Opening Page

Reelyreed's Pug Raid Notes

I raid lead my pugs, and typically we run with about 17 - 18+ players in each raid that we've never played with before. This is more of a compiled list of notes, macros and diagrams displaying information on each boss, to help with groups of similar composition. If you're running with a guild, these notes could still be handy, but keep in mind the environment they're meant for.

If you're looking to raid lead, my biggest advice is to keep it simple. For most of these bosses reiterate in as few words as possible which mechanics are the most deadly. That's why I've prepared macros for each of these fights that will highlight the typically most critical information to bring up before the fight.

On the left side of your screen you should be able to find all of the notes for heroic compiled by the boss. I do plan to develop further notes for mythic and stream my progression with pugs live on twitch.tv/reelyreed. Our heroic raids are on Saturdays beginning around 3pm CST, and we may soon be adding an extra day of raiding on Tuesdays for those who would like to join.

Heroic

Plexus Sentinel

MACRO

/rw Drop Pools Left side
/rw Odd groups first, then Evens for stack
/ra Tank boss left side
/ra Try to aim yourself away from the wall with the knockback from the stack
/ra Lust on pull

- Entry boss, anyone can kill it tbh, 680+ is enough
- If they cuck the lust, call for a lust on one of the bosses' shield phases
- Tanks can save the raid if someone drops a pool in a shit location. Just shift your position
- General group size can be 2/4/14, tbh first 3 bosses are mostly vibes

Loomi - The Worm

MACRO

/rw Raid stack right of tank
/rw Lust 50% ~ Odd groups soak first, then Even
/ra Focus add, if you get sucked into the center run tether out to wall

GROUPS

- Should split tanks, one in group 1, one in group 2

- DPS is tighter on this boss, everyone needs to be above tank damage unless you have an omega pumper. Expect around 690+
- Really if people aren't dying to the tank buster it should be a kill

Soulbinder

MACRO

/rw Lines behind cannisters, spikes out
/rw Healers must dispel
/ra DK's pull far adds in please
/ra Pop defensive with knockback during big add phase

- If tanks have any issues, remind them to taunt at the end of Mystic lash cast, one should have odd lashes, the other even lashes. They can survive two full casts, but preferably swap at the end of each cast.
- People don't typically fuck up the spikes or lines, but folks will die to knockback if you don't remind them
- The damage going into the big add phase can be substantial, call for big heals, a shammy will probably Slink and remind everyone to pop personals for the knock back in at the end of the big add phase.
- Healers must dispel, a good priest can cover a lot of the dispels via mass dispel.

Forgeweaver Araz

STRAT

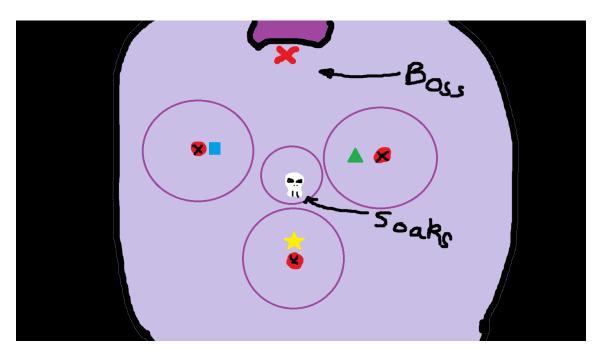
- My notes for this boss are strat dependent, so lets go over it first
- I have two alternating groups of 5 DPS, preferably ranged, soak the Echo with the tank
- It should be Group 1 Soak -> Group 2 Soak -> Pylon Phase -> Group 1 Soak
- The goal is for the ranged to kill Echo while melee blender the boss and orb adds

MACRO

/rw Stack soak Skull ~ Ranged focus down Echo /ra Melee will blender and CC adds /rw Lust after 2nd Pylon / Intermission Phase

MARKERS

- Mark each pylon for clarity, Square, Triangle, Star in image
- Mark one location for raid to stand, X, I typically hold boss in the back of the room by console
- Mark one location for soaks / where to hold the echo, Skull



GROUPS

- Put all your ranged into groups 1 and 2
- If you don't have 10 Ranged DPS then put some fast melee like DH and Monk, even Paladins will work fine, the distance is not far
- Keep your healers out of these groups

- This is the hardest boss until Nexus King, recruiting here should be tight 695+
- I would not go over 20 players, so 2/4/14 unless you see some insane 705 710+ players
- A sub rogue or arcane mage can really pop off in this fight as well so keep your heart open bud
- <u>BIGGEST TIP FOR RAID LEADS</u>, during pylon phase, ping the active pylon and clarify where to go after each one. People get lost very easily
- And I've found it safest for each tank to swap adds after each pylon

Soul Hunters

MACRO

/rw Healers dispel at 8 - 10 stacks of the debuff /rw Don't kill yourself in the hunt, theres a spread /ra If you're purple, please soak the pools /ra Lust on pull

- I have a call out for each intermission phase just to help out, you can also turn them into raid warnings
- Intermission 1: "Spread around the room, soak orbs, don't soak more than 2 or 3, let tanks pick up the ones you can't"
- Intermission 2: "If you have a line, get safe then stop moving"
- Intermission 3: "Get behind the boss then you're good" also he has 3 jumps so after the third you can tell everyone they can chill

Fractilus

STRAT

- Like Forgeweaver, honestly go with whatever you find works best, this strat has worked within 1 3 pulls for all my pug raids thus far
- Tanks stack with raid and run out to the far lane with their wall, if your tanks struggle, change this and it won't affect anything. You can just stack your tanks in one place where you want their walls on Heroic just fine, but it is more damage to mitigate / heal
- <u>CRITICAL</u>: The most notable part of our strat is that we swap the safe spot at 40%. Typically I stack the group on the 4th lane from the left, then have them swap to the 3rd lane at around 40%. You can line this movement up with a break to keep it safe. We do this because people often wipe us with too many walls if we don't swap
- This strat does not depend on weakauras, it can be a bit cringe to get a whole pug raid to be on the same page with WAs. But god speed if you find WA's work better than vibe walling

MARKERS

- Only 3 lanes matter when it comes to markers
- Skull = Tank Wall
- Triangle = Safe Zone 1
- Square = Safe Zone 2
- The rest can be just random markers or no markers at all

MACRO

/rw No Weakaura needed, just vibe the walls
/rw 6 Walls = Wipe ~ Lust on pull
/ra Safe spot Triangle
/ra Safe spot swaps to Square at around 40%, I'll ping
/ra Tanks Walls on Skull



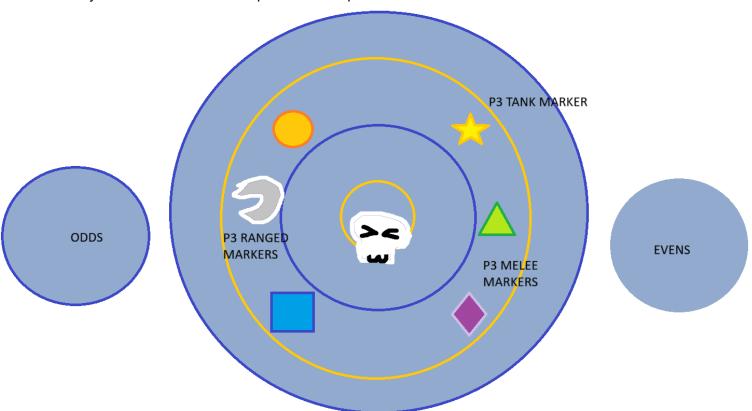
Nexus King

MACRO

/rw Raid stacks on Skull for Soak
/ra Take big circles behind tanks
/rw Odds go Left, Evens go Right
/ra Focus Titan during add phase
/ra Bloodlust/Hero during Damage Amp
/ra P3 ranged left, melee Triangle or Diamond, Tanks Star

SETUP

Clearly mark the tanks and setup markers for phase 3



MARKERS

Skull = Soak Square, Moon, Circle = Left Side / P3 Ranged Markers Diamond, Triangle = Right Side / P3 Melee Markers Star = P3 Tank Marker

MAJOR THINGS THAT WILL KILL YOUR GROUP

PHASE ONE

- Tanks need to prog this phase, unless they're Brewmaster, any tank can die fairly easily on this phase.
- There are a few ways to handle taunts on Conquest / Vanquish
 - 1. Taunt each conquest
 - 2. Taunt each vanquish
 - 3. Taunt every cast
- My preference is 1 taunting each conquest, it feels the most controlled way to handle the mechanic, but I recommend communicating with your co-tank and doing what you both feel comfortable with.
- Raid leads should call out each set of Blaze lines, aka "Meow Meow Kitty Cat Claws",
 Stamp Roars, and Windrush Totems can be a huge help in taking them out of the raid

PHASE TWO

- I'll just refer to everything revolving around the Dragon and the adds as phase 2.
- Portals will always be fairly random, these are those big circles you take out of the raid that shoot the beam. I recommend taking them behind the active tank so its at least easier to see when they're about to beam the raid
- TANKS, y'all will have to communicate on the Tank Buster here as well as the Beam which fires magical damage from the Dragon will deal damage back to the raid based on your unmitigated damage. So big absorb shields and immunities go crazy here. If you're a VDH... Try to have a tank that solo this mechanic for the most part. I believe every other tank can solo this mechanic, but I have yet to run with a Warrior or Guardian Druid.
- If your pug is wiping to Titan Self Destruct you'll probably have to shift the team around a bit. I've found Rets & Frost DKs do fairly reliable damage in this phase. While BM hunters are consistent sand bags, but obviously do exceptionally well in the damage amp
- Speaking of Damage amp, once you rinse and repeat the first part of the phase, you just have to remind players to watch their feet during the damage amp. So many people will tunnel vision on damaging the boss that they'll die to the kitty cat claws beneath their feet.

PHASE THREE

- This phase is rough for everyone so these tips may be critical to your progression
- Firstly place the markers as displayed above, ranged should be targeted first have them go to the left markers. Melee and active tank will be targeted 2nd and they go to the right markers. We reserved star for our tanks
- If players struggle to go to the right marker, tell them to choose their marker, if they see someone already there, then adjust to the next one. So if a melee messed up, I'd ask them to choose between Triangle and Diamond. If they choose Diamond but someone's already standing Diamond then they go Triangle.
- After the stars suck you, I just make the callout "Just live". Players will figure it out and star killers will always spawn close to the boss, targeting the players nearest in proximity + the active tank.
- Tanks, you must swap between each mechanic. Stars drop, you swap, starkillers shoot, you swap. Use defensives and survive.
- Bonus tips on Starkillers
 - If you're targeted by a Starkiller line it will turn red
 - Aim your red line at any star honestly, especially if this is your first kill
 - Things don't need to be perfect, as long as a star is hit, your raid can survive but there may just be one or two annoying obstacles to avoid
 - If you miss a starkiller line it is a near instant wipe so just hit any star if you're panicking or haven't done the mechanic before

Dimidome

MACRO

/rw Odd groups Left, Even Groups Right
/rw Ranged pick up the Mass on your sides
/ra Pools on the edge, keep them clumped and out of the way
/ra Melee can go closer by tanks to drop pools
/ra Lust on P3

SETUP

Just make tanks are clearly marked, and check with your group to see who can grab stellar cores

MAJOR THINGS THAT WILL KILL YOUR GROUP

PHASE ONE:

- Puddles. This whole phase is about the puddle. Even full AotC groups will need a few pulls to get used to where everyone's placing their puddles, so give it a pull or three.
 - Puddles will also increase all damage a player takes when they stand in them. So
 players must understand the movement that is expected from them. As soon as
 the spread line fades, they need to move out.
 - Melee can spread fairly close to where the tanks are, give the ranged room
 - If any puddles are being placed where the adds spawn or especially in the soak circle, shit will be fucked.
- Defensives are best applied in line with each knock back, and every time the soak appears
- If your group is having issues picking up the mass then assign it. You'll need 4 players on each side. Its honestly best to assign to Evokers and ranged Hunter specs, but even a Ret Paladin can keep up most of their uptime from mid-range.
- Tanks if you don't hate your raid team then take the auto-attacks away from the raid at the start of the fight. This lets them DPS uninterrupted and you just have to pop a movement ability to get back to the center as the devour goes off. Otherwise, this is literally the easiest phase for you

PHASE TWO:

- Tanks & DK make or break this phase
- 1st Platform, tanks should aim the line frontal toward Dimensius, the goo is incredibly dangerous during the knockback
- 2nd Platform, run the boss out toward Dimensius. I gave myself about 3 5 seconds before the ability triggered and it worked well.
- DKs please grip the Nullbinders.
- Raid lead, clear pings save lives. Even if it lowers your damage, make sure you can call out / ping which side is safe, which adds to kill.
- Stellar Cores, this reddit aliacry3 was a big help in learning where each core is located.
 I'd recommend anyone other than your tanks pick these up.
 https://www.reddit.com/r/CompetitiveWoW/comments/1mvsza5/dimensius_shooting_star_location_question/
- Also you can practice the skyriding section in Story Mode, the stellar cores are in the exact same location

PHASE THREE:

- If your tank is shot calling, it may be best to assign some callouts to another member in this phase as tanks are fairly mentally taxed in this phase. No I swear I'm not just saying that because I died in our kill.
- The biggest change is that the tank buster pulls all players toward the tank, so you need to stay in line with the tank with no deadly obstacles / boss in between. Best to mark each tank, and a few seconds before each tank buster, call out which tank has the boss.
- Otherwise, the active tank just needs to play the phase differently from everyone else. What worked for us was detaching from the raid and basically playing from the opposite side of the raid. This is due to the knockback on auto attacks which can easily result in needless DPS death especially when the rings come out. Tanks will need to pop cooldowns and use more survivability during the ring phase.

FIRST KILL - Prot Pally POV

https://www.twitch.tv/videos/2571399583

Mythic

Plexus Sentinel

Intermission 1

- DK grip back add forward
- Melee DPS prioritize left add, ranged prioritize right add

