

Introduction - EP 26

- Dratnos intros in the show rejoined by co-hosts
 - Trell: Consumer of Chick-Fil-A, Student of the Triangle, and “There is literally no way I’m not safe” Believer
 - Dratnos: The Creepiest of Smiles, Daddy of Dinos, and S tier Tier Lister
 - Tettles: Sinker of Ships, Bath Water Salesman, and Medium to Low level key depleter
- Very happy with the success of our most recent show
 - Thank people for commenting on our wowhead post.
- Talk about push week and how it’s been going.
 - Talk about the 25’s that have been done
- Twitter, Patreon, and Discord
 - Nevernude, Ahaar - US Proudmore, Paul now also of US-Proudmoore, King of Skillz, Vetec, Rokk, Zookoo, Ozzeh (GrizzbestboomieNA), Jah, Adestria (uncle pls invite), Falcao (kulifaD is in), Drunk Swede from Legion of Lemmings Argent Dawn EU, Dratnos’ Dino Pillow, Actually Tootsi (Hi Steve!), .Heltari
- Dungeon trash and pathing in Atal, Shrine, Siege, King's Rest, and Waycrest Manor.

Tip of the Week

- Dratnos: Comp Stomp is next week!
- Trell: Knocking the enchanted emissary is not really a healer’s job in a lot of cases.
- Tettles - Clip of the week:
<https://www.twitch.tv/trellsky/clip/DepressedEnergeticCobblerKeepo>

Dungeon Pathing and Tips - Go through which bosses first.

- Atal’Dazar
 - Confessors Augurs and Snap Spots
 - Show an MDT of the 6 pull that a lot of groups do at the beginning with Bloodlust
 - <https://clips.twitch.tv/TallSmilingMelonJonCarnage>
 - Snap spot is specifically for the Juggernaut.

- You have to be fully in melee of the Juggernauts
 - Other notable juggernaut bait spots:
 - <https://cdn.discordapp.com/attachments/476634490366722072/650124634519371845/unknown.png>
 - https://cdn.discordapp.com/attachments/476634490366722072/650125116910338049/2019-11-29_18-05-49.mp4
 - https://cdn.discordapp.com/attachments/476634490366722072/650125120463044628/2019-11-29_18-05-20.mp4
- Augur
 - Wild Fire and Fiery Enchant
 - What is a standard kick / cc rotation on an augur?
- Confessor
 - Mending Ward, Dispel, and Bwamsamdi's Mantle
 - What is a standard kick / cc rotation on the confessor?
- Saurid Snap Spots
 - Explain Saurid Snapping and how it makes them not jump
 - Notable Saurid Snap Spots
 - <https://cdn.discordapp.com/attachments/476634490366722072/650126856770813962/unknown.png>
 - <https://cdn.discordapp.com/attachments/476634490366722072/650127147964432432/unknown.png>
- Middle Pack / Colossus Packs / Honor Guard packs
 - When do you pull Colossus packs?
 - When do you pull the middle pack?
 - Which pack of Reanimated Honor guards are doable?
- Tank has to be in melee, taking a ton of damage on every pull in atal'dazar - why this influences tank meta heavily
 - BFA anti-kite mechanics (added to prevent Legion style of kiting)
 - Necrotic in Atal'dazar
- Waycrest Manor
 - Explain doors
 - Witch Spawn Locations (show in MDT)
 - Runeweaver vs Soul Charmer vs Vinetwister
 - How to tell which maggots will cast infest?

- Has an infest debuff
 - <https://wago.io/BkX421iuQ> (idk if this works)
- Gorgers and snap spots
 - Similar concept to the juggernauts in Atal'Dazar
 - <https://cdn.discordapp.com/attachments/476634490366722072/650270986348003351/unknown.png>
 - <https://cdn.discordapp.com/attachments/476634490366722072/650270164230864907/unknown.png>
 - <https://cdn.discordapp.com/attachments/476634490366722072/650271216204251153/unknown.png> - Most Popular
- Fire in the courtyard
 - How to utilize it
- Thornshaper Casts
 - Uproot, Soul Fetish, and Infected Thorn, reconstruction
 - What to kick?
- Gloom Horrors
 - Similar to Gorgers
 - They do shadow claws only whenever somebody is in a snap spot (they alternate casting leap/shadow claw normally)
 - <https://clips.twitch.tv/ExcitedRudeBaconHoneyBadger>
 - <https://clips.twitch.tv/SuspiciousPowerfulHorseradishPMSTwinn>
- King's Rest
 - Animated Guardians
 - The animated guardians are some of the most efficient mobs in the dungeon.
 - How to deal with the tank frontal?
 - <https://clips.twitch.tv/StrongHyperStarlingPrimeMe>
 - How to do the trash packs in Serpent room without the emissary?
 - <https://clips.twitch.tv/RespectfulSilkyGarbagePraiselt>
 - <https://clips.twitch.tv/ManlyGentleTomatoFutureMan>
 - Syncing up internment constructs (the ones that imprison you on machimba)
 - Bridge toward the Council boss: cannot pull more than one pack at a time because of the sheer danger of every mob in this area
 - Dealing with berserkers
 - Hex Priests: Kick hex or spectral bolt?
 - Witch doctor: healing totem, frost shock

- Spectral Brute: Why nobody skips this mob
 - Enormous amount of health, low melee uptime, high tank damage
 - Very very long patrol path that could easily misalign and throw the route off
- Shadow of Zul
 - On higher keys you want to skip this
 - https://cdn.discordapp.com/attachments/627639424439549982/641026361388957719/2019-10-22_02-05-48.mp4
- Siege of Boralus
 - What on god's green earth are you supposed to do if you're alliance?
 - Early pulls <https://i.imgur.com/ow29Cdp.png>
 - Footmen hindering cuts! (this becomes more important to be aware of on higher fort keys. They will run away and then come back, cutting first person near them).
 - Tagging the Gutters
 - Gutters accross the canal
 - <https://imgur.com/a/tnBv2KJ>
 - Nuke the powdershots in the commander 2xPowdershot pull
- SPOTTERS
 - What they kill
 - What they don't
 - Interaction with Tides
 - Affixes to note
- Bilge Rat Pillagers frontal
 - Z-axis
 - In-hitbox
 - Pulling Pillager with demolisher
- Last room strats
 - Prioritize killing the snipers with the cannon shots
 - Stop "stinging venom coating" from going off, especially if there is no poison dispel
 - Treants and other AoE positioning utility is insanely good here
 - How to pull packs in boss room without the Tides (see earlier for why you don't want tides)
- Shrine
 - Early snap spots / how to pull the first bit of the dungeon.

- Minibosses
 - True sight development
 - Pulling the mobs next to heldis without her.
 - Jumpy skippy
 - Guardian Ele skip
 - When should these be pulled vs. skipped?
- Aqu'sirr with as many mobs as possible
- Beware of tidesage initiates on bursting, explosive, bolstering, necrotic, and sanguine!
- Skipping to the bridge vs. killing ritualists/enforcers/tentacles
- The tentacle pull on the bridge
 - Instant hits
 - Can't ever run away
 - Gluck if there's a void omegylol
- Other bridge pulls
 - Can they both be done? Difference between the two
- Tentacles to stormsong
 - Pull both and staff strat
 - 1 - 2 - boss strat
 - 1 - boss - 2 strat
- Trash on Vol'zith is part of that fight - watch last week's show

Q&A

- https://twitter.com/Andres_krf/status/1196893528351236097?s=20
- Suproa - Discord - Atal and shrine: are snaps worth it in all key levels, and/or at what point do snaps become worth it? They can be tough to pull off for tanks who haven't practiced them, and being in the wrong spot can evade the mobs. So, is snapping something every tank should just go into 0s and practice? Or is snapping unnecessary? Not counting monk tanks because transcendence transfer is hax.
 - And pictures of common snap points. Because snaps seems to be something that experienced people know and expect, but inexperienced people often don't even know they exist at all.
- Qbeez - Discord - The Sand Queen (specs/how to dodge upheaval without immunity or dr)
 - <https://wago.io/FR5R77SID>

- <https://www.wowhead.com/item=89223/racing-flag>
- <https://twitter.com/kalleponken456/status/1196899104313532422?s=20>
- <https://twitter.com/saentweet/status/1200686488599564288?s=20>