

Opening Page

Reelyreed's Pug Raid Guide

Good raid leads don't over explain. If you take anything from this guide, understand that the macros provided should cover 80% of what you need to kill a boss. The strategies, and additional tips are for you to provide your raiders when needed. If you find yourself speaking for more than 3 sentences you're over describing a mechanic and players are tuning out.

Use the tabs on the left to navigate this document, I plan to eventually dip into pugging mythic as well, and that page will be added as we do so. This guide is designed for pick up groups / LFG groups. There are more efficient strategies for guild groups, but these will work for guilds as well.

My mindset is to give most everyone a chance, at least 3 pull before anyone is kicked. That means these strategies are tested by average groups. And that means they're made with the expectation that someone's going to screw something up. My goal is to provide a fun place to raid and help people learn.

I've been streaming my pug progression at [twitch.tv/reelyreed](https://www.twitch.tv/reelyreed) every Saturday at around 3pm CST for those who want to come join. And I do variety on Tuesdays.

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

ADDITIONAL NOTES

- 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

ADDITIONAL NOTES

- 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
/rw Spikes out
/ra DK's pull far adds in please
/ra Pop defensive with knockback during big add phase

ADDITIONAL NOTES

- 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.

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

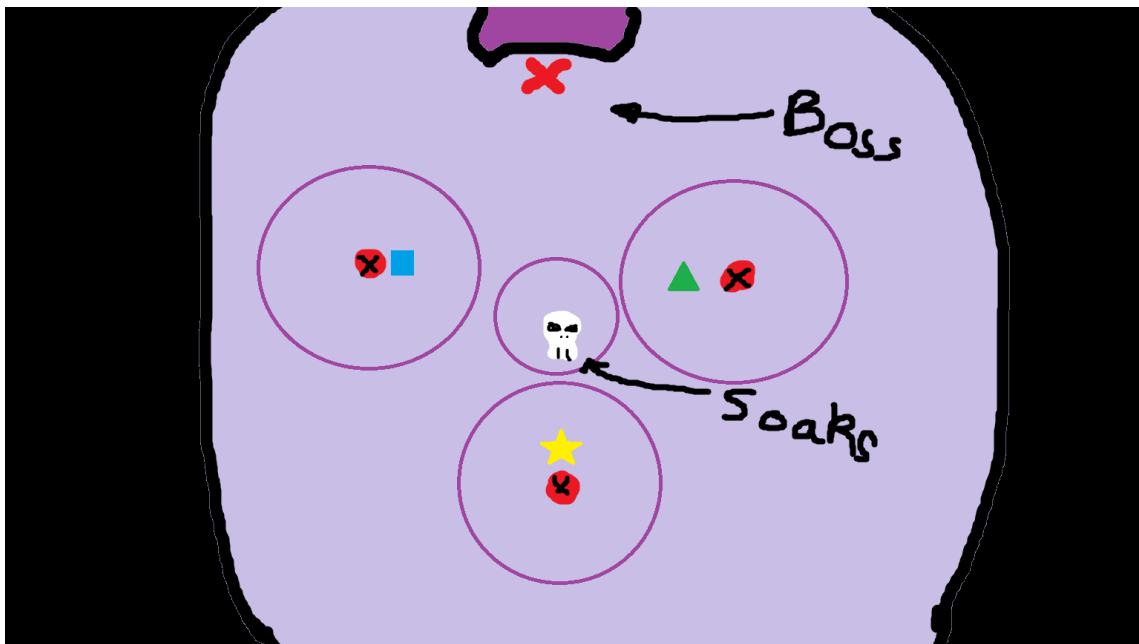
/rw Stack soak Skull ~ Ranged focus down Echo

/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

ADDITIONAL NOTES

- 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
- BIGGEST TIP FOR RAID LEADS, 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

ADDITIONAL NOTES

- 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

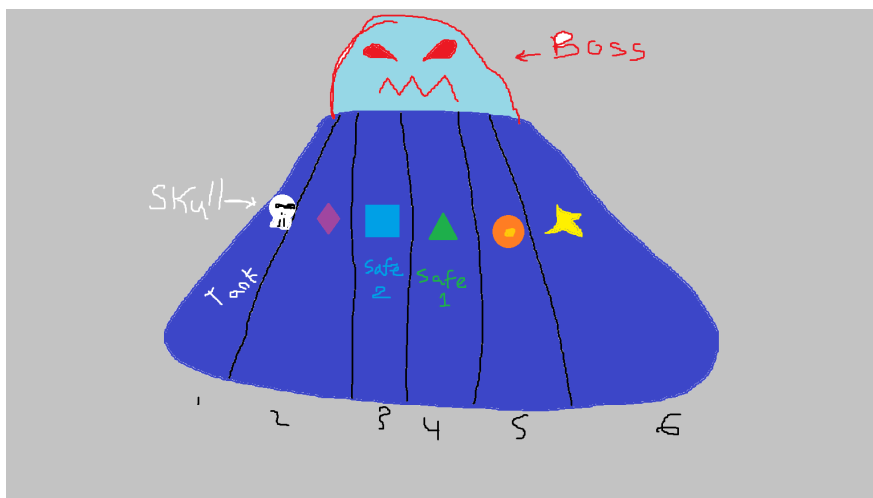
Fractilus

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
- CRITICAL: 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

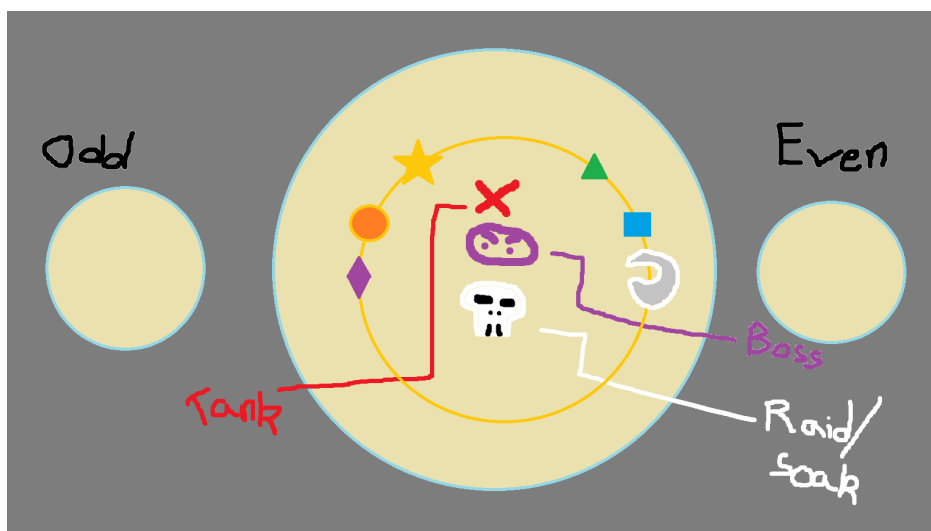
Nexus King

STRAT

- Double soak seems to be the most popular pug strat. This strat will require more healing but no one will die from a double soak other than potentially tanks
- The best strat I've found for tanks is to trade off on each soak / aka conquer
- So what this looks like: the active tank stands on X until targeted by a soak, then the offtank will taunt and go to X while the current tank with the soak goes to Skull
- This means that there are combos where the tank may get two vanquishes... And hey that sucks, it seems to only really fuck paladins though ~ If you're a Paladin tank I'd recommend getting used to popping bubble or pre-emptively using lay on hands here.
- Then it's very important that whichever tank has the dragon has heavy mitigation for the beam. Beams occur after the knockback and after the add phase intermission
- Finally make sure people don't cock up Phase 3, melee tank stars left, ranged right (they will cock it up)

MARKERS

- Skull = Raid, behind boss
- X = Active Tank in front of boss
- Star, Circle, Diamond = Left Side melee stars
- Triangle, Square, Moon = Right Side Ranged stars
- The further you place the markers from the boss, generally the safer phase 3 will be



MACRO

/rw Raid stacks on Skull for Soak
/ra Portal go to the front of the platform for vision
/rw Odds go Left, Evens go Right
/ra Focus Titan during add phase
/ra Bloodlust/Hero during Damage Amp
/ra P3 stars, melee left, ranged right

TANK TIPS

- You're tanks are the fight, get good tanks that communicate and your shot at clearing sky rockets
- Phase 1 can be handled in multiple ways, I like the tanks taunting after each conquest, other people like taunting after each cast of either vanquish or conquest
- Phase 2, when the boss is on the dragon, either swap between Maw & Beam or just mitigate beam to hell. Paladin's solo this for free with Spellwarding + Divine Shield. There are only two Beams, one before and one after adds intermission.
- Phase 3, everything hurts. Swap when you drop star and inbetween star killers. Stars are the big orbs he drops around the room and starkillers are the lines you shoot them with. Mitigate and swap between each I beg you

ADDITIONAL NOTES

- Stamp Roar / Windrush Totem before each cat claws, they come out after tank buster combo, good to call out as those can get fucky
- Keep calls very simple during most phases especially during the damage amp
- Remind players to watch their feet during the damage amp, so many people die to just not watching out for the cat claws
- During Starkillers if you have a red line connected to you, that means you're targeted, remind players about this in every Starkiller phase.
- This boss requires prog, if people die and it's still possible to do mechanic, keep it going for practice
- I would not go below 698+ for this fight
- Phase 3, if your raid struggles with placing the stars correctly, tell them to select a marker. In my example I tell my melee to choose between Circle and Diamond, as the tanks were always going star, and my ranged would choose between Triangle, Square and Moon. Once they select a marker, they should always go to that marker unless someone is already standing there. Then just shift over one to the next until they're safe.

Dimidome (WIP)

STRAT

- Your job as raid lead in this fight is primarily to keep things under control, you are herding the cats
- Make sure puddle positions are clear
- Before the pull, clarify who's picking up the Mass, preferably mobile ranged like Hunters and Evokers for DPS uptime
- Before the pull, clarify who's picking up the Stellar Cores, those are the hidden stars in phase two during the dragon riding segments
- I found this [reddit comment](#) helpful for finding each core
- Also in general put markers on your tanks that will be clearly visible for phase 3, Red X and Orange Nipple should work
- At least 1 DK is more or less required for this fight particularly for phase 2

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 Phase 2, if you're picking up a stellar core, sound off with a 1, 2 or 3
/ra Lust at the beginning of Phase 3

MARKERS

- Phase 1, place Markers on the corners away from the boss, try to get your range to clump up around those points



GROUPS

- Split groups as evenly as you can, you want a similar amount of ranged DPS and Healers on either side.

ADDITIONAL NOTES

- Phase 1 is the wall it seems, get a clean phase 1 and you're looking pretty gucci
- This boss is considered easier than Nexus King, I'd still recommend, until people know the fight, force them into discord / voice.
- Phase 2, the puddles left behind by big adds slow down your movement. That means during the knockback your movement abilities will be less effective if you're standing in the juice. Have your tanks target the abilities away
- Phase 2, if you kill the big add on the 2nd platform right before Dimensius whacks half the stage or does the knock back your raid can jump off and be transported safely to phase 3 (Haven't tested, just saw Liquid doing it)
- Phase 3, the raid must have a clear shot on the active tank as the tank buster goes out. Make sure no black holes are between you and the tank, but stay out of range of the buster itself