

Farm Bosses vs. Progression Bosses:

Just because you kill a boss once on Mythic does not mean that you will one-shot it in the future. Just because you do good dps on one boss does not mean your a god to your class; the same goes for Mythic raiding bosses. A boss is considered a farm boss when you've downed them at least a couple of times and can go at them again and one-shotting them, or at least wiping only a few times. It's important to note when killing a boss for the first time how far it is into the raid and if it is worth the time going back and farming other bosses only to try at that boss again. If you just downed Mythic Grong, you can usually reset the lockout and farm him and Mythic Champs again. For downing Conclave, however, it may be a wise idea to extend the lockout and continue progressing on Rastakhan.

Practicing in Heroic:

When doing a boss on Mythic difficulty, it is generally expected that all members have mastery or near-perfection of mechanics on previous difficulties. While true mastery of all mechanics may be impossible, practice can only help. If you struggle on knowing when the add is coming out on Jadenfire, go into heroic and try to pay attention to DBM/BigWigs to see when the add is popping out so you can focus it down. **Please note, while practicing on Normal may still be somewhat helpful, some of the mechanics from heroic may be toned down significantly or just flat-out removed.** For example, normal blockade the sea swells take 3 seconds to land (compared to 2 seconds in heroic) and the 2 minibosses don't swap during phase. If you are struggling on a Mythic-only mechanic, considering analyzing logs or watching mythic kill videos.

General Callouts vs. Individual Callouts

Firstoff, **being called out in a raid does not mean that people are calling you out just to be rude to you**, it is an attempt to prevent you and/or others to correct your fault in a mechanic/part of your rotation so it can improve next time. No one likes being told what to do or that they are doing something wrong, but it's important to stay positive and calm during these scenarios. If you refuse/can't seem to get the mechanic right, however, don't be surprised if you get booted down to a bench for the boss. Being individually called out lets you know specifically the mechanic that you need to fix and, generally, how to fix it. It is expected of you to attempt to make sure to do the mechanic correctly from now on/with good efficiency. People most likely will start getting mad at you if you continue to fail the mechanic over and over. General callouts helps the raid itself know of a specific mechanic multiple members are struggling upon, and for everyone to attempt to improve on that mechanic. While this may be over a broad number of people, that doesn't mean you just got away with it beforehand. Raid leaders can see who dies to what, whether it be during the fight or after with logs. General callouts do NOT mean you have to worry less about it then an individual callout. Both types have one goal in mine: to improve a failing mechanic in the raid that is crucial to downing the boss to get the large loots.

WARNING! BELOW IS:



Mythic Loot:

While everyone wants to get their hands on some sweet sweet loot, it's important to note that what goes around is for the best of the raid team. It is unwise to solely gear up one single person only to have them be absent for a day and have a massive loss in dps/heals. Gear should be given out as to A. if the character themselves is a main or an alt or B. which main receives the biggest upgrade from the gear. If a piece of gear is a side upgrade for someone's main but a large upgrade for someone's main, the latter is always more important. It's important to have a balanced raid team overall in order to not allow one character be needed (gearwise) in order to progress in a boss fight. If you are upset you can never get a piece of gear, it is always advised to farm heroic not just for practice but also at a chance for titanforge all the way up to 425. No one is holding it up against you to the point where you'll never get any gear.