly kill them when they res is very cheesy and not well regarded at all.

Raiding an opposing town can be for more than just enjoyment. You can also gain a large amount of honor by participating in the killing of the 'boss' of the town. For example of you can kill Thrall in Orgrimmar then there is large honor bonus to be had. Doing that is very difficult due to the ability of the defending faction to mass forces and all attack at once. Until they flag PvP+, the attacker can do nothing but watch them amass.

So some keys to success in a town raid are:

- Stay together. If you spread out too far you will be picked off piecemeal
- Have a clearly defined leader that everyone is listening to
- Know what your objective is and always be moving for that objective. If it is simply to pvp and/or wreak havoc then that is entirely different than if you are trying to reach the boss of the city and defeat them.
- Always be aware that any 'blue' named opposing faction player is a potential enemy at the drop of a hat. Don't write them off simply because they are blue. Be aware that at any second they could attack.
- Avoid killing civilians. Those NPCs are clearly labeled as such and should not be killed if at all possible as they cause you to lose honor points.
- Move rapidly. The longer you are in the enemies territory the greater your chances of losing the fight are. You need to strike hard and fast.
- Bring lots and lots of forces. If you think you are going to take Stormwind with 40 people, think again. If you chose to attack a major city, and have a hope of winning it, bring a large number of forces.

## **5.2. Battlegrounds**

The real meat and potatoes of pvp, however, are battlegrounds. The only battleground so far is the Arathi Mountains one. Future ones are planned. There are 2 outstanding writeups on that battleground and on the honor system located on the Blizzard site (links below) so I won't repeat all of the things said there, in this guide. I will just point out a few highlights. First, the links:

<http://www.worldofwarcraft.com/pvp/battlegrounds.html>

<http://www.worldofwarcraft.com/pvp/battlegrounds-part2.html>

THE BASIC PREMISE OF THE ARATHI MOUNTAIN BATTLEGROUND:



Alterac Valley itself is nestled high within the Alterac Mountains in Lordaeron. To get there, players will need to run through a tunnel in the mountains. Each side will have its own tunnel entrance into the valley. The entrance into the zone is a swirling red portal, so you'll know you're about to enter a Battleground when you see this striking sight.

Great cliffs surround the exterior of Alterac Valley, and hills and spotty trees dot the snow-covered landscape. In the south lies the Frostwolf base, while in the north is the Stormpike base. Each base is a functioning town, with vendors, smiths, guards, and quest givers. And like any other zone, there are hostile monsters wandering the wilderness. The difference, though, is that everything here is geared towards player-versus-player combat.

The middle of the map is basically a hotbed of conflict. Off to one side is a freezing cave where ruthless ice trolls reside. Within this lair, we're placing some elite loot: gear that players will be dying to acquire. However, with such incredible loot comes commensurate danger, not only from the residents within, but also from opposing players who might also come searching for treasure. One of several key graveyards is also situated near the middle (more on graveyards later). On opposing sides of this middle are the forward base camps for the two sides, with the Stormpike camp in the north and the Frostwolf camp in the south. Each is led by a powerful captain: the first line of defense when trying to break through to the other side's base.

Beyond this forward base camp are patrols of NPC guards, with some of them, such as the captain and several important lieutenants, also being elite opponents. Nestled into the mountains in each side's territory is also a mine. These mines are fiercely held ground owned by troggs and kobolds. However, inside are crates of supplies that either side would do well to acquire, for they can be used to upgrade NPC soldiers with better armor and weapons, thereby making them harder to kill and more lethal in battle.

At the opposite edges of the zone, deep in the heart of each side's territory, is a village, and just beyond that, its main fortress. You'll not only find each side's graveyard here, but also various support NPCs, including vendors, smiths, quest givers, and the ultimate commander of each side.

THE GOAL OF BATTLEFIELDS:

Besides having fun with pvp, the ultimate goal of a Battleground is to slay the enemy's general and destroy the enemy's main base. There are many different quests and mechanisms to give players several strategies for accomplishing this goal. If you take the enemy base, conflicts will continue to rage back and forth even after a winner is declared. For the next few hours after your side scores a victory, the opposition will have no NPC troops to help them. That will give you greater control over the zone and the ability to fully explore Alterac Valley with confidence.

Enemy players might choose to resurrect in the tunnels leading into Alterac Valley and harass your side's players, but as the entire zone will be firmly in your control, it will be difficult for any opposing players to mount any sort of effective counterattack. Instead, they will have to wait for their base to rebuild itself.

A little while after it gets razed, the destroyed base will begin to slowly rebuild itself. Players can significantly reduce the reconstruction time, though, by capturing the nearby mine and delivering supplies between the mine and the base. Control of the Battleground will revert back to a contested status, and the battle for Alterac Valley will commence once again. However, mines, towers, and graveyards will remain under the victor's control, and will need to be retaken.

### SURVIVING PVP:

Below is a link from Blizzard with a lot of hints and tips on surviving PvP. There are a lot of great ones in there but one big thing to take into pvp is this: YOU WILL DIE. Don't go if you can't handle the fact that you will die.. probably a lot. But you really don't lose anything if you die so take it in stride and get your corpse and go back at it.

<http://www.worldofwarcraft.com/info/basics/survivingpvp.html>

### HONOR POINTS:

One of the basis for PvP is the concept of the Honorable Kill. Blizzard has released a long writeup on the honor system and here is a link to it:

<http://www.worldofwarcraft.com/pvp/pvp-article-part2.html>

Again, the write up is very good so I don't want to repeat all the topic areas here but here is an overview of the system.

The amount of honor you gain is based mainly on three factors: 1) your target's level, 2) your PvP rank, and 3) your level. Then, at the end of the week, all of your Honorable Kills and Dishonorable Kills are tallied up, and then certain modifications are applied based on relevant data. For instance, they track repeat kills, and the system will reward you less and less honor with each successive kill of the same opponent on the same day. You'll gain full points for your first kill, but you get far less points with each kill after that, to the point where you will eventually get zero if you continue to prey on that player. They also add a bonus to your score for participation in strategic objectives, such as conquering a Battleground or killing an enemy NPC leader, such as Thrall or King Bronzebeard. For those out to kill the human leader, keep in mind that neither King Anduin nor Jaina actually qualifies as a strategic objective; it's the king's protector, Highlord Bolvar Fordragon, who is the true leader you must kill in order to gain bonus honor points for your faction.

If the player or PvP-enabled NPC you kill is trivial (i.e. gray to you), then you won't get an Honorable Kill. In fact, if you kill an NPC who is not PvP-enabled or who is PvP-enabled and trivial, you will gain a Dishonorable Kill. To make it easier to identify a potential Dishonorable Kill, such NPCs will be labeled as "civilians" in their tooltip. Note that dishonor does not apply to killing players, regardless of their level.

Note: As it stands now, when you collect Dishonorable Kill points they will not have a negative impact on your current honor ranking. You'll still get to see what the system considers a Dishonorable Kill, but you won't be assessed a penalty for it. At the moment, we don't want to penalize Dishonorable Kills because on normal (PvE) servers, the primary way to instigate PvP battles is through the attacking of NPCs. However, should enough PvP combat occur in Battlegrounds or if the number of Dishonorable Kills escalates to such a degree that it hampers general gameplay, Blizzard may well step in and institute a penalty for Dishonorable Kills.

Here is a chart of the different ranks and rewards that you can achieve based on your honor score:

Rank	Alliance Title	Horde Title	Reward
14	Grand Marshal	High Warlord	Epic-quality weapon and shield

13	Field Marshal	Warlord	Epic-quality helm, shoulder armor, and gloves
12	Marshal	General	Epic-quality chest armor, leggings, and boots
11	Commander	Lieutenant General	Commander's epic mount
10	Lieutenant Commander	Champion	Superior-quality helm and shoulder armor
9	Knight-Champion	Centurion	Battle standard
8	Knight-Captain	Legionnaire	Superior-quality chest armor and leggings
7	Knight-Lieutenant	Blood Guard	Superior-quality boots and gloves
6	Knight	Stone Guard	Access to officer's barracks, officer's tabard, and potions
5	Sergeant Major	First Sergeant	Superior-quality bracers
4	Master Sergeant	Senior Sergeant	Superior-quality necklace
3	Sergeant	Sergeant	Superior-quality cloak, 10% discount on all goods and repairs from your faction's NPCs
2	Corporal	Grunt	Team insignia trinket
1	Private	Scout	Tabard

A complete writeup on Honor can be found here:

<http://www.worldofwarcraft.com/pvp/pvp-article-part2.html>

A complete listing of the pvp rewards (i.e. the misc epic armor pieces etc.. that you can pick up for having higher honor) is located here:

<http://www.worldofwarcraft.com/pvp/rewards-armor.html>

In summary: PvP offers another 'raiding' opportunity at the end game. It offers the ultimate challenge, in fact, which is fighting and defeating a "thinking" opponent. PvP isn't for everyone but if you have never tried it before (or have never tried it before IN World of Warcraft) please do consider doing so. You risk nothing and you may just find that the way Blizzard has implemented it is very fun for you.

## **6. Using Mod's To Help Raid Success**

There are two schools of thought on using mods. One school of thought is that Blizzard allows you to create mods and they only allow you to use functions they deem are ok (for example: You cannot create a mod that casts more than 1 spell per keypress as the game wont allow it). The other school of thought is that modding is cheating and that you cheapen the encounters by doing so.

My personal belief is this: Blizzard allows you to mod and they expect you to mod. They watch what mods are created and the incorporate many of them into the game. They are also players. They join raid guilds and they raid using those mods. Since a huge percentage of raiders use the mods, future raid encounters will be designed, tweaked and balanced under the assumption that you are using the most common mods (or equivalent mods). Therefore if you don't use them, you are putting yourself at a disadvantage for no reason.

There are a lot of mods out there and they come and go so I'm not going to list all the cool ones, as of the writing of this guide, in this section. Instead I want to tell you about a site you can check (and there are many.. this is but one that I find very useful and that is kept current) and one modsuite that you should strongly consider.

First, the modsuite: That suite is CT\_RaidAssist. There is a whole suite of CT mods including a very good overall UI mod, mail mods and more. They are pretty good and you would do well to consider them. The raid assist mod itself is very useful because it does several things for you:

- You get a new tab (when you press "o" its to the right of the raid tab) where you can check a box by each group in the raid. When you do that you will get a moveable series of health and mana bars on your UI. You can drag them around and basically see the health and mana of the entire raid
- You can cast a spell and target any of those draggable mana/health bars and it will cast the heal, buff, cure etc.. on that person.
- The raid leaders can designate up to 5 tanks. Each raider can then check boxes to show the targets of those 5 tanks. So you can clearly see who is tanking what and what the health is without needing to change targets or mouse over things.

- You can chose to show buff and debuff icons on top of the health/mana bars mentioned above. When someone has a debuff/dot on them their name will flag red so you can quickly see who to cure
- You can set mana conservation thresholds for years. If you set them at, for example, 90% then if you try to heal someone who's health is over 90% it will abort your heal and thus save you the mana
- You even gain the /RS command which will flash text up in the middle of the screen instead of just down in the chat window.

The CT Raid Tool is fast becoming a standard for raids and once you raid with it, you will wonder how you ever got along without it. It is an outstanding tool and is updated with new features regularly. So I do encourage you to check it out. You can pick up the CT Raid Mod here: <http://www.ctmod.net>

Second, one site you can use to lookup other raid mods (or non raid mods) is Curse Gaming. You can search on key words or scroll through mods by category. There are a number of mod sites out there. I personally prefer this one but there are also other good ones. <http://www.curse-gaming.com/mod.php> is the URL to get to the mod section of the site.

## **7. Summary**

In closing, WoW has a lot of content at the end game. You can both pvp against other humans or you can raid against mobs. One of the best things about WoW raid content is that the 'puzzles' you need to solve to defeat bosses come in many shapes and sizes. WoW is a content based game and in order for it to last, long term, for a gamer they will have to continue to add new raid content so that players have new challenges to face. Blizzard has made a number of comments indicating that they understand that and will continue to do that. Time will certainly tell.

Raiding is a learned skill. Raiding is not an inherent right of being level 60. It takes practice. It takes common sense. It takes being able to follow orders and/or logically think through problems and give orders. Not everyone can raid. Not everyone can absorb all the flashing colors and words and numbers on the screen and process the information fast enough to do their role in a raid well enough to win. But if you really want to raid and you are willing to practice the skill (and not just take for granted that you are an uber raider and don't need to practice) then you can become very good at it.

Best of luck to you. And my thought for you to consider is this: You will die. You will get destroyed by a number of bosses the first time or two or ten that you face them. Don't give up. If raiding were easy, you would complete all of the content the first time you faced it and be bored with the game and quit. View them as a challenge. Learn from your deaths. Don't give up. Overcome the challenge and derive your enjoyment from overcoming the challenge. Remember: the most fun you will ever have on a raid is learning and overcoming the challenge to defeat the boss. Once you win, from then on out, all you are doing is executing the strategy that you already know. The fight will never be the same again. So enjoy the process of learning it. That is where the real fun is.



## 8. Appendix A: Loot Tables

In an effort to keep the guide streamlined, all the misc. loot tables are included in this section. They are included to give you some idea of the kinds of loot you can pickup from the misc. instances and boss fights.

### 8.1. The Loot Of Onyxia

Onyxia has a huge loot table including epic, rare and uncommon items and recipes. The complete loot table can be found here:

<http://wow.allakhazam.com/db/mob.html?wmob=10184> however here are some highlights from it to give you an idea of the caliber of epic items you might get from killing her:

<b>Ancient Cornerstone Grimoire</b> Binds when picked up Held In Hand Miscellaneous +10 Spirit +15 Intellect +8 Stamina Requires Level 60 Use: Summons a Skeleton that will protect you for 60 seconds.	<b>Bloodfang Hood</b> Binds when picked up Head Leather 183 Armor +23 Agility +17 Stamina +9 Strength +7 Frost Resistance +8 Shadow Resistance +7 Arcane Resistance Requires Level 60 Passive: 1% chance to stun a victim struck in combat.	<b>Deathbringer</b> Binds when picked up One-Hand Axe 94 - 175 Damage Speed 2.90 (46.4 damage per second) Requires Level 59 Chance On Hit: Sends a shadowy bolt at the enemy causing 50 Shadow damage and dealing 10 damage every 3 sec for 30 seconds.
<b>Helm of Wrath</b> Binds when picked up Head Plate 696 Armor +8 Agility +3 Spirit +36 Stamina +22 Strength	<b>Halo of Transcendence</b> Binds when picked up Head Cloth 94 Armor +27 Intellect +26 Spirit +17 Stamina +12 Fire Resistance	<b>Dragonstalker's Helm</b> Binds when picked up Head Mail 392 Armor +20 Agility +21 Intellect +6 Spirit +21 Stamina

+6 Fire Resistance +6 Frost Resistance +5 Shadow Resistance Requires Level 60 Passive: Improves your chance to get a critical strike by 1%.	+12 Nature Resistance +12 Shadow Resistance Requires Level 60	+7 Strength +12 Fire Resistance +11 Shadow Resistance Requires Level 60 Passive: Improves your chance to get a critical strike by 1%.
<b>Boots of Transcendence</b> Binds when picked up Feet Cloth 80 Armor +6 Agility +13 Intellect +23 Spirit +15 Stamina Requires Level 60 Passive: Increases damage done by Shadow spells and effects by up to 15.	<b>Nemesis Skullcap</b> Binds when picked up Head Cloth 94 Armor +26 Intellect +11 Spirit +23 Stamina +3 Fire Resistance +7 Shadow Resistance +12 Arcane Resistance Requires Level 60 Passive: Increases damage done by Shadow spells and effects by up to 30.	<b>Plans: Invulnerable Mail</b> Blacksmithing Requires Blacksmithing (300) Requires: Armorsmith Use: Teaches you how to make Invulnerable Mail.

## 8.2. The Loot Of Molten Core

Each class has a complete set of purple armor that drops in Molten Core from the bosses. There used to be both a Tier 1 and a Tier 2 set but the Tier 2 set is being moved to Blackwings Lair.

You can see all of the item sets in game here: <http://wow.allakhazam.com/db/itemset.html> along with their associated properties but here is a rundown on each classes set:

Druid Tier 1 Armor Set (Cenarion Rainment):

<b>Cenarion Belt</b> Binds when equipped Waist Leather 113 Armor +20 Intellect +7 Spirit +8 Stamina +10 Strength +6 Nature Resistance Requires Level 60 Passive: Increases damage done by Arcane spells and effects by up to 15.	<b>Cenarion Boots</b> Binds when picked up Feet Leather 138 Armor +7 Agility +20 Spirit +11 Intellect +12 Stamina +8 Nature Resistance +5 Frost Resistance +6 Arcane Resistance Requires Level 60	<b>Cenarion Bracers</b> Binds when equipped Wrist Leather 88 Armor +11 Intellect +10 Spirit +5 Stamina +6 Fire Resistance Requires Level 60 Passive: Increases healing done by spells and effects by up to 30.
<b>Cenarion Chestguard</b> Binds when picked up Chest Leather 200 Armor +3 Agility +20 Spirit +23 Intellect +15 Stamina +10 Strength Requires Level 60 Passive: Increases healing done by spells and effects by up to 40.	<b>Cenarion Gloves</b> Binds when picked up Hands Leather 125 Armor +10 Intellect +22 Spirit +8 Stamina +10 Strength +7 Fire Resistance Requires Level 60 Passive: Increases damage done by Arcane spells and effects by up to 10.	<b>Cenarion Helm</b> Binds when picked up Head Leather 163 Armor +24 Intellect +20 Spirit +14 Stamina +8 Fire Resistance +12 Shadow Resistance +3 Arcane Resistance Requires Level 60 Passive: Increases healing done by spells and effects by up to 30.
<b>Cenarion Leggings</b>	<b>Cenarion Spaulders</b>	

<p>Binds when picked up</p> <p>Legs    Leather</p> <p>175 Armor</p> <p>+5 Agility</p> <p>+15 Intellect</p> <p>+24 Spirit</p> <p>+11 Stamina</p> <p>+5 Fire Resistance</p> <p>+3 Nature Resistance</p> <p>+5 Frost Resistance</p> <p>+3 Arcane Resistance</p> <p>Requires Level 60</p> <p>Passive: Increases damage done by Arcane spells and effects by up to 15.</p> <p>Passive: Increases damage done by Nature spells and effects by up to 15.</p>	<p>Binds when picked up</p> <p>Shoulder    Leather</p> <p>150 Armor</p> <p>+18 Intellect</p> <p>+7 Agility</p> <p>+8 Spirit</p> <p>+11 Stamina</p> <p>+8 Frost Resistance</p> <p>+8 Shadow Resistance</p> <p>Requires Level 60</p> <p>Passive: Increases damage done by Nature spells and effects by up to 15.</p>	
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Set Bonuses:

3 pieces: Increases the duration of your Thorns by 60.0 sec.

5 pieces: Improves your chance to get a critical strike with Nature spells by 2%

Hunter Tier 1 Armor Set (Giantstalker Armor):

<b>Giantstalker's Belt</b> Binds when equipped Waist Mail 237 Armor +15 Agility +5 Intellect +12 Spirit +11 Stamina +10 Fire Resistance +9 Nature Resistance +9 Shadow Resistance Requires Level 60	<b>Giantstalker's Boots</b> Binds when picked up Feet Mail 290 Armor +22 Agility +7 Spirit +15 Stamina +6 Strength +9 Nature Resistance +5 Shadow Resistance Requires Level 60	<b>Giantstalker's Bracers</b> Binds when equipped Wrist Mail 185 Armor +15 Agility +7 Intellect +6 Spirit +8 Stamina +8 Fire Resistance +7 Frost Resistance Requires Level 60
<b>Giantstalker's Breastplate</b> Binds when picked up Chest Mail 422 Armor +24 Agility +14 Intellect +23 Stamina +3 Strength +7 Fire Resistance +6 Nature Resistance +6 Arcane Resistance Requires Level 60 Passive: Improves your chance to get a critical strike by 1%.	<b>Giantstalker's Epaulets</b> Binds when picked up Shoulder Mail 317 Armor +22 Agility +5 Intellect +9 Spirit +15 Stamina Requires Level 60 Passive: Improves your chance to hit by 1%.	<b>Giantstalker's Gloves</b> Binds when picked up Hands Mail 264 Armor +15 Agility +3 Spirit +10 Stamina +5 Strength Requires Level 60 Passive: Increases your chance to dodge an attack by 2%.
<b>Giantstalker's Helmet</b> Binds when picked up Head Mail 343 Armor	<b>Giantstalker's Leggings</b> Binds when picked up Legs Mail 369 Armor	

+20 Agility +16 Intellect +7 Spirit +23 Stamina +12 Fire Resistance +12 Frost Resistance Requires Level 60	+27 Agility +6 Intellect +15 Spirit +15 Stamina +8 Strength +8 Frost Resistance +8 Shadow Resistance +8 Arcane Resistance Requires Level 60	
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Set Bonuses:

3 pieces: Attack Power power increased by 20.

5 pieces: Attack Power against Giants increased by 40.

8 pieces: Increases your pet's life by 150 and all spell resistances by 100

Mage Tier 1 Armor Set (Arcanist Regalia):

<p><b>Arcanist Belt</b></p> <p>Binds when equipped</p> <p>Waist Cloth</p> <p>57 Armor</p> <p>+26 Intellect</p> <p>+11 Spirit</p> <p>Requires Level 60</p> <p>Passive: Restores 6 mana every 5 sec.</p>	<p><b>Arcanist Bindings</b></p> <p>Binds when equipped</p> <p>Wrist Cloth</p> <p>44 Armor</p> <p>+20 Intellect</p> <p>+8 Spirit</p> <p>+7 Fire Resistance</p> <p>+4 Frost Resistance</p> <p>+4 Arcane Resistance</p> <p>Requires Level 60</p>	<p><b>Arcanist Crown</b></p> <p>Binds when picked up</p> <p>Head Cloth</p> <p>83 Armor</p> <p>+35 Intellect</p> <p>+13 Spirit</p> <p>+10 Stamina</p> <p>+4 Fire Resistance</p> <p>+4 Nature Resistance</p> <p>+4 Frost Resistance</p> <p>Requires Level 60</p> <p>Passive: Improves your chance to get a critical strike with spells by 1%.</p> <p>Passive: Increases damage done by Fire spells and effects by up to 5.</p>
<p><b>Arcanist Boots</b></p> <p>Binds when picked up</p> <p>Feet Cloth</p> <p>70 Armor</p> <p>+3 Agility</p> <p>+15 Intellect</p> <p>+17 Spirit</p> <p>+10 Stamina</p> <p>+6 Nature Resistance</p> <p>+3 Shadow Resistance</p> <p>Requires Level 60</p> <p>Passive: Increases damage done by Fire spells and</p>	<p><b>Arcanist Gloves</b></p> <p>Binds when picked up</p> <p>Hands Cloth</p> <p>63 Armor</p> <p>+8 Agility</p> <p>+17 Intellect</p> <p>+18 Spirit</p> <p>+8 Stamina</p> <p>+3 Frost Resistance</p> <p>+7 Arcane Resistance</p> <p>Requires Level 60</p> <p>Passive: Increases damage done by Fire spells and</p>	<p><b>Arcanist Leggings</b></p> <p>Binds when picked up</p> <p>Legs Cloth</p> <p>89 Armor</p> <p>+5 Agility</p> <p>+20 Intellect</p> <p>+24 Spirit</p> <p>+12 Stamina</p> <p>+5 Fire Resistance</p> <p>+7 Nature Resistance</p> <p>+5 Frost Resistance</p> <p>+13 Shadow Resistance</p> <p>Requires Level 60</p>

<p>effects by up to 10.</p> <p>Passive: Increases damage done by Frost spells and effects by up to 10.</p>	<p>effects by up to 10.</p>	<p>Passive: Increases damage done by Arcane spells and effects by up to 5.</p> <p>Passive: Increases damage done by Fire spells and effects by up to 10.</p>
<p><b>Arcanist Mantle</b></p> <p>Binds when picked up</p> <p>Shoulder Cloth</p> <p>76 Armor</p> <p>+24 Intellect</p> <p>+9 Spirit</p> <p>+5 Fire Resistance</p> <p>Requires Level 60</p> <p>Passive: Increases damage done by Arcane spells and effects by up to 15.</p>	<p><b>Arcanist Robes</b></p> <p>Binds when picked up</p> <p>Chest(Robe) Cloth</p> <p>102 Armor</p> <p>+7 Agility</p> <p>+33 Intellect</p> <p>+16 Spirit</p> <p>+7 Stamina</p> <p>Requires Level 60</p> <p>Passive: Increases damage done by Arcane spells and effects by up to 10.</p> <p>Passive: Increases damage done by Fire spells and effects by up to 10.</p> <p>Passive: Increases damage done by Frost spells and effects by up to 10.</p>	

**Set Bonuses:**

3 pieces: You have a 1% chance to regain 300 mana any time you take damage.

5 pieces: Increases the duration of your Polymorph by 5.0 sec.



8 pieces: Increases the added fire damage of your Fireballs by 24 per period.

8 pieces: Your Frostbolts do 45 extra damage.

8 pieces: Increases the duration of your Arcane Missiles by 1.0 sec.

Priest Tier 1 Armor Set (Vestements of Prophecy):

<p><b>Boots of Prophecy</b></p> <p>Binds when picked up</p> <p>Feet Cloth</p> <p>70 Armor</p> <p>+8 Agility</p> <p>+11 Intellect</p> <p>+20 Spirit</p> <p>+9 Stamina</p> <p>+10 Fire Resistance</p> <p>+10 Arcane Resistance</p> <p>Requires Level 60</p>	<p><b>Circlet of Prophecy</b></p> <p>Binds when picked up</p> <p>Head Cloth</p> <p>83 Armor</p> <p>+23 Intellect</p> <p>+23 Spirit</p> <p>+15 Stamina</p> <p>Requires Level 60</p> <p>Passive: Increases damage done by Shadow spells and effects by up to 15.</p> <p>Passive: Increases healing done by spells and effects by up to 20.</p>	<p><b>Girdle of Prophecy</b></p> <p>Binds when equipped</p> <p>Waist Cloth</p> <p>57 Armor</p> <p>+22 Intellect</p> <p>+15 Spirit</p> <p>+7 Nature Resistance</p> <p>+8 Shadow Resistance</p> <p>Requires Level 60</p> <p>Passive: Increases healing done by spells and effects by up to 20.</p>
<p><b>Gloves of Prophecy</b></p> <p>Binds when picked up</p> <p>Hands Cloth</p> <p>63 Armor</p> <p>+10 Intellect</p> <p>+22 Spirit</p> <p>+6 Stamina</p> <p>+5 Frost Resistance</p> <p>+5 Shadow Resistance</p> <p>Requires Level 60</p> <p>Passive: Increases damage done by Shadow spells and effects by up to 15.</p>	<p><b>Pants of Prophecy</b></p> <p>Binds when picked up</p> <p>Legs Cloth</p> <p>89 Armor</p> <p>+10 Agility</p> <p>+17 Intellect</p> <p>+27 Spirit</p> <p>+10 Stamina</p> <p>+5 Fire Resistance</p> <p>+5 Nature Resistance</p> <p>+5 Shadow Resistance</p> <p>Requires Level 60</p> <p>Passive: Increases healing done by spells and effects by up to 30.</p>	<p><b>Mantle of Prophecy</b></p> <p>Binds when picked up</p> <p>Shoulder Cloth</p> <p>76 Armor</p> <p>+3 Agility</p> <p>+23 Intellect</p> <p>+10 Spirit</p> <p>+10 Stamina</p> <p>+7 Frost Resistance</p> <p>Requires Level 60</p> <p>Passive: Increases healing done by spells and effects by up to 20.</p>

<b>Robes of Prophecy</b> Binds when picked up Chest(Robe) Cloth 102 Armor +24 Intellect +23 Spirit +20 Stamina +5 Fire Resistance +5 Nature Resistance +5 Frost Resistance +5 Shadow Resistance +5 Arcane Resistance Requires Level 60 Passive: Increases damage done by Shadow spells and effects by up to 5.	<b>Vambraces of Prophecy</b> Binds when equipped Wrist Cloth 44 Armor +11 Intellect +15 Spirit +3 Stamina +5 Fire Resistance +5 Shadow Resistance Requires Level 60 Passive: Increases healing done by spells and effects by up to 20.	
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**Set Bonuses:**

3 pieces: --0.1 sec to the casting time of your Flash Heal spell.

5 pieces: Improves your chance to get a critical strike with Holy spells by 2%.

8 pieces: 15% chance your next Smite after casting Greater Heal requires -300 less mana to cast.

**Rogue Tier 1 Armor Set (Nightlayer Armor):**

<b>Nightslayer Belt</b> Binds when equipped Waist Leather 113 Armor +17 Agility +11 Stamina +9 Strength +14 Fire Resistance +10 Shadow Resistance +10 Arcane Resistance Requires Level 60	<b>Nightslayer Boots</b> Binds when picked up Feet Leather 138 Armor +23 Agility +7 Spirit +15 Stamina +9 Nature Resistance Requires Level 60	<b>Nightslayer Bracelets</b> Binds when equipped Wrist Leather 88 Armor +16 Agility +8 Spirit +11 Stamina +8 Fire Resistance Requires Level 60
<b>Nightslayer Chestpiece</b> Binds when picked up Chest Leather 200 Armor +29 Agility +7 Spirit +14 Stamina +10 Strength +10 Fire Resistance +10 Frost Resistance Requires Level 60	<b>Nightslayer Cover</b> Binds when picked up Head Leather 163 Armor +20 Agility +5 Spirit +15 Stamina +12 Strength +4 Nature Resistance Requires Level 60 Passive: Improves your chance to get a critical strike by 2%.	<b>Nightslayer Gloves</b> Binds when picked up Hands Leather 125 Armor +15 Agility +5 Spirit +11 Stamina +13 Strength +12 Frost Resistance +12 Arcane Resistance Requires Level 60
<b>Nightslayer Pants</b> Binds when picked up Legs Leather 175 Armor +27 Agility +8 Spirit +15 Stamina +11 Strength	<b>Nightslayer Shoulder Pads</b> Binds when picked up Shoulder Leather 150 Armor +24 Agility +4 Spirit +5 Stamina	

+8 Frost Resistance +12 Shadow Resistance Requires Level 60 Passive: Increases your chance to dodge an attack by 1%.	+3 Strength +11 Nature Resistance +7 Shadow Resistance Requires Level 60 Passive: Improves your chance to hit by 1%.	
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Set Bonuses:

3 pieces: Reduces the cooldown of your Vanish ability by -30.0 sec.

5 pieces: Increases your maximum Energy by 10

Shaman Tier 1 Armor Set (The Earthfury):

<p><b>Earthfury Belt</b></p> <p>Binds when equipped</p> <p>Waist Mail</p> <p>237 Armor</p> <p>+18 Intellect</p> <p>+12 Spirit</p> <p>+7 Stamina</p> <p>+8 Strength</p> <p>+3 Frost Resistance</p> <p>Requires Level 60</p> <p>Passive: Increases healing done by spells and effects by up to 20.</p> <p>Passive: Increases damage done by Nature spells and effects by up to 15.</p>	<p><b>Earthfury Boots</b></p> <p>Binds when picked up</p> <p>Feet Mail</p> <p>290 Armor</p> <p>+11 Agility</p> <p>+19 Spirit</p> <p>+13 Stamina</p> <p>+7 Nature Resistance</p> <p>+5 Shadow Resistance</p> <p>+3 Arcane Resistance</p> <p>Requires Level 60</p> <p>Passive: Increases damage done by Frost spells and effects by up to 10.</p>	<p><b>Earthfury Bracers</b></p> <p>Binds when equipped</p> <p>Wrist Mail</p> <p>185 Armor</p> <p>+7 Agility</p> <p>+10 Intellect</p> <p>+8 Spirit</p> <p>+7 Stamina</p> <p>+8 Strength</p> <p>+5 Fire Resistance</p> <p>Requires Level 60</p> <p>Passive: Increases healing done by spells and effects by up to 20.</p>
<p><b>Earthfury Breastplate</b></p> <p>Binds when picked up</p> <p>Chest Mail</p> <p>422 Armor</p> <p>+20 Intellect</p> <p>+18 Spirit</p> <p>+15 Stamina</p> <p>+4 Strength</p> <p>+3 Shadow Resistance</p> <p>Requires Level 60</p> <p>Passive: Increases healing done by spells and effects by up to 40.</p>	<p><b>Earthfury Epaullets</b></p> <p>Binds when picked up</p> <p>Shoulder Mail</p> <p>317 Armor</p> <p>+4 Agility</p> <p>+17 Intellect</p> <p>+9 Spirit</p> <p>+14 Stamina</p> <p>+9 Fire Resistance</p> <p>+9 Arcane Resistance</p> <p>Requires Level 60</p> <p>Passive: Increases damage done by Fire spells and effects by</p>	<p><b>Earthfury Gauntlets</b></p> <p>Binds when picked up</p> <p>Hands Mail</p> <p>264 Armor</p> <p>+8 Intellect</p> <p>+18 Spirit</p> <p>+7 Stamina</p> <p>+6 Strength</p> <p>+7 Fire Resistance</p> <p>+5 Frost Resistance</p> <p>Requires Level 60</p> <p>Passive: Increases healing done by spells and effects by up</p>

	up to 10.	to 30. Passive: Increases damage done by Nature spells and effects by up to 10.
<b>Earthfury Helmet</b> Binds when picked up Head Mail 343 Armor +23 Intellect +12 Spirit +20 Stamina +3 Nature Resistance +7 Frost Resistance +3 Arcane Resistance Requires Level 60 Passive: Increases damage done by Fire spells and effects by up to 15. Passive: Increases damage done by Frost spells and effects by up to 15.	<b>Earthfury Legguards</b> Binds when picked up Legs Mail 369 Armor +3 Agility +14 Intellect +23 Spirit +13 Stamina +12 Strength +11 Fire Resistance +7 Nature Resistance +7 Shadow Resistance Requires Level 60 Passive: Increases damage done by Nature spells and effects by up to 15.	

Set Bonuses:

3 pieces: +5 yd to the radius of your totems that affect friendly targets.

5 pieces: +5 to Strength of Earth and Grace of Air totem effect

Warlock Tier 1 Armor Set (Felheart Raiment):

<p><b>Felheart Belt</b></p> <p>Binds when equipped</p> <p>Waist Cloth</p> <p>57 Armor</p> <p>+18 Intellect</p> <p>+10 Spirit</p> <p>+11 Stamina</p> <p>+15 Fire Resistance</p> <p>+6 Frost Resistance</p> <p>Requires Level 60</p> <p>Passive: Increases damage done by Shadow spells and effects by up to 10.</p> <p>Passive: Restores 1 health every 5 sec.</p>	<p><b>Felheart Bracers</b></p> <p>Binds when equipped</p> <p>Wrist Cloth</p> <p>44 Armor</p> <p>+11 Intellect</p> <p>+8 Spirit</p> <p>+15 Stamina</p> <p>Requires Level 60</p> <p>Passive: Restores 1 health every 5 sec.</p>	<p><b>Felheart Gloves</b></p> <p>Binds when picked up</p> <p>Hands Cloth</p> <p>63 Armor</p> <p>+7 Agility</p> <p>+10 Intellect</p> <p>+17 Spirit</p> <p>+11 Stamina</p> <p>Requires Level 60</p> <p>Passive: Increases damage done by Shadow spells and effects by up to 15.</p> <p>Passive: Increases damage done by Fire spells and effects by up to 10.</p>
<p><b>Felheart Pants</b></p> <p>Binds when picked up</p> <p>Legs Cloth</p> <p>89 Armor</p> <p>+8 Agility</p> <p>+11 Intellect</p> <p>+22 Spirit</p> <p>+17 Stamina</p> <p>+8 Fire Resistance</p> <p>+8 Nature Resistance</p> <p>+8 Frost Resistance</p> <p>+8 Shadow Resistance</p> <p>Requires Level 60</p> <p>Passive: Increases damage done by Shadow spells and</p>	<p><b>Felheart Robes</b></p> <p>Binds when picked up</p> <p>Chest(Robe) Cloth</p> <p>102 Armor</p> <p>+23 Intellect</p> <p>+19 Spirit</p> <p>+24 Stamina</p> <p>+5 Fire Resistance</p> <p>+3 Nature Resistance</p> <p>Requires Level 60</p> <p>Passive: Increases damage done by Fire spells and effects by up to 5.</p> <p>Passive: Increases damage</p>	<p><b>Felheart Shoulder Pads</b></p> <p>Binds when picked up</p> <p>Shoulder Cloth</p> <p>76 Armor</p> <p>+17 Intellect</p> <p>+9 Spirit</p> <p>+18 Stamina</p> <p>+5 Frost Resistance</p> <p>+10 Arcane Resistance</p> <p>Requires Level 60</p> <p>Passive: Increases damage done by Fire spells and effects by up to 10.</p>



effects by up to 10. Passive: Increases damage done by Fire spells and effects by up to 5.	done by Shadow spells and effects by up to 5. Passive: Restores 1 health every 5 sec.	
<b>Felheart Skullcap</b> Binds when picked up Head Cloth 83 Armor +5 Agility +23 Intellect +16 Spirit +20 Stamina +10 Shadow Resistance +3 Arcane Resistance Requires Level 60 Passive: Increases damage done by Shadow spells and effects by up to 10. Passive: Restores 1 health every 5 sec.	<b>Felheart Slippers</b> Binds when picked up Feet Cloth 70 Armor +4 Agility +11 Intellect +14 Spirit +18 Stamina +8 Nature Resistance +6 Frost Resistance +10 Shadow Resistance Requires Level 60 Passive: Increases damage done by Fire spells and effects by up to 5.	

Set Bonuses:

3 pieces: When struck in melee combat, 2% chance your attacker is consumed with fear and flees from you for 2 seconds.

5 pieces: Your pet gains 150 life and 100 spell resistance against all schools of magic

Warrior Tier 1 Armor Set (Battlegear of Might):

<p><b>Belt of Might</b></p> <p>Binds when equipped</p> <p>Waist Plate</p> <p>421 Armor</p> <p>+5 Agility</p> <p>+15 Stamina</p> <p>+17 Strength</p> <p>+11 Fire Resistance</p> <p>+8 Nature Resistance</p> <p>+9 Frost Resistance</p> <p>+9 Arcane Resistance</p> <p>Requires Level 60</p> <p>Passive: Increases your chance to dodge an attack by 1%.</p>	<p><b>Bracers of Might</b></p> <p>Binds when equipped</p> <p>Wrist Plate</p> <p>328 Armor</p> <p>+8 Agility</p> <p>+18 Stamina</p> <p>+11 Strength</p> <p>+5 Fire Resistance</p> <p>Requires Level 60</p>	<p><b>Breastplate of Might</b></p> <p>Binds when picked up</p> <p>Chest Plate</p> <p>749 Armor</p> <p>+7 Agility</p> <p>+7 Spirit</p> <p>+28 Stamina</p> <p>+20 Strength</p> <p>+8 Fire Resistance</p> <p>+8 Shadow Resistance</p> <p>Requires Level 60</p> <p>Passive: Increases your chance to block attacks with a shield by 2%.</p>
<p><b>Gauntlets of Might</b></p> <p>Binds when picked up</p> <p>Hands Plate</p> <p>468 Armor</p> <p>+4 Agility</p> <p>+11 Spirit</p> <p>+17 Stamina</p> <p>+18 Strength</p> <p>+7 Fire Resistance</p> <p>+11 Shadow Resistance</p> <p>Requires Level 60</p> <p>Passive: Improves your chance to get a critical strike by 1%.</p>	<p><b>Helm of Might</b></p> <p>Binds when picked up</p> <p>Head Plate</p> <p>608 Armor</p> <p>+10 Agility</p> <p>+10 Spirit</p> <p>+27 Stamina</p> <p>+17 Strength</p> <p>+7 Nature Resistance</p> <p>Requires Level 60</p> <p>Passive: Improves your chance to hit by 1%.</p>	<p><b>Legplates of Might</b></p> <p>Binds when picked up</p> <p>Legs Plate</p> <p>655 Armor</p> <p>+12 Agility</p> <p>+7 Spirit</p> <p>+23 Stamina</p> <p>+24 Strength</p> <p>Requires Level 60</p> <p>Passive: Increases your chance to parry an attack by 1%.</p>
<p><b>Pauldrons of Might</b></p> <p>Binds when picked up</p>	<p><b>Sabatons of Might</b></p> <p>Binds when picked up</p>	

Shoulder Plate	Feet Plate	
562 Armor	515 Armor	
+10 Agility	+9 Agility	
+22 Stamina	+5 Spirit	
+15 Strength	+23 Stamina	
+6 Nature Resistance	+15 Strength	
+5 Frost Resistance	+7 Frost Resistance	
+6 Shadow Resistance	Requires Level 60	
Requires Level 60		

**Set Bonuses:**

3 pieces: Increases the bleed damage done by your Rend ability by 4 per period.

5 pieces: Gives you a 20% chance to generate an additional Rage point whenever damage is dealt to you.

8 pieces: You have a 25% chance whenever you deal melee damage to reduce your victim's Attack Power by -130 for 6 seconds

Paladin Tier 1 Armor Set (Lawbringer Armor):

<p><b>Lawbringer Belt</b></p> <p>Binds when equipped</p> <p>Waist Plate</p> <p>421 Armor</p> <p>+16 Intellect</p> <p>+8 Spirit</p> <p>+15 Stamina</p> <p>+13 Strength</p> <p>+3 Arcane Resistance</p> <p>Requires Level 60</p> <p>Passive: Increases healing done by spells and effects by up to 20.</p>	<p><b>Lawbringer Boots</b></p> <p>Binds when picked up</p> <p>Feet Plate</p> <p>515 Armor</p> <p>+4 Agility</p> <p>+11 Spirit</p> <p>+20 Stamina</p> <p>+13 Strength</p> <p>+9 Shadow Resistance</p> <p>Requires Level 60</p> <p>Passive: Improves your chance to hit by 1%.</p>	<p><b>Lawbringer Bracers</b></p> <p>Binds when equipped</p> <p>Wrist Plate</p> <p>328 Armor</p> <p>+8 Agility</p> <p>+7 Intellect</p> <p>+12 Spirit</p> <p>+11 Stamina</p> <p>+10 Strength</p> <p>Requires Level 60</p>
<p><b>Lawbringer Chestguard</b></p> <p>Binds when picked up</p> <p>Chest Plate</p> <p>749 Armor</p> <p>+4 Agility</p> <p>+18 Intellect</p> <p>+11 Spirit</p> <p>+24 Stamina</p> <p>+15 Strength</p> <p>+9 Nature Resistance</p> <p>Requires Level 60</p> <p>Passive: Increases healing done by spells and effects by up to 30.</p>	<p><b>Lawbringer Gauntlets</b></p> <p>Binds when picked up</p> <p>Hands Plate</p> <p>468 Armor</p> <p>+17 Spirit</p> <p>+11 Stamina</p> <p>+15 Strength</p> <p>+10 Frost Resistance</p> <p>+11 Arcane Resistance</p> <p>Requires Level 60</p> <p>Passive: Increases your chance to block attacks with a shield by 1%.</p>	<p><b>Lawbringer Helm</b></p> <p>Binds when picked up</p> <p>Head Plate</p> <p>608 Armor</p> <p>+14 Intellect</p> <p>+11 Spirit</p> <p>+20 Stamina</p> <p>+14 Strength</p> <p>+6 Nature Resistance</p> <p>+6 Frost Resistance</p> <p>Requires Level 60</p> <p>Passive: Improves your chance to get a critical strike by 1%.</p> <p>Passive: Increases healing done by spells and effects by up to 30.</p>

<b>Lawbringer Legplates</b> Binds when picked up Legs Plate 655 Armor +5 Agility +10 Intellect +15 Spirit +15 Stamina +23 Strength +12 Fire Resistance +8 Shadow Resistance Requires Level 60 Passive: Increases your chance to dodge an attack by 1%.	<b>Lawbringer Spaulders</b> Binds when picked up Shoulder Plate 562 Armor +7 Agility +14 Intellect +8 Spirit +18 Stamina +11 Strength +8 Fire Resistance +8 Shadow Resistance Requires Level 60	
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Set Bonuses:

3 pieces: +30 Attack Power when fighting Undead.

3 pieces: +30 Attack Power when fighting Demons.

3 pieces: +15 Attack Power.

5 pieces: Reduces the casting cost of all your Blessings by -15.

8 pieces: You have a 1% chance whenever you deal melee damage to reduce your victim's Holy resistance by -30

### 8.3. Kazzak Loot

Here are some examples of the loot dropped by Kazzak to give you an example of some of the things you may obtain by killing him:

<p><b>Amberseal Keeper</b></p> <p>Binds when picked up</p> <p>Two-Hand    Staff</p> <p>168 - 252 Damage    Speed</p> <p>3.30</p> <p>(63.6 damage per second)</p> <p>+20 Intellect</p> <p>+5 Fire Resistance</p> <p>+5 Nature Resistance</p> <p>+5 Frost Resistance</p> <p>+5 Shadow Resistance</p> <p>+5 Arcane Resistance</p> <p>Requires Level 60</p> <p>Passive: Restores 12 mana every 5 sec.</p> <p>Passive: Increases damage and healing done by spells and effects by up to 10.</p>	<p><b>Blazefury Medallion</b></p> <p>Binds when picked up</p> <p>Neck    Miscellaneous</p> <p>+13 Agility</p> <p>+14 Stamina</p> <p>+12 Fire Resistance</p> <p>Requires Level 60</p> <p>Passive: Adds 2 fire damage to your weapon attack.</p>	<p><b>Doomhide Gauntlets</b></p> <p>Binds when picked up</p> <p>Hands Leather</p> <p>133 Armor</p> <p>+14 Stamina</p> <p>+14 Agility</p> <p>+8 Fire Resistance</p> <p>+8 Shadow Resistance</p> <p>Requires Level 60</p> <p>Passive: +42 Attack Power.</p>
<p><b>Empyrean Demolisher</b></p> <p>Binds when picked up</p> <p>Main Hand    Mace</p> <p>94 - 175 Damage    Speed</p> <p>2.80</p> <p>(48.0 damage per second)</p> <p>Requires Level 60</p> <p>Chance On Hit: Increases your attack speed by 20% for 10 seconds.</p>	<p><b>Infernal Headcage</b></p> <p>Binds when picked up</p> <p>Head    Mail</p> <p>358 Armor</p> <p>+25 Intellect</p> <p>+14 Spirit</p> <p>+24 Stamina</p> <p>+10 Fire Resistance</p> <p>+10 Shadow Resistance</p> <p>Requires Level 60</p> <p>Passive: Increases damage and healing done by magical spells and effects by up to 9.</p>	<p><b>Ring of Entropy</b></p> <p>Binds when picked up</p> <p>Finger Miscellaneous</p> <p>+13 Intellect</p> <p>+11 Stamina</p> <p>+8 Spirit</p> <p>Requires Level 60</p> <p>Passive: Improves your chance to get a critical strike with spells by 1%.</p>

## 8.4. Azuregos Loot

Here are some examples of the loot dropped by Azuregos to give you an example of some of the things you may obtain by killing him:

<b>Drape of Benediction</b> Binds when picked up Unique Back Cloth 52 Armor +10 Intellect +9 Stamina +4 Spirit Requires Level 60 Passive: Increases healing done by spells and effects by up	<b>Fang of the Mystics</b> Binds when picked up One-Hand Dagger 54 - 101 Damage Speed 1.50 (51.7 damage per second) +10 Intellect Requires Level 60 Passive: Improves your chance to get a critical strike with spells by 1%. Passive: Restores 4 mana every 5 sec.	<b>Leggings of Arcane Supremacy</b> Binds when picked up Legs Cloth 93 Armor +24 Intellect +14 Spirit +14 Stamina +10 Frost Resistance +10 Arcane Resistance Requires Level 60 Passive: Increases damage done by Arcane spells and effects by up to 32.
<b>Plans: Lionheart Helm</b> Blacksmithing Requires Blacksmithing (300) Requires: Armorsmith Use: Teaches you how to make a Lionheart Helm.	<b>Typhoon</b> Binds when picked up Two-Hand Two-Hand Sword 150 - 225 Damage Speed 2.90 (64.7 damage per second) +14 Strength +20 Agility +10 Stamina Requires Level 60 Passive: Increases your chance to parry an attack by 1%.	

## **8.5. Blackwing Lair Loot**

Here are some examples of the loot dropped in BWL to give you an example of some of the things you may obtain by killing the bosses:



<p><b>Belt of Ten Storms</b></p> <p>Binds when picked up</p> <p>Waist Mail</p> <p>271 Armor</p> <p>+18 Intellect</p> <p>+11 Spirit</p> <p>+13 Stamina</p> <p>+10 Shadow Resistance</p> <p>Classes: Shaman</p> <p>Requires Level 60</p> <p>Passive: Improves your chance to get a critical strike with spells by 1%.</p> <p>Passive: Increases healing done by spells and effects by up to 26.</p>	<p><b>Bloodfang Boots</b></p> <p>Binds when picked up</p> <p>Feet Leather</p> <p>154 Armor</p> <p>+25 Agility</p> <p>+17 Stamina</p> <p>+6 Strength</p> <p>+10 Fire Resistance</p> <p>Classes: Rogue</p> <p>Requires Level 60</p> <p>Passive: Increases your chance to dodge an attack by 1%.</p>	<p><b>Boots of Pure Thought</b></p> <p>Binds when picked up</p> <p>Feet Cloth</p> <p>74 Armor</p> <p>+12 Intellect</p> <p>+12 Spirit</p> <p>+8 Stamina</p> <p>Requires Level 60</p> <p>Passive: Increases healing done by spells and effects by up to 62.</p>
<p><b>Bracelets of Wrath</b></p> <p>Binds when picked up</p> <p>Wrist Plate</p> <p>375 Armor</p> <p>+27 Stamina</p> <p>+13 Strength</p> <p>Classes: Warrior</p> <p>Requires Level 60</p>	<p><b>Cloak of Draconic Might</b></p> <p>Binds when picked up</p> <p>Back Cloth</p> <p>54 Armor</p> <p>+16 Agility</p> <p>+16 Strength</p> <p>+4 Stamina</p> <p>Requires Level 60</p>	<p><b>Essence Gatherer</b></p> <p>Binds when picked up</p> <p>Range Wand</p> <p>83 - 156 Arcane Damage</p> <p>Speed 1.40</p> <p>(85.4 damage per second)</p> <p>+7 Intellect</p> <p>+5 Stamina</p> <p>Requires Level 60</p> <p>Passive: Restores 5 mana every 5 sec.</p>
<p><b>Heartstriker</b></p> <p>Binds when picked up</p> <p>Bow Bow</p>	<p><b>Lifegiving Gem</b></p> <p>Binds when picked up</p> <p>Unique</p>	<p><b>Mind Quickening Gem</b></p> <p>Binds when picked up</p> <p>Unique</p>

<p>80 - 149 Damage      Speed</p> <p>2.60</p> <p>(44.0 damage per second)</p> <p>+9 Stamina</p> <p>Requires Level 60</p> <p>Passive: +24 Attack Power.</p>	<p>Trinket Miscellaneous</p> <p>Classes: Warrior</p> <p>Requires Level 60</p> <p>Use: Heals yourself for 15% of your maximum health, and increases your maximum health by 15% for 20 sec.</p>	<p>Trinket Miscellaneous</p> <p>Classes: Mage</p> <p>Requires Level 60</p> <p>Use: Quickens the mind, increasing the Mage's casting speed by 25% for 20 seconds.</p>
<p><b>Nemesis Bracers</b></p> <p>Binds when picked up</p> <p>Wrist Cloth</p> <p>51 Armor</p> <p>+13 Intellect</p> <p>+9 Spirit</p> <p>+21 Stamina</p> <p>Classes: Warlock</p> <p>Requires Level 60</p> <p>Passive: Increases damage and healing done by magical spells and effects by up to 7.</p>	<p><b>Shadowblade</b></p> <p>Binds when equipped</p> <p>Unique</p> <p>One-Hand Dagger</p> <p>38 - 71 Damage      Speed</p> <p>1.40</p> <p>(38.9 damage per second)</p> <p>Requires Level 48</p> <p>Chance On Hit: Sends a shadowy bolt at the enemy causing 110 to 140 Shadow damage.</p>	<p><b>Red Dragonscale Protector</b></p> <p>Binds when picked up</p> <p>Off Hand (Shield) Shield</p> <p>2787 Armor</p> <p>51 Block</p> <p>+17 Intellect</p> <p>+6 Spirit</p> <p>+6 Stamina</p> <p>Requires Level 60</p> <p>Passive: Increases healing done by spells and effects by up to 37.</p>
<p><b>Rune of Metamorphosis</b></p> <p>Binds when picked up</p> <p>Unique</p> <p>Trinket Miscellaneous</p> <p>Classes: Druid</p> <p>Requires Level 60</p> <p>Use: Decreases the mana cost of all Druid shapeshifting forms by 100% for 20</p>	<p><b>Pendant of the Fallen Dragon</b></p> <p>Binds when picked up</p> <p>Neck Miscellaneous</p> <p>+12 Intellect</p> <p>+9 Stamina</p> <p>Requires Level 60</p> <p>Passive: Restores 9 mana every 5 sec.</p>	<p><b>Judgement Sabatons</b></p> <p>Binds when picked up</p> <p>Feet Plate</p> <p>589 Armor</p> <p>+15 Intellect</p> <p>+12 Spirit</p> <p>+23 Stamina</p> <p>+10 Fire Resistance</p> <p>Classes: Paladin</p> <p>Requires Level 60</p>

seconds.		Passive: Increases healing done by spells and effects by up to 29.
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## 9. Here are About this Guide

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