
Noggaholics

Noggaholics StratBook

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Razorgore Phase 1

Melee

DPS down the adds in this order on your side: 1. Caster Dragonkin, 2. Orc Legionnaire, 3. Melee Dragonkin. Feel free to pop cooldowns if there is 2 or more dragonkins.

Ranged

DPS down the adds in this order on your side: 1. Caster Dragonkin, 2. Orc Legionnaire, 3. Melee Dragonkin. Feel free to pop cooldowns if there is 2 or more dragonkins. Ranged needs to counterspell the casters so they run to the platform.

Healers

Stand on the platform and heal everyone. Healers can interrupt casters so they run to the platform.

Tanks

MT needs to destroy last egg for infinite aggro. Tanks are split on both sides of the platform and tanking mobs. 4 tanks for this fight would be nice. 2 for each side.



Razorgore Phase 2

Combat against Razorgore starts, all the other adds flee the area.

Melee

DPS and watch your threat. You dont want to get the whole raid get hit by "Conflagaration". Free action potions are advised here to resist Razorgore's "War Stomp" stun.

Ranged

DPS and watch your threat. You dont want to get the whole raid get hit by "Conflagaration". Stand under the platform, be ready to LOS boss ability "Fireball volley". Check the spot on the map below.

Healers

Stand under the platform, be ready to LOS boss ability "Fireball volley". Check the spot on the map below.

Tanks

Tank and spank mostly, OT stand on the side and taunts the boss when MT gets hit by "Conflagaration". Free action potions are advised here to resist Razorgore's "War Stomp" stun.



Vaelastrasz

Melee

Stand next to the back legs of boss to avoid being parried. Boss cleave very large so stack tight. If you get targeted by "Burning Adrenaline" move away from the raid before you blow up.

Ranged

Stand on the balcony that leads into Suppression room. If you get targeted by "Burning Adrenaline" move away from the raid before you blow up. Picture of where to stand below.

Healers

Stand on the balcony that leads into Suppression room. If you get targeted by "Burning Adrenaline" move away from the raid. Main tank + 1 random target will be targeted by "Burning Adrenaline" which reduces max health by 5% every 2 seconds so spam big heals on MT. Picture of where to stand below. Move away from the raid if you get


Tanks

MT will tank boss until they die to "Burning Adrenaline". OT needs to be 2nd on threat and move to MT position to avoid the raid from being breathed on.



Suppression Room

Suppression room is a 2-level gauntlet where the raid needs to move together as an unit while rogues disable traps. This room is about timing and coordination.

- **Corrupted Whelps:** Packs of non-elite dragon whelps of varying colours, immune to a school of magic befitting their colouring. (Blue: Frost, Green: Nature, Bronze: Arcane, Red: Fire). Respawns after three minutes.
- **Blackwing Taskmasters:** Pack of three orc Taskmasters. Will heal each other if not controlled. Respawns after 10 minutes.
- **Death Talon Hatcher:** Single dragonkin that cannot be crowd controlled and will stack  "Growing Flames" on the raid. "Growing Flames" does 50 dmg every 2 seconds. Must be taken down quickly. Respawns after 10 minutes. Also uses "Flamestrike" on target.

Kill order: Hatcher -> Taskmaster -> Whelps

Ranged

Focus DPS on Dragonkin and taskmasters. Only kill the small whelps when asked. Kill order: Hatcher -> Taskmaster -> Whelps

Hunters

Pull the elite mobs when asked. Try to pull only 1 elite at a time only.

Healers

Follow the raid and try to keep stacked. Hatchers use "Growing Flames" which does a lot of AoE damage to the raid.

Melee

Focus DPS on Dragonkin and taskmasters. Only kill the small whelps when asked. Kill order: Hatcher -> Taskmaster -> Whelps. Stand on the side of Hatchers to avoid getting hit by "Flamestrike".

Rogues

This role is crucial. Move ahead of the raid and disable traps when needed.

Tanks

1st tank: Tank all of the whelps around the raid and maximize aoe threat.

2nd tank: Tank the elite mobs. Position the Hatchers so "Flamestrike" won't hit melee.

Broodlord Lashlayer

Broodlord has a huge aggro radius. Be careful.

Ranged

Keep under top 2 tanks on threat. Stand at max range.

Healers

Boss uses "Mortal Strike" on target which does huge damage (6-8k). Priests use "Power Word: Shield" AFTER "Mortal Strike" on the main target to protect them. Stand with ranged at max range. Boss cleaves all tanks in front of him.

Melee

Keep under top 2 tanks on threat. If you get aggro move to tanking position to avoid boss cleaving melee. Boss casts ability "Blast wave" which does AoE damage and should be hidden from at the LOS spot (check picture).

Tanks

All tanks stand in front of the boss and FIGHT for threat. Boss knocks main target back which reduces threat by 50%. Boss uses "Mortal Strike" on target which does huge damage (6-8k) so pop cooldowns after getting hit.

Broodlord tanking position:



Firemaw

Melee & Ranged

Melee and Ranged needs to pay attention to stacks of "Flame buffet". Hide at LOS spots listed below if stacks get too high.

Healers

Healers are split between melee & ranged spots. Firemaw uses 2 second cast "Shadow Flame" infront of boss, which takes about 40-60% of tanks health. Pre-cast heals for this ability. Need to pay attention to stacks of "Flame buffet". Hide at LOS spots listed below if stacks get too high.

Tanks

EQUIP ONYXIA SCALE CLOAK. OT taunts boss off MT 4-5 seconds before "Wing buffet". MT taunts back after "Wing buffet" is over. Tanks need to be FR capped. Threat is not an issue due to melee and ranged having to LOS stuff constantly.



Ebonroc

Melee & Ranged

Do DPS and dont pull threat. Stay below all 3 tanks on threat. Behind boss at all times.

Healers

Firemaw uses 2 second cast "Shadow Flame" infront of boss, which takes about 40-60% of tanks health. Pre-cast heals for this ability. Stand behind boss at all times with ranged.

Tanks

EQUIP ONYXIA SCALE CLOAK. Tanks form a triangle like in the picture below. 1 in corner, 2 other tanks on both sides of corner. Taunt boss off if current tank gets "Shadow of Ebonroc". If boss hits the tank while this is active, boss heals for 25k.



Flamegor

Melee & Ranged

Do DPS and dont pull threat. Stay below tanks on threat. Behind boss at all times.

Hunters

Flamegor goes into "Frenzy" which needs to be Tranquilizing shot off.

Healers

Firemaw uses 2 second cast "Shadow Flame" infront of boss, which takes about 40-60% of tanks health. Pre-cast heals for this ability. Stand behind boss at all times with ranged.

Tanks

EQUIP ONYXIA SCALE CLOAK. 2 tanks form a triangle wherever they please like in the picture. OT taunt boss off MT 4-5 seconds before "Wing buffet". MT taunts back after "Wing buffet" is over.



Chromaggus

Boss uses different “Brood Afflictions” which need to be dispelled

Priests and paladins dispel “Brood Affliction: Blue” | Magic

Burns 50 mana every 1 sec.

Casting speed reduced by 50%.

Movement speed reduced by 30%.

Priests and paladins dispel “Brood Affliction: Red” | Disease

Deals 50 damage every 3 sec.

On Death, Heals Chromaggus.

Druids and paladins dispel “Brood Affliction: Green” | Poison

Deals 250 damage every 5 sec.

Healing effects reduced by 50%.

Mages and druids dispel “Brood Affliction: Black” | Curse

Increases fire damage taken by 100%.

“Brood Affliction: Bronze” is dispelled with item called “Hourglass sand”

Periodically stuns for 4 sec.

Ranged

Stay under BOTH tanks on threat. Ranged needs to get hit by “Breath: Time Lapse”. LOS all other breaths behind the wall where healers are in the picture. Save your “Hourglass sand” for boss enrage phase which starts at 20%. Mages can Ice Block out of “Brood Affliction: Bronze” Hunters need to rotate Tranq Shot on boss throughout the fight.

Healers

Healers can hug the wall the whole fight, boss will be tanked so only tank is visible. Priest and Druid healers should have 3 “Hourglass sand” to clear “Brood Affliction: Bronze”. Paladins only need about 2 since they can bubble out of it. Chromaggus enrages at 20% and hits very hard.

Melee

Stay under BOTH tanks on threat. Melee needs to get hit by “Breath: Time Lapse”. LOS all other breaths behind the pillar shown in the picture where melee is. Save your “Hourglass sand” for boss enrage phase which starts at 20%.

Main Tank

Main tank needs at least 4 “Hourglass sand” to clear “Brood Affliction: Bronze”. Chromaggus enrages at 20% and hits very hard equip a shield if you don’t have one at this point. Threat shouldn’t be an issue due to ranged and melee having to different breaths.

Off Tank

Keep 2nd on threat. LOS all breaths, “Breath: Time Lapse” included. When MT and DPS gets hit by “Breath: Time Lapse” move to MT position and tank the boss.

Chromaggus tanking position:



Nefarian – Phase 1

EQUIP YOUR ONYXIA SCALE CLOAK

Mark boss with a raid icon before starting the fight, makes seeing him easier in Phase 1.

The different coloured Drakonids spawn at 2 points of the room. They have different effects, listed below:

Red – Short range cone DoT fire attack, stacks; resistant to fire damage.

Blue – Attacks drain mana; resistant to Frost damage; slightly resistant to Arcane; lowers attack speed on players.

Green – Stuns; resistant to Nature damage.

Black – Medium strength direct damage fire attack (no cast timer); resistant to both Shadow and Fire damage.

Bronze – Reduces Attack and Casting speeds; resistant to Arcane damage.

Melee

Split into 2 groups on both sides of the room. Nefarian teleports around the room and casts "Shadow bolt volley", this needs to line of sighted behind the pillars and objects around the room. Braziers next to add spawn points can be used to LOS.

Ranged

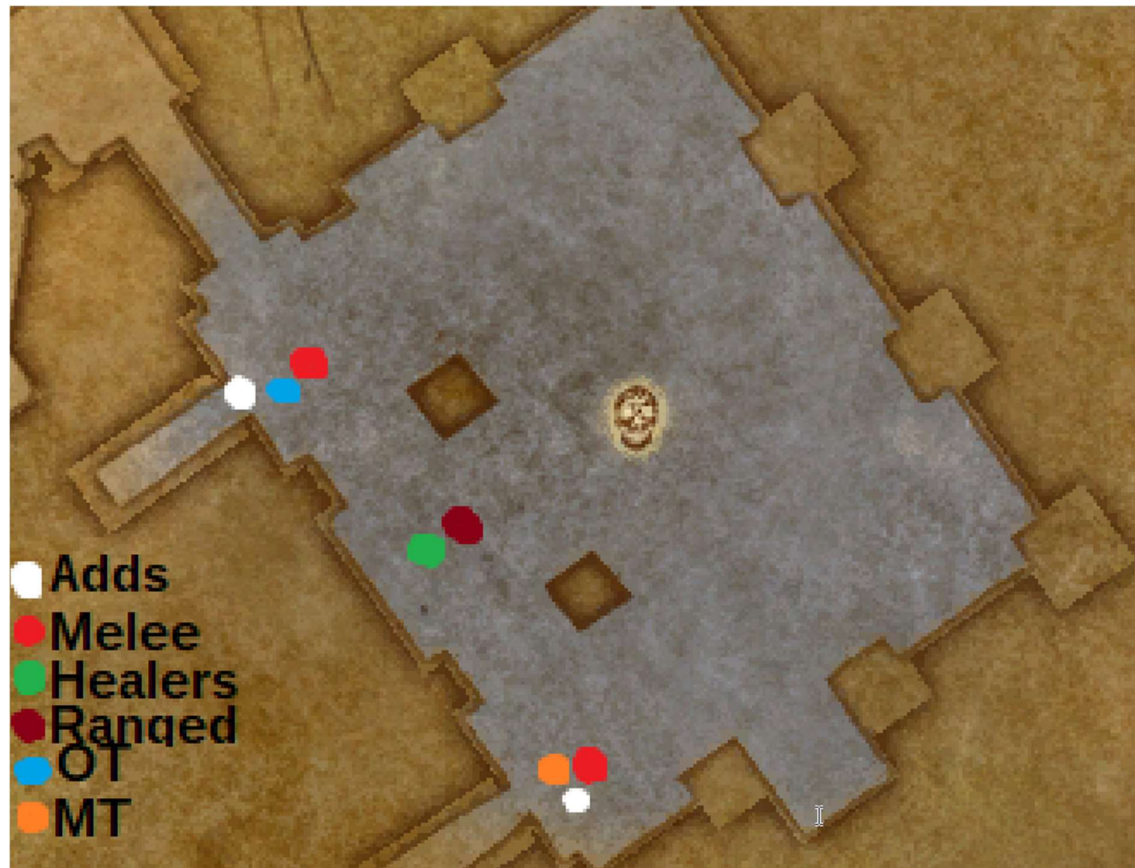
Nefarian teleports around the room and casts "Shadow bolt volley", this needs to line of sighted behind the pillars and objects around the room. Braziers next to add spawn points can be used to LOS.

Healers

Nefarian teleports around the room and casts "Shadow bolt volley", this needs to line of sighted behind the pillars and objects around the room. Braziers next to add spawn points can be used to LOS.

Tanks

MT+ third OT on 1 side of the room, primary OT + secondary OT tank on other side.



Nefarian – Phase 2


After 42 Draconics are dead DBM gives a 10 seconds warning for Nefarian landing soon. MT + a few healers who have been assigned need to move with MT to the correct tanking position. Nefarian casts "Shadow Flame" on the whole raid. You will die without a cloak. BoP and Ice Block can make you survive Shadow Flame



Class calls



If you dont know how to deal with your class call, ask class leader.

Druids are forced into  [Cat Form](#) for 30 seconds.


Hunters have their equipped ranged weapons instantly broken. You can counter this by unequipping it, then equipping your weapon after the call passes.



Mages will polymorph raid members into animals like giraffes, cows and worms with  [Wild Polymorph](#).

Priests are afflicted with  [Corrupted Healing](#), causing the targets of any direct heals they cast to be debuffed by  [Corrupted Healing](#), dealing 44 to 56 damage every 1 sec, stacking up to 50 times.

Paladins receive  [Siphon Blessing](#), forcing them to continuously cast  [Blessing of Protection](#) on Nefarian.

Rogues are teleported in front of Nefarian and immobilized, leaving them open to his Cleave and breath attacks. Tank repositioning usually saves Rogues from this call.

Warlocks will be forced to  [Summon Infernals](#), summoning two [Corrupted Infernals](#) per warlock to start attacking the raid.

Warriors will  [Berserk](#), forcing them into a modified  [Berserker Stance](#), 50% more damage taken. After the call is over, Warriors must manually return to their desired stance.

Melee

Keep under MT on threat. Help kill warlock class call Infernals. Don't get tailed.

Ranged

Keep under MT on threat. Help kill warlock class call Infernals.

Mages

"Veil of Shadow" needs to be decursed off of MT immediately.

Healers

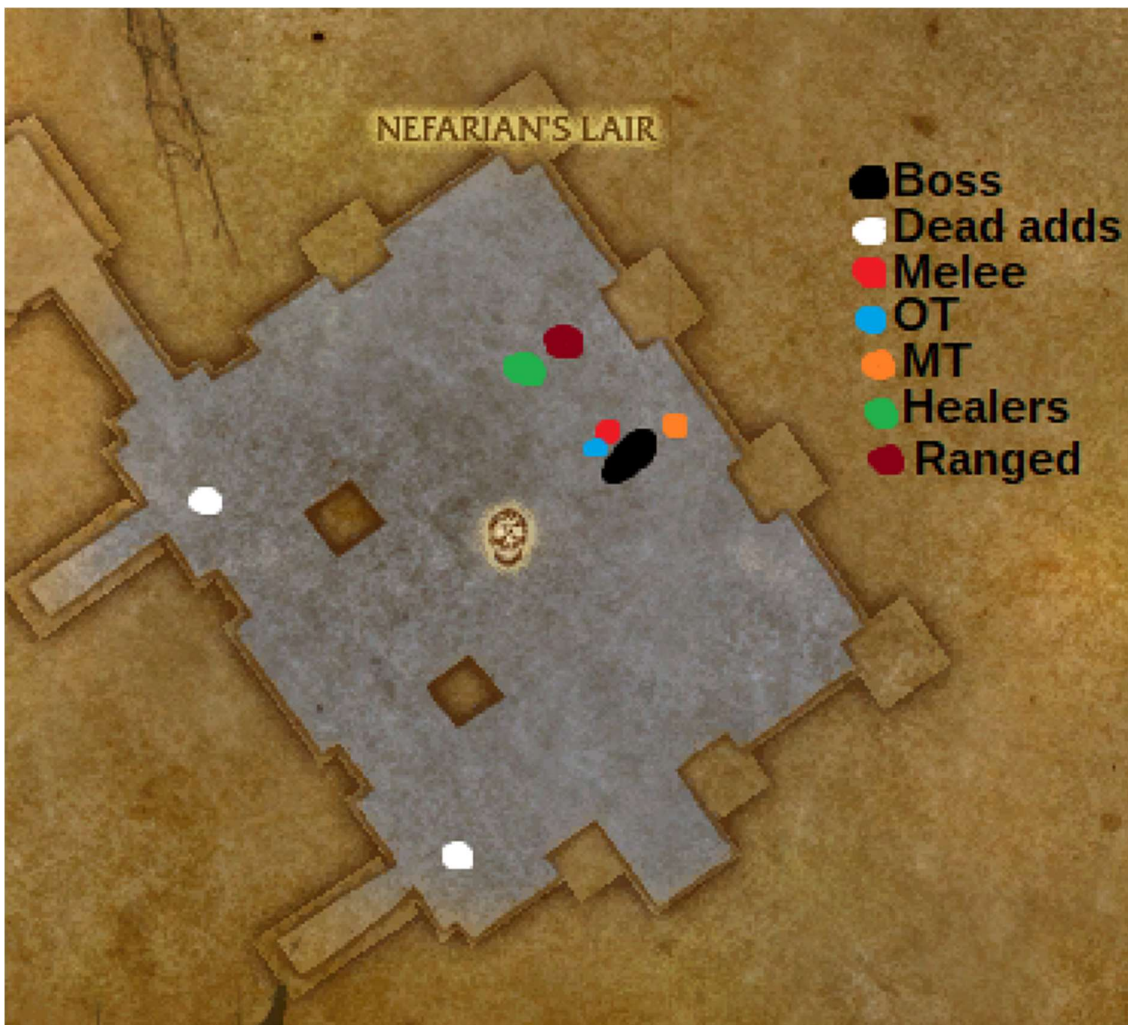
MT will be taking most of the damage during this phase. "Veil of Shadow" needs to be decursed off of MT immediately. Keep "Fear Ward" on MT. Boss uses 2 second cast "Shadow Flame" in front of boss, which takes about 40-60% of tanks health.

Main Tank

Tank Nefarian. Dance stance fears if needed.

Off tank

Tank the Warlock class call Infernals and keep demo shout/Annihilator stacks up on Nefarian.



Nefarian – Phase 3 (at 20%)

Ideally you wait for a good class call before you push Nefarian to 20%. After Nefarian reaches 20% the adds that were killed in Phase 1 resurrect as undeads. They should be nuked down as fast as possible. After the adds are dead the same class calls will continue playing out.

Melee

Nuke the resurrected adds. After this everything is same as Phase 2

Ranged

Nuke the resurrected adds. After this everything is same as Phase 2

Mages

Nuke the resurrected adds. After this everything is same as Phase 2

Healers

MT will be taking most of the damage during this phase. "Veil of Shadow" needs to be decursed off of MT immediately. Keep "Fear Ward" on MT. Boss uses 2 second cast "Shadow Flame" in front of boss, which takes about 40-60% of tanks health.

Main Tank

Tank Nefarian. Dance stance fears if needed.

Off tank

Tank the adds that swarm the raid. AoE taunt + LIP is a good combo. After this everything is same as Phase 2

