

# Quick Warlock Guide to BWL

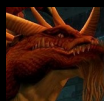
## Required Items:

Flask of Supreme Power (for progression and speed nights), Elixirs of Shadow Power, Greater Arcane Elixirs, Major Mana Potions, Dark/Demonic Runes, Runn Tum Tuber Surprise, Goblin Sapper Charges (if engineer) or Crystal Charges (if non-engineer), Stratholme Holy Water (for nef), Restorative Potions (for Chromag), Limited Invulnerability Potions (in case of aggro), Greater Fire Protection Potions, Greater Shadow Protection Potions (for nef), Onyxia Scale Cloak (for nef)



### Razorgore

- Phase 1: Kill adds as they spawn. Kill mages first, then dragons, then legionnaires.
- Phase 2 (after all eggs broken): Tank and spank. Use pillar to LOS the fireballs if needed. Watch threat -- Razorgore's cleave reduces tank threat.



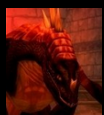
### Vaelastrasz

- Position where instructed and dps until boss dead or you get Burning Adrenaline.
- If you get Burning Adrenaline debuff, get far away from the raid because you will explode.
- Tip: Sacrifice a voidwalker pre-fight to prevent spell pushback.



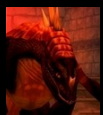
### Broodlord

- Stack with other ranged (away from traps) and dps until boss is dead.
- **Watch threat.**



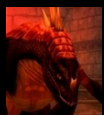
### Firemaw

- Stack with other ranged and dps. Watch threat -- Wing Buffet reduces tank threat.
- Use LOS to clear your Flame Buffet debuff when high stacks are reached.



### Ebonroc

- Stack with other ranged and dps.



### Flamegor

- Stack with other ranged and dps.



### Chromaggus

- One warlock will summon the person assigned to click the lever to start the fight.
- Use restorative potion to clear afflictions.
- If Time Lapse (wipes threat and reduces health) is part of the encounter, you must be in line of sight and receive the debuff. LOS all other debuffs.
- Note: consider using Searing Pain or Soul Fire during fire vulnerability if threat allows it.



### Nefarian

- Wear your Onyxia Scale Cloak.
- Phase 1: dps adds and use shadow protection pots and/or shadow ward to absorb shadowbolt damage. Curse uptime on drakonids is extremely important.
- Phase 2 (after ~40 adds killed): Keep your distance, dps boss. Before class calls, stand away from the other casters just in case of Warlock call so you do not stun our healers and other ranged.
- Phase 3 (at 20%): Use heavy aoe to take out skeletons. Sappers, crystal charges, holy water, rain of fire, and hellfire. Have a LIP ready. When skeletons are dead, go back to dps on boss.