Marrow's Compendium of Dragonslaying

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Preamble

Introduction

- 2.1 What is the aim of this guide?
- 2.2 What is NOT the aim of this guide

Mechanics

Introduction
Weapon Skill
Miss Chance
The Crit Cap
Flurry

Abilities and Rotation

- 4.1 Bloodthirst
- 4.2 Whirlwind
- 4.3 Execute
- 4.3.1 Execute Switch
- 4.4 Heroic Strike and Cleave
- 4.4.1 HS Queuing
- 4.5 Slam
- 4.6 Hamstring
- 4.7 Overpower
- 4.8 Damage per Rage
- 4.9 The Warrior Priority System

Cooldowns

- 5.1 Death Wish
- 5.2 Recklessness
- 5.3 Mighty Rage Potion
- 5.4 Bloodrage
- 5.5 Berserker Rage

Consumables

- 6.1 Juju/Giant
- 6.2 Mongoose
- 6.3 R.O.I.D.S and Scorpok
- 6.4 Protection Potions
- 6.5 AssortedS
- ${\bf 6.5.1} \quad {\bf Limited \ Invulnerability \ Potions}$
- 6.5.2 Restorative Potions
- 6.5.3 Free Action Potions

Parsing

- 7.1 Factors Affecting Parses
- 7.1.1 World Buffs
- 7.1.2 Kill Time & Raid DPS
- 7.1.3 Overall Raid Time
- 7.2 "What did I do wrong?"