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THE UNOFFICIAL WORLD OF WARCRAFT WARLORDS OF DRAENOR GUIDE

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INTRODUCTION



orld of Warcraft enters into its 6th expansion, Warlords of Draenor and from all appearance this could be the best one yet. With each expansion, the developers get an opportunity to look at WoW and find out what is working well, what is not work well and what new features WoW needs to continue to deliver fantastic entertainment to its

Every area from classes to professions, PVE to PVP, solo play to group play gets changed. It really is a whole new world (of Warcraft).

In the pages to come, you will find out about the myriad of changes to the change both large and small. We are truly playing a new game right down to our very player models. Some changes you'll like and some will leaving you scratching you head.

NEW CHARACTER MODELS



ou'll either love or hate the New Character models. I rather like my Dwarf. He is still evocative of the original but the upgrades are nice. Zoomed out and in combat, the changes aren't that noticeable. That said, I'm not a fan of any of the new run animations. I actually thought about race changing at one point to Draenai, but I made a level 1 alt and their run animations are equally bad.



RACIAL ABILITIES BALANCE

Racial abilities got re-tuned. Draenei get a buff to primary stats which looks awfully tempting and still have their heal. Dwarves get a bonus to Critical Strike damage and healing, and, of course, stoneform is still great. Dwarves retained their natural awesomeness. Gnomes get a bonus to haste, and are still have their free PvP trinket. Humans also get the trinket effect and they get a buff to one of the new stats, Versatility. Diplomacy will still be hugely helpful during the initial leveling and reputation grind stages of the expansion. Worgen get a buff to crit and are still natural skinners. They are also still creepy. Pandaren retain their ability to get more out of food buffs and their bonus to rested experience will be a boom when it comes time to level up again. Night Elves get a buff to either haste or crit depending on what time of day it is. They also still have an innate 2% avoidance. In a world where dodge and parry no longer are found on gear, this will be a boon to Night Elf tanks.

Despite the new attention to racial abilities, I still find the troll suite fairly weak. Undead get a PvP trinket like effect. Goblins retain their buff to haste and still get the best deals going. Tauren, like the dwarves get a buff to critical strike damage and healing. Both Orcs and Trolls get activated short term buffs to attack power (Orcs) or haste (Trolls). Overall, I find the Alliance races seem to have a better package of racial buffs.

New Racial Traits

Blood Elf

- **Arcane Acuity**, increases critical strike chance by one percent
- **Arcane Affinity**, increases enchanting skill by ten percent.
- **Arcane Torrent grants**.
 - Death Knights: 20 runic power
 - Paladins: one point of holy power
 - Mages, Priests and Warlocks: three percent of mana
- **Arcane Resistance**, reduces damage from arcane attacks by one percent.

Draenei

- **Gemcutting.** increases jewelcrafting by ten points.
- **Gift of Naaru.** grants a heal for 20 percent of a character's total health over five seconds. Three minute cooldown.
- **Heroic Presence.** buffs strength, agility, and intellect, and it scales based on character level.
- **Shadow Resistance.** reduces damage from shadow attacks by one percent.

Dwarf

- **Frost Resistance.** reduces damage taken from frost attacks by one percent.
- **Might of the Mountain.** increases critical strike bonus damage and healing dealt by two percent.
- **Stoneform.**
 - Reduces incoming damage by ten percent for eight seconds
 - Removes curse, magic, poison, disease and bleed effects
- **Explorer** grants more fragments in archaeological finds, and increases surveying ability speed.

Gnome

- **Arcane Resistance.** reduces damage from arcane attacks by one percent.
- **Expansive Mind.** increases maximum energy, mana, rage, and runic power by five percent.
- **Escape Artist.** removes immobilization and movement-impairing effects. One minute cooldown.
- **Engineering Specialist.** increases engineering skill by 15 points.
- **Nimble Fingers.** increases haste by one percent.

Goblin

- **Best Deals Anywhere.** always grants the largest faction discount possible, despite faction standing.
- **Better Living Through Chemistry.** increases the alchemy skill by 15 points.
- **Pack Hobgoblin summons a Gobbler.** which grants access to a bank for one minute.
- **Rocket Jump.** allows the player to leap forward much farther than normal.
- **Rocket Barrage.** shoots belt rockets at an enemy.
- **Time is Money.** increases haste by one percent.

Human

- **Diplomacy.** increases reputation gains by three percent.
- **Every Man for Himself.** removes movement-impairing effects and effects that cause the player to lose control of the character.
- **The Human Spirit.** increases two secondary stats of the player's choice, and both stats scale based on character level.

Night Elf

- **Quickness.** increases dodge chance and movement speed by two percent.
- **Elusiveness.** increases effectiveness of Shadowmeld.
- **Nature Resistance.** reduces damage from nature attacks by one percent.
- **Shadowmeld.** puts a character in stealth.
- **Touch of Elune.** buffs haste by one percent during the night, and critical strike chance by one percent during the day.
- **Wisp Spirit.** transforms the Night Elf into a wisp after death and increases movement speed by 75 percent

Orc

- **Blood Fury.** scales based on character level, and it increases attack power and spell power for 15 seconds.
- **Command.** increases pet damage by one percent.
- **Hardiness.** reduces stun duration by ten percent.

Pandaren

- **Bouncy.** reduces falling damage.
- **Epicurean.** doubles the buffs from well fed effects.
- **Gourmand.** increases cooking skill by 15 points.
- **Inner Peace.** allows rested experience to last twice as long.
- **Quaking Palm.** incapacitates enemies for four seconds and turns off attack.

Tauren

- **Brawn.** increases critical strike bonus damage as well as healing done by two percent.
- **Cultivation.** increases herbalism by 15 points and buffs gathering speed.
- **Endurance.** increases stamina on a scale that increases with character level.
- **Nature Resistance.** reduces damage from nature attacks by one percent.
- **War Stomp.** stuns enemies.

Troll

- **Beast Slaying.** increases XP earned while killing beasts by 20 percent.
- **Berserking.** increases haste by 15 percent and has a cooldown of three minutes.
 - Da Voodoo Shuffle decreases the length of movement-impairing effects by 15 percent.
- **Regeneration.** increases health regeneration by ten percent.

Undead

- **Cannibalize.** returns a portion of health and mana every two seconds for ten seconds.
- **Shadow Resistance.** reduces damage from shadow attacks by one percent.
- **Touch of the Grave.** allows every damaging attack and spell to have a chance to replenish the character's health.
- **Will of the Forsaken.** cancels charm, fear, and sleep effects. Its cooldown is three minutes.

Worgen

- **Aberration.** reduces damage from shadow and nature attacks by one percent.
- **Darkflight.** increases movement speed by 40 percent for ten seconds.
- **Altered Form.** allows a shift between human and worgen forms.
- **Flayer increases.** skinning speed and skill by 15 points.
- **Running Wild.** drops character to all fours and increases running speed.
- **Two Forms.** turns character into inactive form.
- **Viciousness.** increases critical strike chance by one percent.

STATS CHANGE

Removed Secondary Stats

Hit,Dodge, Expertise, Parry

New Secondary Stats

Versatility, Multistrike, Bonus Armor

Any spell, gem, and enchant, glyph or talent that granted hit or expertise has been modified. Hit gems are now crit. Expertise gems are now haste. Reforging is gone and your gear has reverted to his original pre-Reforged state. The Ethereals kept all the gold and escaped into the Twisting Nether. Those %^&#*(&s!

Versatility was originally going to be called "More Awesome at what you do awesome" but the devs decided that was really too long to fit on gear tooltips and opted for 'Versatility' instead since that was demonstrably shorter. It's a really simple stat. 1% Versatility grants a 1% increase to your damage, healing, and absorbs. It also reduces the damage you take by 0.5%. Bonus Armor is something that used to be in the game and went away, but now it's back. It increases armor and for tank specs it also increases attack power. Any Dodge and Parry on your current gear got changed into Bonus Armor. Multistrike grants a chance for spells and abilities to fire up to 2 additional times, at 30% effectiveness (both damage and healing). It is even useful for tanks. When a heal lands you on you, there's a chance, equal to your multistrike that it will heal you again.

Roll 3 Six Sided Dice-Balance The Number

All the numbers in the game got smaller. I think we all knew that by the time we reached million health Death Knights, things had gotten out of hand. It will take a little time to adjust. Everything got adjusted at the same time and while daily hotfixes continue to grab the outliers and things that were missed in Beta for the most part your character will feel the same as they did before. What this did do is make even small upgrades more meaningful. Adding 3 strength before the patch was pretty well negligible. Now, though, it's a real upgrade.

Old Content Buff

Soloing old content is as easy as before. There is a special invisible buff that causes you to deal extra damage to creatures much lower level than you, like old raid bosses. There are still some tricky mechanics to deal with but counter to the fears of some the squish didn't make farming old content impossible. If anything, it is easier now than it was before the patch.

You will find is that many of the class changes are simply the implementation of larger changes to the game. For example, the devs took away agility giving a bonus to critical strike, but they gave the critical strike right back to agility wearers with the innate Critical Strikes ability that all agility based DPS specs get.

REAGENT BANK



ur bags and banks got a break with the introduction of the Reagent Bank, a section of the bank that, once unlocked for 100 gold, will aggregate all of your crafting materials, from enchanting dust and cloth to veggies and meat, and everything in between. Nearly everything that can be used for a profession now goes into the Reagent Bank. This, combined with the reagent stack size increase to 200 units, means more space for all that holy gear I'll never use. I can't see any reason to carry a profession specific bag anymore so vendor your herb pouches and mining bags. There is a handy button that will put all of your reagents from your bag into the bank with one push. Why are they still in your bag? You can't put anything into the reagent bank unless you are at your bank. While you can craft from it in the open world, you still need the bag space to carry stuff to it.

TOY BOX



n unreasonably large portion of my backpack was clogged with items that altered my character's appearance in some way – Muradin's Favor, Orb of the Sin'dorei, that sort of thing. Now, most (though not all) of these items are now classified as "toys" and go into the Toy Box. It has its own interface and storage, similar to mounts and pets. This frees up even more bag space, but more importantly, there are achievements for collecting toys and the interface makes it simple to see what toys you have and what toys you can still acquire. This has led to a toy collecting frenzy in these in-between days, especially up at the Argent Tournament. You need to log into each character. Some items, especially those that were awarded as quest rewards will automatically be added. Others, like the myriad of toys from Archeology will need to be clicked on and learned like a spell. The Toy Box is account wide so once you learn a toy on one character, it will be available to all characters.

There are two great addons that I would recommend to help manage your Toy Box. For the more avid toy collector, there is ToyBoxQ which lists all toys by their category and a handy dandy tool tip will give you a clue on where to acquire them. You can select a set of toys as your 'favorites' and those will get put onto a menu accessed from the ToyBoxQ minimap button. ToyPlus is targeted to a more casual toy collector. It provides a movable window with hot keys for your 10 favorite toys.

If you are looking for some easy ways to increase your collection and pile up achievements, check out Jepetto Joybuzz in Dalaran. He sells five toys for good old gold!. Sally Fizzlefury in the Valley of the Four Winds has two more toys, but here's are somewhat more expensive.

VOID STORAGE



nother way to open up some bag space prior to heading off to Draenor is the additional page of void storage. Now we can shove twice as much transmog gear into void storage as before, because you never know when you are going to want to look like Tier 4 again. This will be a great place to add all your Mysts of Pandaria Tier gear as you replace it leveling up. I'd still like to see a target dummy or manikin we can dress up in our old gear.



FREE GLYPHS



here's a bunch of Glyphs that you learn automatically now. Check your spell book. If you didn't have them before, you will have them now. Congratulations, and feast on the tears of Scribes everywhere.

Check below to see what Blizzard brought you you free glyphs.

- **Death Knight:** Dark Succor, Unholy Command, Death Grip, Death and Decay
- **Druids:** Entangling Roots, Fae Silence, Ferocious Bite, Maul, Omens, Cat Form, Might of Ursoc, Nature's Grasp, Rebirth, Rejuvenation, Savagery, Dash, Faerie Fire, Healing Touch, Master Shapeshifter
- **Hunters:** Liberation, Pathfinding, Mending, Chimera Shot, Black Ice, Misdirection
- **Mages:** Frost Nova, Blink, Polymorph, Slow, Frostfire Bolt, Water Elemental
- **Monk:** Fortuitous Spheres, Rapid Rolling, Afterlife, Spinning Crane Kick, Breath of Fire, Mana Tea, Fists of Fury
- **Paladin:** Harsh Words, Flash of Light, Alabaster Shield, Dazing Shield, Avenging Wrath, Templar's Verdict, Denounce, Divine Storm, Word of Glory, Light of Dawn, Final Wrath, Double Jeopardy
- **Priest:** Levitate, Holy Fire, Fade, Reflective Shield, Smite, Mind Blast, Penance, Renew, Dispersion
- **Rogue:** Deadly Momentum, Stealth, Recuperate, Ambush, Cheap Shot
- **Shaman:** Flame Shock, Thunder, Healing Storm, Healing Wave, Spiritwalker's Grace, Totemic Recall, Lightning Shield, Eternal Earth

- **Warlock:** Siphon Life, Drain Life, Demon Training, Ember Tap, Fear, Healthstone
- **Warrior:** Long Charge, Victory Rush, Bloodthirst, Gag Order, Executor, Bull Rush, Enraged Speed, Shield Wall



GUILD CHANGES

The Patch brings significant changes to guilds. Guild leveling was removed. It was difficult to recruit for a guild that was anything less than Level 25 and therefore created an artificial barrier to forming a new guild. Many of the old guild perks have been removed. Ride Like the Wind was removed and flight paths increased in speed. Before it was usually faster to fly on your own mount, but with the changes the flight path might be a better option now. The only perks left for guilds are: Mount Up, Hasty Hearth, The Quick and the Dead, Guild Mail, Mobile Banking, and Mass Resurrection. All guilds will now have access to these perks.

NEW GROUP FINDER

The new Group Finder may be my favorite new feature in the whole patch. It based on the very popular site/addon called OpenRaid. I'm thrilled the Developers added it. There are two basic ways to use it. First, you can form a partial party for whatever activity you want to do and use the tool to fill in what you need. One of the big benefits is you can form groups even for non-instanced activities. On my server, one of the most popular is forming groups for farm frogs on the Timeless Isle for Lesser Charms. Once you form your group, add it to the Custom Groups in the Group Finder.

People looking for a group to do that activity will start to fill up the applicant list. You'll see their name, class, item level and desired role (tank/healer/damage). You'll also have a button to invite them or you can ignore them. Once you invite them, they are added to your group. For outdoor activities, like Celestials or frogs, they are ported to your server. If you are in a raid and lose someone, the raid will flex to the new size, but if you need specific role, like tank or healer, the Custom Group Finder could be a great way to fill your party. If you have a particularly bad experience with someone, write down their name and try to remember not to invite them again.

The other application is if you are looking for a group. Say you need to do defeat the Celestials for loot or for the Legendary Cloak quest. Open up the tool, go down to custom groups and add can be used to find a group called Celestials. Click on join and see if you get an invite. This worked very quickly for me even as DPS.

RAID CHANGE



FR is still LFR but the rest of the raid difficulties had their name changed. Flex is now called Normal. The old Normal mode is now called Heroic. Heroic mode got changed to Mythic. Mythic has some important differences. All the other raid sizes will flex. If you lose a person, the raid will adjust the difficulty to your new group size. Mythic is fixed at 20 players. It will not adjust if you start a fight with 18. More importantly Mythic uses the old style Raid ID lockout. When you kill a boss in Mythic you are saved to a specific Raid ID. If you leave the raid and someone replaces you, any bosses killed in your absence are dead and you cannot loot them again on Mythic difficulty that week.

By way of example, let's say you join a Mythic raid in progress on Sha of Pride. When you enter the instance, you will receive a confirmation box showing you that Nuroshen, Fallen Protectors and Immereus are dead. If you accept you are saved to that raid. You won't see those three bosses that week. In the other raid types, you are saved on a per boss basis. You could come back with another group and kill the first three bosses another day. But with Mythic, that is not possible. Also if you leave a raid, and they continue, you will miss out on a chance for loot from any bosses they kill while you are away.

There are 2 new raids in this expansion

1. Highmaul
2. Blackrock Foundry

See below for raid guide.

NEW ZONES



here are some new zones being added into the game within Warlords of Draenor. The map is designed to look similar to Outland in The Burning Crusade, but of course the zones themselves are completely different. You'll notice that there are actually a couple zones from Outlands such as Nagrand, but it's going to be a completely new experience this time around.

The new zones are.

- Frostfire Ridge
- Tanaan Jungle
- Gorggrond
- Nagrand
- Talador
- Shadowmoon Valley
- Spires of Arak
- Ashran Island (PvP)

The levels on these zones are approximate, as it all depends on your leveling progression within the zone and how long you're willing to stay before moving on. Moving into the next zone early has both benefits and cons.

The good.

- More experience off of quests and monster kills
- New range of activities, granting you lots of experience at first
- More enjoyable gameplay

The bad.

- Less quests early on than if you would have waited to enter the zone
- Less completion of previous zones, resulting in a lack of end-chain quests that often give good experience and gear.

If you want to level up quickly, you're going to need to follow a specific quest chain order within each zone. We're going to go over the main zones, which should be the only ones you'll need to complete to cap out your level.



PVP CHANGES AND ADDITIONS

Warlords of Draenor introduces many changes to the way the game is played, including major changes to PvP. Some changes were due to common complaints from fans about certain aspects of MoP. Crowd control is one such aspect that has been changed in response to complaints about how unfairly balanced the crowd control moves and spells were in Mists of Pandaria. Players who had been crowd controlled would stay that way for far too long or too often.

In WoD, the diminishing returns of crowd control moves have been increased. A diminishing return is when a crowd control effect lasts for shorter and shorter amounts of time before the target is temporarily immune to the effect. While there used to be 13 different categories for diminishing returns, there are now only five categories. The spells and moves within each category share the same diminishing returns.

PvP gear and PvE gear are more balanced. Someone with PvE gear could do PvP, for instance, but there is still some aspect of specialization. The reason for this change is so that players can experience PvP and PvE more freely, instead of feeling pressured to choose one path or the other. In fact, PvP now includes more PvE than usual, as you will be forced to fight NPCs in the new PvP zone, Ashran. Because of this, having someone in PvE gear fighting in Ashran is an advantage to the faction.

WE'RE HERE TO BUFF (CLAP!) YOU UP

After all the consolidation we are left with these buffs and debuffs.

Stats are provided by a gifted Paladin, Monk or Druid.

- **Haste** which is provided by an attention deficient Death Knight, Shadow Priest, Rogue or Shaman.
- **Stamina** which can be provided hard working Priest, Warlock or Warrior.
- **Attack Power** which is provided by the logical choices of Hunter, Death Knight or Warrior.
- **Spell Power** which can be provided by the equally logical choice of the Warlock or Mage class.
- **Mastery** is provided by masters of the Death Knight, Druid, Paladin, or Shaman class.
- **Bloodlust** / Heroism and their equivalents remain unchanged. Hug your nearest Shaman, Mage or Hunter.
- **Critical strike** comes via the hard hitting Druids, Mages or Monks.
- **Multistrike** is the venue of multitasking Priests, Monks, Rogues, or Warlocks.

For the new stat of Versatility, look for those versatile Death Knights, Druids, Retribution Paladins or Warriors.

If you are into PVP and need that healing reduction debuff, look no further than Warriors, Rogues, Windwalker Monks, or Warlocks.

As you can see, there are a metric ton of changes. Enjoy the brave new World (of Warcraft).

BADLANDS QUEST LINE

There is a relatively short quest chain the Blasted Lands that introduces the new expansion. While it is no Zombie Event from the halcyon days of Wrath of the Lich King, the chain is fun and serves to set the tone for Warlords. The chain awards item level 515 blue items (ring, cloak, neck) and a 520 epic trinket.

➤ **Rings.**

- Agility: [Invader's Scarlet Seal](#)
- Intellect: [Portal-Breaker's Band](#)
- Spirit: [Blackstone Signet](#)
- Strength: [Ruby-Eye Seal](#)
- Stamina: [Sapphire Seal](#)

➤ **Back.**

- Agility: [Wildfire Windcloak](#)
- Intellect: [Frostshaper Cape](#)
- Spirit: [Butcher's Wrap](#)
- Strength: [Armswake Greatcloak](#)

- Stamina: [Night Prowler's Cloak](#)

➤ Neck:

- Agility: [Skulltooth Collar](#)
- Intellect: [Necklace of Celerity](#)
- Spirit: [Gnawing Tooth](#)
- Strength: [Emberfury Choker](#)
- Stamina: [Chain of Evasion](#)

➤ Trinkets:

- Agility: [Talisman of the Invader](#)
- Intellect: [Bloodcaster's Charm](#)
- Spirit: [Ironmender's Totem](#)
- Stamina: [Bloodburn Protector](#)
- Strength: [Bladespike Charm](#)

You also get a title and a pet for completing the chain. You need to do this quickly because the chain will go away once you are ready to enter the Draenor World.

LEVELING IN DRAENOR



Warlords of Draenor will feature a leveling limit of 100, skipping up 10 levels instead of the typical 5 that we've seen from the past two expansions. Leveling is designed to take much longer than it did in Pandaria, and you'll have to spend some time getting experience to cap out and begin the endgame content. The purpose of this guide is to walk you through the leveling process and help you complete it in a timely manner, using some of the fastest leveling techniques out there. Warlords of Draenor will be featuring a multitude of new content that is going to change up the leveling game quite a bit.

As a form of bot protection, Blizzard has made it so that grinding on the same creatures for extended periods of time will cause you to get a huge reduction in experience, down to receiving only 10% of the experience you should. This is why the grinding techniques in this guide are meant for you to roam to different mobs, and offer paths you should take that will help you find rare spawns that grant huge amounts of experience.

Leveling Tips

Hitting the cap at level 100 is going to take a lot of time, but you can certainly shorten it by using some of these useful leveling tips to speed up your progression!

- **Tip #1. Waterstrider Mount**

It's highly recommended that you get a Waterstrider mount for the Warlords of Draenor zone. Like all new expansion zones, you won't originally have access to flying mounts and so you're going to have to run on the ground everywhere. The problem is, the new zones are filled with lakes and rivers everywhere, and so you have to cross water all the time. To shorten the time it takes to travel, you can use a Waterstrider mount that has the ability to walk across water. This won't be necessary if you're a Deathknight or Shaman, but other classes should make good use of it.

- **Tip #2: Addons**

There are plenty of addons that you can download that will help you level up. They make questing easier and faster, doing things such as providing an arrow at the top of your screen that leads you to different destinations or even recommending quests you should and shouldn't do based off the time it takes to complete them and how much experience is rewarded off of them.

- **Tip #3: Gear**

You should always try to make sure that your gear is up to date, as you shouldn't have any remaining pieces of gear at level 93 that are from level 90. The stat differences on your gear will make a huge difference and will help you level up much faster. Luckily, questing in Warlords of Draenor now has a chance to drop a blue or even an epic, and so you can often get good gear just from quests. However, you should consider doing some dungeon runs if you don't have good gear.

- **Tip #4: Leveling in Dungeons**

Although dungeons are fun, they aren't the most efficient way of leveling unless you have a really well-gearred group that can rush through them. Even then, questing may still be more efficient. Only do dungeons if you haven't done the dungeon quest yet (as that makes them more than worth it) or you really need gear. Dungeon grinding is not an effective way to level up your character and should be avoided, although I understand the need to take a break from questing every once in awhile.

- **Tip #5: PvP**

Leveling up with PvP can be a really good way to get experience, but only if you constantly win battlegrounds. Do PvP on battleground weekends such as Alterac Valley for Alliance or Arathi Basin for Horde. PvP is just a waste of time for leveling if you lose, but is very rewarding if you manage to win.

- **Tip #6: XP Potions**

Mentioned earlier in the zone section, XP potions are being introduced in Warlords of Draenor and are there to help you level up quickly. The innkeeper at the garrison sells them for 100 garrison resources, which is why you want to complete objectives and kill elites to get them. They give you a boost of 20% bonus experience which is quite a bit.

- **Tip #7: Heirloom Levels**

I've seen a lot of people use outdated heirlooms from like level 80 because they think that they will still get the experience boost. Once heirlooms stop leveling up their stats, they also stop granting experience. Don't use outdated heirlooms to level up as you're just reducing your stats and aren't even getting any bonus experience in the process. On the flip side, if you managed to get some higher level heirlooms be sure to keep them on even if the stats aren't as good as some of the gear you're looting. The experience boost is more than worth it.

- **Tip #8: Fast Questing**

You should have a method when questing. You don't want to be running all over the map, as this is a waste of time. Do them in sort of a clockwise or counterclockwise direction, moving from one quest location to the next. Do a multitude of quests before turning them in. Don't go back after each one to turn in a quest, then head back out to do the next one. Try to have at least 3 quests ready to turn in if possible, but always do all of the ones available before going back to turn them in.

- **Tip #9: Quest in groups**

Some quests are able to get done quicker if you're in a group. While it might slow down your grinding experience, it's worth it to get quests done in half the time. Quest with some guildies or friends to get them done as quickly as possible. However, some quests such as looting a certain item won't speed you up at all because you both need to loot from different corpses. Be sure to do these types of quests by yourself to avoid wasting time.

- **Tip #10: Bag Space**

Bag space is important since you need it to loot items and to pick up certain quest items. Before questing, clear as much of your bag as possible and dump the items into your bank or put them up on the auction house. Every time you go back to turn in quests, stop by a vender and sell your grays if there is one nearby. Save up all your auction house stuff and sell it all at once as soon as your bags fill up, being sure to set a hearthstone first so that you can get back to the zone quickly. I'd recommend downloading the addon that helps you put stuff on the auction house because it makes going through that process much faster and easier. Also, when you go back to sell items consider picking up gear in the auction house for yourself as well, as this may increase your stats and help you level up faster as a result.

Level 90-92

- **Frostfire Ridge**

The first zone is going to be Frostfire Ridge. This is the starting zone for Horde players, whereas the counterpart is going to be Shadowmoon Valley for Alliance. This zone is home to the Frostwolf clan and the Thunderlord Clan. This is where the Bladepire Fortress is located, which is the Horde capital of Draenor where you'll be spending a lot of your time. The zone is a volcanic, frosty wasteland with a bunch of quests waiting to be completed.

- **Questing.**

You're going to start out by questing in the Horde's fortress, which will be pretty straightforward. This is basically the starting questline for the Horde in Draenor that should be completed by every Horde player, so rush your way through these starting quests.

You'll eventually get a quest to leave the Garrison where you'll be sent to kill Ogron. He's an easy quest boss, and once you finish him you'll want to leave the cave you're in and head to the right until you see a tower. Get to the top to unlock a treasure. If you head East from there you'll hit Stonefang Outpost, where you can take the flight path back to the Garrison to turn in the quests.

Afterwards, you'll head to Wor'Gol. Once again, follow the main quest line. You'll find an objective here that you'll want to complete, which also has two rarespawns in the area. Kill at least one of them because they will grant you garrison resources that you'll need. It's better to kill both, but one will probably be enough. Once Bladespire Fortress is conquered, set your hearthstone there and go to the southern section of the largest building to get an additional treasure. You can also get two additional treasures from the arena, although they are a bit more difficult to grab.

Head back to the garrison and purchase your first XP potion, pick up two if you have enough. Fly back to War'Gol and continue the main quest line while skipping the side quests as they won't be worth the experience. Fly to Bladespire fortress to turn in your quests before heading to Stonefang Outpost. From here, you'll want to fight through the canyon while completing your quests. You'll get a Wanted Quest to kill Grondo, as well as three gathering quests that you'll want to complete but not turn in quite yet. Go North to look for Gronnstalker Rokash. He'll offer you a quest that you'll want to complete. Turn in all your quests and head East.

You'll receive the option to pick up two quests from an orc, but you'll just want to take the killing quest while doing the objective and picking up another treasure chest from the tower. By now you should be level 92, and ready to head to Gorggrond in the East.

- **Grinding/Rares.**

If you want to grind out for extra experience or change up your leveling tactics, in Frostfire Ridge you should be focused on grinding near Colossal Fall. Here, you'll find the highest abundance of rares such as Giantbane, Reeg'ak, and Vrok. There are a total of 7 rares to be found here, and tons of creatures with a fast respawn rate to kill in this area.

Level 92-94

- **Gorgrond**

Gorgrond is actually a pretty cool and interesting zone. You'd be able to level through this zone without completing a single quest just because it has so many objectives, elites, and other various treasures. There are a total of eight elites in the zone that will each drop a high experience quest if you can kill them, although it's recommended that you have at least one other person with you before attempting them as they have high damage ratios and large health pools.

- **Questing.**

When you first get here, you'll want to start out on the main quest line that basically introduces the zone. There are two treasures that you can pick up during this questline. Afterwards, you'll want to choose the Lumber Yard, setting your hearthstone and grabbing the treasure chest that lays behind a big tree in the area. Go to Razerbloom to pick up a quest at the enriched seeds that you'll want to complete. After finishing it, head east.

In this area you're going to find your first Gorgrond elite boss named Khargax the Devourer. He's a very tough elite that you shouldn't try to solo, as you'll probably end up wasting more time than it's worth on attempts. Get a friend or try using general chat to find someone who will help you take him out, as he's worth a lot of experience plus drops a quest worth a lot of experience. You'll find a treasure in the middle of the zone where you found this elite. You should also complete the tiny questline found in Tangleheart to the east. You'll find a treasure in the southern area of this zone as well.

After this, you're going to come across another elite boss named Fungal Praetorian. He'll be in the northern part of Tangleheart. It's best if you use your shredder to take him down, as that makes him soloable. There will be another objective on the hill north of there that you should complete, using the jetpack to get up there quickly or running around the hill if you aren't able to make it up. You'll find another elite boss up there, but I'd recommend skipping this one if you're solo just because your shredder will be on cooldown. If you have a friend, you should be able to take it out.

Next you'll want to head directly west from Tangleheart to Eastwatch where you'll find a treasure in the southern part of the area. Then head north after collecting it. There will be an ogre objective that you should definitely stop by to complete in the east. You'll find two more treasure chests in this area.

Follow the road north and pick up the treasure chest along the way before coming up to the elite boss The Turbulent Steamfury. You should have your shredder cooldown up again, and so I'd recommend trying to take him out before moving on. Once again, these elites give a ton of experience and are definitely worth your time and effort.

Keep heading north along the road and pick up the 5 treasure chests along the road and in the area, but if you can't find them don't take too much time looking. North-east of Highpass you'll come across the 6th elite boss, Erosian the Violent.

Afterwards, you're gonna change directions and head south of Tangleheart. To the southeast you'll find two more objectives as well as several treasure chests that will be inside of a cave. Keep heading south all the way to Bastion Rise, and you'll want to be directly east a little bit. You'll find one more objective as well as another treasure chest. This should finish up the experience you need in this zone, but if you want to continue leveling before leaving you can go back north as there are more areas to explore and many other objectives with two more elites.

- **Grinding/Rares.**

If you want to grind in Gorgrond, I recommend that you try to search out the elites with a group. Like mentioned earlier, mass creature grinding has been nerfed to deter bots so farming elites is a much better use of your time. You'll find many more on top of the ones that were mentioned in the leveling guide. Since there are so many elites in Gorgrond, there are less rares than in other zones which means a higher chance of dinging the bot security that will lower your grinding experience, and so this is a much more effective form of grinding in this zone.

Level 94-96

- **Talador**

Talador is one of the most important zones in the lore of Draenor. Not only is it home to the capital city of Shattrath, but the ancient Draenor burial ground Auchindoun is here as well. You won't be able to visit Shattrath in the same way like you could back in the Burning Crusade, as it's now occupied by the Iron Horde just like much of this zone.

- **Questing.**

First off, if you've run out of xp potions you want to make sure that you go back and get them refilled. These make leveling so much faster, and you have more than likely run out by now. Take a quick trip back to the garrison, or find the areas where they are sold in Talador.

When you enter Talador, you'll want to head south until you come across a small bridge that goes east, which you'll want to cross to reach the tiny village. Pick up the quests and the treasure that is in the southern area of this village, and then go back to the road and continue it south. We'll come back to this village.

Your destination is going to be Vol'jin's Pride. Once you're here after following the road south, you'll want to set your hearthstone and then choose the Arsenal. There will be a small cave North-east that you'll want to go in to get a few easy quests done and another treasure chests. Continue east to pick up an objective. You'll then want to head just a tiny bit west of Vol'jin's pride to pick up a small quest line that gives quite a bit of experience before going north.

The area you are headed for now is just west of the first little village you quested in when you got to the zone. There is a treasure chest right next to where a questgiver use to be in the Burning Crusade. Head a little south-west along the shore and pick up the Wanted Quest, as these give quite a good amount of experience. There will also be three different treasures you can earn here: a puzzle, a movement test, and some shells.

Head south along the road until you hit Durotan's grasp. Pick up the flightpoint and turn in the quests that you should have. Shred through the area to the east, Tuurem. After completing the quests *Engineering Her Demise* and *Born to Shred* you'll want to dive into the water just east of this area to pick up another treasure chest. Afterwards, head back down to Vul'jin's Pride and kill Kil'unn if you haven't already done so yet.

Head south along the road from Vul'jin's Pride and when you come to a bridge, go under it to pick up another treasure chest. Then go down to the small village and complete all the quests excluding the Prism Quest, as we'll come back to this one. A building in this village is going to have a treasure chest on it's balcony that you can easily pick up. Head south of the village and help the animals down there and pick up another treasure chest before continuing south a little bit more and completing the next objective that awaits down there. Afterwards, you'll want to head to Aruuna (which you should of discovered while questing) to complete the Prism Quest.

Turn in the quest and pick up the new Arakkoa quests that are given to you. This area will be found on the island south of where you've been questing. In this area you'll find another Wanted Quest to kill a riverbeast, which you'll want to pick up and complete for the experience. Afterwards, keep following the road west until you come across a questgiver that will start the ogre questline that you're going to want to complete as well.

You'll then head south to complete the Ogre Massacre found in Gordal Fortress. Using your artillery strike, you'll be able to take out large groups of mobs to complete this rather quickly. After completing this, hearth back to Vul'jin's Pride.

Head just south-west of Tuurem to the small village to pick up a few quests, and then head south and turn in *Engineering Her Demise* and *Khadgar's Plan*. Do not do The Battle for Shattrath, this quest isn't worth your time if you're trying to level up quickly. Head south until you come to the junction, which will host a new follower for you to pick up. From here, you'll want to head directly west and just a little south.

Keep going until you hit Court of Souls, which will be north-west of Auchindoun. There will be an objective here that you'll want to complete. You will also be able to uncover another treasure chest in the halls beneath the Court of Souls.

Then, you'll want to head back east and will want to go to an area that is on the north-eastern part of Auchindoun almost directly south of where you pick up your follower. Here, you'll find an additional treasure chest as well as a small questline that will lead you to the Bloodelf Camp.

After questing there, you'll want to go south-east along the edge of the map to pick up your last objective. This will be the last time you'll get to use that fun artillery strike, unless you plan on continuing questing in this zone. Make the most of it!

- **Grinding/Rares.**

The outer ring of Shattrath is where you'll want to be grinding. This area has the highest concentration of rares in Draenor, and some of them are even necessary for a few quests. East of Shattrath has a concentration of about 10 rares in one general location, and you can continue around the ring from there grinding while picking up additional rares along your path. There's an achievement you can get called Heralds of the Legion from killing some specific rares in this area.

Level 96-98

- **Spires of Arak**

Spires of Arak is located in the southern part of Draenor, and is the homeland of the Arrakoa. This is where their palace of Skyreach is located, which sits on top of the large spire of Arak. Many of the Arrakoa fly throughout the area as the spires make it a little difficult to traverse for those that don't have the ability to fly. Spires of Arak is probably the most straightforward questing zone in Draenor without too many side detours that takes you off the general questing path. It's not a very large zone, at least when compared to areas like Nagrand.

- **Questing:**

Start off in Spires of Arak by just following the introduction quests for the zone. When you go through Skettis, you'll want to search and pickup the three treasure chests that are located in this area. There will be one underneath a bridge, another one on top of one of the walls, and a final chest in side of a basket.

As you head south along the road, you'll find another treasure chest as well as one behind the house where you collect the *Saga of Terokk*. Keep following the questline until you hit Axefall. Once here, you'll want to set your hearthstone and take the Hearthstone Tavern that will grant you the home away from home perk in this zone. Head south of Axefall to pick up a difficult to find treasure chest inside of a broken cart. If you can't find it, don't take too much time looking and continue heading south.

You should eventually hit the Ghost Town. You'll want to complete all of the quests that you find here. There is another treasure chest here, but it's a little hard to obtain because of a small glitch-like feature of the zone. You'll have to zone in and out of the area where you killed the boss Ephial during the questline. Once obtained and all the quests are completed, use the home away from home perk to get back to Axefall.

Now you'll want to head to the very north-western area of the map, where the zone will be located on the western side of Skyreach and a bit north from there. Do the objective up here and pick up the two treasure chests before heading back south. Go down to the Writhing Mire and complete the objective found here as well. Then head to the Bloodblade Redoubt and fly down to the Pinchwhistle Gearworks in the southern part of the Spires of Arak.

You'll want to complete the quest chain here. You'll know the chain is over when you unlock the new follower. While questing here you should be able to pick up three more treasure chests along the eastern shore of the zone. One will be inside the wreckage that will be right next to the bees, another one located inside of a box that will be right on the shoreline, and the final one laying inside of the control room. Pick up the Wanted Quest in this area and do the objective as well. This will be located in the north-western area of this part of the zone. Afterwards, head back to Bloodblade Redoubt.

You're now going to pick up a quest to kill the wasps again, which you'll want to do. Afterwards, head east to Veil Terrokk. Accept all the quests and go north to the orc camp to complete the three quests there as well. Turn everything in and then head straight east from there.

Go to the Howling Crag and do both the Wanted Quest and the objective that should be the last one in this zone. If you have a stealth mechanic, you can sneak into a tent in this area for a bonus treasure chest, but otherwise it would be a grind to get to it and is completely optional. Turn all your quests into Axefall and Veil Terokk and you should have enough experience to finish off the zone!

- **Grinding/Rares.**

In Spires of Arak, you should be grinding along the eastern border. This is where a majority of rare spawns are found in this zone. I'd recommend starting in the very southern tip and working your way up after grinding in the area for the four rarespawns found there. Along the coast, you'll come across many more as you farm.

Level 98-100

- **Nagrand**

Nagrand was one of the favorite zones of players back in the Burning Crusade, and I personally think that it will continue to be a fan favorite. Although there are many changes to the zone, it's still massive and full of beasts and quests that have you kill them. This will work in our favor, as you're going to want to loot every single beast you kill in order to pick up their Meaty Soup Bones that we will use later on in the zone. The more you obtain, the better.

- **Questing.**

Before starting the questline in Nagrand, you'll want to pick up a few more XP potions. There is a lot of grinding here and a ton of quests that you'll get to complete, so be sure to grab as many as you can since you'll be in this zone for quite awhile and will have plenty of opportunity for additional experience from these potions.

When you enter the zone you're going to want to start off by following the road north. Just after crossing the first bridge, go off the road and east a little bit to pick up an extra treasure chest. Then get back on the road and continue on it north until you hit the first fork in the road. From there, head directly north until you hit Wor'var, picking up the treasure chest you should come across if you went north in the right area. In Wor'var, you'll want to complete the small questline here as well as setting your new hearthstone destination so that you have somewhere to hearth within Nagrand. You don't know how many times I've hearthed to a completely different zone just because I forgot to reset my hearthstone, and that's never fun.

From there, head east and follow the water line along the southern part of the body of water. You'll eventually hit an objective that you can complete. This place will be called Hallvalor. When you get here you'll want to head to the roof of the largest building to get a treasure chest before picking up the zone's quests from Lantresor. Once you finish here, go ahead and hearth back to Wor'var to save a bit of traveling time.

There will be a bunch of new quests available here that you are going to want to pick up, as well as choosing the Tank Works. The seige engine you'll obtain will be very powerful in this zone, as long as you use it's maximum range to kill things before they are able to get to you.

Grind on Talbuk's a little west of Wol'var when you finish the quests there until you pick up the Frostwolf Axe. This is a quest item that will grant a lot of experience, plus you should get plenty of Meaty Soup Bones off of this small grind.

Afterwards, head a little more east and slightly south to find the Ring of Trials. Pick up the **Tastes Like Chicken** quest that is obtainable here. You'll be required to kill a ton of Talbuds, Clefthoofs, and Windrocs. Make sure that you kill enough of each one before heading back to the arena to turn them in. Then, you'll get a follow-up quest that you'll want to grab.

After you complete the first arena quest and pick up the new one you should hearth back to Wor'var. There will be a bunch of new quests to pick up. If you haven't already, be sure to do the follow-up quest from the arena as well.

Then, head directly north from the arena. It's a long walk, as you're walking almost to the top of the zone. If you didn't make any detours you should hit another objective on top of a hill almost at the very top of Nagrand. On your way there you can kill time by grinding on beasts since you won't be on the road and they'll attack you, and this will get you some more bones and bonus experience.

When you've finished the objective head a little north-west to the Throne of Elements. Pick up all the quests here and look for the treasure chest in the water while the event is taking place in the area. Complete the quest called *An Old Friend* and do a large counterclockwise circle around the area to kill the different elements and complete the quests. You'll find another treasure chest in the area with the water elementals. Keep following the questline of this area until you get a quest that flies you off to Oshu'gan. Take this quest and fly to the new area.

When you get to Oshu'gan, turn in the flight quest and then pick up the two quests that will be given to you by the Shamenstone. Finish them, and turn them into the nearest Shamenstone. Jump into the seige engine you were granted from picking up the Tank Works and grind on beasts on your way south-east to the area called Tall Buck. You can follow the road down here, but while your seige engine is up I recommend going just off the road so you can get some real easy grinding done on your way down. After completing the quests here, hearth back to Wor'var.

From Wor'var, head back to the arena to turn in the massive amounts of bones that you should have acquired by now. There will also be the Draenor version of the arena questline that is featured in every new expansion zone, so get a group together and tackle this rewarding questline. Head just north of the arena afterwards to pick up another treasure chest, and then look in the area that is east from there to look for Banthar. After killing him, head south to Telaar.

Complete the questline in Telaar and then hearth back to Wol'var and turn in any Meaty Soup Bones you might have acquired by now.

- **Grinding/Rares.**

You will want to focus on grinding on beasts since they will drop Meaty Soup Bones that you can turn in for extra experience. There isn't any really specific area that you should be grinding, as there are mass amounts of beasts everywhere and rare spawns have a very far roaming area in this zone. I'd suggest picking a spot and grinding on a certain group of beasts, completing a quest or two to drop the grinding bot protection, and then go to another nearby zone.



DUNGEONS WALKTHROUGH

Preparation

There are a variety of dungeons in Draenor, and it's important to be prepared to deal with them. For the most part, these five man dungeons are very similar. They'll each require the basic group make up: a healer, a tank, and three DPSs, but you can get by with a healer and four DPSs just fine if they're heavy armor wearing types such as paladins, death knights, or warriors. A good, well-rounded party recommendation is a Druid healer, a Death Knight tank, and a Mage, Warrior, and Rogue for DPS. This'll give you a ton of access to both CC, interrupts, silences, and dispels that'll make it easy to go forward in each dungeon. For the standard make up, the tank will be focused on gathering aggro, the healer will be focused on conserving their mana throughout the fight to heal, and the DPS will need to focus on both dishing out damage and also using CC abilities and silences on particularly tough mobs.

Don't Forget To Grab The Quests!

Other than that, the most important thing to do in preparation for a dungeon is to ensure you gather all of your quests before playing. All of the normal, heroic, and daily quests will be found in your garrison's inn or tavern, so just remember to stop by each day before heading out. For the challenge mode quests, you'll want to visit Stormshield as the Alliance or Warspear as the Horde. It's also important to get everyone on the same page about any instance wide mobs before setting off for the dungeon. If you follow the advice, you should have no trouble taking on any of these dungeons. However, if you are under-geared, you may want to stop by the Auction House or speak with your guild's Alchemist to bring a few healing potions along, just in case. Take a look at the following guide to see what needs to be picked up and what you should be mindful of before heading forward

Upper Blackrock Spire

The classic Upper Blackrock Spire dungeon (UBRS) has been returned to the game after collecting dust for a long time. This updated version features six possible bosses to get through, each with a ton of great loot. The dungeon is available at both level 90 and 100, and will be located in Blackrock Mountain, which is sandwiched between Searing Gorge and the Burning Steppes, back in Azeroth. There are a higher than average number of bosses in this dungeon, so let's take a close look at each one and see just how to beat them.

Quests

- **Oralius' Adventure.**
(Level 98) For this quest, you'll need a Spire Flamefly, which is located directly north along the far wall from the instance entrance. As you might have guessed, it's obtained from Oralius.
- **Damsels and Dragons.**
(Level 100 Heroic) The object of this quest is a Shed Proto-Dragon Claw, which is located in front of the mob gate at the Commander Tharbek encounter. You can pick this quest up from Maximillian of Northshire.
- **A Hero's Quest is Never Complete.**
(Level 100 Heroic Daily) This is the daily version of Damsels and Dragons.
- **Family Traditions.**
(Level 100 Heroic) You're after Finkle's Improved Skinner for this quest on behalf of Finkle Einhorn. It's located at the bottom of the ramp after taking out Orebender Gor'ashan.
- **Like Father, Like Son.**
(Level 100 Heroic Daily) This is the daily version of Family Traditions.

- For the Children!:
(Level 100 Heroic) In this quest, Millhouse Manastorm will send you after a Miniature Iron Star, which is located in the Spire Throne room, which is the last room before the final boss fight.
- **A Worthy Challenge.**
Warlord Zaela: (Level 100 Heroic Daily) This is the challenge mode quest for UBRS.

Instance Wide Trash Mobs

There are tons of trash mob types in UBRS, but the main ones to be concerned about are the Leadbelchers, Engineers, and Groundshakers. The Leadbelchers will try to activate nearby cannons, so make sure to bring a good CC class like a mage or rogue. Engineers will have a powerful, channeled DPS beam that'll reduce movement speed, so make sure to dedicate a DPS towards silencing them. Finally, the Groundshakers dish out a ton of AOE DPS. They aren't very many of these last ones, so make sure everyone knows to take them out first before going to anything else. Tanks, DPS, and healers will all do well to burn their CDs for these Groundshakers just to get them out of the way quickly.

Orebender Gor'ashan

The first boss in the dungeon is fairly straight forward. The fight centers on Gor'ashan's use of the surrounding runes. He'll use Power Conduit to empower himself with a number of runes (first 2 runes, then 4, then 6, 8, etc.) throughout the fight. It's the players' responsibility to deactivate these runes as quickly as possible while also avoiding the electrical energy that's circling around the room. During that mini phase is the only time players should be off the central platform, as he'll cast Lodestone Spike in between rune empowerment cycles, which will hurt players quite a bit. Other than that, it's just a straight forward fight with heavy hitting attacks for the tank to mitigate, AOE areas for the DPS to avoid, and a ton of damage being dealt for the healer to heal through.

- **Heroic Gor'ashan**

The Heroic version of this fight will be harder because of the increased damage and the less time players will have to shut down the runes. There will also be an added mechanic during the rune empowerment phase that'll cause players difficulty in shutting the runes down.

Kyrak

The Kyrak fight will feature a variety of adds that need to become the main focus of the DPS as soon as they're summoned. Aside from that, it's a fairly straight forward fight. He can heal himself with a HoT potion that can be dispelled, and he'll also be able to throw down puddles of poison that'll dish out AOE damage. Other than that, make sure to interrupt his Debilitating Fixation spell and have everyone avoid Eruption. If you can avoid the AOE's and take care of the adds quick enough, you should have no problem bursting Kyrak down easily.

- **Heroic Kyrak**

The fight is the same for Kyrak in Heroic mode except for one additional spell. Salve of Toxic Fumes, which will cause a random player to start emanating AOE DPS to his allies. When this happens, have the afflicted player move away and wait for it to get dispelled.

Commander Tharbek

The Tharbek fight is very mobile, so everyone needs to be ready to be constantly on the move. Watch out for the Skyreaver's cone shaped breath spell, and Noxious Spit AOE puddles. Tharbek himself will have a very strong charge ability and AOE axes that'll dish out a ton of damage towards non-tanking players. He'll also randomly assign a very powerful DOT to one of the players in the group.

Once he's down to about 70% health, he'll significantly increase his damage output, which makes healing through this portion extremely difficult.

The majority of the damaging mechanics can be avoided by the DPS and healers entirely, assuming they're paying close attention without sacrificing their DPS output. If you can manage to do that, then you'll have the fight won, even if it will takes awhile.

- **Heroic Tharbek**

The Heroic version will have Tharbek dismount once the Skyreaver is at around 50%, which means they'll both be dishing out damage all at once, making the fight extremely brutal for the healer. Other than that, there are no new mechanics.

Son of the Beast – Optional

The Son of the Best is completely optional and drops absolutely no loot, but it does provide a nice challenge. The mechanics are very straight forward: there's a basic AOE fear and a fiery knockback spell. Other than that, he'll dish out a ton of melee damage that can be troublesome to newer healers but shouldn't pose too much difficulty to most players.

- **Heroic Beast**

There are no changes for Heroic.

Ragewing the Untamed

The fight with Ragewing is rather straight forward but does have multiple phases to memorize. The first phase occurs when crossing the bridge. During this time, ranged DPS players and healers will be the target of a fiery AOE puddle effect and will lay down even larger fiery AOE dead zones along large portions of the bridge. Both of these should be avoided at all costs, as they each do a significant amount of damage.

Once Ragewing has been brought down to around 70%, the dragon will start spitting fire on the bridge and summon an army of dragon whelps which need to be taken out quickly with AOE spells. This same thing will happen again once players have brought Ragewing down to 40%.

After that last whelp summoning, Ragewing will land directly on the bridge itself and begin enraging herself with a powerful stacking buff. This can and should be dispelled by any players who have the debuff capabilities to do so. The fight can be pretty tough, depending on the number of ranged DPS in your party, so make sure to bring along some good ones.

- **Heroic Ragewing**

The Heroic version of Ragewing has no new mechanics to learn, but the mechanics already present in the normal version will come in much quicker and much less predictably.

Warlord Zaela

Like Tharbak, the fight with Zaela is going to require a lot of movement, which can be tough for any caster classes. The first phase of this fight is fairly straight forward. She'll dish out some damage towards the tank and will target players with a spell called Black Iron Cyclone, which will cause her to target a certain player for a ton of damage over a short duration. There's also a chain nuke spell called Rebounding Blade that can be rather painful, so make sure any ranged DPS and healers are well spread out.

Once Zaela has been brought down to around 60% health, she'll grab onto a dragon and fly away. Afterwards, a bunch of adds will show up. The fighting adds should be taken down quickly (they pose no real threat), while the fire-breathing dragons should be watched carefully in order to avoid their fire breath spell. This mini phase will last for around 40 seconds before Zaela comes back, regardless of whether these new adds have been killed or not. There are no new mechanics to worry about in this final phase, but the addition of her and the dragons' breath can pose a bit of a challenge.

- **Heroic Zaela**

For Heroic mode, both Zaela and the summoned adds will gain a knockback ability that can throw people into the dragons' breath. The dragons themselves will also begin to overlap their breath, so that sections of the area will be completely separated from one another during some portions of the fight.

- **Loot**

UBRS has five loot-bearing bosses that each have fantastic loot tables to choose from. Every class/spec combination is well represented and all of the loot is level 97 (ilevel 615), which makes it a great option to choose when looking to gear up for a raid.

Bloodmail Slag Mines

The first proper dungeon you'll come across in Draenor will be called the Bloodmaul Slag Mines. It's located up in Frostfire Ridge and will have content for players that are level 90 through 92. There will be four bosses here to fight and steal loot from, and overall, they're really not all that tough. This is the first dungeon in the game, so the mechanics will be fairly straight forward to ease you into this newer content. With that in mind, there are still a few things that are important to keep in mind and a few tricks they'll try to throw out to trip up any players that aren't properly prepared, so let's take a closer look at each encounter and see just what needs to be done.

Quests

Make sure to visit your garrison for the Heroic Bloodmaul Slag Mines dailies before heading out to the dungeon itself. The quests you'll be interested in are as follows.

- **Ogre Ancestry.**

(level 90) You'll be looking for an Ogre Family Tree item in the mines, which is usually located along the left side of the eastern hall, which is the one next to the slave quarter. It's obtained and returned to Lunk.

- **Cro's Revenge.**

(Level 100 Heroic) This is a one off quest that'll have you collecting an ogre head from one of the dungeon's trash mobs. It's obtained from Cro Threadstrong.

- **A Fruitful Proposition.**

(Level 100 Heroic Daily) This is the daily version of Cro's Revenge. Like before, you'll be going after an ogre head from one of the trash mobs, so just remember to get this one each day before heading out to the mines.

- **Time Lost Vikings.**

(Level 100 Heroic) With this quest, you'll be looking for a shield. It is generally found on the right hand side of the western hall in the instance. The NPC for this quest is Olaf.

- **Like a Dwarf in a Mine.**

(Level 100 Heroic Daily) This is the daily version of Time Lost Vikings.

- **A Worthy Challenge. Gug'rokk.**

(Level 100 Heroic Daily) This requires you to beat the Bloodmaul Slag Mines in challenge mode.

Instance Wide Trash Mobs

Before heading into the dungeon, make sure your whole group is familiar with the trash fights that happen in between the bosses. The kill order for Bloodmaul Slag Mines trash is Warder, then Geomancer, then Ogre Mage, then Overseer, then Slaver, then Enforcer. Make sure that the group interrupts the Warder's Frightening Roar spell, so make sure to bring along a death knight or a mage to make interrupting and silencing easier. Other than that, the tanks will need to use their cooldowns when dealing with the Enforcers while the Slavers will need to have their buffs dispelled by classes such as rogues or hunters.

Forgemaster Gog'duh/Magmolatus

The first fight in the dungeon is located inside the westernmost room of the instance. This fight has two phases: the Forgemaster and then Magmolatus himself. The Forgemaster fight is fairly straightforward and features two summoned adds: elements named Ruination and Calamity. Ruination has a frontal AOE spell, so make sure the tank positions him away from the

DPS. Calamity will attempt to cast a spell called Firestorm. This is easy to interrupt each time, so make sure to have some good utility classes in your mix. Switch from the boss and focus on these adds once they've been summoned. You can even position Calamity near the boss and AOE burst the both of them down easily.

Once the Forgemaster is down, the real fight begins. Magmolatus is freed upon Gog'duh's demise, and he will have a powerful AOE called Slag Smash, which comes out quickly but can be avoided by all members of the group if they're watching closely. In addition to that, there will be splashes of fire across the battlefield that will dish out a decent amount of AOE DPS for anyone caught within them.

He'll also summon lesser elemental adds that need to be focused on once they've been called. These go down rather easily, but make sure to interrupt any spells they have.

The only other things to watch out for is the spell called Molten Impact, which is an avoidable and very powerful AOE nuke, and also Withering Flames, which slows down players but can be easily dispelled by a utility caster.

- **Heroic Magmolatus**

This fight is about the same in Heroic mode as in normal, it just adds some extra damage as well as a debuff called Dancing Flames, which needs to be dispelled once it lands.

Slave Watcher Crushto

Once Magmolatus has been dealt with, head due east to get to Slave Watcher Crushto. This is a very mobile fight that will keep everyone on their toes. The first thing to watch out for is his Ferocious Yell spell, a basic buff spell but one that can be interrupted. He'll also charge up an ability called Earth Crush, which will dish out heavy damage and stun any afflicted players, but this can be avoided if everyone is actively looking for it to be cast.

One of his bigger abilities he dishes out is Wild Slam/Crushing Leap. For this sequence, he'll knock everyone backwards and then target/jump towards a random player, which will cause them to be rooted for around 8 seconds in addition to taking normal damage. Adds will spawn at this time and will go after this targeted player, so make sure your tank gathers them up so that they can be burst down with AOE spells. These miners aren't just basic trash, as they'll dish out a ton of damage when they're all clumped together, so make sure the healer is ready to focus on the tank when they arrive.

- **Heroic Crushto**

This boss will dish out much more damage than in the normal version, but is otherwise the exact same fight.

Roltall

Once Crushto is down, head north. You'll get to an area with a bunch of lava, which is where Roltall will spawn as part of a scripted event. Pools of fire will form during this time; they dish out a ton of damage to anyone that can't get out of the way quickly. The fight is on a bridge, which is a major feature in this boss's mechanics. He'll have an ability that'll summon boulders to roll down the bridge and damage players throughout the fight. These can spawn in either the center, the right, or on the left side of the bridge and will do so randomly, so avoiding them can be a hassle but is definitely possible for anyone paying attention.

Three rocks are summoned at a time, and after the wave has passed, Roltall will then cast spells called Heat Wave and Burning Slag. Heat Wave does a bit of damage while pushing players away from the boss, while Burning Slag will cause some portions of the bridge to become unusable (they become covered in fire). This is pretty much it, but the fight gets harder the longer it takes, as the burning slag will add up making it difficult to adequately avoid any future rolling boulder waves. Burst damage in between waves is your best option when it comes to this fight.

- **Heroic Roltall**

The boulders in the Heroic version of this fight will roll forwards and then backwards to where they came from, and in addition to that, Roltall will now have a mid-ranged damaging aura, which makes group stacking difficult.

Gug'rokk

After Roltall, round the corner to the north and head straight east. It's there where you'll find the final boss of Bloodmaul: Gug'rokk. The fight itself can be a bit complex for any casters, as there's a lot of movement and damage requirements for DPS, but the main difficulty is due to the adds that are summoned throughout the encounter.

Before we get to the adds, Gug'rokk himself will have a few combo abilities to worry about. He'll cast Molten Blast throughout the fight, which gives him a buff called Molten Core, which then explodes for a ton of damage through an ability called Molten Barrage if the Core spell is allowed to stack to three. This Molten Core buff can be dispelled, so just make sure a healer or one of the DPS is focusing on that along with their damaging or healing abilities. He'll also spawn fire pools under players' feet, so it's important to have the group stack up and move together during the entirety of the fight (being spread out will cause the summoned fire pools to be spread out, which will severely reduce the playing field size).

For the add portion of the fight, Gug'rokk will regularly summon elementals called Unstable Slags that will move toward the kiln across the room. These need to be focused down and taken out before they reach their destination. Otherwise, they'll get a very powerful buff that causes them to pulse out heavy damage every few seconds. This is the main challenge of the encounter, so make sure everyone focuses down those adds with as much burst abilities as they can.

- **Heroic Gug'rokk**

Heroic mode will feature a stacking debuff that'll drastically increase incoming fire damage on players, so healers and utility casters will need to work quickly to dispel it as much as they can in between cooldowns.

- **Loot**

This dungeon will drop chest and gloves for everybody. There are 4 to 5 different versions for each armor class for each slot, and they're all about the same; just know that if you're wearing a green/out-dated chest or set of gloves, head here to get an upgrade.

Iron Docks

Once you're in the 93 to 94 range, you'll be ready to take on the Iron Docks. This dungeon is located in the zone of Gorggrond and will have four bosses to fight. If you've done the Bloodmaul Slag Mines in the previous mini-bracket, you may notice a bit of a difficulty increase with this newer dungeon. It'll have fights that are a bit more complex and enemies that'll dish out a bit more damage. Overall, it shouldn't be too tough if you and your group is properly prepared and knows just what to expect. With that said, let's take a closer look at the bosses here and see what needs to happen to get through it all in one piece.

Quests

- **Budd's Gambit.**

(Level 94 Daily) For this quest, you'll be looking for "A Very Shiny Thing" that can spawn randomly in the Iron Docks instance. It will show up as a large icon on your minimap. As the name implies, this quest is from the NPC Budd.

- **The Brass Compass.**

(Level 100 Heroic) Fleet Master Seahorn gives out this quest and has you looking for the Strange Brass Compass in the Iron Docks, which should be found in the north-eastern corner of the very first area.

- **The Search Continues.**

(Level 100 Heroic Daily) This is the daily version of the Brass Compass, which is located in the same area.

- **Feeling A Bit Morose.**

(Level 100 Heroic) This quest is obtained from Moroes and requires finding a Horribly Acidic Solution from the dungeon, which is located on a barrel in the north-eastern corner of the second area.

- **Bloody Expensive.**

(Level 100 Heroic Daily) This is the daily version of Feeling a Bit Morose.

- **A Worthy Challenge. Skullok, Son of Gruul.**

(Level 100 Heroic Daily Challenge) Simply put, this is the daily challenge mode quest for the Iron Docks. It's from Challenger Sunforge in Warspear and Challenger Savina in Stormshield.

Instance Wide Trash Mobs

Flamesingers can be incredibly dangerous in this dungeon. They'll pelt your group with arrows for a high amount of damage. Have your healers prepared to use their CDs, and it also wouldn't even be bad to have everyone bring a healing potion or two to help take the pressure off of them. Other than that, the instance is full of just basic, heavy damaging enemies that need to be avoided quickly, so bringing along mobile classes such as hunters, mages, warriors, or monks are always a good idea. Aside from that, the rest of the mobs are rather basic, so just have the tank gain aggro while the DPS bursts them down.

Dreadfang/Fleshrender Nok'gar

You'll find Fleshrender Nok'gar early on in the dungeon, just due east of the instance beginning. He's on his mount called Dreadfang, which does need to be taken out first. This Dreadfang fight isn't really difficult enough to warrant calling it a phase; just burst DPS him down quickly and it shouldn't be difficult for any type of group composition. After Dreadfang is down, Nok'gar will summon his archers to lay down occasional volleys at your group. In

addition to that, he'll give himself a buff that'll cause a short duration fear to be cast on any player who attacks him. This is obnoxious but can be semi countered through using abilities such as Tremor Totem, but it isn't completely avoidable, so your group will just need to manage through the short fears.

This is a relatively mobile fight due to the archers, so the group needs to keep a constant eye out for the arrow volleys and move the boss if need be. Because of this, it can be difficult if you have any casters in the group. Dodging the arrows themselves aren't too tough, but if a player does manage to get hit by a volley, they'll take heavy damage, which can add up quickly depending on the skill of your group's healer.

There aren't many tricks for Nok'gar besides that, as again, the main thing is the obnoxious fear buff he has. Be patient in dishing out your DPS and just focus on getting through a sustained rotation while dodging the arrows and he'll go down without a hitch.

- **Heroic Nok'gar**

The heroic version will have Nok'gar dismounting from Dreadfang once it's down to around 50% health. This can be a very challenging portion of the fight, so feel free to use your more powerful cooldowns if it looks like you're having trouble taking care of both enemies at the same time.

Ahri'ok Dugru/Makogg Emberblade/Neesa Nox (Grimrail Enforcers)

Once the Fleshrender has been killed, head south and then east around the dock water towards the Grimrail Enforcer encounter at the southeastern corner of the map. The trash mobs you encounter between the first and second boss areas will be rather tough, but pose no real difficulty to a group that understands how to interrupt spell casting and how to use their mitigation spells properly. Once you're past the trash, this fight will feature three mini bosses at once, each with their own specific strengths and weaknesses. There's no set order in place, but

the best priority to follow for killing the three is the order they're listed above in the subtitle. Ahri'ok, Makogg Emberblade, and then Neesa Nox. This order is because of Ahri'ok's Sanguine Sphere ability, which will be cast upon the most damaged of the three and cause a heal to occur.

Neesa is immune to standard tanking abilities, but she doesn't do all that much damage. Just avoid her for the most part. For Ahri'ok, aside from the Sanguine Sphere ability mentioned above, it's important to watch out for Blood Bolt, which is a charged nuke that will hit for a ton of damage. This is interruptable and should be interrupted whenever it's possible. There's also a debuff that he casts called Tainted Blood that should be dispelled by a utility caster. For Makogg, he'll do DPS: Lava Sweep and Flaming Slash. These both need to be avoided by everybody but otherwise aren't too difficult to predict if you watch for his casting animation.

In addition to all that, there will be traps and explosive enemies that will harass the ranged DPS and healer, so make sure to have them on the lookout for anything coming in their general vicinity.

If you're using your cooldowns on this fight (they shouldn't be needed, but they do make the fight a whole lot easier), use them early on in the battle, as the fight is toughest whenever all three bosses are still alive (there aren't any phases to worry about after each boss's death, just the same mechanics). This includes defensive tanking cooldowns in particular but also includes things like Bloodlust/Heroism.

The fight can seem fairly chaotic the first few times through, but once you've established a good rhythm, this encounter shouldn't pose any real threat; just make sure you have a good healer.

- **Heroic Enforcers**

The Heroic version of this fight will simply increase the amount of relative damage that's output by each enforcer.

Oshir

Once those three are down, immediately head north to go after the penultimate boss, Oshir. This boss is straight forward in complexity but can be very difficult for a lot of groups simply due to how much damage he can dish out against the tank and also because of the DPS-based mechanics. Everyone needs to be pulling their weight for the fight: the tank, the DPS, and the healer. However, if any role is the most important for Oshir, it's the healer. The fight revolves around an ability called Time to Feed, which will cause Oshir to stick to a specific group member while dishing out heavy DPS until he's taken a certain amount of damage. Keep in mind that being the target of this effect does not take you out of combat, so make sure to keep firing if he goes after you.

There will also be targeted adds that are summoned for each player within the fight. They aren't too hard on their own, but the healer will need help from whichever DPS takes out their own add first. Aside from that, just heal through the damage and continue hitting him with everything you got while interrupting any charged spells he tries to cast. The damage is the worst part about the encounter.

- **Heroic Oshir**

Feeding frenzy is much more powerful, which means you'll need to dish out a ton of more damage before Oshir lets up. Aside from that, the wolves mentioned above receive a bonus if they're next to one another, so have everyone split up.

Skulloc

After Oshir, head west to the boat for Skulloc, the final boss. This fight starts out pretty tough, as your group not only has to deal with Skulloc himself, but also his friends Koramar and Zoggosh. Focus down Koramar first, and do it as quickly as you can by popping any relevant CDs. If you fail to kill Koramar before Skulloc uses his ability Cannon Barrage for the first time, you'll make the fight a whole lot harder. Koramar will go into an AOE mode during Cannon Barrage, so really have your DPS try to kill him before that first sequence comes out.

Once Koramar is down, your group will want to switch to Skulloc. His Cannon Barrage ability will come up, which will pelt the boat with cannon balls, so make sure to avoid them every chance you get by hiding behind the barricades. Right before doing this, Skulloc will knock everyone towards the back of the ship. He will cease the barrage ability as soon as someone can get up to him and attack him, so make sure that person is a tank. Try not to stay at the back of the boat, as there is a very dangerous Backdraft spell that will dish out a ton of damage to players who remain in the rear.

Go ahead and just ignore Zoggosh completely (aside from the tank causing the minimum amount of aggro), as he has much more health than Skulloc and will despawn once the main boss has been brought down to a low percentage.

The fight itself doesn't sound hard just because there are only a few mechanics to worry about, but getting through those mechanics are very difficult for any team, particularly if you don't have any prior experience. However, following the instructions listed above will bring you out ahead, so if you don't get it the first time, make sure you tell everyone just what needs to be done.

- **Heroic Skulloc**

The Heroic fight for Skulloc is the same as normal, except it's much more difficult due to increased damage and health pools.

- **Loot**

There will be a ton of different armor that drops in this dungeon for each class and spec combination. They're all level 92 and blue, so if you are still wearing greens or older armor, you'll know you'll find some good stuff for you in this dungeon. In addition to those, this is also where the one-handed axe, Gutwrench Goreaxe, will drop for Rogues, Monks, and Shamans.

Auchindoun

Once you've gotten to level 95 to 97, you'll be ready to do Auchindoun, a Draenei themed dungeon located in Talador that was actually featured as ruins back in the Burning Crusade content. For this updated version, there will be four bosses to get through that each have their own specific strengths and weaknesses. Overall, it isn't a very tough dungeon to do just as long you know what to do. With that said, let's take a closer look at each of the bosses you'll face and see just what needs to be done to take them down

Quests

- **Go Fetch.**
(Level 94 Daily) For this quest, you'll need to find an item called Nightmare Bell and, which is located along the inner wall of the eastern corridor. This quest is given by Johnny Awesome.
- **The Cure for Death.**
(Level 100 Heroic) For this quest, you'll need to find a Soulweave Vessel from the dungeon, which is located along the western side of the first boss. Receive and turn this quest back in to Leonid Bartholomew the Revered.
- **Vessel of Virtue.**
(Level 100 Heroic Daily) This quest is the daily version of The Cure for Death.
- **The Soulcutter.**
(Level 100 Heroic) This item can be found along the eastern hall of the instance next to a waterfall and is done on behalf of Lillian Voss.
- **Soulcarver Voss**
(Level 100 Heroic Daily) This is just the daily version of The Soulcutter.

- A Worthy Challenge: Teron'gor:
(Level 100 Heroic Daily) This is the quest for Auchindoun's challenge mode.

Instance Wide Trash Mobs

The first mob to worry about is the Blazing Trickster. This can't be tanked and will cause a disorient effect on any nearby players. You must bring a ranged DPS in order to take them out from a distance; hunters tend to work best. There's also the Cackling Pyromaniac, which casts a super slow but very effective nuke towards players. Have everyone know to take this one out first and have someone that can interrupt them effectively, such as a death knight or a warrior. Generally speaking, the tank will want to position the mobs away from the rest of the DPS while the healer will want to stay away from any casters in your group. Keep everyone spread apart where possible.

Vigilant Kaathar

Located in the westernmost room of the dungeon is the very first boss you'll come across. Vigilant Kaathar a gigantic crystal powered protector that comes equipped with two shields. The fight with Kaathar himself is fairly straight-forward, but it's important to mention the trash mob fight beforehand. Each trash group will have a strong caster unit with it that can surprise a group that isn't prepared for it. The Soulfinder will cast a Mind Control spell that's broken by damaging the affected player to 50% health. The Cleric will cast a Void Shell ability that protects its allies from damage. This can be removed with a player dispel. The Spirit Tender is a healer, so make sure to take it out first.

Once the trash has been cleared, the boss will spawn. Again, he is rather straight forward with just a couple of spells to worry about. There will be a spell called Hallowed Ground to look out for, which will spawn on the players of your group. These need to be avoided completely as they'll detonate for a ton of holy damage if walked upon.

In addition to that, Kaathar will occasionally throw his shield on the ground, standing up and down like a grave stone. Once he does this, he'll soon cast Consecrated Light. When he does that, it's imperative that every member of the group hide behind his thrown shield or else they will take heavy periodic damage. Only hide behind the shield once Kaathar is casting Consecrated Light, as moving there too soon will cause a Hallowed Ground spell to be placed upon the area, which can cause a group wipe. Just make sure to throw out as much DPS as possible between the shield mechanic and you'll take him down no problem.

- **Heroic Kaathar**

For the Heroic version, the fight will be the same aside from the extra difficulty from higher damage and a new spell called Fate, which will cause the Hallowed Ground spell to explode all at once, for much more damage, and with a much larger AOE.

Soulbinder Nyami

Once Kaathar is down, move back towards the entrance and Nyami will spawn around the southern bend of the great hall. Nyami is a pet summoner that can quickly overwhelm a group that isn't properly prepared. Once these adds have been summoned, have everyone ignore the boss until they're completely destroyed. Focus on the adds called Magus as soon as they first come out simply because they dish out the most DPS.

In addition to that, she will cast a powerful spell called Soul Vessel, which will be a spiral shaped AOE attack that can be avoided by standing in its precise center. Other than that, the only abilities to really watch out for are her strong nukes and add abilities. She'll cast Mind Spike, which should be interrupted if possible. Feel free to use Bloodlust at the beginning of the fight just to burn her down quickly, as this fight is all about high amounts of damage in short periods of time. The main problem you might run into is the switching between her and the adds, so just make sure to throw out as much DPS as possible once the group refocuses their attention on Nyami.

- **Heroic Nyami**

Heroic Nyami is pretty much the same, except there will be a stacking debuff called Crusader Strike on the tank that needs to be dispelled as much as possible. In general, the heroic version of this fight is the same except there will be a ton more damage coming out at the tank, so make sure your healers are ready.

Azzakel

Azzakel is the third boss of Auchindoun and is located inside the easternmost chamber, the opposite of Kaathan. The fight here is split in between two different phases, both of which can be pretty tough for a medium skilled group, so watch out if you're playing through the dungeon finder.

For the first phase, have the entire group spread out. There's a Curtain of Flame spell that'll dish out AOE damage to anyone that's stacked up too closely. During this primary phase, the tank in particular needs to watch out for Azzakel's spell called Fel Lash. It'll knock the tank backwards, so make sure to position the tank between Azzakel himself and the barrier at the edge of the combat area.

The second phase causes Azzakel to become invincible to attacks, so have everyone get off him at this time. He'll summon a pack of demons. Of the three, focus on the "Cackling Pyromaniacs" first, as they'll dish out a ton of damage through their Felblast ability. Interrupt this as much as possible through stuns, CC, or whatever else the party has available. You want to minimize the total amount they dish out. Afterwards, ignore the "Blazing Tricksters" completely and use area of effect spells to take out the Felguards.

Other than that, just keep an eye out for the Fel Pools (the green) and the Curtain of Flame. Azzakel will switch back and forth between the two above phases throughout the fight until he's finally taken down, so if you can remember all that, you should be fine.

- **Heroic Azzakel**

The Heroic version of this fight is the same except that there are more mobs to deal with and the Fel Pools will be larger.

Teron'gar

The middle/north area of the Auchindoun map contains Teron'gar, which can be a fairly interesting fight. The fight itself can go one of three ways at random, and players won't have any control over which specific way it goes, so you'll need to memorize all three types.

The fight starts incredibly straight forward; he attacks with warlock spells like Rain of Fire (an AOE), Shadow Bolt (a semi-strong nuke), along with Drain Life and Corruption (both DoTs). Once he's down to around three quarters of his health, he'll steal the soul of a nearby Draenei NPC. Depending on which one he chooses, he'll then gain access to one of three different warlock "specs."

If he yells out about demons after consuming the soul, he'll gain a powerful leap spell, a movement reduction spell, as well as some powerful damage spells. Get away from his Chaos Wave spell and have the healer place a heavy focus on anyone that's targeted by Doom.

Another phase features him saying he'll twist souls to power destruction. This spec is fairly straight forward, but it does significantly increase his overall damage. The healer will need to focus heavily on healing the tank, but other than that, it's a straight forward fight, just make sure to have the DPS watch out for any AOE spells so the healer can stay focused on tank healing.

The final phase he'll yell out about disease and decay. The main thing to worry about with this spec is the Seed of Malevolence, which is a time-bomb DoT that'll spread to anyone nearby after detonation. Whoever it's affecting, even if it's the tank, needs to move well away from the rest of the group until it goes off.

- **Heroic Teron'gar**

Heroic Teron'gar will summon an infernal throughout the fight that will be untauntable/untankable and will need to be kited until it despawns. Aside from that, there will just be some basic AOE size increases and damage buffs for the boss himself.

Skyreach

Skyreach is a level 97-99 dungeon in the Warlords of Draenor content. It's located in the zone of Spires of Arak and will feature a heavy amount of the Arakkoa bird race that was introduced in the Burning Crusade expansion. There are four unique bosses in this dungeon that will each have their own bag of tricks to learn and prepare for. That said, let's take a closer look at each of them and see just what methods work best when attempting to take them out.

Quests

- **Sky Dancers.**

(Level 97 Daily) Taoshi has you going after an item called Bottled Windstorm, which can be found in a glass jar with Rukhran, which is the third boss of the instance.

- **Aviana's Request.**

(Level 100 Heroic): Aviana requests that you obtain for her a blue quill, which can be found in the first area immediately behind and to the right of where you begin the instance.

- **Pristine Plumage.**

(level 100 Heroic Daily): This is the daily version of Ariana's Request.

- **Gloriously Incandescent.**

(Level 100 Heroic): For this quest, you'll be looking for a Sun Crystal, which is located directly after Ranjit on a table to the right after the stairs. The NPC for this one is Sunwalker Dezco.

- **The Dark Within.**
(Level 100 Heroic Daily) This is the daily version of the Gloriously Incandescent quest.
- **A Worthy Challenge. High Sage Viryx.**
(Level 100 Heroic Daily) This quest is for the challenge mode version of the dungeon

Instance Wide Trash Mobs

There are many mobs in this instance, but the main one to be concerned with is Adept of the Dawn. It'll have a variety of abilities that'll heal its allies. Make sure that this mob is CC'd by a class such as a mage or a rogue if you come across one in a group. Other than that, just make sure to either bring a well geared tank or a healer who knows how to play their role very well, as there is a lot of damage that gets dished out in this instance.

Ranji

The first boss encounter in this instance can be very confusing for newer players. The entire fight is based around a heavy amount of mobility. To begin with, Ranjit will start by throwing gusts of wind at random players. These need to be avoided by whichever group member is targeted. After a few rounds of these, there will be a spell cast called Four Winds. This will cause the room to be turned into a carousel that's been divided into four by walls of dangerous wind. The walls will rotate in both directions and need to be avoided by every member in the group.

That's the main thing to watch out for in this fight, but also keep an eye out for his charged melee attack, which will do path based AOE damage to anyone that gets in its way. This can be avoided by everyone in the group, even the tank, as long as they're keeping an eye out for the right boss animation.

- **Heroic Ranji**

In addition to stronger versions of the above mentioned abilities, the heroic version of the dungeon will also feature a focused beam attack that'll dish out heavy damage to anyone it targets (and it can target anyone – even the tank). To combat this, have the healer get the targeted player through the damage while having the focused player run towards the edge of the arena to put the resulting AOE's into an out of the way location.

Araknath

The second fight of the dungeon will feature a heavy hitting but ultimately straight forward boss called Araknath. There is a soft time limit on the fight because of his Burst mechanic. Burst is an ability that'll do a ton of AOE damage to the entire group and will cause subsequent Bursts to become more powerful. This stacking buff on the boss is what your group's primary concern will be, as it will eventually dish out too much damage for the healer to heal, depending on how much skill and gear they have. Aside from that, there will also be a powerful wind up ability that Araknath will occasionally try to hit the tank with, but it is very easy to avoid. There's also a healing mechanic that comes from the prototypes that are located throughout the battle area. These will heal the boss if they're not being physically blocked by one of the group members, which means caster classes will work well for this encounter.

- **Heroic Araknath**

The heroic version of this fight will feature a stronger healing mechanic for the boss as well as much more damage output but is otherwise the same.

Rukhran

The third boss in Skyreach can be incredibly difficult for newer players due to the add mechanics. The entire group needs to be well aware of what's going on for a successful run. The main thing for this fight will be switching between Rukhran and the adds that spawn throughout the encounter, which are called Solar Flares. These will work their way towards a

random, targeted player and detonate upon arrival. They need to be taken down quickly by the group, but once they're destroyed, they'll explode and create more Solar Flares from any nearby ash piles. It's important for whoever is targeted by the flare to kite it away from any ash piles and then have the group take it out very quickly in order to keep from being overrun.

Aside from that, Rukhran will also cast a Pierce Armor spell that can and should be completely avoided by the tank by having them use active mitigation. If a Pierce Armor does get through, it will dish out a ton of damage to the tank, so the healer needs to be ready. Other than that, the main thing is just the Solar Flares: have the DPS take them down quickly but make sure it's done well away from any ash.

If everyone is on the same page and knows just what to do, the fight should conclude without much of a hitch.

- **Heroic Rukhran**

In addition to stronger versions of the above mechanics, there will also be a periodic AOE spell called Quills that'll dish out a ton of damage to anyone and everyone within the boss's line of sight. This LOS can be broken by hiding behind the structures in the battle area, but the tank will need to get back into the fight quickly to avoid taking damage from Screech, which occurs if no one is in melee range.

High Sage Viryx

While the other three bosses are difficult in their own ways, Viryx really takes the cake for complexity. This will be one of the more complex dungeon bosses you'll have come across if this is your first level 90+ character making their way through Draenor. All throughout the encounter, a random player, which can be anyone aside from the tank, will be picked up and carried off by an add called a Zealot. These need to be attacked and killed immediately, as they'll quickly work their way towards a platform to instantly kill the targeted player by dropping them off the edge. They'll be targeted by a spell called Cast Down, which will give them a few seconds to reposition towards the center of the battle area before they're actually abducted.

Aside from that, there will be a mechanic called Lens Flare, which will cause a beam of light to be focused on a targeted player. This beam of light can interfere with the abduction mechanic, so ensure that anyone who is targeted by it moves towards the outer edge of the combat area. Viryx will also summon an add with a shielding ability that needs to be switched to and killed quickly so the group can get back on the boss. The only other thing to worry about is cast by Viryx himself, a strong nuke called Solar Burst that can be easily interrupted by the tank.

- **Heroic Viryx**

There aren't any new mechanics in the Heroic version of this fight, just more damage and larger health pools.

- **Loot**

This dungeon is a great place to almost completely gear up with level 95 blues. Each boss has a huge table that'll feature items for just about every class/spec combination available. In addition to that, this is where the powerful Chakram-Breaker Greatsword drops, which is a powerful two-handed sword that can be used by Death Knights, Warriors, and Paladins.

The Everbloom

Once you're level 100, you'll be ready to start on your track towards raiding, but to get there, you're going to need some good loot. Normal Everbloom is available for level 100 players and will come jam packed with some great blues to help you celebrate reaching the level cap, so let's take a closer look at each of the five bosses available in this instance and see what's needed to get through them.

Quests

- **For the Birds.**

(Level 98) This quest has you going after a Peachick hatchling, which is obtained from looting the nest that's located south of Xeri'tac. It's obtained from Mylune.

- **Put a Bird on It.**
(Level 98 Daily) This is the daily version of For the Birds.
- **Subversive Infestation.**
(Level 100) This quest has you obtaining a number of different items on behalf of Skylord Omnuron. There's Xeritac's Venom Gland, which drops from the Xeritac boss, and then there is Phylarch's Research and also Depleted Everbloom Seeds that can be obtained from random trash mobs.
- **Cenarion Concerns.**
(Level 100 Heroic): For this quest, Zenkiki will need need you to find and collect a Strangely Growing Frond, which is near the tree houses in the Ancient Protectors' room.
- **The Leaf-Reader.** (Level 100 Heroic Daily) This is the daily version of Cenarion Concerns.
- **Titanic Evolution.**
(Level 100 Heroic) In this quest, you'll need to obtain an Overgrown Artifact, which can be found just east of the Pools of Life, south of the path. It's for Lorewalker Cho.
- **Lessons of the Past.**
(Level 100 Heroic Daily) This is the daily version of Titanic Evolution, which is completed in the exact same way; just make sure not to forget about it after completing the original.
- **A Worthy Challenge. Yalnu.**
(Level 100 Heroic Daily) This is the challenge mode quest for the Everbloom.

Instance Wide Trash Mobs

One of the most dangerous mobs to watch out for in The Everbloom is the Putrid Pyromancer. It'll dish out a ton of damage with its Dragon's Breath spell, so make sure to have someone ready to interrupt the cast and another person with you that can CC any additional ones, as they come in packs. Both death knights and mages are excellent choices. Aside from that, the healer will need to focus on dispelling in this dungeon almost as much as they're focusing on healing, while the tank will need to regularly use their cooldown and mitigation abilities.

Witherbark

The Witherbark fight will be split into two distinct phases, which will flip flop throughout the entire encounter. The phases are based around Witherbark's energy bar, which will either decrease or increase depending on which phase he's in. The first phase he'll slowly be losing energy, and once he reaches zero, the phase will switch.

The first phase is fairly straight forward when it comes to the actual boss's abilities. He'll use a spell called Parched Gasp, which will dish out a ton of damage and ought to be mitigated with a powerful tanking cooldown. Other than that, he'll just do standard, heavy hitting attacks. This phase will also have the Unchecked Growth mechanic, which will cause vines to target a player and slowly creep towards them. Once they reach the player, they'll explode for a large amount of damage. These need to be kited away from the boss itself and towards the back of the arena, away from the water. Aside from dealing with the above, just try to get in as much burst DPS as possible before he starts phase 2.

Phase 2 begins once Witherbark reaches 0 energy, during which time he'll attempt to recharge his energy. The boss takes double damage in this phase, so the idea is to keep him within it as much as possible. He'll obtain energy from the nearby pool of water in the form of Aqueous Globules, which will slowly work their way towards him. If these Globules move over an area of Unchecked Growth, they'll combine to create a powerful add. You'll want to kill as

many of these globules as possible to keep Witherbark from going back into phase 1, which can be done by knocking them backwards or slowing them down. The globules will dish out AOE damage to the entire party once killed, so make sure the healer is prepared to compensate once it's close to death.

If the globules end up recharging Witherbark to full energy, phase 1 will start again.

- **Heroic Witherbark**

Heroic mode features AOE missiles that erupt from the lake during phase 2, as well as Unchecked Growth spawning in both phases, rather than just the first.

Ancient Protectors

There will be three mini bosses to deal with here: Earthshaper Telu, Life Warden Gola, and Dulhu. Kill Gola first, then Telu, and afterwards take out Dulhu.

Telu and Gola are both untankable, so have the tank just focus on keeping Dulhu's aggro and positioning him near the kill focus to soak up any AOE runoff. Dulhu himself will charge up an AOE spell called Noxious Eruption, which ought to be avoided by every member of the party, and he'll also use a pull spelled called Grasping Vines on any ranged/caster members and will follow up with a powerful melee attack, so keep an eye out and move out of the way when this happens.

Gola is the healer of the group, which is one of the reasons it's taken out first. Interrupt its buffing spells: Revitalizing Waters and Rapid Tides, and make sure everyone is dishing out as much DPS as possible on Gola early on in the fight to avoid any additional heals later down the road.

Once Gola has been taken out, players can switch over to Telu, which will cast a variety of charged up spells that should be interrupted, such as Briar Patch and Barkskin.

Other than that, the fight is fairly straight forward. The bosses don't go into any enrage modes once the other members of their group have been killed, so the fight is hardest earlier on. Feel free to use any of your more powerful cooldowns then to make the fight go more smoothly.

- **Heroic Protectors**

The fight is the same during the Heroic difficulty, but Gola and Telu will be able to make themselves immune to stuns/interrupts for a short duration after one of their spells fail.

Xeri'tac - Optional

The third boss is completely optional to do but will reward some great loot for those extra adventurous players who are willing to go out of their way to take him down. The fight itself isn't too bad. It starts off with a large group of a variety of different spiders. Kill the Gorged Bursters first, then the Toxic Spiderlings, then the Venom Sprayers. The main thing here is to run from the Bursters to avoid their explosion and to conserve mana for the actual boss fight, as there will be no break.

Once you've taken out the spiders, Xeri'tac will drop down and instantly dish out damage to anyone nearby. It can heal itself by feasting on the Pale One NPCs, so make sure to take out any remaining ones quickly. The main thing here is to take out the Pale Ones and to interrupt Xeri'tac's spells, Venomous Sting and Toxic Bolt. Overall, the fight isn't that challenging but can take some time.

- **Heroic Xeri'tac**

The Heroic mode version of this boss is no different when it comes to mechanics.

Archmage Sol

Sol is a caster boss that'll have three phases to get through. These phases are triggered by interrupting a buff called Parasitic Growth. Interrupting it will cause the mage to switch specs, but letting it be cast will increase the boss's haste and damage significantly.

Each individual phase is fairly straight forward. The fire phase will create expanding rings of fire that can be jumped over. The frost phase will have Sol casting Frozen Rain, which is a standard AOE spell that can be avoided. Finally, the arcane phase features Arcane Blossom, which will send out waves of missiles that can be dodged by players paying attention. All of the phases will each have a corresponding nuke spell that should be interrupted whenever possible to help the tank and healer, but other than that, the fight is very straight forward.

- **Heroic Sol**

The Heroic mode version of this fight will have players balancing between allowing Parasitic Growth to be cast versus interrupting it to switch phases. Each time it's interrupted, a copy of the boss will spawn that'll have the same amount of health. It's not economic to take out this add, since it has so much health, so just try to ignore it. In addition to that, the AOE effects from each phase will carry over into the next.

Yalnu

You'll have assistance from friendly NPCs during this final boss encounter of the instance. They can help buff up an otherwise weak group of DPS players, but can otherwise be ignored unless you're playing heroic.

The fight with Yalnu himself will have him periodically creating plant adds through an ability called Genesis that can be killed by a special encounter ability called Trample. These will be spread out, so make sure to whip out any movement increasing buffs for that duration. Yalnu will also cast a spell called Colossal Blow, which will dish out a ton of DPS in a nearby target area. This can be avoided if the party is watching for it. There will be a variety of adds throughout the entire fight that need to be aggroed soon after their summoning, but aside from that, the main thing to watch out for will be that Colossal Blow and the Genesis ability.

- **Heroic Yalnu**

For Heroic, it's important to keep the friendly NPCs alive to help with the Genesis ability and DPS, and other than that, Yalnu will try to entangle players with targetable vines, which should be taken out quickly, as they cause a large amount of damage.

- **Loot**

Everbloom will feature all sorts of loot for virtually every single class/specialization combination. The loot is all level 97, which makes it great to pick up for anyone looking for some powerful gear as soon as they hit end cap.

Grimrail Depot

Grimrail Depot is one of multiple level 100 dungeons featured in the Warlords of Draenor content. This dungeon in particular is located in Gorggrond and has three boss fights available, which is less than the average amount per WoD dungeons, but they still have some great loot tables available. Each of the three bosses offer up a unique fight that can give quite a bit of a challenge to a basic pick up group, so let's take a closer look at each of them and see what the best overall strategy is for each one.

Quests

- **Cold Steel.**

(Level 98) Cold Steel is obtained from John J. Keeshan. You'll be looking for an Iron Autocannon, which is located to your left directly after entering the Train Depot floor.

- **Cold Steel Part II.**

(Level 98 Daily) This is the daily version of Cold Steel and has objectives that are located in the same place.

- **And No Maces!**

(Level 100 Heroic) This heroic quest is similar to Cold Steel, except the object of this is found a bit further in on your left in the Train Depot, right before the boss. It's given by Lonkia Stillblade.

- **Learning is Painful.**

(Level 100 Heroic Daily) This is the daily version of And No Maces!

- **Cleaving Time.**
(Level 100 Heroic) The item needed for this is an Iron Limbcleaver, which is located just south of the And No Maces! quest object. It's obtained from Gamon.
- **An Axe to Grind.**
(Level 100 Heroic Daily) This is the heroic version of Cleaving Time.
- **A Worthy Challenge. Skylord Tovra.**
(Level 100 Heroic Daily) Skylord Tovra is the challenge objective for Grimrail Depot

Instance wide Trash Mobs

The majority of the trash mobs in this dungeon are fairly straight forward, but pay close attention to any Cinderseers you find. They'll be able to cast a spreadable silence that'll affect casters, so if you do bring any ranged, make sure they know to get away from the rest of the group if they're targeted by it to avoid its spread. Due to the mobile nature of the fights here, it's best to bring along classes that can fight while moving; particularly, any melee classes, monks, and hunters.

Rocketspark / Borka

The first encounter features two named bosses. This is a very fast paced fight that'll have a ton of things going on at once. Borka is the ground boss and will regularly use an ability called Slam that will dish out a ton of AOE DPS to anyone in front of him. Rocketspark, on the other hand, will fly through the sky while pelting your group with homing missiles. To win this fight, you'll need to use each of the bosses abilities against one another.

Rocketspark will occasionally fly to the sky and channel his Missile Barrage attack, which can dish out a ton of damage. He's not targetable during this mini phase, but can be taken out by Borka, who will occasionally use a spell called Mad Dash, which causes him to run forward while dishing out damage. The tank can line Borka up to hit Rocketspark to end the latter's barrage.

It's possible to kill Rocketspark before taking out Borka. If that happens, Borka will enrage and become very dangerous, so make sure to save any defensive cooldowns for this phase of the fight. Aside from that possibility, the goal of the DPS will be to keep both enemies' health at about an equal level, so they can both be taken out at roughly the same time. If you can do that, then the only thing the group will need to worry about is staying out of the path of the various AOE abilities that'll be flying every which way across the room.

- **Heroic Rocketspark & Borka**

This is about the same fight in Heroic, except that Borka will now interrupt spell casting after landing his Slam spell.

Nitrogg Thundertower

There are a few phases to Nitrogg Thundertower. The fight begins simply in a train car. At this time, he'll use the spells Blackrock Mortar and Blackrock Grenade on the group, both being AOE spells that need to be avoided, so make sure not to get too near one another. Once he's at around 60%, he'll begin the next phase, which is where he gets in a cannon. There will be a ton of adds to pickup at this point, so make sure the tank is ready to grab them and the healer is ready to heal. Focus down the Boomers first, followed by the Grenadiers and then the Infantry. After the adds have been taken care of, the cannon can then be attacked. Boomers drop mortars which can be used to dish out easy DPS against the cannon, which will help it go down quickly. Watch out for the Suppressive Fire ability by breaking line of sight when targeted.

Once the cannon has been destroyed, you'll enter into the final phase, which is about the same as the first, so just focus on dishing out heavy burst DPS and finishing the job.

- **Heroic Nitrogg**

The Heroic version of this fight is a good deal more difficult. The cannon phase will have a mechanic that will cover a portion of the train in fire, which means there will be less of a playing field to fight on, and there will also be a new add. The gunner will be summoned during the Heroic difficulty, and they dish out cone-shaped AOE DPS, which means the tank will need to have them facing away from the rest of the group.

Skylord Tovra

When it comes to end bosses, Tovra is pretty simple. There's a variety of AOE spells to watch out for: frost traps, directional AOE spears, and pools of electricity. The electricity pools in particular are about the most challenging portion, as they will slowly begin to eat up the entire combat area, which means if you don't kill the boss in time, it could cause a wipe.

Aside from all that, the fight is very straight forward, so just have the DPS focus Tovra down with as much burst damage as they can muster. Feel free to use your more powerful cooldowns such as Bloodlust or Heroism in order to get through this last portion that much quicker. Other than that, just stay spread out to give your healer a break in case one of the DPS slip up and get hit by an AOE.

- **Heroic Tovra**

Aside from the above mechanics, the only thing introduced within the heroic version of this dungeon for the Tovra fight is a Hunter's Mark mechanic, which will mark a player as a target for a powerful spear ability. Whenever a player becomes marked, they need to move around quickly in an attempt to avoid being hit.

- **Loot**

While there are only three boss encounters in this dungeon, there's no shortage of loot. The final boss alone has a loot table of over 60 pieces of gear. Overall, the gear is level 97, which makes them great to pick up for newer level 100s who may still be in quest greens or older blues from previous dungeons.

Shadowmoon Burial Grounds

If you were playing the Alliance, you're no doubt become familiar with the Shadowmoon Valley zone by the time you're level 100. Once you're at cap, both factions will be heading there to take on one of the more lore heavy dungeons available in WoD. Like in many of the WoD dungeons, there will be four bosses to fight, the last one being the powerful Ner'zhul. With that said, let's take a closer look at each of the bosses and see just what you're in for:

Quests

- **The Void Gate.**

The object of this quest is a Void-Gate Key for Impsy, which is located just before Sadana Bloodfury.(Level 98)

- **Whispers in the Darkness.**

(Level 98 Daily) This is the daily version of The Void Gate quest.

- **Shadowy Secrets.**

(Level 100 Heroic) The Dark Parchment needed for this quest is located before the Void-Gate Key, in the first room right after entering the dungeon. It's obtained for Highlord Darion Mograine.

- **Secrets of Soulbinding.**

(Level 100 Heroic Daily) This is the daily version of Shadowy Secrets, so you'll still be able to find the Dark Parchment in the same location.

- **The Huntresses.**

(Level 100 Heroic) For this quest, you'll need to find an object called Silver-Lined Arrow, which is located right after the second boss, Nhallish. This quest is done for the Cowled Ranger.

- **Fate of the Fallen.**

(Level 100 Heroic Daily) This quest is available as a daily after completing The Huntresses, but the objective location remains the same.

- **A Worthy Challenge. Ner'zhul.**

(Level 100 Heroic Daily) This is the daily challenge mode quest for Shadowmoon Burial Grounds.

Instance wide Trash Mobs

Early on in the dungeon, you'll have Void Spawns to worry about, which cast a charged AOE attack. You'll need to make sure one of your party members has excellent interrupt capacity, such as a Death Knight. Later on, there will be spiders and bats to contend with, which will require a very good healer with plenty of cooldowns, such as a druid. It's even a good idea for everyone to bring along a few healing potions for this portion of the fight, as it can be pretty tough for an undergeared healer.

Sadana Bloodfury

This first fight is pretty tough. There are a lot of things going on and a lot of targets to switch focus between. Throughout the fight, Sadana will summon Defiled Spirits, which will race towards her in an attempt to both heal her and boost her damage significantly. As soon as one of these spirits get summoned, everyone in the group needs to switch to them, and then use their best snaring abilities and burst damage spells to take them down quickly.

In addition to that, the entire area has purple runes scattered about it, which will dish out a ton of damage to anyone who walks over them. There's also Deathspike, which will boost damage. For this, have the tank use their best mitigation cooldowns. Daggerfall is also a nasty spell that'll cause a ton of AOE damage at a target's location.

Another portion of the fight will involve Lunar Purity runes that are there to allow you to survive the Dark Eclipse, which will simply dish out a ton of damage against the entire group. This is a very tough fight for both the tank and the healer specifically, as they really need to be working at their maximum capacity to ensure everyone gets through the fight in one piece.

- **Heroic Sadana**

The Heroic version is virtually the same fight, except there will be more Daggerfall spells that are cast at the same time.

Nhallish

The second fight of the instance will feature an interesting phasing mechanic. Occasionally, a player's soul will be stolen and their character will be transported into a nether world all by themselves. If they're able to take out the Possessed Soul enemy on their own in 20 seconds, they'll receive a powerful but temporary buff once they're transported back into the normal realm.

Nhallish himself will cause a ton of damage. Void Blast is a powerful DoT Nuke that should be mitigated by the tank using cooldowns. There will also be spots of AOE damage that are summoned throughout the battle area. In addition to that, there will be triggered adds that'll come up from disturbing one of the nearby barrows. There will also be spells such as vortexes and blinks, which means everyone should be well spread out through the majority of the encounter.

Having everyone on the same page can be difficult, particularly if it's a pick up group, but learning each of the dangers for this fight is almost mandatory when it comes to getting through it.

- **Heroic**

The fight is much more dangerous due to the increase in damage, but there are no additional mechanics to learn.

Bonemaw

This third fight is on a raised platform and against a gigantic worm named Bonemaw. He'll use a Body Slam ability that can knock players into the water. There are water jets that'll take you back up, but getting knocked in will severely hamper your overall DPS. Watch out for the Inhale spell, which'll let him eat you. He'll cast Necrotic Pitch throughout the fight that'll do a fair amount of damage and slow you down while standing in it, which should be avoided for the most part but can be used to your advantage when Bonemaw is inhaling.

Other than that, the fight is very straightforward, so just focus on your standard DPS rotation while avoid getting knocked down or gobbled up and you'll get through him without any major problems.

- **Heroic Bonemaw**

The Heroic fight with Bonemaw is the same, but he does summon a few adds. These are low-health mobs that dish out a ton of damage, so come together to focus the first down, go over and take out the second, and then get back up on Bonemaw himself.

Ner'zhul

The Ner'zhul fight isn't too difficult if you know what you're doing, but if you don't, then it can be easy to get overwhelmed quickly. Throughout the fight, Ner'zhul will perform the Ritual of Bones, which will create a horizontal line of skeletal enemies that will march towards the opposite end of the platform and kill anyone who gets in the way. During this encounter, the group needs to come together and take out one of the enemies to create a hole in the wall to slip through.

Other than that, he'll also regularly cast a line-shaped AOE spell in front of him that will dish out damage and reduce the affected player's DPS, so make sure that the boss is facing away from the rest of the group during the fight. There will also be AOE bombs to watch out for called Omen of Death.

The rest of the fight is fairly straight forward, so pop those cooldowns and get to work bursting him down.

- **Heroic Ner'zhul**

There aren't any new mechanics in the Heroic version of this fight, but the damage he deals and the health of the bone ritual will be much more substantial.

- **Loot**

There are hundreds of level 97 (ilevel 615) blues to get in this dungeon for virtually every class/spec combination. Each of them will go a long way towards your path to the end game

RAIDS GUIDE

High Maul

Now that you've got your character equipped with some blues from the level 100 dungeons, you'll be ready to go after those epics. Highmaul is the first raid of WoD content you'll come across, but don't let that make you think it's going to be easy. With that said, let's take a closer look at each boss and see just what you're going to need to do to get through them.

Kargath Bladefist

Kargath is the first dungeon of Highmaul, which can be strange because he does have a number of very strong ability that is uncharacteristic of past raids' first bosses, so make sure everyone is ready to give 100% as soon as the fight begins.

First off, make sure to watch out for Kargath's Impale ability, which will do a ton of damage over time to the tank at the beginning, but will also increase the amount of damage for each subsequent Impale. The debuff that increases the damage only last about two minutes and is very difficult to heal through, so make sure the second tank of your raid is ready to taunt him off before the next Impale. He'll also have a Blade Dance ability that will cause a shadow version of himself to rush to a random party member every few seconds to deal a ton of AOE damage. The targeted player can't avoid this damage, but make sure everyone is spread at least 7 yards apart to avoid the ability hurting anyone else.

You'll also notice skulls on the floor. These will occasionally dish out a very strong DOT effects to anyone who gets hit by them and will disrupt Kargath if he hits them while using his Berserker Rush ability.

Berserker Rush has Kargath running toward a random party member (which is generally a ranged caster) and dishing out continuous AOE damage while slowly increasing his movement speed. Again, use the skull fires from before to interrupt him. This Berserker Rush ability lasts for 20 seconds.

Once you've been fighting him for a little while, he'll use an ability that knocks everybody backwards. Afterwards, he'll attach chains to the closest 5 party members and throw them into the Coliseum's stands. This is good, because it'll allow you to take out the adds that populate the stands. The group that's thrown will have 45 seconds to kill as many of them as possible before being thrown back in with the rest of the raid. Since you can choose who gets thrown in the stands, make sure to send the tank that has an Impale debuff and a healer along with some good AOE DPS. Take out as many as possible, as they pelt down bombs throughout the entire fight.

That's all the mechanics for Kargath, as the rest of the fight will just repeat the above.

The Butcher

After Kargath will be the Butcher. He's an easy fight for DPS, as the majority of his mechanics revolve around the tank. The first thing to watch out for is his Heavy Handed ability, which doubles his auto attack. The second attack will hit the primary target unless someone is within 5 yards of him, so make sure to have the tanks stacked up to spread the damage. He also has a DOT ability for the tank called The Cleaver. This ability stacks and can be avoided with parry or dodge. In addition to that, he'll have an ability called The Tenderizer, which will do a ton of damage to the tank and also increase subsequent hits with the same ability, so make sure to tank switch with a taunt after the first tank is hit.

The main thing to watch out for in this fight is Gushing Wounds. This ability goes after the largest "clump" of players and splits the overall damage up between them while giving them a weak DOT debuff. The damage itself isn't too bad, but if the debuff gets to 5 stacks, the afflicted players automatically die. For this, make sure to have two "clumps" of melee DPS players so that the second group can take the hits after the stacks get high on the first.

You'll also notice an energy bar on the boss. Once he's at 100%, he'll start a miniphase called Bounding Cleave. He'll knock everybody back and go after the largest clump of players for another cleave attack that will, again, apply Gushing Wounds from before.

The final phase is Frenzy, which occurs at 30% boss health. This buffs both his attack speed and straight forward damage, so make sure to save any cooldowns to use during this last portion of the fight.

Overall, he's a pretty straight forward boss which should be particularly simple for any DPS players in the group.

Tectus

The third boss of the raid can be very stressful. One of the main mechanics is his ability to split into two, and then four, and then there is also a ton of instant kill mechanics to look out for. Make sure everyone in the raid knows exactly what needs to be done before going after him.

The first thing to be aware of is Earthen Pillar. This will create a pillar that juts from the ground at a target ranged DPS or healer. You'll have about 2 to 3 seconds to get out of its range before it pops up, so make sure to be looking out for it. Since the pillars can't be walked through, have all the casters and healer stacked up together so you know just where the pillars will be placed (otherwise, it might cause LOS issues once there's several out on the field). There's also a miniature version of this spell called Fracture, which is smaller and won't automatically kill you, but still try to avoid it when possible.

Aside from that, there's an ability called Crystalline Barrage, which will cause a red fog to spread towards a player, doing DOT DPS to anyone caught within it. Have the targeted player run away while having everyone else avoid the cloud trail whenever possible.

Tectus has an energy bar that, once full, will cause him to use Tectonic Upheaval. This ability causes him to damage everyone in the raid at the same time and is also the only time that Tectus may be killed, so make sure to time his death to correspond with his energy reaching full.

There will also be adds to worry about during this first phase. The only one worth mentioning is the Earth Warper. He casts Gift of Earth which makes a tornado that'll buff the boss. Intercept this vortex and take the Warper out quickly.

Other than that, Tectus will split into smaller versions of himself out onto the floor. First there will be two Tectuses to deal with, then four. When there are two, have them tanked away from each other and then have two per tank once there's four to avoid their stacking AOE buffs.

Overall, that's pretty much it. Just remember to watch out for the pillars, cloud trail, and vortex, and this boss will eventually go down.

Brackenspore

Brackenspore is a plant boss that has a ton of fun mechanics. The first thing to be aware of is the moss that's growing up around the battle area's edges. Some players will have flamethrowers that'll be able to burn patches of moss before it gets to any enemy mobs. If it does get to an enemy mob, it'll heal them significantly, so make sure to have the flamethrower players constantly pushing the moss back.

Other than that, there will be a tank DOT called Rot, which does stack, so make sure to bring a second tank along to taunt off the boss once the stacks get too high to deal with. There's also a cone shaped AOE spell called Necrotic Breath which will reduce the afflicted players' incoming healing by 99%, which is another reason to have a second tank ready to taunt.

Aside from the tanks, the rest of the raid will have to deal with an ability called Infesting Spores. This is a stacking damage pulse that will affect everyone in the raid.

There will also be randomly spawning mushrooms: blue ones and green ones. These start with low health and will need to be healed by one of your party members. Once they're up to full health, the green one heals the raid over time for a considerable amount. The blue ones increase both haste and mana regeneration, which is great for casters and healers alike, but tanks and melees can benefit as well if they're close enough. There's a third mushroom called Mind Fungus which will reduce casting speed significantly, so make sure to take it out as soon as it spawns.

Aside from that, there will be plants that shoot powerful nukes at players that will explode for AOE damage. To get rid of these, have a few players back near them to block the incoming attack (as the rest of the raid will be stacked up on the beneficial mushrooms).

Also, make sure to watch out for the Fungal Flesh-Eaters; they have an ability called Decay that'll do damage to the entire raid, so make sure to block it. Kill this add as soon as possible.

That's pretty much it for this boss, so if you can handle all that, you'll kill him easily.

Twin Ogron

The fifth encounter of the Highmaul raid will feature two ogron: Phemos and Pol. Phemos will start with almost 100% of his energy while Pol hardly has any. At 1/3rd of their energy, they'll do a special attack. At two thirds, they'll do a shout attack. At 100%, they'll do a large AOE spell. In addition to that, if the two are separated from one another, they'll gain a haste boost, so try to keep them stacked next to one another at all times.

For Pol, the 1/3rd energy ability to watch out for is his charge, which targets a ranged or healer. Make sure no one gets in between him and the target. For his 2/3rd shout attack, he'll yell out while doing some basic damage and also interrupting spell casts. His 100% ability will feature three waves of AOE damage. The first is light and affects everybody in the raid for AOE, so make sure to keep people spread out. The second wave will target only a portion of the raid members and have the ceiling fall on them, but this can be avoided if they're watching. The final wave does a ton of damage to everybody, but less the further away the player is from the attack.

For Phemos, his 1/3rd ability is a basic whirlwind attack that does AOE damage, so avoid this when possible. At 2/3rd, he does an ability called Enfeebling Roar that affects everyone within 20 yards. This does a little damage and also give out a debuff that increases damage taken. The more people who are hit, the stronger the debuff is for each player. The 100% attack is Quake. It does some very light DOT damage to start off with, but will also cause waves of fire to spawn on the ground. These are very difficult to avoid, but it is possible if you're watching closely.

Other than that, the bosses will have some strong hitting melee attacks that'll require the tanks to switch out, but that's pretty standard for every boss in this dungeon.

Ko'ragh

You're almost there. The 6th boss of Highmaul is Ko'ragh. For him, the main mechanics that he uses are called Expel Magic. There's one for each school of magic.

- **Expel Magic.**

Fire is a DOT spell that will explode once the duration is complete for a ton of damage to anyone within 5 yards, so make sure to be well away from other players if you're a target of this.

- **Expel Magic.**

Arcane is cast on the tank. It will create an area around the tank every half second that will explode after a one and a half second duration. Once this happens, make sure the second tank taunts the boss and have the afflicted tank run as fast as they can away from the boss and other players.

- **Expel Magic.**

Frost creates an orb in the battle area that'll both dish damage out to nearby players while also reducing movement speed considerably. The closer the player is to the orb, the more their speed is reduced, so make sure to keep well away from it.

- **Expel Magic.**

Shadow is a shield that's cast on players that will absorb incoming heals. It affects everyone in the raid, so make sure to use the strongest healing cooldowns you have, particularly the AOE ones.

Aside from that, he'll target a ranged or healing player and use a spell called Suppression Field, which will damage them while marking the area with a silence/AOE-DOT.

The boss also has a buff called Nullification Barrier that absorbs magic damage while also giving him a stacking damage buff the longer it remains active. Once this magic damage threshold is met, he'll go to the center to recharge it, which takes 20 seconds. While he's recharging, he'll summon energy ghosts that need to be killed quickly. They'll explode once they're dead unless they're killed in those Suppression Fields from earlier, so make sure to have them stacked up and inside the field.

Aside from that, Overflowing Energy orbs will spawn which will slowly come down from the sky and crash for AOE damage for the entire raid. To combat these, have a player stand on top of Ko'ragh while he's recharging his shield to get the same buff. Have that shielded player absorb the orbs when they come down so that it blocks its AOE mechanic. Get a new shielded player each recharge.

If you can memorize all that, you'll take Ko'ragh down without too much trouble, even if it will take awhile.

Imperator Mar'gok

You've finally reached the final boss: Imperator Mar'gok, so let's get to business, as this is a very long and complex fight.

The first phase lasts until he's lost 10% of his health. For this phase, he'll gain a stacking buff that'll cause him to do more and more damage to his target the more that he attacks them, so make sure to have a second tank taunt him once the stacks get too high.

There's also Mark of Chaos, which will cause tanks to explode after a short duration for a ton of damage and affect everyone within 35 yards, which means they'll need to get away from the rest of the raid.

Aside from that, Mar'gok will also place Arcane Wrath on a random player. This lasts for 4 seconds and will do damage and then jump to another player. This distance will diminish significantly with each jump, so make sure to have those affected by later jumps spread well away from the rest of the raid.

There's also Destructive Mine, which will place a mine on the ground that can be triggered by a player that dishes out a ton of damage, so have everyone avoid this.

The final boss ability for this phase is Force Nova. This is an AOE ring attack that slowly grows and damages players it touches.

The only other thing to watch out for during phase one are the adds, which should be taken down quickly due to their AOE ability.

At 90% is phase 2, which is just an upgraded version of phase 1. Force Nova now pushes players backwards; Arcane Wrath will tether players in a 10 yard prison; the mines are now bigger; the tank debuff will now teleport the tank; and the adds will knock players backwards when they die. This phase lasts until 60%.

At 60%, Mar'gok will become invulnerable for 60 seconds. He'll summon adds at this time which aren't difficult but should still be taken down quickly. After 60 seconds, he'll start phase 3 and have a further upgraded set of his original abilities. Force Nova is multiplied by three at one time; Mark of Chaos causes the targeted player to become rooted; Arcane Wrath will decrease in range slower than previously; the mines will last longer; and the adds will have a ton of more health and are now immune to CC. This third phase lasts until 30%

At 30% health, Mar'gok will become invulnerable again and spawn more adds. Stick to the same strategy for these new ones. After the 60 seconds pass, he'll come back down and have further upgraded abilities. Force Nova will now have an AOE effect for afflicted players; Mark of Chaos will now spawn three orbs as well, which will travel outwards and dish out damage to anyone nearby; Arcane Wrath now affects two players at once; the mines will now do double damage; and the adds will now split into seven weak versions of themselves once they're killed. This last phase is the most difficult and the one you'll want to save your cooldowns for.

As you can see, the basic mechanics of this boss stay the same but the complexity increases with each phase. Make sure everyone is on the same page and knows exactly what to do for each phase and you'll eventually get Mar'gok down.

Blackrock Foundry

Congratulations, you've made it into Blackrock Foundry, which is one of the more rewarding instances in the game. The bosses in this raid can be a ton of fun but also very challenging, so make sure that everyone is ready to fully commit to fighting before heading out. With that said, let's take a closer look at the ten bosses you'll be able to fight.

Gruul

If you've raided in BC, you'll remember Gruul. He's got similar mechanics as back then, but also some new ones, too. The majority of the fight is split into two different phases, but there are some shared abilities between them. The first shared one to watch out for is Gronn's Rage, which will increase his damage output as he takes more damage, so the fight ramps up in difficulty. His other dual phase ability is Overhead Smash, which is a basic cone shaped AOE spell cast towards a player (usually the tank), so make sure to dodge out of the way completely if you see it coming.

For the first phase, make sure to keep an eye out for Overwhelming Blows, which is an AOE debuff for the tank that considerably increases their damage taken. Make sure the tanks are more than 15 yards apart to avoid having them both receive it. He'll also have an ability called Inferno Slice, which will dish damage to the tank and then cast a cone AOE ability that will split the total damage amongst all players hit while also giving them a powerful debuff that increases future fire damage. For this, have the raid be organized into two groups and switch them onto Gruul before each Inferno Slice. He's also got a Petrifying Slam, which will turn a player to stone and then blow them up, dishing out a ton of AOE damage to anyone within 8 yards.

Gruul's second phase features a ton of AOE damage. Boulders will fall from the roof into telegraphed AOE's, so just make sure to avoid them before they hit you, as they'll dish out a ton of damage.

The phases will switch from one to the other until he's dead. Overall, it's a pretty simple fight, but it is only the first.

Oregorger

The second boss mentioned for Blackrock Foundry is Oregorger. This is an optional boss that won't be necessary for raid completion but does drop some nice loot. This is another two phase fight to get through. The second phase begins once the boss is down to 0% mana.

For the primary phase, the first thing to watch out for is Acid Torrent. This is an AOE ability that first targets the tank and then damages the rest of the raid based on how much the tank was able to absorb the primary damage, so make sure to use those tank cooldowns. It also makes that targeted tank more vulnerable, so switch to the second tank before the next one comes in. There's also Retched Blackrock, which is just a basic ground AOE ability to be avoided. In addition to that, there's Blackrock Barrage, which does AOE damage to everyone unless it's interrupted. Finally, there's Explosive Shard, which is a missile fired that'll explode. This is a very fast nuke but do try to dodge it whenever possible.

The above abilities take up Oregorger's mana, and once he's at 0%, he'll move to phase 2. Crates will spawn around the battle area at the beginning of this phase. These boxes are full of black rock ore, which Oregorger will eat to absorb mana. This is good because he's rolling around the room during this time, dishing out a ton of damage to anyone he hits. Break all the boxes you see so Oregorger will eat them and go back into the safer phase 1 and you'll be fine.

If you can remember all that, you'll get through this encounter without too much trouble.

Beastlord Darmac

Beastlord Darmac isn't too tough. There are plenty of mechanics to memorize, but each individual one is relatively weak, so the boss fight itself shouldn't pose too much trouble to your group just as long as they have a decent understanding of what to expect. Like a lot of bosses in Blackrock Foundry, Darmac has two phases: for him, this is his mounted phase and his on-foot phase.

He starts on foot and will stay that way until 85% health, at which point he grabs one of his mounts. He's then invulnerable until you kill the mount, at which point he's back on foot with a special ability that's unique to the mount you just killed. Every 20% after this is another mount phase where you must kill the mount and then deal with him with a new special ability until he loses an additional 20% health. He'll jump to the nearest mount when he's at the health threshold.

His non-mount abilities include Pin Down, which does AOE damage at a marked location. Anyone who doesn't dodge these spears will be stuck there under the spear until they're freed.

There's also Call the Pack, which summons adds. These adds need to be focused down as soon as they come out.

For the mounts themselves, there is Cruelfang, which dishes out a stacking DOT ability called Rend and Tear, so make sure the second tank taunts once the stacks for the first are up around five. That ability is what the boss keeps once Cruelfang dies. There's also Savage Howl, which is an AOE boss buff that also affects adds, so make sure to dispel it quickly.

Aside from Cruelfang, there's also a mammoth called Ironcrusher which will dish out some basic AOE abilities. He has an ability called Stampede, which is a charge and AOE attack that'll require your raid to be well spread out through the battle area. Once killed, the boss will pick up the basic AOE ability called Tantrum, which does a decent amount of damage but nothing all too serious.

The third mount is Dreadwing. He has an Inferno Breath spell, which is an AOE ability that applies a DOT, so make sure to dispel it quickly from players who didn't dodge it. Dreadwing also has Conflagration, which is another DoT that will do AOE damage to nearby players. Again, make sure this is dispelled and it's no trouble. Once he's killed, Darmac gets Super-heated Shrapnel, which is identical to the Inferno Breath ability.

The main thing that's difficult about this fight is the additional abilities that Darmac gets with each new mount, so if you can memorize what to watch out for, then you'll get through this boss with no real problem.

Flamebender Ka'graz

Flamebender Ka'graz will have an add called Aknor Steelbringer at the beginning, but don't worry about him, as he'll go down incredibly easily and has very basic mechanics – just a cone aoe ability and a knockback effect. Take him out early to get into the Ka'graz fight.

For Ka'graz herself, she'll have a spell called Lava Slash, which is a chain fire spell that'll dish out a ton of AOE DPS, so make sure to have the raid spread well apart from one another. There's also Enchanted Armaments, which will patrol around the battle area doing AOE damage to anyone who gets too close (about 5 yards).

The resource Ka'graz has is energy, which slowly increases throughout the fight. At 25 energy, she'll cast an ability called Molten Torrent, which is an AOE debuff that's cast on the player which will cause them to explode after a few seconds. This can't be dispelled, but luckily the damage from the explosion is split between all affected players, so have a few raid members stack up on the afflicted once it's cast.

There are also fire wolves that get spawned throughout the encounter. There will be two, and one is empowered while the other isn't. The smaller one can't be tanked, so take it out first and then focus on the empowered one. They'll switch empowerment during the fight, which means you'll need to switch tanks after the empower. They need to die around the same time.

Back on the boss, Ka'graz will have an AOE debuff that's cast on a player at 75% energy, so make sure the targeted player is well away from everyone else once they're chosen for the debuff.

At 100% energy, she'll cast Firestorm, which is a huge AOE damage spell that'll be multiplied by the number of dogs that are still alive. It lasts for 12 seconds, so make sure to save any healing cooldowns for this sequence. After that spell, the boss's energy resets; she'll get a bit of a damage boost for 8 seconds that needs to be countered with tank swapping and will then go through the same motions as when the fight began. There are some tough mechanics here to deal with, so just make sure everyone is on the same page and knows what to do.

Hans'gar and Franzok

The Hans'gar and Franzok fight is rather unique. The entire fight will take place on a series of five conveyer belts and will feature hot irons being dropped down on them in a variety of patterns. If you're hit by one of these presses, you'll be nearly killed, so make sure to keep an eye out for those telegraphs and avoid each one while you're trying to deal with the two bosses. There will also be molten iron plates that come down the lines, which also need to be avoided.

The bosses are 99% the same, although there are some differences we'll mention later on in this section. The first ability they have is Body Slam. This is an AOE charge ability that'll go after a random party member and anyone nearby to damage them directly while also giving them a debuff that significantly increases the amount of damage they take for the next 20 seconds, so try to be spread out for the entire fight unless otherwise noted.

There's also an ability called Crippling Suplex, which picks up the tank and throw them at the second tank. The damage dealt is equal to the original tank's health, so make sure to have the second tank use his mitigation abilities.

Franzok has some of his own unique abilities. One is Disrupting Roar, which interrupts casters in the battle area, so make sure to have everyone quit casting when this is being charged. He'll also have a nuke spell he'll throw at random players. The bosses are pretty straight forward, but the added conveyor belt, press, and iron plate mechanics can make this fight pretty frantic.

Operator Thogar

Like Hans'gar and Franzok, Operator Thogar is going to be a boss that features a ton of room mechanics in addition to the standard fight. The entire battle area is lined in train tracks. These trains will either go full speed through the room, which means they can run over and kill your character, or they can also come into the room, stop in place, and unload adds. These trains will stay in the area until the adds they dropped off are all killed, which means the room surface area is significantly reduced.

For Thogar himself, the first thing to watch out for is Enkindle, which is a basic tank debuff that'll require having a second tank to taunt at higher stacks. There's also an ability called Prototype Pulse Grenade, which targets ranged casters or healers and creates a circle. This circle has a debuff, a DoT, and a slowing effect, so make sure to get out of it as soon as it's placed. Aside from that, the boss is also able to buff the adds that come from the trains, so make sure to burst down the train adds quickly with as much AOE damage as possible as soon as they come out.

Overall, the fight isn't too complex, as the main thing is just dealing with the boss while the trains and adds are coming out as well. If you can do that, you'll get through him with no real trouble.

Blast Furnace

The Blast Furnace fight is one that revolves primarily around adds. The first phase involves summoning the boss from the furnace itself by damaging two heat regulators located on opposite sides. These can be damaged by bombs, which are obtained from the furnace engineer. The furnace engineer drops them upon his death, which will allow you to obtain a debuff that'll cause you to self destruct after 10 seconds, which means you'll be able to damage the regulators. Aside from that, he'll also throw them on players randomly during the fight. Just make sure not to stack up at the regulators, because the explosions will damage allies as well. There are a variety of adds that come out during this fight, but for the most part, they're pretty straight forward. Just take them out when they come out with a ton of AOE spells.

Once the heat regulators are killed, the furnace will explode and the boss comes out for phase two. Before you can get to the boss, you'll need to take out the channeling elementalists that are making him invulnerable to damage. These elementalists are invulnerable as well, so to kill them, kill the slag elemental adds that spawn in this phase right next to them. This will bring the elementalists' shields down, which will then open them up to traditional attacks.

Once the elementalists are down, phase three begins and you'll finally be able to fight the boss. He has an ability called Melt, which will create an AOE ability below a random player that does DOT damage, so make sure it's avoided. There's also Heat, which is a debuff that stacks on the tank that does continuously more damage. In addition to that, there's an ability called Tempered, which increases the amount of damage that player receives from Heat, so make sure to be tank swapping during these last two mechanics.

Like previous bosses, the mechanics for the boss itself isn't too complex, but the other things going on during the fight can make the overall encounter fairly chaotic.

Kromog

Kromog is a really fun bridge boss that can be pretty challenging to players who aren't properly prepared for him. First off, there will be Warped Armor, which reduces movement speed and increases damage for the tank, so make sure the second tank taunts off at around two or three stacks of this. There's also Fist of Stone, which is an AOE cleave that will split the overall damage amongst the total players hit, so stack up with the tank to keep him from dying. Also watch out for Stone Breath, which is a basic cone AOE that'll do damage over time. Another ability is Slam, which will do a ton of direct damage to everyone, based on just how close they are to the boss, so run back when you see it coming.

Aside from that, there's Rippling Smash, which is a cone AOE that'll work its way quickly to the back of the room, so make sure to avoid this at all times (it's easiest if you're standing as far away as possible). There's also Shattered Earth, which targets 4 random targets during a Rippling Smash for a decent amount of damage. Also, make sure to watch out for Rune of the Crushing Earth, which will create a rune underneath a player that'll cause two stone hands to clap towards them. This will do a ton of damage but is completely avoidable.

Aside from that, one of the most important abilities to watch out for during the encounter is Rune of the Grasping Earth. These create rune traps on the ground that will trap anyone within a stone hand and do a little bit of damage over time while also making them immune to other damage. Make sure to get in these, because the boss will immediately cast Thundering Blows after they come up, which does a ton of damage to every player in the raid. Make sure to kill these hands while captured, as the raid will need to be out of them immediately after Thundering Blows.

The only other thing to really watch out for is Frenzy, which comes in at 30% and increases damage and speed. There are a lot of unique features for this boss, but if you can remember everything from above, you'll do fine.

Iron Maidens

The Iron Maidens encounter features three bosses in a council style fight, but they do not share their health. Their individual names are Gar'an, Marak, and Sorka. For Gar'an, she'll use a ranged attack that targets random raid members all throughout the fight for a relatively large amount of damage, so healers need to keep an eye on others. There's also Rapid Fire, which is a debuff that will cause a ton of AOE to come down at a slight delay, so if you get this debuff, make sure to start running around the edges of the battle area to avoid causing other players to get hit.

On the other hand, Sorka is more melee oriented. There's Blade Dash, which is a charge-like ability that'll dish out AOE damage on a random player, so make sure that everyone is spread out when facing her.

Marak is a caster. The main thing is Blood Ritual, which is a cone shaped AOE ability that's targeted on a random player, which is just another reason to stay spread out during this fight.

Once you've been fighting for a while, one of the bosses will despawn and summon a ship that's located to your rear. A small detachment of players will need to take the chains that spawn in the battle area to jump onto this ship and deal with the ship adds. The boss with the lowest health will be the first to summon their ship, and then the order rotates throughout the remaining two. Regardless of the boss, make sure to send over a tank and a healer, as these mobs aren't simply trash. After the adds are killed on the ship, you'll set off a bomb located near the back, which will then blast your group back with the rest of the raid.

During this ship encounter with the smaller group, the rest of the raid will be doing just about the same thing, except they'll also be dealing with a bunch of bombs that land. These bombs don't go off at the same time, so make sure to avoid them at all costs.

That's pretty much it for this boss, so if you can remember all of that, you'll be in great shape and ready to move on to the next.

Warlord Blackhand

The final boss of Blackrock Foundry is the infamous Blackhand himself. This fight will be organized into three separate phases, so let's take a closer look at each of them.

The first phase ends at 70%. During this time, there will be Molten Slag, which causes fire to grow from the center of the room very slowly, which acts as a soft enrage timer. As far as Blackhand, he'll cast Demolition, which causes gray areas of effect to spawn on the ground and summon debris piles, which cause collision and will do a decent amount of damage if they hit you, based upon how close you are to them when they spawn. There's also Marked for Death, which causes two players to be slowed down and have a weapon thrown at them, which can be avoided by hiding behind one of the debris piles. Aside from that, there are basic abilities such as Slag Bombs, which are mines that will damage anyone nearby if triggered, and there's also Shattering Smash, which is a basic cone AOE.

At 70%, he'll go into phase two, which lasts until 30%. The phase one abilities will be upgraded to dish out more damage to more people, and there will also be new ones to worry about as well. Siegemaker, which is an add that fixates on a non-tank and rams them with a very powerful AOE cone, and also Iron Soldier, which causes a ton of adds to spawn that need to be taken down quickly.

At 30%, the final phase begins. This phase is marked by having the floor fall away and continuing the fight on what looks like lava. Here, Blackhand will be able to cast Massive Shattering Smash, which will do a ton of damage to those who don't avoid it and will also cause Slag Eruption, which causes fire to rain from a large crater. Other than that, he'll still be using the bombs and Marked for Death spell from before, so make sure your healers are ready to dish out their most powerful heals during this last phase.

The final fight can be very tough, as Blackhand has a ton of overall health points and there are a lot of things going on during the fight. Just make sure everyone knows just what to do and is ready to give it their all once the fight begins and you'll be able to get through it with no real problem.

PVP-ASHRAN



shran is an ongoing pvp zone – similar to a battleground, except that entering the area queues a player for a cross-realm instance of the zone with 200 players – roughly 100 per faction. It is very similar to Alterac Valley, in that both factions begin each round with kill quotas (like Alterac Valley's 600 reinforcement requirement), and lose those reinforcements through player deaths, lost towers and the deaths of special NPCs. When one faction's city boss is killed, the round is suspended for a minute before a new one

From there, the similarities end and the innovations begin. The Road of Glory connecting the spawn points of the Horde and Alliance are lined with five towers (or nodes); of these, each faction controls two, and the central node is contested at the start of the round. Overlooking each faction's outermost node, adjacent to the central one, is a mage tower which bombards passing enemies, dealing heavy damage at long range. These points can be used to level the playing field for players who are fighting a tough opponent, or multiple opponents; be wary of the opposing team's outermost tower.

Rules

Guarding the towers nearest each starting point are a powerful NPC for each side. The Horde guardian drops exploding phoenixes onto intruders, and employs pets, while the Alliance guardian freezes enemies in place. They can both be beaten, though not easily, and are mainly a nuisance and a secondary objective. They provide allies with food that replenishes health and mana.

Each team can also summon captains, which pay tribute to WoW's best and brightest pvpers, including Turley for the Alliance and Swifty for the Horde. They are relatively powerful, but are much more manageable for one or two opposing players

PvE elements, like bosses, resource gathering, and items generally barred from arenas and battlegrounds are incorporated to blend the experiences. Teams can also recruit powerful NPCs to fight for them by farming Artifact Fragments from mobs, giving the opposing faction the considerable challenge of downing a boss while fending off human players, adding another layer of PvE combat. Siege weapons, such as those granted by one's garrison, are useable here. Other short power boosts drop from particularly difficult enemies, granting useful abilities, such as the ability to quickly dart across the map. Finally, rares and vignettes (mini-quests) cover the zone, making it a useful leveling area.

Keys To Victory

There are two "keys" to victory for this zone. The first is balance. Teams that focus on resource acquisition too greatly will leave the central path empty will neglect towers and leave their faction boss vulnerable. In the same way, teams with gear that is solely pvp will get caught on bosses, will farm resources more slowly, and will miss out on side quest and neutral faction opportunities (special boss NPCs can be recruited to fight for one faction or the other). A successful team will do it all, proportionally better than their opponents.

The second key to victory is preparing for the final push into the other faction's starting zone. As a team is pushed back further into their side, they receive bonuses to damage and healing, making them progressively more difficult. With the outer tower NPCs bombarding and the inner tower NPCs raining down damage and crowd control, any advantage that one team has over the other quickly diminishes. Furthermore, reaching kill quotas (beginning with 50 kills) summons champions, but the quota increases with each rendition, so that a losing team will have an easier time gaining champions as the game wears on. Thus, there is an incentive to progress as efficiently as possible, killing less to keep the quota low for the late game.

With 500 Artifact Fragments farmed from mobs, a team can summon yet another champion which is more of a force to be reckoned with, having three million health and the ability to kill some players with one hit. This is often enough of an advantage to temporarily turn the tide of battle, if one team has a champion summoned and the other doesn't. Furthermore, starting cities are the toughest of all to conquer, because a team only has ten minutes to defeat the opposing leader before the towers reset, and those leaders are guarded by three strong NPCs and several lesser ones.

Of the 200 players able to enter an instance of Ashran, the teams are not always divided 100 to 100. One or the other team may be given a bigger share of players in order to counteract stronger teams on the opposing faction, or teams that consistently win. Thus, entering the battle with a raid group filled with well-gearred and well composed teams comes with the inherent drawback that it will slant the numbers in the enemies' favor. Players that are well geared enough to regularly take on and beat two or three opposing players at once better do so, since their mere presence on the team means that the enemies will have the numbers to assure that two or three opponents can commit to countering such players. This is perhaps the most unique feature of Ashran. The better-gearred team has no real advantage over their opponents. The more skilled team has the better chance of winning.

Strategy For Each Class

In Ashran, a player's strategy will depend on the class they play, which spec they have chosen, as well as which class tome they can use. Each class can loot a tome from elite and rare NPCs that grants a special ability or modifies an existing one.

Paladin

Generally, paladins stand out for their support utility, self-reliance, and burst damage for the Retribution specialization. They are highly durable solo, but they are always improved in a group due to their first-rate buffs, auras, burst healing and hand abilities like Hand of Sacrifice and Hand of Freedom. In Ashran, this means that whatever the class, paladins should spend most of their time pursuing the currently contested tower; their role is highly variable, depending on their spec. Protection paladins aren't very viable for Ashran, as they don't self-heal enough to have sustained survivability.

Retribution paladins have taken a beating in sustained damage compared to previous expansions. Strength now provides less attack power per point, and for this spec, attack power and spell power will stay at roughly equal levers. Most purely damage moves (crusader strike, divine storm, and templar's verdict) provide less damage as a percentage of weapon damage than in previous expansions, while Judgment and Final Verdict provide more damage. Luckily, Retribution is still arguably the best bursting class, and this is where they will shine in Ashran. Aim to run in, pop your cooldowns, take out a horde or two quickly, and then shift your role to support. This includes doling out occasional heals, making use of your hand abilities, peeling dps off of your teammates, and absorbing damage. With the proper glyphs, Avenging Wrath can be used every 1.5 minutes and Forbearance lasts only 30 seconds. With these changes, well-gearred paladins should be able to stay in combat indefinitely against multiple targets, using occasional bursts of damage to pick off opponents. With three holy power, Final Verdict is the paladin's best damage dealer, and it buffs the next use of Divine Storm to cause 100% more damage and increases its area of effect radius by 6 yards. Combined, these provide acceptable sustained damage between bursts.

Holy paladins are now burdened with cast times on Word of Glory and Eternal Flame, making it far easier to pressure them and prevent healing. They have also lost a source of holy power from healing a target that has Beacon of Light cast on them – the only source of holy power comes from using Holy Shock. In Ashran, holy paladins need to stay back away from the bulk of the fighting to give them time to cast, since their instant cast healing mainly consists of

Holy Shock and Sacred Shield. Their Denouncement spell, which applies the target's crit rating to the paladin and negates the target's to zero for 8 seconds should be kept up as often as possible on the toughest dps, since it will cripple their damage, and it gives paladins the ability to stack haste instead of crit rating, so that their casted heals are more viable.

Paladins receive the Jailer's Libram, which gives the ability to stun enemies for 6 seconds. If the stun is not dispelled and is allowed to run for its full duration, the opponent is teleported to a jail underneath their opposing team's stronghold. The well-timed use of this ability can be an x-factor in any skirmish. If a healer is teleported away in the middle of a fight, for example, his previously impenetrable teammates will begin hemorrhaging health much faster. If a tank is teleported away from an encounter with a high-powered faction elite, such as a guardian, it will turn upon the most damaging DPS and kill them quickly. The effectiveness of this ability is compounded by the distance from one's stronghold - if you're knocking at the gates of the Alliance stronghold, and you teleport a player to the opposite side of the map, they may take the rest of the round just to get back to the action.

Warrior

Warriors can receive a spell tome from elite mobs in Ashran that causes the Spell Reflection ability to reflect all spells cast at the warrior for 5 seconds, and deal double damage when they rebound on the caster. Combined with the new Ravager ability, a ranged aoe attack that deals scaling damage every second for 10 seconds, this makes warriors ideal for bottleneck areas of the map (which are abundant in Ashran), where many Horde and Alliance alike are clashing together. Warriors needed more options in dealing with casters, and with these abilities, they have options.

Protection warriors are highly viable in pvp situations, particularly with the level 100 Gladiator Stance talent which converts all defensive prowess into damage output. With this talent, protection warriors get about 85% of the damage output of their arms and fury counterparts, while retaining defensive talents like Second Wind, Shockwave, and Mass Spell Reflection. They can act like a DPS in normal combat situations, and tank or off-tank elite guardians and champions as the need arises.

Fury and Arms suffer in the close quarters, overlooks and obstacles which frequently break line of sight in Ashran. They lack sufficient “turtling” abilities, so that if they’re crowd controlled heavily, they’re out of options. However, they excel in the PvE areas of the map, particularly along the outskirts, where there is more open space to move freely.

Death Knight

Death Knights can do it all in Ashran, chiefly due to their elite mob tome, which improves the Dark Simulacrum ability. With the tome, Dark Simulacrum lasts 10 more seconds per use, stealing an enemy ability and allowing the Death Knight to cast the ability repeatedly until the effect wears off. The possibilities with this spell are virtually limitless – steal a Frostfire Bolt mid-cast, and the Death Knight can rain Frostfire Bolts onto its opponents with impunity; steal a Howl of Terror, and enemies can be sent scurrying away via the fear effect by the dozens; steal a Chain Heal, and bring your team back from the brink of death repeatedly. Abilities can even be taken from powerful elite mobs. Depending on the situation, it is generally best to address your nearby teammates’ weaknesses – if no healers are present, it’s advisable to steal a healing spell, and if they’re outnumbered, a crowd control ability works well.

DKs are less of a pressure class than in previous expansions. Originally intended as a melee counter to casters, Warlords of Draenor has marginalized crowd control and movement impairment to some degree. To compensate, DK abilities are more damage oriented, and DoTs are less impactful compared to upfront damage. Their ability to tilt the battlefield with a well timed Death Grip, Anti-Magic Zone, or Remorseless Winter makes them ideal for assaulting towers. They can take a beating regardless of their class and give their teammates the time and cover fire they need to capture a nodal point.

Hunter

Every class has one available Ashran tome, but hunters have two. Guide: Disengage reduces the cooldown of disengage by half. Perhaps the most powerful tome, it essentially allows the hunter to kite an enemy indefinitely and ensures that they only need to remain engaged in combat at their preference. Combined with an engineer’s parachute and a high readiness rating, a hunter can easily Disengage their way from one tower to another faster than

most classes. Only druids have a greater advantage in this regard, with their flight form usable in the zone. Furthermore, they can gain a second tome which increases their range while on top of Emberfall Tower and Archmage Overwatch. These are the first and last towers on the gates of the faction strongholds, and make hunters unmatched attackers and defenders when these towers are contested. Opposing teams will likely strategize to deal with hunters specifically when assaulting these towers, but hunters can plan for this with trap placement and with their disengage and deterrence abilities ready at a moment's notice.

Oh course, with a tanking pet and some of the best aoe damage around, as well as the ability to kite elites that should otherwise require a tank, hunters are also useful in PvE aspects. Few classes are able to farm Artifact Fragments and complete quest and vignette objectives as quickly. The map favors hunters for PvP encounters, offering high ground from which to shoot down on unwary enemies and terrain to break line of sight, the best-case scenario for any ranged and mobility-oriented classes.

Rogue

Rogues have a variety of ways they can benefit their team in Ashran. While they are able to do an array of crowd control moves while also performing high DPS in battles against enemy players or NPCs, they can also choose to stray from the crowd and alter the playing field by sneaking around the map and performing various beneficial tasks such as recruiting NPCs. Rogues are equally fit for PvE and PvP combat, but especially excel at pressuring healers and casters, making up the vanguard of a tower assault.

Rogues can receive a class tome called Handbook: Pick Pocket, which allows them to steal Artifact Fragments from enemies, even before the enemy has been defeated. This is a huge advantage in Ashran, as Artifact Fragments can be used to buy useful resources that can be extremely helpful to your team's chances of success.

Druid

The roles druids play in helping their team succeed in Ashran is dependant on their spec. Restoration druids are best fit for the sidelines, healing their teammates as well as themselves and trying to avoid taking too much damage at once. Feral druids which fight primarily in Bear Form, are very good for tanking enemy players and enemy NPCs. However, Feral druids who fight in Cat Form are best suited doing DPS alongside their teammates, or like rogues, going around in stealth and doing various tasks around Ashran that will aid their teammates. Balance druids are now able to self-heal much better than those of the other damage-doing spec, Feral druids. Healing Touch now does 50% better healing on Balance druids, so that is the best druid spec for doing damage while also being able to self-heal well.

The druid class tome is great for not only increased mobility in Ashran, but also for getting away from a battle when things are going downhill for your team. It is called Book of Flight Form, and it allows you to shift into that form for up to an hour in Ashran. This can be very beneficial to druids of each spec, and can greatly change the way they play the game.

Monk

Monks are great for healing as well as doing damage while sustaining their health with various self-healing spells. This means that monks should always stay in the heat of battle whenever possible, as this is where they are best suited in Ashran. Wherever the largest group of teammates are, Monks should be there too, either doing heavy damage to enemy players and NPCs, or healing themselves and friendly players.

Monks have become one of the most deadly classes in Ashran, no matter the spec, because of their Scroll of Touch of Death, which causes your Touch of Death ability to kill any NPC below level 100, or any enemy that has less than 20% health. This can be a huge help for your team, as this one ability can be used to kill anyone who is below the health threshold.

Priest

Your style of game-play will greatly differ according to which spec you are playing, but one fact holds true for each spec: you need to stay in a group at all times, if possible. Since priests wear cloth armor, they are often focused by several members of the opposing team, especially priest healers, and can be brought down quickly. This means that even if you are extremely skilled at playing a healer, if you are alone and stumble upon a group of players on the opposing team, you're going to be defeated almost instantly. With the new ability to loot from an opposing player's body, including artifact fragments that can be turned in for items and resources that will greatly aid your team, staying alive is your main concern.

Crowd controlling through fears can be quite helpful, but perhaps not as helpful as the mitigation techniques available to discipline priests. As long as you stay in a group with your teammates, the chances of you being focused on by the opposing team and taken down quickly will decrease immensely. The class tome that priests can receive in Ashran is very useful for getting away and staying alive. The Codex of Ascension will teach you a new spell that will lift you up into the air for 10 seconds, preventing you from being attacked by enemy players and NPCs. Since the cooldown on Ascension only lasts for one and a half minutes, you can use this spell very often in order to keep yourself from being damaged.

Mage

The same advice goes for all classes, but especially classes that wear cloth armor: stay in a group as much as you can. As a mage, you won't be focused by the enemy team quite as much as healing classes, but since you wear cloth and can lose health fast, you will most likely have many enemy players targeting you at once. Not to fear, however, as mages are one of the best classes for crowd controlling. You will almost always have a spell or ability that will daze or freeze enemies in place, allowing you to get away if you are taking too much damage.

The class tome for mages, Tome of Blink, makes getting away much easier. It reduces the cooldown of your Blink spell by half, making the entire cooldown only 7.5 seconds. If you also have Glyph of Blink, you will be able to move 8 more yards with your blink spell. Being able to blink away from enemy players every 7.5 seconds will make it much easier to stay alive and continue doing damage instead of worrying about healing up whatever way you can. It's a good idea to use Frost Nova to freeze nearby enemies in place before using Blink.

One good trick for self-healing is using Mirror Image (as long as that is the talent you chose at level 90), which will cause enemies to stop targeting you and instead target a copy of you, which should distract them enough to allow you to use Invisibility and get away. Invisibility takes you out of combat as long as you aren't taking damage, and after you are out of combat and in a safe location, you can eat food to heal up. You can keep yourself hidden and/or safe from damage for a full 48 seconds if you use Invisibility, an Invisibility potion and your Ice Block spell. They must be used one after another in order to utilize the entire 48 seconds. Remember to wait for any damage over time effects to clear from you before using your Invisibility spell, as any damage will make you visible again.

Warlock

Unlike other classes, a warlock's specs do not call for a wide variety of different strategies for Ashran. Instead, someone playing each spec should keep the same thing in mind: do as much damage as possible, and get away if your health is going down too fast. It's a good idea to stay near a healer as often as you can, as your healing spells are limited compared to many other classes. The only ways you can self-heal are through using a Healthstone, siphoning health from your minion, using your Drain Life spell (if you are playing and Affliction warlock), or getting out of combat and replenishing your health by eating. Use your fear and horror spells as often as possible when fighting a large group of enemies, but make sure you keep one ready in case you end up taking a lot of damage at once and need a change to heal.

Warlocks can get a Grimoire of Convert Demon, which will alter your Enslave Demon spell to cause an NPC this is level 100 or lower to fight for you, effectively becoming another minion for 5 minutes. This is extraordinarily useful when fighting the multitude of NPCs that are located all over Ashran. Using Convert Demon can hugely affect your team's chance of winning.

Shaman

Strategies in Ashran depend greatly on which spec of shaman is being played. If you play as an Enhancement shaman, you will most likely be in close combat as often as possible, whereas if you play as an Elemental or Restoration shaman, you'll usually stay much further away from enemies. Whichever spec you play as, you will always be most beneficial to the team if you stick to the Road of Glory where the brunt of the battle takes place. The class tome for shamans is most helpful for Restoration shamans, as healers are always the most focused by the enemy team than any other type of player.

Tablet of Ghost Wolf increases the speed of your Ghost Wolf, so that you move as fast as an Epic Mount while in that form. In addition, you become invisible 5 seconds after using your Ghost Wolf spell. This makes it incredibly easy to get away from enemies if you are taking too much damage. This will give you a good chance to heal yourself, and will most likely end up saving your life many times.

It's also a good idea to use Ghost Wolf if you find yourself in need of healing other players on your team. For instance, if you are the only class within your team's group that has the ability to heal, no matter which spec you play, you can always use Ghost Wolf to get away from enemies, get on the sidelines where you can go unnoticed, and heal the players around you.

GARRISON



s the last vestiges of fel energy ebb away from the Dark Portal, you know Azeroth, your Azeroth is safe from the Iron Horde, but you find yourself stranded in a savage land with few friends or allies. It now falls on your shoulders to stake out a claim on Draenor. You must travel to land to find those who will follow your cause to break the Iron Horde. You will establish your presence, and make a home away from home. You will command your Garrison.

Garrisons are an amazing new feature that Blizzard introduced to its wildly popular MMORPG with the Warlords of Draenor expansion. Building on the experience of the Tiller's farm in Mists of Pandaria, the Garrison is Blizzard's twist on player housing. The pages to come you will explore the ins and outs of this exciting new addition to the game. The World (of Warcraft) will never be the same again!

What Is A Garrison?

Let me answer a question with a question. Have you ever wanted to own a quest hub? That's in essences what a Garrison is. It's your very own quest hub that build up and customize to exactly how you play World of Warcraft. It grows and changes much like the Operation ShieldWall and Dominance Offensive quest hubs did or how the Isle of Thunder grew and added more and more content over time. Only this time, you get to choose what content goes into your Garrison as well as have a place to display some of your past achievements from the game.

Horde player's Garrison hub will be located in Frostfire Ridge while the Alliance player's hub will be located in Shadowmoon Valley.

Starting a Garrison is fairly simple. Once you get out of Tanaan Jungle, you will find a quest series that will lead you to starting your Garrison. This is a big feature of the expansion, the Developers made sure to put it right in your path.

All the Level 1 Blueprints (what you need to Construct your Buildings) open up when your Garrison reaches Tier 2, except for the Salvage Yard which you get from a quest at Level 96. You get the Blueprint to build the Buildings for your main professions from a drop. You get a quest that gives you the Blueprints for the Mine, the Fishing Shack and the Herb Garden. The upgrade Blueprints for those are bought with cold hard gold.

Level 2 Blueprints to upgrade your Buildings open up as you level up and complete the different zones.

Level 3 Blueprints to further upgrade your Buildings open up as you complete certain Achievements.

Do I HAVE To Build A Garrison?

This question always surprises me. Garrisons are one of my coolest feature in Warlords of Draenor. They will add to your game play in every way.

It will be core to the entire Warlords of Draenor experience. After you complete the starting area, one of the first quests you get is to start your Garrison. You pretty much have to at least start it in order to continue on the quest chain.

Every zone ties into your Garrison in a powerful way. Gathering your Followers is every bit as addicting as Battle Pet collecting. Garrisons will open up option with professions, both the ones you have learned to maximum level and the ones you don't. Now you have a way beyond titles and transmog gear to show off your achievements in game. Garrisons can even be a social club as you invite your friends over to your fortress. You have saved Azeroth time and again, now enjoy the respect as your troops call YOU commander! Whether you are a raider, crafter, or PVP'er, Garrisons has a way to enhance your game. Daily quests can provide you with anything from buff potions to your very own Siege Engine to drive in Ashran, and the best part is this is all completely customizable by you the player.

The developers have put a tremendous amount of resources into creating an experience that is fun and beneficial, regardless of your goal.

But do you HAVE to do them? No, you don't have to, any more than you have to do anything in World of Warcraft. You don't have to kill a single mob to reach the level cap, either.

Buildings

Alchemy Lab

Produce Alchemy items (potions, flasks, etc.) with or without the Alchemy profession. If you do have the profession and you assign a Follower here with the Alchemy trait, you will get a daily quest which awards a stack of potions.

Enchanter's Study

Produce Enchants for your gear and gives you a fountain that will disenchant any items you want disenchanted.

Engineering Works

Produce items from Engineering with or without the Engineering profession.

Tailoring Emporium

Produce Tailoring items (Cloth gear) with or without the Tailoring profession.

Scribe's Quarters

Produce Inscription items with or without the Inscription profession.

Gem Boutique

Produce Jewelcrafting items with or without the Jewelcrafting profession.

The Forge

Produce Blacksmithing items (Plate gear) with or without the Blacksmithing profession. If you do have Blacksmithing and you assign a Follower here with the Blacksmithing trait it will provide you with a combat buff.

The Tannery

Produce Leatherworking items (Mail and Leather gear) with or without the Leatherworking profession.

The Salvage Yard

Salvage will be returned from missions. Salvage helps you gear up your followers faster. The Salvage Yard can produce BoEs up to item Level 645. Your followers will eventually be able to go on missions which will reward gear one tier higher than you are running so gearing them up faster would be a boon especially the time constrained player.

The Storehouse

Access to your personal bank. When upgraded allows access to the Guild Bank, your Void Storage and Transmogrification.

The Barn

The barn provides raw materials for Leatherworking and Tailoring, raw meat for cooking, and most importantly, it is the only place outside of the Auction House to acquire Savage Blood which is needed for pretty much all epic crafting.

The Barracks

The initial Garrison tutorial quest guides you through building a Barracks. You literally have no other blueprints at that time, so it is your only option. This building provides missions with the highest amount of Follower experience. With the Barracks, your Bodyguard's become permanent guardians. It might be viable to level as a healer and simply heal your Bodyguard. This is also the building you need if you want Garrison guards from your race, but you are not human or orc.

Dwarven Bunker / War Mill

When upgraded to Level 3, this building will provide you with 1 of your 3 bonus rolls (called Seal of Tempered Fate).

Fishing Shack

When you build this building, you will be able to fish in waters of your Garrison and a daily Fishing quest. At Level 3, sometimes you will fish up a special item that can lure a Rare creature to your shores.

Gladiator's Sanctum

Having the Gladiator's Sanctum will increase your out of combat life and mana regeneration, but the major bonus is allowing you to collect Broken Bones when you defeat players in combat. This is currency to buy PVP flavored chests. As you level the building up, it will give you underwater breathing and slow fall, perfect for catching players trying to run away. At max level, it gives a buff that if you drop below 35% health, reduces your damage taken. Finally, it will let you build your very own Arena to host PVP matches.

Gnomish Gearworks / Goblin Workshop

This building provides Engineering type of items with charges to use in Draenor. When fully upgraded, it will provide you with your very own Siege Engine to roam around Draenor in and used to fight in Ashran.

Herb Garden

Produce raw materials for Alchemy and Inscription. Also, because the developers assume every crafter will have an Herb garden other professions, like Jewelcrafting, also require herbs.

Inn / Tavern

Initially, you will get a daily quest to complete a dungeon. The daily quest awards gear or vanity items. At Level 2, each week the Inn / Tavern will produce a new Follower for you to add to your growing army. This Follower allows you to customize the abilities and traits it will receive. The Inn / Tavern is also where the Treasure Hunt missions start once it is fully upgraded.

Lumber Mill

This building will grant you the ability to mark trees to turn into Garrison Resources. As it levels up, it allows you mark more trees which means even more Garrison Resources.

Lunarfall Excavation / Frostwall Mines

Produce raw materials for Jewelcrafting, and Blacksmithing. The developers assume everyone will have a mine so ore is needed for most professions.

Mage Tower / Spirit Lodge

Opens up portals to various parts of Draenor.

Menagerie

The building for Pet Battlers. As you level it up, it will increase your chance to trap a wild pet and also reduce your Revive Pets cool down. At max level, you will get a daily quests with rewards aimed at Battle Pets.

Trading Post

This building sells Garrison resources for crafting materials, or crafting materials for Garrison resources. When upgraded, you will be able to access the Auction House.

FAQ: Initially, Should you build a Lumber Mill or Barn?

You will want to build the Lumber Mill for leveling. It generated Garrison Resources allowing you to grow your Garrison faster. You can always bulldoze it later and put another building in its place. The process to replace one building with another will cost gold, time and Garrison Resources. I advise you to think carefully about the choice.\

Garrisons And Professions

Several buildings in your Garrison are tied to professions. As you level those buildings up through their tiers, you will get the ability to place work orders to the followers in those buildings. You can build profession buildings for professions you don't have. You want to build the profession building that matches up with your professions. Every profession is cool down constrained in Warlords and having the garrison building for your main profession will provide additional cool downs. My main is a Paladin and a Jewelcrafter (Garrison building: Gem Boutique), but there is nothing stopping me from building a Forge to make him some plate gear.

But I'm going to produce that gear slower than a trained Blacksmith (someone with the Blacksmithing profession) because I'll produce Truesteel Ingots slower. I also can't build a Forge until my Town Hall is Level 2. I can make all the rare and epic armor that a Blacksmith can make, but I can't make the essences that increase the item level of that armor. I trained Blacksmith will have higher item level crafted gear. I also can't make the enhancement that rerolls secondary stats, and I can't make the pet.

If you decide to switch professions, Warlords has catchup mechanisms similar to what we saw with Cooking in Mists of Pandaria. You can level completely from 1 to 700 with Draenor recipes and materials.

Everyone gets access to the Herb garden (Herbalism), the Mine (Mining), and the Fishing Shack (Fishing).

5 Recommended Garrison Layouts

The Raider

Small Plots

- Your Crafting Profession's Small Plot Building
- Enchanter's Study
- Storehouse

Medium Plots

- Trading Post
- Lumber Mill

Large Plots

- Mage Tower
- Dwarven Bunker / War Mill

The Raider is trying to get to Level 100 as fast as possible to get back to the part of the game she loves the best, raiding. This build allows the Raider to be efficient with his time in the Garrison. The Enchanter's Study fountain allows the Raider to disenchant all that unwanted gear. While improvements have been made in Warlords to reduce the number of pieces that get sharded, it's still going to happen. The Study allows you to harvest those valuable shards for yourself. The Trading Post saves trips back to Azeroth to access the Auction House. The Lumber

Mill helps your Garrison grow faster and means you won't be as reliant on questing for Garrison Resources. Mage Tower helps you get around – remember Draenor is strictly a no fly zone. The Dwarven Bunker / War Mill gives you a Seal of Tempered Fate which is the new Raid bonus loot roll each week.

The Crafter

Small Plots

- Your first Crafting Profession's Small Plot Building
- Your second Crafting Profession Small Plot Building
- Storehouse

Medium Plots

- Barn
- Trading Post

Large Plots

- Barracks
- Mage Tower OR Stables.

This concentrates on your crafting professions. You double up on the production crafts like Blacksmithing, or Inscription while your Garrison provides you with the raw materials needed. The Storehouse increases your yield from your work orders. You have both the Barn and Trading Post for easy access to Savage Blood and the Auction House. The Mage tower helps you get around in Draenor since you won't be able to fly from node to node, or you can opt for the Stables for your speed buff.

The RTS – Maximize Garrison Leveling Build

Small Plots

- Your Crafting Profession's Small Plot Building
- Salvage Yard
- Storehouse

Medium Plots

- Inn
- Lumber Mill

Large Plots

- Barracks
- Armory

This build concentrates on the Followers and Missions aspect of Garrisons. You get the maximum number of followers and the Salvage Yard makes sure you will gear them up quickly.

This Build is for those of you who don't give a flying gnome about Professions or Reputation and just want to play the Followers and Missions part of the new Expansion. It maximizes the number of Followers you can have from 20 to 25, ensures you're gearing well using the Salvage Yard, and it allows you to pick or choose new followers as well as set their traits and abilities using the Inn. It also provides you with racial guards in case you aren't a big fan of Orcs and Humans running around your Garrison. Picking the Armory will give you a chance for bonus upgrades for yourself to boot.

The Achiever

Small Plots

- Your Crafting Profession's Small Plot Building
- Salvage Yard
- Storehouse

Medium Plots

- Inn
- Trading Post

Large Plots

- Armory
- Stables

The Trading Post and Inn provide the most opportunities to get achievement points from your Buildings. Stables helps with getting mount achievements and given the number of people farming mounts at the end of Mists I expect it to be a popular option. If you want all the achievements on one character, you will eventually have to bulldoze some buildings to make room for the ones that can still give you achievements. Normally, that's a bummer and costs time and resources, but if achievements are your primary goal, it's a small price to pay.

The PVPer

Small Plots

- The Tannery
- Alchemy Lab
- Salvage Yard

Medium Plots

- Gladiator's Sanctum
- Lumber Mill

Large Plots

- Stables
- Workshop

Everything about this build is about survival in the harsh lands of Draenor. The Sanctum screams that it was made for PVPer. At Level 3, it becomes your very own Arena where you can host 1 on 1 fights. The Tannery gives you Tents at Level 2 which will let you rest out in the open world. The Alchemy Lab for buffs from potions and flasks for the extra bit of DPS or health that turns defeat into sweet victory. Stables for mount speed bonuses for the battlegrounds that allow mounts. The Workshop is for Ashran to give you your very own Siege Engine. You'll be having fond memories of Wintergrasp.

Outposts

Outposts are unlike Garrisons in that you don't build anything there. Each zone gives you a choice of two different Outposts. Each provides a certain zone wide buff or other perk. They also provide you with Followers and the currency you'll need to buy blueprints for your Garrison buildings.

If you are leveling with a friend or team, there's two ways to approach Outposts. Everyone pick the same one so you get all the same quests and can do them together, or everyone pick something different and do both series of quests once for yourself and once for your friend. Often the quests will send you to opposite end of the zone so keep that in mind.

You do have the option to change your mind and switch the Outpost for the other option but it will cost you a cool 10k gold. Choose wisely.

The quest chains in Gorggrond and Talador both awards Followers for the Garrison building that goes with the Outpost. If you later bulldoze your Garrisons building, there is no way to come back and do the other quests to get the other Follower. Choose wisely.

Gorggrond

To get the Outpost you have to be Level 92 and complete a quest chain.

- **Choices:** Sparring Arena or Lumber Yard

Sparring Arena allows you to summon an NPC who will fight for you for 1 minute. After that minute, he casts a 5 minute buff on you and disappears.

Lumber Yard lets you summon a pet that can access special caches that contain Garrison Resources.

- **Preference.** I would go Lumber Yard for the early Garrison resources. Sparring Arena might be nice for an under geared alt.

Spires of Anak

To get the Outpost you have to be Level 94 and you have to do a quest chain.

- **Choices.** Smuggling Run or Brewery

Smuggling Run gives you access to a special vendor whose wares include toy, a bag, a followers, a pet, Garrison Resources and a bunch of consumables.

Brewery gives you boosted XP and an extra hearthstone to an Inn in the zone.

- **Preference.** Take the Brewery on your first toon and the Smuggling Run on an alt to get the pet.

Talador

To get the Outpost you have to be Level 96 and you have to do a quest chain.

- **Choices.** Arcane Sanctum or the Arsenal

Arcane Sanctum lets you summon a pet that will deal AoE damage for a short time.

The Arsenal lets you target a powerful AoE strike.

- **Preference.** Flip your Dalaran coin, the two options feel really similar.

Nagrand

To get the Outpost you have to be Level 98 and you have to do a quest chain.

- **Choices.** Tankworks or Corral

The Tankworks lets you summon a Siege Engine or a Demolisher.

The Corral gives you a special mount that you can ride in the zone while in combat. Functionally, it's a bit like a speed boost but lacks some of the firepower of the Tankworks.

- **Preference.** TANK.

Followers And Missions

Followers are a new type of Companion with several similarities to Battle Pets. They level up from 90 to 100 (I guess they all got their free boost), although you'll find some higher than Level 90. They come in all the normal qualities (Uncommon, Rare, and Epic) and have a set of abilities to help them on Missions. Uncommon Follower has one ability and one trait. A Rare Follower has one ability and two traits while an Epic Follower has two abilities and three traits. All of your Followers can eventually be upgraded to Epic as the experience they get from Missions after they reach Level 100 can be used to upgrade their quality. The developers set their minimum quality but there's a chance you'll get an upgraded version of a higher quality when you find them. Sort of how you can find Common and Rare pets out in the world when you try to catch them all. Followers also have a trait attribute which makes them better at some missions than others.

Those Missions and can provide you with gear, items, Garrison Resources (yummy!) and give your Follower the experience needed to level up. They also provide bonuses to certain Buildings. A Follower with the Bodyguard trait will help you kill mobs in the world and you don't even have to sing to it about how you will always love it.

You will find Followers in the open world. Often at the end of a quest chain, an NPC will tell you to meet back at your Garrison where he will become your Follower.

If you assign a Follower to a Building, you will get more resources from the Building when it completes Work Orders. Again, the Follower's trait is important because some Followers are better placed at some buildings than others. You can send Nat Pagle on dungeon Mission if you want, but he's probably better working your Fishing Shack.

You can only have 20 active followers at a time, but you can always inactivate a follower. You keep them, and they don't count against your 20 anymore, but you can't send them on missions.

Profession Building Followers

You want to get the Follower that goes with the buildings that support your profession.

Alchemy

- **Alchemy Lab**

Alliance needs to get Bruma Swiftstone from Shadowmoon Valley, while the Horde need Mulverick from Frostfire Ridge.

Enchanting

- **Enchanter's Study**

Both factions need Ahm from Talador.

Engineering

- **The Engineering Works**

Alliance will go after Apprentice Artificer Andren in Shadowmoon Valley while Horde players acquire Kimzee Pinchwhistle in the Spires of Arak.

Jewelcrafting

- **Gem Boutique**

Alliance follower is once again in Shadowmoon Valley. Look to hire Artificer Romuul. The Horde will again look to Frostfire Ridge and the follower named Olin Umberhide.

Inscription

- **Scribe's Quarters**

Admiral Taylor is the follower for the Alliance and Mr.Gibbs, err... Benjamin Gibb works FOR THE HORDE! You'll find both in the Spires of Arak.

Tailoring

- **Tailoring Emporium**

Seek out the Pleasure-Bot 8000 in Talador. Just don't tell your significant other, or your succubus.

Blacksmithing

- **The Forge**

Alliance players will find Rulkan in Shadowmoon Valley while Horde players will find Weaponsmith Na'Shra in Frostfire Ridge.

Leatherworking

- **The Tannery**

Shelly Hamby is ready to serve the Alliance in Shadowmoon Valley. Ka'la is waiting in Frostfire Ridge for Horde players.

Bodyguards

Bodyguards gain abilities as you level them up. My favorite picks are Summon Party Member and Repair Anywhere.

Summon Party Member works like a Warlock summon. It is the Level 3 ability granted by Aeda Brightdawn (Horde) or Defender Illona (Alliance). Both can be found in Talador.

- **Celebrities**

Long time players will have to get Leeroy Jenkins if for nothing else than the nostalgia. He is awarded by an achievement in Upper Black Rock Spire.

Millhouse Manastorm requires that you build an Inn and completing a quest. You have to get the specific random quest that awards Millhouse so it also takes a bit of luck.

I've been doing quests for Nat Pagle since Vanilla. Now it's high time that guy works for me. You'll need maximum level fishing and a max level fishing shack. Then you will get a long quest chain that will yield Nat Pagle as a follower.

Veteran players will remember Weldon Barov and Alexi Barov from the Plaguelands. Getting them as followers takes a bit of luck as they spawn randomly in the world near lumber bearing trees.

Garrisons And Alts

If you have multiple 90s on the same server, you want to get all of them through the initial quests far enough to start their Garrison. Garrison Resources accumulate slowly over time so the sooner they start gathering them, the faster they can build.

Alts can provide buildings you don't have on your main and also gather crafting reagents which can be sent to your main to turn into Garrison Resources through the Trading Post.

Level 3 Blueprints are account wide so once you learn them on one toon you have them on all toons

GOLD MAKING

Don't be Greedy Like GoldTooth! Patience is a Virtue!

When preparing for the new expansion, everyone needs to realize that Warlords of Draenor is going to be completely different. During past expansions, people could easily start making gold from the first day of the expansion. However with WoD, patience will prove to be invaluable. The only way to make gold while leveling to the new 100 level cap is by gathering and doing the quests while leveling.

The Dos And Don'ts Of Making Gold In WoD

1. Leveling

Leveling up is going to be the most important thing to worry about once WoD is launched. Only at level 100 will players be able to optimize their gold making. Therefore, players should not try and focus on making gold while leveling up to 100.

2. Gathering

This is one thing that players can take part in while leveling up. Being a new expansion, all of the new materials will go well on the auction house. This is due to the fact that everyone in the game will be attempting to level up their professions to max level.

3. Questing vs Dungeoneering

It is unclear if running dungeons or questing will be the fastest method of leveling up to 100. However, when it comes to making gold, questing has always proven to be more profitable than completing dungeons.

4. Tip for Herbalists

There is one herb that they should definitely try to collect. The Gorgrond Flytrap is one of the new herbs that will be available, and it is expected to be one of the best-selling materials in WoD. The reason why it is predicted to sell so well is the fact that it will be needed by multiple crafting professions.

Gold Making At Level 100

Once one hits the level 100 cap, a lot of things will change when it comes to making gold. In the past, a lot of people would make their money by doing daily quests. However in WoD, the daily quest grind will not be an option. In order to make gold in this expansion, everyone is going to have to invest in their garrison. Building up one's garrison will be extremely important, and depending on one's professions, they will be able to make and sell items through the auction house.

The New Money Maker At Level In Warlords Of Draenor

Crafting and Gathering are going to be the new money makers in the Warlords of Draenor expansion. Below, players can find tips according to their professions on what to look for to maximize their gold making.

Gathering New Materials for Crafting

There are a lot of materials that one can gather or create to sell and make money. At the beginning of every expansion, people are always in a rush to level up their professions, and a lot of people hate to go out and farm the materials they need. This makes farming gold extremely easy for those that does not mind farming the materials.

Elemental Reagents

Since Vanilla WoW, there have always been elemental reagents that people need to craft certain items. These reagents are always gathered by different methods, and that has not changed in WoD. These reagents will be a wonderful source of gold making.

- Sorcerous Air
- Sorcerous Earth
- Sorcerous Water
- Sorcerous Fire

Enchanting Materials

In WoD, they removed a lot of enchanting slots, but enchanting items will still be important. Therefore, the raw enchanting materials will still be a great money seller, because enchants are one thing that everyone will need regardless if they are a PvPer or a PvEer.

- Draenic Dust
- Blackfire Essence
- Rune Shard

Herbs

Herbs are used to level up multiple crafting professions, and they are extremely important due to the fact they are used in alchemy. Alchemy products are used by everyone that plays the game. Therefore, the buying and selling of herbs is a market that will remain consistent throughout the expansion.

- Chameleon Lotus
- Frostweed
- Gorgrond Flytrap
- Starflower
- Nagrand Arrowbloom
- Talador Orchid
- Fireweed

Inscription Materials

Glyphs have proven to be a fading thing when it comes to making gold. However, the new inscription inks will make decent gold for the first few months of the expansion, and this is due to the fact there will be new craft-able inscription trinkets.

- Warbinder's Ink
- Ink of the Clans
- War Paints

Mining

The new mining materials will be a great source of income, and this is due to them being used in multiple professions just like herbs. However unlike in previous expansions, the new materials will no longer be prospectable. Therefore, it is unknown how well the mining materials will fair further into the expansion.

- True Iron Ore
- Draenic Iron Ore
- Blackrock Ore

Skinning

Skinning materials can be hard to turn over on the auction house. However at the beginning of the expansion, these materials will be in great demand, because skinning is one of the least favorite professions, even to hard core farmers.

- Raw Beast Hide Scraps
- Raw Beast Hide
- Stitched Starglazed Leather
- Burnished Leather

Tailoring Materials

Some things have changed with tailoring materials. In past expansions, tailoring materials could only be collected by looting humanoid mobs. However in WoD, some beasts will also have tailoring materials on them.

- Sumptuous Fur

Above are all the new crafting materials that will be available once WoD is released. It will be difficult to predict exactly which materials will sell the best, but any of the materials above will be a great start to making gold in WoD.

Crafting Items using Various Professions

Other than selling raw materials, the next route one can take to make gold is by producing items through various professions. Some professions will be able to make gold longer than others, but it all depends on the demand of each individual server. In this section, one will be able to find lists of items that one will be able to craft after the release of the new expansion.

Alchemy Items

Alchemy has always been a very popular profession, and this is thanks to the fact that the items they produce will be used throughout the entire expansion. The alchemy profession can be profitable on all kinds of servers, but on servers that have a strong PvE presence, one will make even more money on the items listed below.

Normal Flasks: These are the starter flasks. They give +200 for an individual stat.

- Draenic Agility Flask
- Draenic Intellect Flask
- Draenic Stamina Flask
- Draenic Strength Flask

Greater Flasks: These flasks will increase the given stat by 250.

- Greater Draenic Agility Flask
- Greater Draenic Intellect Flask
- Greater Draenic Stamina Flask
- Greater Draenic Strength Flask

Potions: These items are used to increase various aspects, but unlike flasks, they are only short term.

- Draenic Agility Potion
- Draenic Armor Potion
- Draenic Channeled Mana Potion
- Draenic Intellect Potion
- Draenic Invisibility Potion

- Draenic Mana Potion
- Draenic Rejuvenation Potion
- Draenic Strength Potion
- Draenic Swiftiness Potion

Blacksmithing Items

At the start of the expansion, blacksmithing can make a fair amount of money with the armor that they create while leveling. However as people reach maximum level, this gold mine dries up just like every other armor profession. However in WoD, there are specific items that will be needed throughout the expansion. Therefore, blacksmithing like all other armor professions will still be viable.

- Truesteel Essence
- Greater Truesteel Essence
- Steelforged Essence
- Greater Steelforged Essence
- Truesteel Grinder

Inscription Items

Glyphs do not make as much gold as they once did. However at the beginning of the expansion, Inscription will make a good amount of gold due to the item: Darkmoon Card of Draenor. These items will give random cards, and when one has completed a full deck, they will get a trinket. Below is the name of the different decks available and the trinkets that they will create.

- Iron Deck – Knight's Badge
- Visions Deck – Winged Hourglass
- War Deck – Skull of War
- Moon Deck – Sandman's Pouch

Jewelcrafting

Like alchemy, jewelcrafting has always been a great money making profession. However in WoD, it is unsure on how well the gem market will be. Through research, it is estimated that one gem in WoD can take anywhere from 350 gold to 2,000 gold to make. The only way to get gems in WoD is by using one's garrison. However, below are the jewelcrafting items that one can sell to make gold in the game.

- Taladite Amplifier
- Greater Taladite Amplifier
- Taladite Recrystalizer

Leatherworking Items

Leatherworking can make a fair amount of gold, but it can be more time consuming than other crafting professions. One of the biggest money makers or leatherworking are the bags that they can make. At the beginning of the expansion, a lot of people will want to purchase the new crafting bags, which will give them more space. However in the long run, the new essences and kits will be the best money makers for leatherworkers. They are items that will be useful throughout the expansion, especially the kits.

- Burnished Inscription Bag
- Burnished Leather Bag
- Burnished Mining Bag
- Brilliant Burnished Cloak
- Nimble Burnished Cloak
- Powerful Burnished Cloak
- Burnished Essence
- Greater Burnished Essence
- Leather Refurbishing Kit

Tailoring Items

Tailoring is a lot like leatherworking. They can make different bags that generally sell well, especially at the beginning of a new expansion. One can also make one of three different cloaks for people to wear when they are level 100. These cloaks are predicted to sell extremely well at the beginning of the expansion, but after a few months, the main money from the tailoring profession will come from the different hexweave essences and the embroideries.

- Hexweave Bag
- Brilliant Hexweave Cloak
- Nimble Hexweave Cloak
- Powerful Hexweave Cloak
- Hexweave Essence
- Greater Hexweave Essence
- Hexweave Embroidery

Helpful Tools One Can Use To Make Gold in Warlords of Draenor

Add-ons are extremely important for most aspects of playing WoW, and this is true when one wishes to make gold as well. Periodically, the creators of add-ons update them to make them compatible for the new WoW patches. As of right now, the two add-ons that are required for any hard core gold maker are Auctioneer and Gatherer.

Auctioneer (<http://www.curse.com/addons/wow/auctioneer>)

This add-on is a must for anyone that is thinking about making gold in WoW. The auction house is the best place to sell any and all materials and items. Auctioneer offers extra features to help keep track of one's auctions. One can use the "Search UI" button. This feature will scan everything on the auction house, and it will allow one to place auctions up at rates that will always be competitive.

Gatherer (<http://www.curse.com/addons/wow/gatherer>) If one is planning on making gold purely on gathering professions, then the Gatherer add-on is essential. The way this add-on works is every time one hits any sort of herb or mining node, it will show up on the WoW mini-map and the main map. When doing any sort of gathering, this add-on will help in mapping out the best gathering route in any given area.