

WARHAMMER ONLINE

AGE OF RECKONING

LAIRS

Welcome to the *Warhammer Online: Age of Reckoning* Lairs eGuide! When you're going to *WAR* and have a nasty lair boss standing over you with drool dripping from its fangs, you don't have the time to keep searching page after page for that one critical piece of info that will lead you to victory. No, you and your party need information at your fingertips, and this guide won't leave you to wipe with just your helm in your hands. Our guide features a fully linked tab system running along the top of each page; simply click on your desired link to go to the Overview, Locations, or Lair Strategies for the lair you're currently viewing. Or just click on the ToC to go to the Table of Contents and start another search.

ToC

The ToC, or Table of Contents, functions just like a normal guide's ToC, except that with embedded bookmarks, clicking on any of the ToC's entries will take you directly to the start of that section. At any point, just click on the ToC link to go back to the Table of Contents and select a new lair.

TRY IT NOW!



There's more to making a successful group than just finding six people. This section explains grouping essentials such as threat and threat management, efficient healing strategies, effective engagement tactics, and group roles and responsibilities broken down by class. The tips in this section will have even the most novice party stomping lair bosses in no time.



OVERVIEW

Forget a boss ability? Not sure if you're gonna need an off-tank? Just need coordinates to get you to the door? This section has all the essential info you need to prepare for lair on one page. Consider this the quick reference checklist for any group leader.



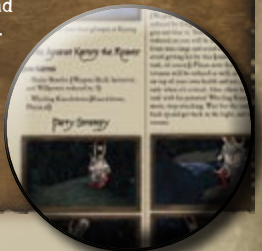
LOCATIONS

LAIR STRATEGY

This section features step-by-step pictorial directions on the quickest way to reach each lair for both Order and Destruction.



The "meat" of the guide, so to speak. From the minute you hit the door to the moment you leave triumphant, this section has the in-depth info, tips, and tactics you need to complete the door puzzle, vanquish the lair boss, and understand how your toon makes it all happen.



WARHAMMER ONLINE[®]

AGE OF RECKONING[®]

LAIRS

PRIMA Official Game Guide

Mike Searle



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Product Manager: Todd Manning

Associate Product Manager: Sean Scheuble

Digital Product Manager: Lex Scheuble

Copyeditor: Asha Johnson

Design: Calibre Grafix

Layout: James Knight

Map Design: In Color Design

Manufacturing: Suzanne Goodwin

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Prima Games

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3000 Lava Ridge Court, Suite 100

Roseville, CA 95661

www.primagames.com

The Syndicate writers are:

Sean Stalzer, President/CEO, Byron-James Alcid (Team Lead), Chris & Brandi Massey, Christina & Gary Morrow, Glenn White (Team Lead), Greg Bowling, Hunter Hoyt (Team Lead), Ian Longley, James Gray, Jennifer Bayne, Jeremy Dvorak, Jerry Davis, Jon Fortner, Matt Wetzel, Michael & Stephanie Bowling, Michelle Miller, Randall Lekan, Ron Wild (Team Lead), Scott D. Wampler, Terry Julian, Thomas McGarry

Visit The Syndicate® at www.LLTS.org.

Mike Searle

Mike Searle remembers playing the simple yet addictive *Missile Command*, and the days of *Atari Adventure*, where your square hero could end up in a hollow dragon stomach.



His desire to play computer games into the wee hours of the morning really took hold when his parents made him play outside, instead of on the console, so the first chance he got, he bought a PC to play the *Ultima* series, *Doom*, and countless others. Mike started working with Prima Games in 2002 and has written more than 30 strategy guides, including *Lord of the Rings Online*, *Shadows of Angmar*, *Jurassic Park: Operation Genesis*, *Dark Messiah: Might and Magic*, *Pirates of the Burning Sea*, and several guides in the *Tom Clancy's Ghost Recon* and *Splinter Cell* series. He can't wait for thought technology, so game controls can catch up with his brain and stop all that needless in-game dying. At least, that's what he keeps telling himself about his FPS kill ratio.

We want to hear from you! E-mail comments and feedback to msearle@primagames.com.

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WARHAMMER ONLINE: THE COMPLETE GUIDE TO LAIRS

You're all geared up, but it's only you and a couple of friends. The war effort is quiet—no keeps are under siege in your neck of the woods, and the enemy sits behind their bunkers waiting for armies to gather. What's an honest adventurer to do? Sure, you could solo quests for experience, or hop into a few scenarios to rack up the renown, but sometimes you want to do something special as a group.



Enter the lair. It's a "mini dungeon" of sorts, for parties that may not have enough time or players to tackle a full-scale dungeon. Lairs may involve a puzzle challenge to reach, and usually involve only a single boss fight, so it's perfect for an hour of fun when your group wants to earn a little extra treasure.



Some require feats of dexterity to uncover, others may be puzzles to solve, still others may take superior combat skills to dispatch the lair boss and gain its treasures. You may be able to solo some of the lair bosses, if you're advanced enough in rank, but it's recommended for most lairs that you team up with a small party of two or three other players to vanquish the threat. More difficult lairs will require a full party.



The following pages will give you the inside track to discovering lairs. You'll find the lair's exact location in the zone, its relative rank, and encounter details, as well as strategy tips on how to enter the lair and defeat the lair boss.



Now go out there and discover some lairs for yourself! The loot is worth the peril.

ZONE	NAME	BOSS RANK
Avelorn	Elrin Helfried	40
Badlands	Krela Darkshroud	31
Barak Varr	Karerg the Reaver	40
Black Fire Pass	Ravack	40
Black Fire Pass	Shambler	31
Blighted Isle	Gorthlak	40
Blighted Isle	Lady Alisha	11
Caledor	Festitt	40
Caledor	Xaphan of the Pyre	40
Chaos Wastes	Tezakk Gnawbone	40
Chrace	Kelbrax	40
Dragonwake	Gholnaros the Deathless	40
Ekrund	Bandit Queen	11
Ellyrion	Stinkfang the Vomitous	40
Kadrin Valley	Fleshrender	40
Marshes of Madness	Old Oozeback	40
Mount Bloodhorn	Nerx Gutslime	40
Nordland	Morra	40
Norsca	Silveroak	40
Norsca	Traitor's Rest	11
Ostland	The Defiler	40
Saphery	Lady Grimgyre	40
Talabedland	Bleakwing Matriarch	40
The Maw	Migliod's Menagerie	40
Troll Country	Metoh	40
West Praag	Frostshard Prison	40

THE ULTIMATE PARTY



The cave mouth stretches before you, and the last thing you want to worry about is a wipe before the lair boss even notices your party. So what's the ideal party to tackle each lair? You may want to customize each lair raid to the strengths of your existing players and tailor it to exploit the boss's weaknesses, but there definitely is a sound blueprint you can work from to ensure that, at fight's end, treasure pools around your feet instead of blood.

Glossary of Terms

Before you go lair crawling just yet, here are a few specific terms and abbreviations frequently used in lair encounters and referenced throughout our guide:

Add: An additional enemy that joins a battle. It might be summoned by the boss or drawn in by area-of-effect attacks or player proximity.

Aggro: Also called threat or hate, this refers to how mad the monster is at any given player, and therefore, what player the monster chooses to attack. See the "Threat" section for a full discussion of this mechanic.

Area-of-Effect (AoE): Spells or abilities that affect more than one target. They may affect targets within a certain radius of the main target, an area on the ground, in a cone in front of the caster, or a radius around the caster, depending on the type of area of effect.

Bufs/Debufs: Bufs are spells or abilities that augment character's abilities, while debuffs are spells or abilities that reduce the effectiveness of an enemy.

Cone: Damage that extends in a cone shape from the caster, affecting any targets within the cone.

CC: This stands for crowd control, and refers to the ability to corral or otherwise occupy multiple monsters. For example, the Bright Wizard's Fire Cage spell is a crowd control spell because it roots multiple enemies in place for a short time.

Damage over Time (DoT): A damaging spell or ability that continues to add damage for a certain time after the initial attack.

Direct Damage (DD): Any damage directed at a single target.

DPS/DPSer: DPS stands for damage per second. A DPS class is one that can produce a lot of damage, as opposed to taking a tank or healing role. A DPSer is a DPS-class character.

Heal over Time (HoT): A heal that continues to add healing points for a certain time after the initial cast.

Mob: Originally abbreviated from "mobile object," a mob is any monster or enemy.

Point Blank Area-of-Effect (PBAoE): Damage that extends in a circle directly around the caster or targeted character.

Tank/Main Tank/Off-tank: The tank is the player who takes the brunt of the monsters' attacks. Tanks must be heavily armored and have high health to perform this role well. If a group has more than one tank-class player, typically one player is chosen to be main tank and take the boss's attacks. Off-tanks are secondary tanks whose job is to take the attention of other monsters besides the main boss. In certain lairs, off-tanks may be needed to pick up adds and keep them from attacking healers or DPS classes. In other lairs, the off-tank may just assist the main tank.

The Ideal Party Makeup

For any group excursion, ideally you want six quality players to fill out your team. You can always beat the odds with fewer players, but why struggle when you can ace an encounter with a full party?



Party Time

When filling your party for a lair or dungeon raid, always load up your slots with thoughtful selections. You don't, for example, want four tanks in the group and no healers. If you can pick and choose which careers are joining you on your next foray, assign your party slots in the following order. If you can't pick and choose, go with the closest arrangement you can to the slots below, though you will ALWAYS need a tank and healer in each fight.

SLOT 1: TANK

SLOT 2: HEALER

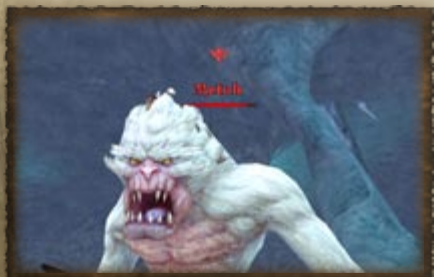
SLOT 3: DPSER

SLOT 4: HEALER

SLOT 5: DPSER/OFF-TANK

SLOT 6: DPSER/CROWD CONTROL

A tank and your main healer are the top priorities. No lair-tackling party survives without these two classes. Both are equally important. The tank engages all bosses or mobs and holds aggro so the rest of the party doesn't have to deal with constant attacks. The healer keeps the tank alive, then spreads the health wealth around whenever someone gets injured in the line of duty.



The third slot is usually reserved for a DPS career. The DPSer's job is to deal as much damage as possible, so long as their threat doesn't rise above the tank's and draw away the enemy target. The DPSer's damage speeds up the fight, which means the boss has less time to launch massive attacks or disruptive abilities. Without a DPS career, fights can go really, really long, and it might even be impossible to kill your target before he eventually kills you.

After your core three slots, the fourth through sixth slots generally come down to play preference. It's safer to bring along a second healer in the fourth slot; this guarantees survivability in long fights and minimizes surprises (such as the primary healer going down in a fluke attack). To maximize effectiveness, the secondary healer should be able to deal damage, making Order's Warrior Priest or Destruction's Disciple of Khaine good choices.



If you have enough players to go five deep, a DPSer/off-tank is a great choice. More DPS means the boss fight will go even quicker, and your party will be able to kill mobs quickly to avoid being overwhelmed. The flexibility to off-tank means you can tank two tough opponents at once, and the off-tank can also grab any "adds" that pop up during a fight. An off-tank can also drag stray enemies off other party members should they accidentally draw too much threat during the battle.

Your final slot can really be any career, though another DPSer with some crowd control abilities will round out the party nicely. An Engineer, for example, can lay down lots of DPS with his rifle, aim his turret at an add to corral it, or trigger Barbed Wire to root stray enemies for several seconds while the group repositions or finishes off a prior threat.

All careers fit into the tank, healer, or DPS role. Read through the following section for details on all the careers and how they should operate in a party.

You can usually beat a lair with fewer than six party members. The boss fights are generally shorter and you have fewer foes to deal with than dungeon raids or massive RvR battles. Depending on the boss and your play skill, you may be able to do a lair run with as few as three party members, though the closer you get to six, the better your chances of success.

Threat

Threat is a score used to determine who an enemy will attack, and it also goes by the terms "aggro" or "hatred." Simply put, the more threat you generate toward a target, the greater chance it will attack you, and continue to attack you even after others join in. Threat is commonly generated by damage and healing, so the more DPS you deliver or the more healing you throw around, the greater the chance you'll attract attention. Luckily, many careers have threat-reduction skills that allow you to shed the threat temporarily (or possibly completely if you don't jump back into the fight), with the drawback that attacking again usually breaks the effect.

Tanks are the ones most concerned with threat. They generate the most threat with special abilities called "taunts," which automatically attract an enemy's attention and lock it on the tank. Its generally good form to allow your tank to also build up some more threat by leaving him alone for the first few seconds of the combat as he launches a few damaging attacks. If you have an off-tank, he should be ready to grab threat on any target that breaks free of the main tank or any adds.

Healing can also draw significant threat. Healers should spread their heals out to avoid cranking the threat up too high, and they shouldn't overload healing if it isn't necessary, else they will attract the enemy's attention. Heal-over-time spells are an excellent way to minimize threat. Cast one on your tank before he engages the target to slip a heal "under the radar" and save you precious threat for later in the fight.

A DPS specialist has a relatively simple task: Don't out-damage the tank too much to gain threat. It might take some practice with your group, but you'll eventually learn how many attacks you can launch, and how frequently,

to maximize your damage without surpassing the tank's ability to hold threat. The biggest mistake to avoid as a DPSer is to start attacking too soon in the fight; allow the tank a few seconds to build up his threat before you dive in.

If anyone from your party does manage to pull aggro, always make sure to run to a tank to have it picked up. Attempting to kite the boss will only increase the amount of time it takes to have the boss pulled off, likely resulting in your death or a wipe of the group.

You need to monitor DPS critical strike threat. If you land a couple high critical strikes in a row, disengage for a second, then reengage. Critical strikes increase your threat, so take this into consideration when monitoring your threat output.

If you're an off-tank in a group, make sure that you do not use your taunt abilities unless the boss breaks from the main tank or the main tank dies. Pulling off of the main tank will interrupt his threat generation and the healers may not be prepared to heal you, resulting in your death.

If the main tank loses aggro, it's important that everyone in the raid, minus the healers, disengages until the main tank has regained aggro. Make sure to use any threat-reducing abilities at this time. Once the main tank picks the boss back up, wait a few seconds for him to build threat, then reengage.

Healing

The party's healers will save or damn a group when an encounter gets hot and heavy. As a healer, you have to know when to launch your big heal, when to throw around HoTs, and when to avoid healing. In general, save your big heal to counteract large spike damage (unexpected damage that crits through a party members' defense for a significant amount of health), or if you desperately need to float a party member's health back up to a manageable level. Those levels will depend on the enemy's damage and how much backup healing you have at your disposal, but you shouldn't panic unless a party member's health is consistently dropping below the one-third mark. Even then, the healer's main responsibility is to the tank, then himself. Keep the tank alive, even if it means losing a DPSer in the fight. If the tank falls, the whole party will most likely wipe.

Heal-over-time spells are great at the start of the fight before the tank engages. This gives the tank a little extra prevention before the fury starts. You can also drop HoTs on other party members as an effective measure to counter damage-over-time spells or to maintain

an endangered party member's health over a short duration while you concentrate your stronger heals on the tank or more critical members.

Don't expect your healer to always heal you. Unless you are the tank, you may need to pop a healing potion from time to time and save the healer's magic for tougher stretches of the fight. If it looks like you're going to die, drink your best health boost and hope that any heals you do get stabilize your health.

If someone in the group's health is at a critical level and you don't have time to focus on that one person, throwing a shield and a HoT will help that career absorb damage while the HoT ticks.

If you're the main healer in your group, a good rule of thumb is to never switch off the main tank unless there are HoTs ticking down on him first. If there are, switch to the party member that needs help and return to the main tank immediately.

Finally, you must learn when to NOT heal. Obviously, you must conserve your action points so you don't run out at a crucial time, but you must also look at the big picture. You only have so many heals to throw around, and the majority will be directed at the tanks and healers. You don't want to let anyone drop, but if you find yourself limited, you may have to skip a heal or two on the group's other DPSers. Unless you are cruising through an encounter, you should never heal a pet, except if that pet is off-tanking. Pets are expendable and can always be re-summoned.



Career Roles

Tanks

BLACK GUARD

The Dark Elf's new tank role, the Black Guard, fuels the majority of his attacks and defenses with Hate. A Black Guard builds up Hate by dealing and receiving damage, and this Hate is spent like action points to trigger abilities, or certain abilities become more powerful with greater Hate. Assuming the responsibility of the tank, a Black Guard should generate threat with powerful attacks (**Pitiless Strike**, **Crush the Weak**), while holding aggro with abilities such as **Taunt** and **Challenge**. It is the Black Guard's job to punish the enemy and keep their attention, enabling the rest of the party to do their thing unopposed. If a Black Guard can ratchet up the Hate (topping it off at the maximum 100 is excellent), all their tools become available and their damage alone may keep lesser mobs firmly affixed without the need of any taunts. They also have a variety of useful abilities, from area-effect attacks that can pull multiple foes into their combat zone at once to abilities that disrupt and cripple stats. Depending on the Black Guard's mastery, they can focus on offense, defense, or magic resistances.

BLACK ORC

A Black Orc doesn't muck around with fancy spells or dainty arrows; he charges at a foe and tries to throttle it with his bare hands (or, a melee weapon of choice). As a tank, it's the Black Orc's job to engage all enemies and direct their attention on him. Taunt abilities, such as **Challenge** and **Taunt** (of course!),

increase aggro against a target and force that target to become more hostile toward the tank; you can never get a foe mad enough as a tank, so load up the threat and keep those enemies foaming at the mouth! Also, keep aware of the ever-changing battlefield, because it only takes one stray mob to go rogue one of your DPSers (even worse, a healer) to turn an otherwise controlled fight into a free-for-all. Make sure you rope in all the enemies so others are free to aid the party as they should, and if someone is drawing too much threat, let them

know immediately so they can slow down damage and enable you to catch up. With all the damage focused on you, you'll want a lot of Wounds to generate loads of health to survive in combat, and the best gear you can scrounge up. Good gear will mitigate damage, making the healers' jobs easier and allowing you to go longer in fights, especially boss fights and ones where you handle several foes at once.

CHOSEN

On the side of Destruction, these hulking figures not only strike terror into the heart of the enemy but their unholy armor can withstand massive punishment. The Chosen works as a tank in your party, either as the primary role of main tank, or in the secondary role of off-tank. They can handle a lot of damage, which makes healers' jobs easier, and attacks such as Cleave, Seeping Wound, and Ravage really pound the enemy and force them to concentrate on the Chosen. Rather than use standard taunts to direct enemies' attention toward the Chosen (though they do have the Taunt ability), these warriors can throw down snares and roots. If an enemy attempts to escape a Chosen's grasp, he can use Dizzying Blow to slow it down or Petrify to hold it fast. The Chosen also has auras and curses that can strengthen allies and debilitate enemies. Guard, for example, reduces damage to an ally, while Discordant Turbulence decreases incoming healing on the targets within the radius. The Chosen are a very challenging career to play, though extremely rewarding when you draw your enemies near and keep your allies far from danger.



IRONBREAKER

As their name might imply, Ironbreakers can withstand a great deal of punishment, which makes them a great tank for parties. Ironbreakers' primary role in fights is to keep the monster(s) focused directly on them and absorb their damage. That comes with several responsibilities.

The first is to have the best gear possible for mitigating damage and to use your core abilities to improve that damage mitigation. The second is to be situationally aware of the fight and what is going on around you, and react to the ever-changing battlefield. The third is to "lock down" every monster your party faces by using your abilities to make the monster so mad that it will focus on nothing else but you. To excel in the Ironbreaker's role, you must juggle various abilities, such as to make the tank harder to hit or take more damage, to deal out more damage, and to increase your threat. Liberal use of Menace, for example, gives you a 100 percent bonus to the threat generated by all of the damage you do. The Seen It All Before tactic reduces the damage you take by 15 percent when critted, which can be a lifesaver on some hard fights. Strength In Numbers morale ability makes your block chance 100 percent for 10 seconds. That can be critical at the start of some tough fights to allow you time to build up threat before the healer starts laying on the big heals. And Rune-Etched Axe is an effective way to hit every monster in a small radius. If you do that in the middle of a group of monsters, you encourage them all to focus on you. If your group is all taking damage, don't forget about Armored Plating, which makes everyone 20 percent more resistant to damage.

KNIGHT OF THE BLAZING SUN

The Empire's tank, the new Knight of the Blazing Sun, has tremendous flexibility. He can dash into battle at the front of the charge, or hang back as a fearsome defender. He can even shout out commands that serve as buffs and debuffs that can influence the battle without even lifting a weapon. The typical tank role for a Knight of the Blazing Sun involves charging up to the boss or mob and



hitting them with an ability like Sunder to increase personal threat and fix the monster's attention on the Knight of the Blazing Sun.

High-damage abilities, such as Precision Strike and Demolishing Strike, keep the monster focused on the Knight. Crippling Blow can slow any enemy down who tries to break away from the pack or senses a higher threat target elsewhere. Hold your commands for the appropriate times. You don't want to send out a Press the Attack order if the rest of the party isn't ready to deal some damage, just as you wouldn't want to throw up Stand Strong! if you would rather see a larger damage output from the group. The Knight of the Blazing Sun is more multifaceted than many of the other tanks. It may take a few ranks to get the hang of it, but when you do, you will have trick for almost any situation.

SWORDMASTER

As the name implies, the mighty Swordmaster wades into the thick of combat, filling the melee DPS role by slashing and cutting his enemies to shreds. The Swordmaster has no meaningful ranged ability, so if a fight requires them to back out of melee range they will be all but useless. While in melee range they are among the very best at dealing damage. Much like other damage-dealing classes however, they need to keep that power under control and not gain the monster's attention. Let the tank build up threat and then engage. If too many large blows land at once, pause briefly to allow the tank's threat to get ahead a bit more. A Swordmaster can defend against attacks far better than most damage-dealing classes, so they can sometimes function as an off-tank, meaning they can handle extra opponents that come along in a fight. If the boss summons a minion, the Swordmaster may be able to deal with it effectively. Dazzling Strike not only does great damage to an opponent but it also disorients them for several seconds. If multiple monsters are charging your



group and you need to buy time for your tank to get them under control. Aethyric Grasp will root them in place. Similarly if a monster breaks free and is running for your healer, root them in place and call for the tank to lock them back down. If you are being used in the off-tank role, you need to get control over your target very rapidly so the party can take them down. To do that, consider using Phantom Blade where each hit has the chance to give you even more threat. If you need to buy a few seconds for a healer to save you, Protection of Hoeth can be a savior or if you don't have that, Bladeshield is an even bigger save and redirects some damage right back at the attacker. As you wade into a fight, Immaculate Defense causes everyone to take 75 percent less damage for 10 seconds. This can be critical at later stages in a fight, as the healers are running low on mana and the tank needs to stay alive. Similarly Shield of Valor causes everyone to absorb 1,200 damage, so if you are dealing with a fight full of area of affect attacks, you can reduce the healing needed to the whole party by using that. A good Swordsmaster needs to realize that while they can dish out a huge amount of damage, at times they have to shift to a defensive focus and save themselves, save the tank, or save the group. The power of the Swordsmaster is in their ability to react offensively and defensively at a moment's notice.

Healers

ARCHMAGE

The Archmage is a very potent group healer and also can act as a ranged DPS. They are lightly armored and do not survive long in up-close and personal fights. As such, range and movement are their key allies. Because many of their abilities are "instant casts," they can be used on the run. In addition, the Archmage can neutralize enemy casters, effectively removing them from a fight. One nice way to help start off any fight is to land Dissipating Energies on your tank. For 10 seconds they will pulse magical energy, damaging the enemies and building more threat. If enemy casters are being engaged, Law of Gold will silence them for five seconds. If the group is being overwhelmed, a Wind Blast will clear out the enemies and slow their movements, making it take longer for them to get back into the fight. When healing is needed, Blessing of Isha heals the

whole group instantly. Lament Aura is a great heal-over-time spell, and Boon of Hysh is a good single-target heal. When several of your party members have fallen and all seems lost, Alter Fate can bring back everyone nearby and heal them when they resurrect. If the group needs a little extra edge, firing off Wind's Protection not only heals everyone for 720 over 15 seconds but it shields the whole group such that the next 1,200 damage they receive is absorbed. The Archmage can stand at long range and layer on heals to his group, eliminate enemy casters from the fight, but they can also do ranged DPS when needed. Steal Life is a great way to damage your enemy and heal yourself at the same time. Flames of the Phoenix is an area-of-effect attack burning all enemies for 2,400 damage over a four-second period. So while the Archmage can often be used in a healing role, they can step up and play the DPS role just fine.

DISCIPLE OF KHAINE

Though a healer, the Disciple of Khaine really excels when free to work offense and defense during a fight. Much like Order's Warrior Priest, the Disciple of Khaine pounds opponents in order to heal. The Disciple reaps soul essence from his damage and then channels the victims' essences into healing energies. Throwing out tons of heals while doing damage has a high probability to pull aggro. To keep your aggro down, use your threat-reducing abilities as often as possible and only throw your HoTs/heals when necessary. Unlike many other

healers, the Disciple lacks comprehensive ranged abilities to generate soul essence, which means they must get into the thick of combat to be effective healers. As a secondary healer, this works great; the Disciple can contribute damage as a DPSer at the front of a fight, then switch to healing later to support the primary healer. If the Disciple of Khaine is your only healer, it's a bit risky.

In that case, everyone in the party should be on alert to pop a health potion from time to time to offset the slower healing exchange that may occur at certain points of the battle. On the plus side, the Disciple of Khaine has some really nifty abilities to deal damage

and heal at the same, such as Consume Essence and Rend Soul. They are the perfect secondary healer role and a great support career.

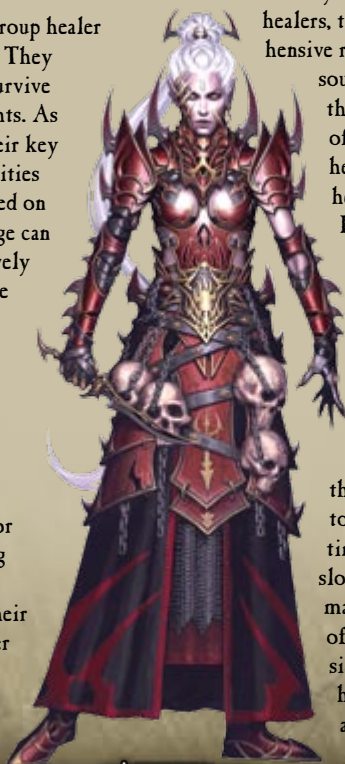
RUNE PRIEST

Harnessing great magical powers, the Rune Priest's primary role is that of healer in a group. They can also deal some damage to enemies, but their focus is to keep the party members, and primarily the tank, alive. In any group setting, everyone staying alive is important, but if the tank dies, everyone dies. So keeping the tank alive, first and foremost, is critical. Secondary to that is keeping oneself alive.

Many a Rune Priest has fallen in battle when they failed to tend to their own wounds.

The Rune Priest also applies buffs to their party that help them do more damage and win the fight quicker.

When the battle is over, the Rune Priest can bring fallen comrades back to life as well. One skill a Rune Priest needs to master is where to stand and when to move. Most of their magic requires them to remain motionless, yet on some fights, the party can be spread out over some distance so movement will be needed to get within range. The Rune Priest has to balance running around and leaving enough time to heal everyone that needs it, while keeping the tank alive. Anyone can stand in one spot and heal. A truly skilled healer can move, heal, and buff with ease. Some of the spells in the Rune Priest's arsenal include: Blessing of Valaya, an immediate 540-point group heal, while Valaya's Shield is a much larger 2,400-point group heal but it heals over time for 15 seconds. Anyone within range gets healed. Rune of Cleansing will remove a curse or ailment from your target. Master Rune of Fury will grant everyone in range a chance to get healed whenever they do damage. Divine Protection puts a magical shield around everyone in your group



that absorbs 1,500 in melee damage. Try to use heal-over-time spells on party members other than the tank. Keep buffs up on your party throughout the fight. Watch your mana pool and if you have to make tough choices, keep the tank alive first and yourself second. A dead Rune Priest is of no use to the group.

SHAMAN

Feel the power of **WAAAGH!** With the vast magic energies that the greenskins' healer commands, the Shaman is one of the most sought-after Destruction careers.

Every party needs at least one healer, and most would like two; the Shaman will also have friends in forays in dungeons and RvR territory, even if it's a little

slow going damage-wise in solo play. A

Shaman's main job in any party is to keep the tank alive, followed by keeping himself alive so the heals can keep coming. Remember that a Shaman doesn't have to throw out big heals at every turn; he may only need them occasionally in a long fight, or after a critical blow takes a large chunk of damage out of your tank. HoTs, such as 'Ey, Quit Yer Bleedin' and Breath of Mork, are great at the start of a fight before the tank engages to give your tank a little extra boost of healing power as the fight begins. It gives the tank precious seconds to build up threat and make sure that a Shaman's heals don't start pulling aggro, causing a whole mess of headaches when an enemy disengages the tank and charges the healer. At that point, a Shaman may have to heal himself instead of needy party members, and it's possible to lose people left and right. Never "out threat" a tank as the Shaman, which usually means to be patient with your heals and not overdo the healing. Remember, party members do not have to be 100 percent full health the entire fight; so long as they don't drop into the danger zone (say, below 50 percent health), things should go smoothly.

WARRIOR PRIEST

Their name clearly shows the duplicity in this class. Are they a healer or a damage dealer? They are both. Drawing power from battle, the Warrior Priest unleashes blessings to regenerate health, add damage to the party, or even provide a shield of protection. So the Warrior Priest primarily is a melee DPS, but with a backup healing support role. You would not use a Warrior Priest as your primary healer expected to keep the tank alive, but they can assist in healing and keep others in the party alive while still adding damage to the fight. As you and your party members wade into battle, Sigmar's Radiance can emanate from you and heal those around you. Touch of the Divine can immediately heal everyone in the group and not just those standing near you, while Pious Restoration can grant everyone a heal over time, which is perfect if they are taking slow ticking area of effect damage. Working in conjunction with your group tank as your defensive target, Sigmar's Shield grants them healing every time they are hit. This buys valuable time for the primary healer to land a big heal. Throwing out tons of heals while doing damage has a high probability to pull aggro. To keep your aggro down, use your threat-reducing abilities as often as possible and only throw your HoTs/heals when necessary. Sigmar's Grace buffs the group's wounds by two, which could be the edge between winning and losing a close fight. If the group is being overrun and a moment's breather is needed, call down Divine Shock to hurl your enemies far from you. The power of the Warrior Priest comes from damaging his enemies. That said, one can become so focused on beating one's opponent into a pulp that you can miss casting your awesome support spells. A Warrior Priest needs to be aware of his group, its placement around him, and the damage they are taking, and make tough calls. Do you heal the group instantly? Do you slowly heal over time? Do you grant extra healing to the tank? The decisions have to be made rapidly, so keeping a firm grasp on the entire battle situation is important for the Warrior Priest.

ZEALOT

The Zealot taps into the power of Tzeentch for lots of healing and support abilities. A Zealot's main job in any party is to keep the tank alive, followed by keeping himself alive so the heals can keep coming, but he can accomplish this with three different mastery paths. The Path of Alchemy focuses on single targets, so provides bigger heals for one party member and more damage against one foe. The Path of Witchcraft gives you DoTs and HoTs. These allow a fluid style to affect multiple targets, which may be better if you plan on engaging in larger battles or always find yourself in big groups. The Path of Dark Rites concentrates on area-effect abilities, which will also help in large battles and groups; you can affect a lot of targets at once, though each ability won't be as powerful as the other two paths. In combat, make sure the Zealot's heals don't start pulling aggro too early; let the tank build up threat or you'll have monsters attacking you at every turn. The golden rule: Be patient with your heals and do not overdo the healing. Party members do not have to be 100 percent full health the entire fight; so long as they don't drop into the danger zone (say, below 50 percent health), things should go smoothly.



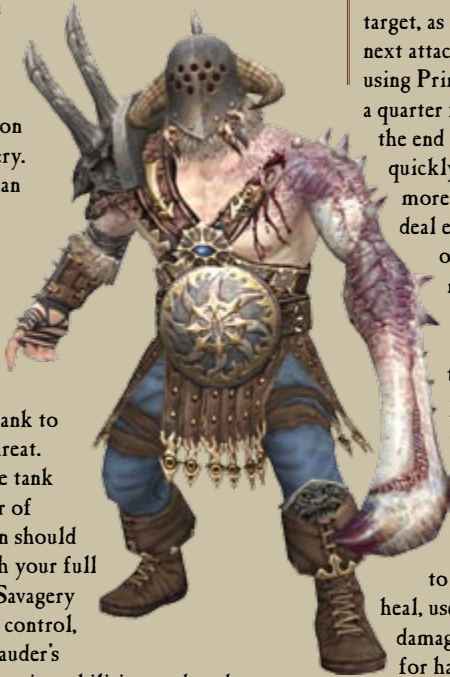
Melee DPSers

MARAUDER

This agent of Chaos can reshape his body into weapons of war. For the Path of Brutality, the Marauder morphs his arm into a sharpened bone spike and deals significant single-target damage. The Path of Savagery offers a monstrous claw, which deals less burst damage and more damage-over-time skills. The Path of Monstrosity turns the Marauder's arm into a tremendous club, which gives him some defense and area-effect attacks. Your job on the team is DPS, but you must be careful depending on your mastery. Brutality can frequently outrace a tank's damage, so hold back a little to allow the tank to build up threat. Only if the tank is in danger of going down should you unleash your full potential. Savagery is easier to control, as the Marauder's damage-over-time abilities tend to draw less threat than sudden damaging attacks. The Marauder's Monstrosity abilities lean toward damaging multiple foes. Be careful that you don't draw too much threat with these, and make sure you don't accidentally pull in additional foes that the tank hadn't counted on. As your side's name implies, Destruction has many damage-dealing careers, but few are better suited as DPSers for down-and-dirty fights in the trenches.

WHITE LION

Working with a majestic lion companion, the White Lion fills the melee DPS role in any party very nicely. Additionally, their pet can off-tank minor additional monsters to keep them from running wild and killing your healers or casters. White Lions have very limited ranged abilities other than hurling their axe at an enemy as they charge in for the fight. Up close and personal, with their mighty axe swinging and their lion joining in, the White Lion adds tremendous damage to



any fight. That damage can generate threat, so it's important to wait for the tank to solidly lock down each monster before sending in your pet and hacking with your axe. The White Lion is a true warrior and as such has very little self-healing ability. You must let the tank keep a solid hold of the target, so temper your damage to start slower and build in intensity as the fight rages on. If an enemy tries to flee, one unique White Lion ability is to use Fetch and send the lion to knock the target back to him for the killing blows. Pack Assault is a great ability to use when several melee attackers are working together on a target, as it adds extra damage to everyone's next attack. Getting behind the enemy and using Primal Fury will boost your DPS by a quarter for a time and is good to use near the end of fights when finishing things off quickly is important. When the target is more than half dead, Cull the Weak will deal extra damage to help finish them off. If you face multiple smaller monsters, your pet can do Lion's Roar and taunt all the monsters to them, allowing the tank several seconds to try to lock them all down. Your pet's Terrifying Roar is another great ability to use often because it lowers the attack speed of all targets by 25 percent. Less damage hitting the tank means it's easier to heal the tank and thus you are more likely to win the fight. If you do need a quick heal, use Dominance to deal up to 1,800 damage to your opponent and heal you for half. The White Lion is a master at dealing damage. That mastery comes with a price, which is the need to avoid drawing the monster's attention to yourself and to watch your own health. If you get too hurt, and drink a potion or back out of a fight to allow time for a healer to get to you.

WITCH ELF

The Witch Elf relies on subtlety and savagery to take down her target as quickly as possible. Witch Elves are not built for long one-on-one fights, nor can they usually handle large groups of foes; however, they are an excellent DPS career to offer support damage in a party. After the tank engages and holds aggro, the Witch Elf can prowls unseen behind the enemy, build up bloodlust with several attacks, then unleash crippling blows to stagger the opponent. Because the Witch Elf has the skills to deal huge damage in a short time (especially critical strikes), she must be extremely careful

not to pull threat away from the party's tank. This usually means holding back and not running through the same regimen of combos as in solo fights, or, slowing down so you don't trigger them as quickly. Depending on your mastery, a Witch Elf can add even more support damage through poisons, debuffs, and ailments. A competent and poised Witch Elf can be the difference in your group between a long, drawn-out fight that teeters on the edge of failure and a quick, efficient boss execution.

WITCH HUNTER

Focused on dealing huge amounts of damage very fast, and even while moving, the Witch Hunter is primarily focused on melee DPS in groups. They do use a pistol, which gives them some ranged attacks, but their major damage comes from being up close and personal. Because they deal a great amount of damage, they can build up a great deal of threat. If that happens and the monster turns on the Witch Hunter, their light armor will offer little protection. So in a group setting, the Witch Hunter needs to time when to engage a target to allow enough time for the tank to build enough threat that the target stays locked on them. As you might imagine, the Witch Hunter's choice abilities in combat deal with doing large amounts of damage. Holy Blade is a particularly nasty attack dealing 2,400 damage instantly to all targets within close proximity to the Witch Hunter. Excommunicate adds a nice twitch on that by both dealing its damage over a 15-second period and eliminating heals on the primary target for that time period. So if you are faced with a group of monsters that have a

healer among them, you can mitigate their healing by using Excommunicate. If your party is faced with a variety of fights at once, or you just want to give the tank an edge, you can use Witchfinder's Protection, which will increase everyone's chance to parry by 50 percent for 15 seconds. To



weaken your foe, consider Van Horstman's Speculum, which lowers their core abilities, making them less tough and easier to kill. With no healing abilities, Witch Hunters need to be ever-mindful of their health. Keep within range of your Warrior Priest or back out of the fight and drink a potion if needed. While your DPS is very high, you are not high on the order of people to heal in a fight, so make sure you do what you can to keep yourself alive and avoid turning the monster's attention to you.

Ranged DPSers

BRIGHT WIZARD

Fire is their friend and Bright Wizards perform the role of ranged DPS by incinerating their enemies from afar. Bright Wizards can do so much damage in such a spectacular way that they often attract unwanted attention. Wearing only basic robes, the Bright Wizard could be done for if an opponent gets too close. Their damage makes them extremely valuable in a party, but they also need to control their power, allowing the tank enough time to build up threat before they unleash their destruction. Another consideration is that a Bright Wizard has some spells that reach out to 100 yards. If they stand that far from their tank, and manage to upset the monster to turn on them, it becomes hard for anyone to save them. So the Bright Wizard needs to pick the right spot to stand and the right timing to unleash their powers. It often is not about how fast one can cast, but knowing when to cast. Rain of Fire is a visually impressive spell dealing about 1,500 damage over 10 seconds to those within the rain. Annihilate is another good example, except the damage radiates out from your body. Use either before the tank has aggro and you better hope

every monster affected has died or you will be getting to know them up close and personal. If you are facing spell-casting monsters, blow Choking Smoke their way and silence their casting for several seconds. If you really want an impressive fireworks show, Wall of Fire and The Burning Head do great damage, but also generate a lot of threat. Don't lead off a battle with them. Wait until things are very well established and then layer those on. If you do get into trouble, don't forget Heart of Fire. While it only affects yourself, it can be a lifesaver, returning 2,400 health over 15 seconds and removing all curses and hexes. That could be just enough time for a good tank to react and save an overzealous Bright Wizard.

ENGINEER

Dwarven Engineers are great ranged DPS for any group. Melee DPS is not something they excel at, so they should take a ranged role. The focus of the Engineer is to do large amounts of damage while staying out of hand-to-hand combat and avoiding area-of-effect attacks. As with any DPS class, it is critical to allow your tank to lock the opponent down before engaging. Once the fight has begun, the Engineer needs to bring maximum DPS to bear on the target through dropping turrets, using explosives, and even calling in artillery strikes, as well as shooting. While Engineers cannot heal other players, they do have a responsibility to keep their turrets in action. If the turret takes damage, an Engineer needs to balance shooting with repairing it. As the Engineer levels up, additional complexities come into play, such as using Focused Fire to add burst damage during the final seconds of each fight or using Signal Flare to land a DoT on the monster while keeping an eye on the 15-second timer and refreshing that DoT as needed. The role of an Engineer can be complicated, but when done well it can add a great deal of damage to a party.

MAGUS

Magi excel at ranged DPS in a group. Though they can specialize in some close-combat abilities, the Magus is much better at delivering damage from afar. Allow your tank to lock down a target before you open up with some of your more powerful spells, such as Flickering Red Fire, Baleful Transmogrification, and Withered Soul. As a Magus, you have access to a load of area-effect spells too (Glean Magic, Pandemonium, etc.). These are fabulous for cranking up damage on multiple foes, but you have to be very careful when you use them. Make sure that the spell's radius doesn't inadvertently pull in additional enemies, and remember that the damage is being applied to multiple targets at once, which means the Magus's threat will skyrocket. If you have a competent tank, he may be able to handle your sudden DPS, so long as you give him time to build up threat himself, or you can unload the damage if it's near the end of a fight and you're confident the targets will drop before they reach you. A Magus can also summon a "pet": a daemon, or a stationary damage-dealer similar to the Engineer's turret. The Magus daemon seriously increases his damage output in the fight; just make sure it's firing at the correct target, and not drawing the attention of other enemies. The daemon also serves as a roadblock if any enemy



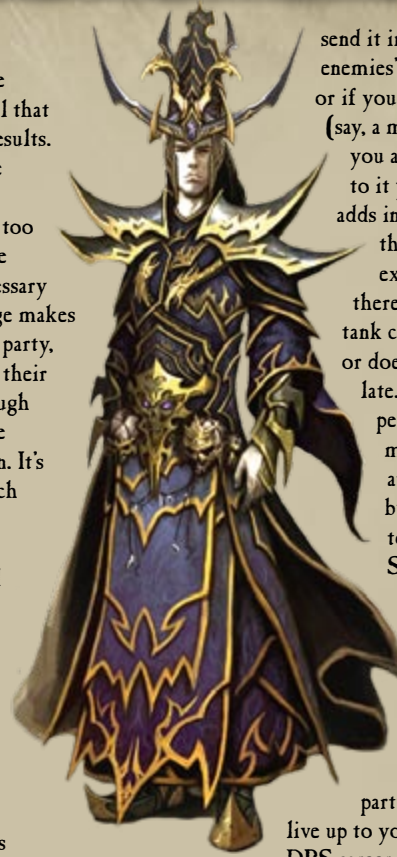
charges you; alter its attacks on the aggressive enemy, which will give you enough time to kill it yourself or allow the tank to grab aggro on it. You might never step off that crazy disk of yours, but that doesn't mean you don't have your teammates' backs in battle.

SHADOW WARRIOR

Lightly armored but fast, Shadow Warriors most often fill the role of ranged DPS in a group. They can close and deal melee damage, but they are at their best when firing a barrage of arrows from afar. Few in all the lands can deal as much ranged damage as a Shadow Warrior. In addition to dealing out damage, the Shadow Warrior can snare, silence, or even disarm opponents. Those supporting skills are very valuable in group situations. Because the Shadow Warrior does not have any way to eliminate threat, they need to remain focused on when to attack and how hard to attack any given opponent. It is critical to their survival and group success that the monster stays focused on the tank. The Shadow Warrior also has to decide which stance to be in. Scout Stance gives you more range. Assault Stance adds more strength, weapons skill, and armor. Skirmisher stance adds more toughness and crit chance. Each has its advantages depending on the fight and what ability you want to use. You will stance dance between the various ones to make the most use of your spells. Lileath's Arrow is a very effective, long-range damage shot, but you need to be in Skirmisher Stance. You might follow that up with a Throat Shot to both deal great damage and silence the target, but to do that you need to pop into Scout Stance. As the target gets near death, popping into Scout Stance and firing off Fell the Weak gives you a powerful shot to help finish them off. If the target is being healed, going into Skirmish Stance and firing a Shadow Sting will both damage them over time and reduce the healing done to them by 50 percent. If you need a nice direct damage hard hit on a target, Signal Our Snipers works great. And Rain of Steel, in Scout stance, can ruin the day for any group of monsters with its large pulsing damage to anyone within the hail of arrows. So one of the key things for any Shadow Warrior is knowing the stances for each shot and dancing between them to take advantage of your superior ranged ability. Because self healing is nonexistent, bring potions to heal yourself and avoid getting the attention of the monsters.

SORCERESS

Dark Magic flows around the Sorceress, and she can channel that energy into explosive DPS results. Wearing only basic robes, the Sorceress can have serious problems if an opponent gets too close, so they must stay in the rear and avoid drawing unnecessary threat. The Sorceress's damage makes them extremely valuable in a party, but they also need to control their power, allowing the tank enough time to build up threat before they unleash their destruction. It's definitely not about how much damage you can rain down in a few seconds, but knowing when to cast the big spell and how much consistent damage you can maintain during the fight. Staple abilities such as Gloomburst and Surging Pain build up Dark Magic. Before that Dark Magic backlashes, the Sorceress can assault enemies with destructive spells such as Mage Bolt and Dire Blast. Depending on the situation, the Sorceress may want to stun a foe with Scintillating Energy or protect the whole group from damage with Wind-Woven Shell. The Sorceress is much more than strict DPS on a clock, so master your spells and aid your companions any way that you can in battle. In short order, you will be an indispensable member of the team.



send it in if it will attract other enemies' attention along the way, or if you need backup support (say, a monster decides to attack you and the tank hasn't gotten to it yet). Third, look for adds in the fight. Many times the tank can handle the extra enemy; however, there will be times when the tank can't reach the enemy, or doesn't see it until it's too late. If you can control your pet from bringing in even more enemies, have it attack the add, which will buy the party more time to deal with it later. A Squig Herder can always summon another squig pet, so don't worry if it takes it for the team and dies in battle. So long as you deal consistent damage where your party needs it most, you will live up to your responsibilities as a DPS career.

SQUIG HERDER

The Squig Herder is considered a "pet class." Think of it as two for one: a Squig Herder's squigs serve as a second source of damage to yours, plus they double as a bodyguard to protect you when a monster decides it wants a tasty goblin snack. As a Squig Herder, it's your job to add support damage to the fight and watch out for any additional surprises. First, wait for the tank to build aggro, and then pour on your ranged damage with attacks like Yer Bleedin'!, Run 'n Shoot, and special abilities such as Explodin' Arrer. Ease up if your threat starts to draw the monsters' attention. Second, send your squig pet in for extra damage, so long as it's safe to do so. Don't



Gear

Gear can be just as important as your abilities. The proper gear can vault you from normal soldier in your career to tweaked master. Concentrate on grabbing gear that beefs up your main stats, and don't worry about much else. An Archmage, for example, might want a little extra Intelligence and Willpower from his gear, but he could care less about Strength. You can net the best loot from finishing tops in public quests, completing long quest chains, and, of course, spelunking into dungeons and lairs for boss rewards.

Don't underestimate resist gear either. Resistances come in three flavors: Corporeal, Elemental, and Spirit. Think of them as damage mitigation, or armor, against magical or nonstandard attacks. Depending on what type of attack you expect to confront, you may frequently swap out gear with higher resists of the appropriate type to reduce the potential damage headed your way.

Engagement Strategies

Let's take a look at a sample fight with a tank (Ironbreaker), healer (Archmage), and DPSer (Bright Wizard). You've cleared a path to the lair boss, and now it's time to take the ugly mug down. Before you launch the first attack, communicate with each other and make sure everyone is ready to go.

Most boss abilities trigger with a visual effect, such as a claw swipe or energy cone, and a sound, such as a scream or roar. Watch and listen for these cues to help you plan around the boss ability. Even if you don't know exactly what's in store from a particular boss, just knowing that the boss is about to do something nasty will keep everyone on full alert.

As the Ironbreaker readies his weapon, the Archmage throws a Shield of Saphery on him, an instant spell that puts a damage-absorption bubble on the Ironbreaker and will effectively serve as a little extra health at the start of the battle. Only then does the Ironbreaker charge in and hit the lair boss with Taunt to draw the monster's attention for the next 15 seconds.

The Bright Wizard holds his ground. He will out-damage the tank if he rains down destruction alongside the tank. The Ironbreaker rolls into his offensive routine, smacking the boss with a chain of attacks:

Grudging Blow, Guarded Attack, Vengeful Strike, and Heavy Blow.

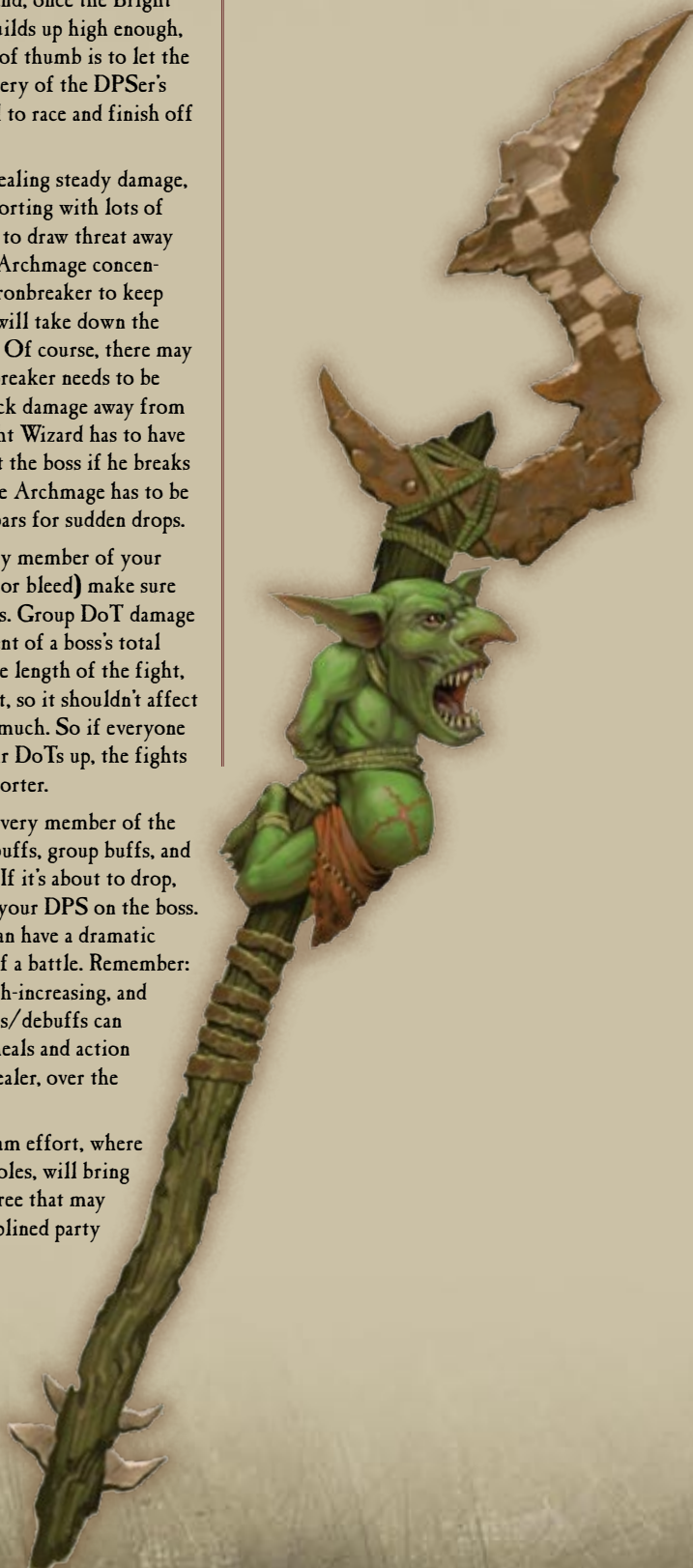
After three or four tank attacks land on the boss, it's the Bright Wizard's turn. He begins his offensive rotation of spells: Fireball, Ignite, Boiling Blood, and, once the Bright Wizard's combustion builds up high enough, Meltdown. A safe rule of thumb is to let the tank attack twice for every of the DPSer's attacks, unless you need to race and finish off the boss very quickly.

With the Ironbreaker dealing steady damage, the Bright Wizard supporting with lots of damage but not enough to draw threat away from the tank, and the Archmage concentrating healing on the Ironbreaker to keep him healthy, the party will take down the boss after a short fight. Of course, there may be hiccups, so the Ironbreaker needs to be ready with Guard to suck damage away from a teammate or the Bright Wizard has to have Fire Cage ready to root the boss if he breaks free and charges, and the Archmage has to be watching those health bars for sudden drops.

Remember, if you or any member of your group has a DoT (spell or bleed) make sure to keep it up at all times. Group DoT damage can account for 15 percent of a boss's total health, depending on the length of the fight, and DoTs are low threat, so it shouldn't affect your threat output too much. So if everyone remembers to keep their DoTs up, the fights will tend to be much shorter.

It's also important for every member of the group to keep the self buffs, group buffs, and debuffs up at all times! If it's about to drop, refresh it and continue your DPS on the boss. Group buffs/debuffs can have a dramatic effect over the course of a battle. Remember: Damage-reducing, health-increasing, and damage-mitigating buffs/debuffs can translate directly into heals and action points saved for your healer, over the course of a fight.

In the end, though, a team effort, where everyone knows their roles, will bring victory to a party of three that may have escaped an undisciplined party of six.



BANDIT QUEEN



Zone Rank: Tier 1

Boss Rank: 11

Races: Dwarf & greenskin

Location: Ekrund, inside RvR zone (61258, 1638)

Door Puzzle: Yes

Boss: Renatta Betz, the Bandit Queen

Boss Abilities:

- Banshee Wail (AoE draining 8 AP/sec)

Lair Recommendations:

- Bring off-tank and second healer



Order Start



Begin at Grudgekeg's Guard Warcamp in Ekrund.



Enter the RvR area in front of the Cannon Battery and cross in front of the Gates of Ekrund.



Locate the side path leading up into the mountains.



The lair entrance lies at the top of the plateau.

Destruction Start



Begin at Kron Komar Gap, greenskin chapter 3, in Mount Bloodhorn.



Head north up the mountain and pass through the banners.



Descend into the RvR area and veer to the right of the Gates of Ekrund.



Look for the side path leading up the mountain to the lair entrance.

Puzzle Challenge



To open the lair door, you must slay an enemy player. Leave one of your party members behind near the lair door with the ethereal glow about him.



Seek out an enemy player below in the RvR area. Preferably one not too big.



Smack him around.



Slay the enemy and take the Bloody Key that drops to the lair door. You can only use the Bloody Key once, so make sure you're all ready to enter the Bandit Queen's lair.

Battle Against the Bandit Queen

Boss Ability

- Banshee Wail (AoE draining 8 AP/sec)

Party Strategy



Open the lair door with the Bloody Key and enter the cavern.



The Bandit Queen, Renatta Betz, roams the center of the cavern and will attack as you draw close. Have your tank engage and hold aggro.



Watch out for her Banshee Wail, which drains you of 8 action points per second. When dealing with an area-effect attack like Banshee Wail, try to stay out of range of the attack. Ranged DPSers should be at their maximum range in the hope of avoiding it entirely. Melee, by nature of their role, must be in close. Healers should also work from maximum spell range.



She hits hard too, so use the gap in the near wall if the tank needs a breather while the healer supplies more health. If melee gets critically low on health and a potion isn't available, the melee should step out of range of the AoE until a healer can get a heal off, then reengage.



Pour on the damage from all your DPS careers. Your tank, with healer support, should be able to hold the Bandit Queen's attention long enough to finish the deal...if you're fast enough.



FLESHRENDER



Zone Rank: Tier 4

Boss Rank: 40

Races: Dwarf & greenskin

Location: Kadrin Valley, inside RvR zone (2847, 31583)

Door Puzzle: Yes

Boss: Kyreia Sek, the Fleshrender

Boss Abilities:

- Heavy Strike (DD, Physical)
- Hush (Stuns target for 3 seconds)

Lair Recommendations:

- Bring an off-tank to pick up boss if main tank gets stunned



Order Start



Begin at Dwarf Chapter 16, the Hungry Troll Pub, in southwestern Kadrin Valley.



Cross the bridge to the northeastern side of the zone.



Avoid the Uthorin patrols unless you want a fight.



Enter the RvR area from the downhill trail to the right of the bridge and pass Icehearth Crag as you descend.



Look for the Gromril Junction battlefield objective.



Once you pass the objective flag, you're right next to the steam valves that open the lair.

Destruction Start



Begin at Krung's Scrappin' Spot Warcamp in southeastern Kadrin Valley.



Exit the northern gate and follow the main road to the west.



Carefully avoid Kazad Dammaz if Destruction doesn't control it and, when the road forks, take the leftmost path and pass by the fallen Dwarf stonework.



Descend into Gromril Junction and search for the first steam valve.

puzzle Challenge



Access the first steam valve near the wrecked train and follow the trail up the mountainside after the steam dissipates.



Find the second valve from the steam cloud rising above the next rise.



The third steam valve hides in the bushes near the lair entrance.



After you turn all the steam valves, the lair door finally opens.

Battle Against Fleshrender

Boss Abilities

- Heavy Strike (DD, Physical)
- Hush (Stuns target for 3 seconds)

Party Strategy



Proceed into the lair and spot Kyreia Sek on the far left side of the open cavern.



Kyreia is a Rank 40 melee-type hero with dual mutated sword arms. Her embrace will leave you with no flesh, as her razor sharp arms strip it from your body.



Her Heavy Strike will hit a cloth wearer for approximately 1,500 health, while her disabling swing makes it hard for tanks to hold aggro. Make sure the tank takes these hits. Not only are they dangerous to less defensive party members, but they can build up threat quickly on another teammate, increasing the difficulty of the tank regaining the aggro. Any healers will be busy keeping the tank up, because she hits for approximately 800–1,000 health even against a well-armored tank.



To engage Fleshrender, have everyone stand in the tunnel until the tank has built up some hate, then swarm her. Watch out for her Hush attack, which stuns a target for three seconds. The tank should be the person getting stunned. If the tank does get stunned, no new threat should be generated. Everyone needs to be aware of when the tank is stunned and back off their attacks for those precious seconds. Let the tank get back in action and then engage again. It'll be a DPS race, so flail away as quickly as you can. Drop her before she drops you.

KARERG THE REAVER



Zone Rank: Tier 2

Boss Rank: 40

Races: Dwarf & greenskin

Location: Barak Varr, western coast
(1152, 21085)

Door Puzzle: Yes

Boss: Karerg the Reaper

Boss Abilities:

- Shaky Resolve (Weapon Skill, Initiative, and Willpower reduced by 5)
- Whirling Knockdown (Knockdown, Physical)

Lair Recommendations:

- An off-tank may be necessary if main tank temporarily removed from fight due to Knockdown ability



Order Start



Begin at Goldpeak's Overlook Warcamp in southern Barak Varr.



Hop the western wall down to Hammerhead Lagoon for a shortcut.



Cross the lagoon and through the Dwarf-guarded passage to the main road heading north.



Follow the road north until you hit the crossroads sign and then head east to Da Big Sand beach.



Follow the beach north and dodge the salamanders unless you want some more creature kills.



Round the northern tip of the beach to uncover the hidden lair.

Destruction Start



Begin at greenskin chapter 5, Nogaz's Boyz, in western Barak Varr.



Head north up Da Big Sand beach from home base.



Continue forward and whomp up on salamanders if you feel like beating something.

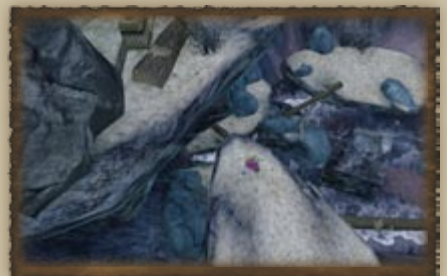


Karerg's lair lies around the northern tip of the beach.

puzzle Challenge



The upper mountainside lair is a ruse. Don't bother with the short jump to the rock outcropping.



The real lair can only be reached by swimming the waters below.



Clamber over the logs to the rocks above the cave mouth entrance.



Swim inside for your first glimpse at Karerg the Reaver.

Battle Against Karerg the Reaver

Boss Abilities

- Shaky Resolve (Weapon Skill, Initiative, and Willpower reduced by 5)
- Whirling Knockdown (Knockdown, Physical)

Party Strategy



The moment Karerg the Reaver sees you enter his secret lair, he attacks with a fist that makes a ham look small and fetid breath that will make your eyes water.



He may cause you to have Shaky Resolve (Weapon Skill, Initiative, and Willpower reduced by five). If you get hit by this attack, grin and bear it. Your damage output is reduced, so you will be less effective. Work from max range and avoid taking aggro to help avoid getting hit by this (unless you're the tank, of course). Please note that healer effectiveness will be reduced as well, so try to stay on top of your own health and use a potion only when it's critical. Also, when he hits the tank with his patented Whirling Knockdown move, stop attacking. Wait for the tank to get back up and get back in the fight, and then resume.



As a cloth wearer, never draw his attention. Cast heal-over-time spells just before the fight starts and let the tank build some aggro. Karerg will blast you for approximately 1,000 worth of damage when you are wearing medium armor.



The tank should lead him to the far right side of the ledge in the lair with all the ranged attackers gathered on the right side. The backstabbers can then move into range behind him and he should fall quickly. Keep the heals coming, though, for this guy will lay down some damage and has a ton of health.



KRELA DARKSHROUD



Zone Rank: Tier 2

Boss Rank: 31

Races: Dwarf & greenskin

Location: The Badlands, southern RvR area (23710, 62515)

Door Puzzle: Yes

Boss: Krela Darkshroud

Boss Abilities:

- Leeching Shroud (Self buff: Heals self for 3x the damage taken)
- Unstable Life (AoE DoT, Corporeal)
- Summon Dire Wolf (Summons champion dire wolf)
- Immune to All Disables

Lair Recommendations:

- Off-tank for dire wolves, extra DPS for wolves and against Krela in case she heals



Order Start



Begin at the Order Warcamp, Dour Guards, in the western Badlands.



Head south and hug the rim that winds around the crater surrounding Thickmuck Pit.



When you spot the large fossil deposit, veer off the road to the right and head up into the hills.



Look for a pass splitting the hills to higher ground.

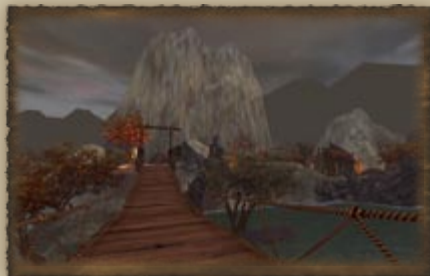


On the plateau above, the Goblin Artillery Range battlefield objective shines as a landmark warning you that you are close.



Down the next slope past the Goblin Artillery Range rests Krela Darkshroud's hidden mountain lair.

Destruction Start



Begin at Muggar's Choppa Warcamp in south-eastern Badlands.



Travel up the nearby hill in front of the main gate.



Follow the path around the mountains to the southwest and deeper into the RvR zone.



You can see the lair in the distance from your vantage point near the Goblin Artillery battlefield objective.

puzzle Challenge



Four plinths seal the lair door shut.



You must activate the four plinths in 30 seconds to enter. Facing the lair entrance, activate the first plinth on the left and work your way across to the other three quickly.



When all four plinths are active simultaneously, the chamber door slides open.



Hurry inside. The chamber door remains open for only a minute.

Battle Against Krela Darkshroud

Boss Abilities

- **Leeching Shroud** (Self buff: Heals self for 3x the damage taken)
- **Unstable Life** (AoE DoT, Corporeal)
- **Summon Dire Wolf** (Summons champion dire wolf)
- **Immune to All Disables** (Immune to all disables)

Party Strategy



Krela Darkshroud is a very formidable foe, and being dead a couple of centuries has not helped her sense of humor. She has a multitude of attacks and can summon a champion dire wolf to aid her in battle. Kill this wolf quickly unless it is summoned right at the end of the fight. If you are in the final 10 percent or so, just finish the boss. If not, have the tank keep the boss locked down and burn down the dire wolf. Ideally you could have an off-tank in this fight and pick up the wolf when it's summoned. The wolf can also be tanked by a pet class with spot heals to keep the pet up. She can summon multiple wolves over time, so kill them as they are summoned to help prevent the healers or ranged damage from getting aggro.



Krela is usually in the center of the raised dais, and she will hit even the best outfitted for approximately 200–600 worth of health.

Have the tank grab aggro right away, and your healers need to keep the tank up. Other careers might have to do a bit of maneuvering around the cavern to avoid Krela if she comes after you.



You are in for a battle. Krela Darkshroud uses **Leeching Shroud** (a buff placed on Krela for 15 seconds that causes all damage taken to be healed back to her for 3x the damage taken), and when **Leeching Shroud** is active, almost everyone should back off. Only the tank should be attacking to maintain threat, and everyone else should be waiting for this effect to wear off. If you keep right on damaging, all you do is heal the boss back up. Look out for **Unstable Life** too (a damage-over-time that hits all melee characters around Krela for major Corporeal damage). Ranged and healers need to remain at max range and avoid getting hit at all. Melee need to ensure they stay within range of the healer so they live through the DoT. If melee gets critically low on health and a potion isn't available, the melee should step out of range of the AoE until a healer can get a heal off, then reengage. Krela is also immune to all disables. Her undead strength will tear huge rents in the strongest armor, so enter her lair at your own risk.

NERX GUTSLIME



Zone Rank: Tier 1

Boss Rank: 40

Races: Dwarf & greenskin

Location: Mount Bloodhorn, inside Felridge (53555, 44957)

Door Puzzle: No

Boss: Nerx Gutslime

Boss Abilities:

- Lasting Pain (DD, Corporeal with Curse 10s DoT)
- No Pain (Absorb shield)
- Stop Speaking (DD, Corporeal with Curse 4s Silence)
- Steal Stuff (DD, Corporeal with Lifetap)
- Steal More Stuff (PBAoE, Corporeal with Lifetap)

Lair Recommendations:

- An extra healer because Gutslime hits hard



Order Start



Begin at Komar, Dwarf chapter 3, in Mount Bloodhorn.



Follow the path through the mountains (solid line on your map) until you reach the crossroads near the statue of the Oathbearer.



Facing east, take the right (southern) path until you reach a bridge.



Continue over the bridge and head toward the area's northeast corner, Felridge, until you see a Dwarf statue with a flaming hat.



Climb the hill to the left of the statue and you have arrived at the entrance to the Lair of Gutslime.

Destruction Start



Begin at Kron Komar Gap, greenskin chapter 3, in Mount Bloodhorn.



Leave by the southern entrance and take the path east until you reach a fork.



At the fork take the eastern path until it ends.



When the path ends, turn right and follow that path until you get to the crossroads near the statue of the Oathbearer.



At the crossroads take the southern path until you reach Felridge.



In Felridge, head to the northeastern corner of the area until you see a Dwarven statue with a flaming head.



Head up the path to the left of the statue and you have found Nerx Gutslime.

Battle Against Nerx Gutslime

Boss Abilities

- Lasting Pain (DD, Corporeal with Curse 10s DoT)
- No Pain (Absorb shield)
- Stop Speaking (DD, Corporeal with Curse 4s Silence)
- Steal Stuff (DD, Corporeal with Lifetap)
- Steal More Stuff (PBAoE, Corporeal with Lifetap)

Party Strategy



Nerx Gutslime is on the right side of the cavern, by himself.



Watch out for Lasting Pain. Its periodic damage can throw off your healer. Avoid getting aggro so you avoid getting DoT. If you get low on health, either call for a heal or pop a potion. If you aren't required for hand-to-hand, fight from max range to avoid ever getting hit at all.



Steal Stuff and Steal More Stuff can be dangerous. You want the tank sucking up all this damage. Melee have to be on their toes because Steal More Stuff is AoE. Watch your health. Drink a potion if needed. If you are not getting heals and you are low on health, then back off (toward the healer) until you get healed. Ranged and healers stay at max distance to avoid damage.



Because of Gutslime's Stop Speaking silence effect, a backup healer would be useful. If you do bring a second healing career, regardless if they are DPSing, they need to stand as far away from the other healer as possible. This prevents having both healers silenced at the same time, and the secondary healer needs to be prepared to heal the tank if the main healer gets silenced. The key to beating Gutslime is fast and efficient DPS. The faster he goes down, the higher probability that you will beat him.



OLD OOZEBACK



Zone Rank: Tier 2

Boss Rank: 40

Races: Dwarf & greenskin

Location: Fetid Bog inside Marshes of Madness (25631, 60657)

Door Puzzle: No

Boss: Old Oozeback

Boss Abilities:

- Putrid Vomit (AoE with DoT, Physical)
- Ground Slam (AoE, Physical)

Lair Recommendations:

- Ranged DPSer useful to avoid area-effect attacks



Order Start



Begin at Thurarikson's Warcamp in Marshes of Madness.



Leave out of the western side of the warcamp and follow the path until you get to a fork.



Take the path that heads east away from the warcamp until you reach a second intersection.



Take the western path and continue following it until it takes you eastward.



Head southwest until you see a series of ledges. Ascend the ledges by jumping across the various gaps till you reach flat ground.



Proceed west until you find a cave. Do not enter until you are ready. Oozeback roams around inside.

Destruction Start



Begin at Morth's Mire Warcamp in Marshes of Madness.



Head east and follow the wooden path until you reach the bottom.



Follow the path through the RvR area.



When you reach a camp with a broken wall, go south off the path.



When you arrive at some mountains, follow them heading south.



You eventually reach a series of ledges. Climb them by jumping across gaps.



When you reach the top, head toward the cave entrance and be prepared for a battle once you enter.

Battle Against Old Oozeback

Boss Abilities

- Putrid Vomit (AoE with DoT, Physical)
- Ground Slam (AoE, Physical)

Party Strategy



Old Oozeback can be located at various points within his lair, so be prepared before entering.



Oozeback's has two melee AoE abilities. The first, Putrid Vomit, does upfront damage and leaves a damage-over-time effect on everyone hit. The tank and melee DPSers should be on high alert because all of Oozeback's abilities are AoE. Watch your health. Drink a potion if needed. If you are not getting heals and you are low on health, then back off (toward the healer) until you get healed. Ranged and healers stay at max distance to avoid damage. If melee gets critically low on health and a potion isn't available, the melee should step out of range of the AoE until a healer can get a heal off, then reengage.



The second AoE ability is Ground Slam, which hits everyone for the equivalent of a regular melee attack from Oozeback.



Oozeback hits extremely hard, so everyone must be on the ball to beat him.



RAVACK



Zone Rank: Tier 3

Boss Rank: 40

Races: Dwarf & greenskin

Location: Black Fire Pass (61335, 8538)

Door Puzzle: Yes

Boss: Ravack

Boss Abilities:

- Foul Breath (Frontal Cone)

Lair Recommendations:

- An extra DPSer to bring the boss down faster



Order Start



Begin at the Flightmaster just outside Odindotr's Watch Warcamp.



Follow the path south past the warcamp and through the banners.



The path will end. Turn left and continue on that path.



When you reach a fork, take the southeastern path.



At the dirt path up the hill, veer off your current path and head up the slope.



When you reach a camp of Dwarfs, climb up the hill at the camp.



Refer to the puzzle section on how to cross the gap.



You have arrived at the Lair of Ravack.

Destruction Start



Begin at Da Big Burn, greenskin Chapter 14, in Black Fire Pass.



Exit east out of the camp and head north to the large dirt path.



Travel northeast along the path until you reach a fork.



Take the left path up the hill and continue along the path.



When you reach a Dwarf encampment, there will be a hill inside of it. You must carefully avoid the Dwarfs and climb that hill.



Refer to the puzzle section on how to cross the gap.



You have arrived at the Lair of Ravack.

Puzzle Challenge



To cross the gap to the Lair of Ravack, you need to jump across a few platforms.



To cross successfully, time your jumps so you jump just as you are about to reach the end of each platform. Keep going until you reach the mountain face holding the lair entrance.

Battle Against Ravack

Boss Ability

- Foul Breath (Frontal Cone)

Party Strategy



Ravack is located at the back of his lair.



Be careful not to fall into the hole next to Ravack. It'll be painful if you do.



Watch out for his Foul Breath attack. It's a frontal cone attack inflicting massive amounts of damage. Make sure no one but the tank is in front of him. If you are the tank, position Ravack so his back is to everyone else. Melee, make sure you're directly behind the boss, not

to the side. Cone effects have a tendency to hit people off on the boss's flanks, so keep on the boss's back and move only if the tank moves. Ranged and healers should be behind him at max range.



He also hits extremely hard, so your healer has to be on top of his or her game.



This fight will test your skills. Put everything you've got into this fight and you will be rewarded.

SHAMBLER



Zone Rank: Tier 3

Boss Rank: 31

Races: Dwarf & greenskin

Location: Black Fire Pass, inside
RvR zone (4096, 23757)

Door Puzzle: Yes

Boss: Ulnac the Shambler

Boss Abilities:

- Knockback (Knockback, Physical)
- Knockdown (Knockdown, Physical)

Lair Recommendations:

- An off-tank to hold aggro should the main tank lose threat due to Knockback or Knockdown abilities



Order Start



Begin at Odinatotr's Watch Warcamp in Black Fire Pass.



Enter the RvR area from the western entrance and follow the path until it ends.



Turn left and continue down the path until you reach a fork.



Turn right and follow the path until you get to another fork.



Turn left and follow the path until you get to yet another fork.



Take the left path and continue on it until you see a tower.



Walk to the other side of the tower and climb up the hill behind it.



Once you reach the top of the hill, refer to the puzzle section on how to cross the pillars.



Once across, turn left and you have found the Lair of the Shambler.

Destruction Start



Begin at Blackteef's Boyz Warcamp in Black Fire Pass.



Exit the warcamp by heading through the western gate into the RvR area and follow the path through the banners until you reach a fork.



Turn left and follow the path past one fork. You will arrive at a second fork.



Turn right and follow the path until you reach yet another fork. Turn left here and follow the path in either direction when it splits until you get to a tower.



Go behind the tower and climb the hill.



At the top of the hill, refer to the puzzle section on how to cross the gap.



Once across, turn left and you have found the Lair of the Shambler.

Puzzle Challenge



To cross the gap to the Lair of the Shambler, you must jump across the pillars.



To get across without much grief, time your jumps so you are at the very edge of each pillar before jumping across.

Battle Against Ulnac the Shambler

BOSS ABILITIES

- Knockback (Knockback, Physical)
- Knockdown (Knockdown, Physical)

Party Strategy



The boss, Ulnac the Shambler, is at the back of the cavern.



Watch for his knockback ability. Tank, you're the only person this attack really matters for. Position yourself with your back to a wall so the knockback will not send you very far. DPS is lost if the party has to stop shooting to let you charge back and regain control. Ranged and healers, stay at max distance. Melee, try to get a wall to your back as well. Your tank should avoid standing beside the hole in this room; if the tank falls through, he will lose aggro and the Shambler will attack the next highest threat target, usually the healer or nearby DPSer.



Everyone but the tank should be spread out behind him to avoid his knockdown. The party needs to pay close attention to this attack. When the tank is knocked down, stop attacks. Wait for the tank to get back up and get back in the fight and then resume. Healers and ranged DPS stay at max range to try to avoid getting hit.



Unleash everything you've got to take him down and you can claim your reward!

BLEAKWING MATRIARCH



Zone Rank: Tier 3

Boss Rank: 40

Races: Empire & Chaos

Location: Talabecland (44000, 63000)

Door Puzzle: Yes

Boss: Bleakwing Matriarch

Boss Abilities:

- Furious Roar (Stacking outgoing damage buff, 5 percent per, maximum 5)
- Brutal Chomp (Physical DD)
- Dizzying Winds (Targeted wind effect, causing PBAoE Elemental damage with a small knockback)

Lair Recommendations:

- Secondary healer to deal with Furious Roar, an extra DPSer for more damage



Order Start



Begin your journey at Unterbaum Cemetery, Empire Chapter 14, in southeastern Talabeccland.



Head down the hill and northeast across the river.



Go over the hill and down into the next valley.



Follow the road winding southeast down into the marshes.



Avoid mobs and the Bitterschaum Swamp PQ as you continue south.



Pick up the road again near Baronholtz.



The road winds up into the hills to the west.



When you see the white bridge, turn left and climb the small hillside.



The lair entrance lies past the destroyed village.



The Matriarch's nests below the lair entrance hold the key to the puzzle challenge, which will grant you access to the lair.

Destruction Start



Begin at the Goblin's Head Coaching Inn, Chaos Chapter 10, in western Talabeccland.



Take the road east away from the inn.



Avoid enemies as you cut down to the covered bridge and cross the river to the south.



On the big island, skirt the coastline until you reach the southern side.



Cross the next part of the river wherever it's safest.



Climb up the hill on the far side.



Follow the road east toward Unterbaum.



Use the white bridge north of Unterbaum Cemetery to cross the water again. Then follow the directions on the Order side to reach the puzzle challenge.

Puzzle Challenge



You can't reach the lair through normal means. Instead, search out the nests below the cave mouth and kill Unguarded Griffon Eggs until the Bleakwing Patriarch (a Rank 40 Champion Griffon) shows up.



When the Patriarch arrives, engage with your tank and add as much DPS as you can. If you can knock the Patriarch down to near-death, he will use a Wing Buffet to knock all nearby players onto the ledge of the lair above. Make sure all party members are close by in this fight so no one misses the Wing Buffet launch.

Battle Against Bleakwing Patriarch



BOSS ABILITIES

- Furious Roar (Stacking outgoing damage buff, 5 percent per, maximum 5)
- Brutal Chomp (Physical DD)
- Dizzying Winds (Targeted wind effect, causing PBAoE Elemental damage with a small knockback)

Party Strategy



The tank needs to take the majority of hits in the fight. Let the tank grab the threat early so that the Patriarch's Brutal Chomp deals big damage to only the tank, and her Furious Roar damage buff stacks only against the tank. Everyone should spread out to avoid the area-effect radius of Dizzying Winds. The ranged DPSers and healers should be at maximum distance and apart from each other.



Melee should be at max weapons range and spread out as much as possible. HoTs on the raid will help mitigate damage. Remember: if you're the main tank healer, never heal another player unless there are HoTs on the tank.

THE DEFILER



Zone Rank: Tier 2

Boss Rank: 40

Races: Empire & Chaos

Location: Ostland (8577, 62763)

Door Puzzle: Yes

Boss: Feculesh, the Defiler

Boss Abilities:

- Plague Crush (Targeted DD)
- Putrid Breath (Frontal Conc, Corporeal dmg)
- Foul Air (AoE)

Lair Recommendations:

- Secondary healer for support healing and to avoid both healers getting caught in Foul Air radius



Destruction Start



Begin from Kournos Encampment Warcamp.



Move to the crossroads just down the road and head south.



Follow the road most of the way to the lair, making sure to move around the Order town of Boshenfels in the center of the map.



From the city, head southwest along the road.



Stop at the public quest Gore Wood. In the public quest area there is a little tent.



Go behind the tent and follow the path to a graveyard and the lair entrance.

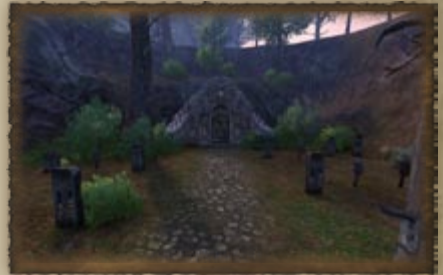
Order Start



Start at Boshenfels. Head southwest along the road.



Stop at the public quest Gore Wood. In the public quest area there is a little tent.



Go behind the tent and follow the path to a graveyard and the lair entrance.

Puzzle Challenge

Four players will need to go to seven gravestones in the following areas: Ostland for Ronal Grumman, Reikland for Bombit Bumbleshoot, Praag for Barnabas Hirtzel, Nordland for Faustus Kummel, Talabecland for Xavier Nuhr, Kadrin Valley for Kazagund Alnirson, and the Blighted Isle for Morothel Hawkwood. After finding the seven of them, they will then need to find seven different gravestones in the following zones: Chaos Wastes for Hanse Grumman, Talabecland for Bilton Bumbleshoot, Altdorf for Konrad Hirtzel, Inevitable City for Fabian Kummel, Reikland for Nicodemus Nuhr, Badlands for Skordin Kazagundson, and Dragonwake for Galdulrel Hawkwood. After examining all of the gravestones, go back to Ostland and have all four players who have completed all of that interact with the gravestones to open the gate. Once in, clear all of the mobs in the opening and the way to the boss will be open.

Gravestone locations of the Seven Lords:



Ronal Grumman –
Ostland 60000, 60000



Bomit Bumbleshoot –
Reikland 1550, 5950



Barnabas Hirtzel –
Praag 27350, 59225



Xavier Nuhr –
Talabecland 24400, 27250



Faustus Kummel –
Nordland 61500, 20200



Kanaqund Alnrison –
Kadrin Valley 12200, 31500



Mororthel Hawkwood –
The Blighted Isle 39500, 34600

Gravestone locations of the Seven Sons:



Hanse Grumman –
Chaos Wastes 61885, 14500



Bilton Bumbleshoot –
Talabecland 18100, 27650



Nicodemus Nuhr –
Reikland 35700, 11600



Skordin Kazagundson –
Badlands 57500, 54100



Gladulrel Hawkwood –
Dragonwake 31100, 37200

Konrad Hirtzel –
Altdorf Sewers 42739, 32997
Fabian Kummel – Inevitable City,
Sacellum 17058, 8752

Battle Against the Desiler

Boss Abilities

- Plague Crush (Targeted DD)
- Putrid Breath (Frontal Cone, Corporeal dmg)
- Foul Air (AoE)

Party Strategy

Feculesh is down a flight of stairs into the crypt. The boss has three abilities. The first, called Plague Crush, does a large amount of physical damage to its current target. Keep your health as high as you can through personal healing. Healers, keep your party topped off. That way, if you get hit by this,

it is unlikely to be fatal. Healers need to be focused on the tank, but a few HoTs on the raid will help to keep everyone topped off sufficiently and keep the healing aggro down. Be prepared to heal anyone who gets hit by this ability. First HoT the tank, then heal the affected party member, and return to the tank. Never leave the tank without at least a HoT ticking down.

The second ability is a frontal AoE cone attack called Putrid Breath, which deals Corporeal damage. The tank should position Feculesh facing a wall so he doesn't hit the party with this attack. Melee, make sure you're directly behind the boss, not to the side. Cone effects tend to hit people off on the boss's flanks, so keep on the boss's back and move only if the tank moves. Ranged and DPS should be behind him at max range.

The third, Foul Air, affects everyone in the area around Feculesh. Ranged and healers need to remain at max range and avoid getting hit at all. Melee need to ensure they stay within range of the healer so your health can be topped off. If melee gets critically low on health and a potion isn't available, the melee should step out of range of the AoE until a healer can get a heal off, then reengage.

Once the fight begins, it is pretty standard. Go with a normal party setup of tank, two healers, and the rest damage-dealers; an off-tank is not required as there are no adds or reinforcements. Tank with your back against the wall so the rest of the group avoids being hit with the area-effect damage. Feculesh does have a lot of health and does a good amount of damage, so all members need to be 40 and have decent gear.



FROSTSHARD PRISON



Zone Rank: Tier 4

Boss Rank: 40

Races: Empire & Chaos

Location: West Praag (29875, 13012)

Door Puzzle: No

Boss/Boss Abilities:

- **Festertongue:** Pus Eruption (AoE, Corporeal dmg)
- **Galdread:** Disabling Strike (Single target stun, 5 sec and DD); Severing Pierce (DD with DoT, 15 sec duration, 3 sec frequency)
- **Gruewither:** Blazing Inferno (Large AoE, Elemental); Burn Flesh (Random targeted Elemental dmg)
- **Lithea the Vexing:** Dual Pierce (2 hit DD, Physical); Hush (6 sec Silence, Physical)
- **Ragemaul:** Headbutt (DD, Physical); Rain of Blood (Frontal Cone DD, with DoT, 15 sec duration, 3 sec frequency, Corporeal dmg)
- **Rot Brood:** Nerglomit (Summons nurgling); Plagueborn Crush (DD, Physical)
- **Slobbermaul:** Bleeding Gash (DoT, 15 sec duration, 3 sec frequency, Physical); Fierce Howl (AoE, Physical)
- **Screechwing:** Wing Strike (AoE, Physical)

Lair Recommendations:

- Bring a full six-person party, with at least two healers and two tanks

Order Start



Frostshard Prison is located in West Praag. From Praag just follow the Lynsk Road northwest into West Praag. You should pass a tower on your right.



You will come upon a bridge. Do not cross that bridge.



Instead head west, staying on the shore close to the water.



Once you get to where you can't ride anymore on land you should see a waterfall across from you.



Enter the water and go for a swim. Head west staying close to the right shore.



You come to a line of rocks blocking your path. When you can't swim anymore you'll know you've reached your mark.



Here you should be able to get back on land to the right. As soon as you do, look for a stone door nearby. The door is the entrance to Frostshard Prison.

Destruction Start



The Frostshard Prison is located in West Praag. Start at the Southern Breech Chaos Camp.



Head through Shoikas Field and into the Gospodor Square RvR zone.



Once in Gospodor, head northwest. You should cross a bridge and wind up in the main square.



From there, head west past the cannons.



Pass through opening in the wall and veer off to the left toward the water.



Swim across the river heading west till you reach Lynsk Road.



Follow Lynsk Road northwest into West Praag. Pick up the directions from Lynsk Road in the Order section to locate the lair entrance.

Battle in Frostehard Prison

Boss/Boss Abilities

- **Festertongue:** Pus Eruption (AoE, Corporeal dmg)
- **Galdread:** Disabling Strike (Single target stun, 5 sec and DD); Severing Pierce (DD with DoT, 15 sec duration, 3 sec frequency)
- **Gruewith:** Blazing Inferno (Large AoE, Elemental); Burn Flesh (Random targeted Elemental dmg)
- **Lithea the Vexing:** Dual Pierce (2 hit DD, Physical); Hush (6 sec Silence, Physical)
- **Ragemaul:** Headbutt (DD, Physical); Rain of Blood (Frontal Cone DD, with DoT (15 sec duration) 3 sec frequency, Corporeal dmg)
- **Rot Brood:** Nerglomit (Summons nurgling); Plagueborn Crush (DD, Physical)
- **Slobbermaul:** Bleeding Gash (DoT, 15 sec duration, 3 sec frequency, Physical); Fierce Howl (AoE, Physical)
- **Screechwing:** Wing Strike (AoE, Physical)

Party Strategy



Once you enter the lair, follow the path straight. There are no mobs till you hit the main chamber.



Screechwing stands frozen in the middle of the main cavern. To thaw him out you need to battle his lesser minions.



Prepare your party to defeat the creatures at each mini chamber. You will not require an off-tank: only one of the bosses has adds, but they are not champion strength. Fight with the tank's back against the wall, healers and ranged spread out behind the boss, and melee damage-dealers attacking from behind.



It'll be an epic fight. Study each creature's abilities and react accordingly:

Festertongue

- Pus Eruption: Area-of-effect damage. Corporeal damage.

Ranged and healers need to remain at max range and avoid getting hit at all. Melee need to stay within range of the healer so your health can be topped off. If melee gets critically low on health and a potion isn't available, the melee should step out of range of the AoE until a healer can get a heal off, then reengage.

Galdread

- Disabling Strike: Single target stun, five second duration. Physical attack.

The tank should be the person getting stunned. But when the tank is stunned, no new threat is being generated. Everyone needs to be aware of when the tank is stunned and back off their attacks for those five seconds. Let the tank get back in action and then engage again. Keep the tank's health topped off because this stun also comes with damage. Healers, be sure to use any threat-reducing abilities at this time and try not to pour out the heals to the entire raid. Wait until the tank has aggro

again, then continue to heal the group. During the stun, keep the heals focused on the tank.

- **Severing Pierce:** Direct damage with damage over time, 15 second duration, three second frequency. Physical damage.

Avoid taking aggro so this ability only hits the tank. If you do get hit, make sure you are in range of the healer to keep you alive. This ability comes fast throughout the fight, so apply maximum DPS on the boss, as soon as the tank has sufficient threat, to make the fight as short as possible. Healers, make sure to keep your HoTs on the tank. In combination with the heals, the HoTs should help reduce the long-term effects of the DoT.

Gruewither

- **Blazing Inferno:** Large area-of-effect damage. Elemental damage.

Ranged and healers need to be as far from the boss as possible. Shift to your longest ranged spells to avoid getting hit. Melee need to be positioned at their max range but as close to the healers as possible. If melee gets critically low on health and a potion isn't available, the melee should step out of range of the AoE until a healer can get a heal off, then reengage.

- **Burn Flesh:** Random targeted damage. Elemental damage.

This is unavoidable because it is random. Keep your health topped off. Healers, be on your toes and try to keep a HoT ticking on anyone who is not at full health. The group should try to save their potions for when they get targeted by this ability.

Lithea the Vexing

- **Dual Pierce:** Two-hit direct damage. Physical damage.

The tank needs to be taking these hits. This is a direct damage (DD) attack, which means you want your tank to have sufficient aggro to have all the hits taken on him. Typically this is referred to as a "tank and spank" encounter. The tank should try to save any damage-mitigation abilities for when they get critically low on health. The damage is going to be high and fast, so tanks need to have tricks left in their bag to give the healers time to react.

- **Hush:** Six second silence. Physical attack.

Ideally this ability really won't matter because ranged and healers need to stay as far back as

possible. Healers need to plan that they may get silenced and always keep a HoT ticking on the tank just in case. Everyone should watch their own health and be ready to drink a potion if needed. The tank should try to save any damage-mitigation abilities for when they get critically low on health. The damage is going to be high and fast, so tanks need to have tricks left in their bag to give the healers time to react. This is especially true if your healer has been silenced.

Ragemaul

- **Headbutt:** Direct damage. Physical damage.

The tank needs to be taking these hits. This is a direct damage (DD) attack, which means you want your tank to have sufficient aggro to have all the hits taken on him.

- **Rain of Blood:** Frontal cone damage with damage over time, 15 second duration, three second frequency. Corporal damage.

This attack should only ever hit the tank. If you are the tank, position Ragemaul so his back is to everyone else. Melee, make sure you're directly behind the boss, not to the side. Cone effects tend to hit people off on the boss's flanks, so keep on the boss's back and move only if the tank moves. Ranged and DPS should be behind him at max range. Healers, keep HoTs on the tank to mitigate the DoT effects.

Rotbrood

- **Nurglomit:** Summons a nurgling. Multiple nurglings can be up at a time.

When the nurgling is summoned, it needs to be killed fast unless it comes right at the end of the fight. If you are in the final 10 percent or so, just finish the boss. If not, have the tank keep the boss locked down and burn down the nurgling. Ideally you could have a tank class DPS in this fight and pick up the nurgling when it's summoned. The nurgling can also be tanked by a pet class with spot heals to keep the pet up. The nurgling needs to be picked up quickly so the healing aggro from the healers doesn't draw the mob directly to them. DPS needs to focus fire to take the nurgling down quickly. Healers, be prepared to throw HoTs on the raid while the mob is being addressed.

- **Plagueborn Crush:** Direct damage. Physical damage.

The tank needs to be taking these hits. This is a direct damage (DD) attack, which means you want your tank to have sufficient aggro to have all the hits taken on him. Typically this is referred to as a "tank and spank" encounter.

Slobbermaw

- **Bleeding Gash:** Damage over time, 15 second duration, three second frequency. Physical damage.

This is a damage-over-time attack. Avoid getting aggro so you avoid getting DoT. If you get low on health either call for a heal or pop a potion. Fight from max range to avoid ever getting hit at all. Healers make sure to keep your HoTs on the tank. In combination with the heals, the HoTs should help reduce the long-term effects of the DoT.

- **Fierce Howl:** Area-of-effect damage. Physical damage.

Melee classes have to be on their toes because all of his abilities are AoE. Watch your health. Drink a potion if needed. If you are not getting heals and you are low on health, back off (toward the healer) until you get healed. Ranged and healers stay at max distance to avoid damage.

Screechwing

- **Wing Strike:** Area of effect damage. Physical damage.

Watch your health against the AoE attacks. Drink a potion if needed.

- **Wing Strike (Area of effect damage, Physical damage)**

Watch your health against the AoE attacks. Ranged and healers need to remain at max range and avoid getting hit at all. Melee need to ensure they stay within range of the healer so your health can be topped off. If melee gets critically low on health and a potion isn't available, the melee should step out of range of the AoE until a healer can get a heal off, then re-engage.



METOH



Zone Rank: Tier 2

Boss Rank: 40

Races: Empire & Chaos

Location: Troll Country (9144, 4301)

Door Puzzle: Yes

Boss: Metoh

Boss Abilities:

- Frostbite (DoT 428 dmg periodically over 6 sec)
- Vigorous Claw (DD)
- Metoh's Toss Up (DD 1,725 dmg; knock up)

Lair Recommendations:

- Secondary healer to deal with heavy damage potential



Order Start



The Lair of Metoh is north-northeast from Suskrag.



Start by heading out the back of the Suskrag Camp where the dirt meets the ice.



Heading north-northeast, you pass a small cave on your left along the way. A small camp of mobs is on the right, so avoid them if you don't want a fight.



Next you will spot a waterfall. Right behind the waterfall, you see a small pond of water and sharp ice incline.



Here you should see Coldsnap, a Rank 19 troll, roaming around the outside of the lair. Because of you don't want him to aggro your party unexpectedly, it's probably safer to kill him when you see him. After that you can attempt the puzzle challenge.

Destruction Start



Start out at the Chaos camp located in Felde.



Head north out of the camp following the road.



Once you reach the burning buildings, you will come to a fork in the road. Take the small path to the right leading up a small hill.



Follow it till you get to the end. You should see a broken keep at the end. Don't go into keep! It's an Empire camp.



Once you reach this point you should be on or see the stone road. Follow it north.



You pass a signpost with trolls directly across the road from it. Stay left.



The next path to the left, which should be the second path you come upon, will be where you part the road.



Once you reach the second path, turn right and head west till you hit snow.



The snowy area is called Rotbeak Crag. Travel northwest staying on the snow. Eventually it turns north-northeast. Follow the same directions from the Order side once you reach this point as you near the waterfall.

Puzzle Challenge



You have to climb the steep ice crevasses on the side of the mountain to reach the entrance to the lair. Work your way up moving right to left.



Soon you will be at the entrance to Metoh's Lair. One wrong move and you're back at the bottom of the hill.

Battle Against Metoh

BOSS ABILITIES

- Frostbite (DoT 428 dmg periodically over 6 sec)
- Vigorous Claw (DD)
- Metoh's Toss Up (DD 1,725 dmg; knock up)

Party Strategy

This is as straightforward a fight as you're going to get. Enter the cave and head down. Metoh has a regular attack that does around 1,950 health. One of Metoh's special powers is Frostbite, a spell that does 428 damage periodically over six seconds. This is a damage-over-time attack. Avoid getting aggro so you avoid getting DoT'd. If you get low on health, either call for a heal or pop a potion. If the DoT has a range, fight from max range to avoid ever getting hit at all. Healers make sure to keep your HoTs on the tank. In combination with the heals, the HoTs should help reduce the long-term effects of the DoT.

His second ability is Vigorous Claw, which does around 1,318 damage. The tank needs to be taking these hits. This is a direct damage (DD) attack, which means you want your tank to have sufficient aggro to have all the hits taken on him.

Metoh's last ability, Toss Up, causes 1,725 damage. Melee needs to watch aggro while the tank is repositioning himself. Depending on where the tank stands initially and where the tank falls after the knock up, the boss may need to be repositioned. If so, the DPS needs to disengage until the tank has repositioned the boss, then reengage. Healers need to be ready to heal the tank quickly as he will take damage from both the attack and the fall. Keep HoTs on the tank at all time to help mitigate some of the damage. Use any threat-reducing abilities at this time to help mitigate any heal threat during the knock up.



There are no adds or other mobs around him.



Fight him in his cave and nowhere near the entrance or Metoh's Toss Up will cause headaches.



Let the tank get aggro before anyone does any damage. Metoh will usually start out by using the Toss Up. He is easy to stun. All-out damage, watching aggro, is how to win the fight.



Make sure to stay in caster range of Metoh if you're not a melee player. He has a few surprises for you, like his Frostbite maneuver, so stay frosty on your toes.

MIGLIOD'S MENAGERIE



Zone Rank: Tier 4

Boss Rank: 40

Races: Empire & Chaos

Location: The Maw (39999, 54871)

Door Puzzle: Yes

Boss/Boss Abilities:

- **Graveshroud:** Festering Claw (DoT, 15 sec duration, 3 sec frequency, Physical); Shrieking Stillness (PBAoE Silence, 6 sec duration, Corporeal)
- **Hornblade:** Goring Swipe (DD with DoT, 6 sec duration, 2 sec frequency, Physical); Goring Lunge (DD with a 3 sec stun, Physical)
- **Offalgut the Hungry:** Putrid Vomit (Channeled DoT, Physical); Excruciating Smite (DD, Physical); Ground Slam (AoE DD with 5 sec stun, Physical)
- **Rathrek:** Multifarious Bite (Frontal Cone, Physical); Swat (DD, Physical)
- **Ruggog:** Giant Swipe (Frontal Cone with knockback, Physical); Thundering Shock (AoE Stun, 5 sec duration, Physical); Crippling Bellow (DD, minus 50 percent attack speed debuff, 20 sec duration, Physical)
- **Soarmange:** Wing Buffet (Frontal Cone with knockback, Physical); Crushing Bite (DD, Physical); Rip Flesh (DoT, 15 sec duration, 3 sec frequency, Physical)
- **Traugonaith:** Wing Buffet (Frontal Cone with knockback, Physical); Gaping Maw (DD, Physical)
- **Warbragh:** Ground Tremble (PBAoE Stun, 5 sec duration, Physical); Overhead Slash (DD, Physical)

Lair Recommendations:

- Bring a full six-person party, with at least two healers and two tanks

Order Start



Start in the Tannenback's Doom Warcamp in the Chaos Wastes.



Head west to the main road.



Once you reach the road, follow it north until you reach Zimmeron's Hold.



Travel around to the north of the keep and then to the east directly behind it, toward the Chokethorn Bramble battle objective.



Just before the objective, turn north and head up through another small pass.



Follow the path through the pass until you can see a tall tower. This is the lair.

Destruction Start



Start in the Seven Shades Creep Warcamp in the Chaos Wastes.



Head west to the main road.



Once you reach the road, follow it north until you reach Zimmeron's Hold.



Travel around to the north of the keep and then to the east directly behind it, toward the Chokethorn Bramble battle objective.



Just before the objective, turn north and head up through another small pass.



Follow the path through the pass until you can see a tall tower. This is the lair.

Puzzle Challenge



To fight any of the eight bosses in this lair, you must first find special horns spread throughout the world. One or more players must find horns attached to various objects around the following zones: Marshes of Madness, Chrace PvP lake, Nordland, Troll Country, Praag, Reikland PvP lake, Norsca, and High Pass. Each horn blown spawns a boss at the corresponding lair location: Graveshroud (Door 1), Traugonaith (Door 2), Soarmange (Door 3), Hornblade (Door 4), Offalgut (Door 5), Rathrek (Door 6), Ruggog (Door 7), and Warbragh (Door 8). The eight horns can be found as follows:



Graveshroud horn location: High Pass (28400, 29800). Hanging from a tree.



Traugonaith horn location: Norsca, in a cave called Spinderkraken. Cave is at 61000, 36000, horn is at 62500, 34600. Go up the ramp at the bottom of the entrance way, and it's right in that middle fork.



Soarmange horn location: Reikland (24000, 46000), hanging in a tent at the Runhammer Gunworks battlefield objective



Hornblade horn location: Praag, cave entrance is 10000, 37500, horn location is 11000, 37500. Head straight into the cave and take a left. Horn is right by Hans Joseph, NPC.



Offalgut horn location: Troll Country (54500, 37500), hanging from a building at the end of a bridge.



Rathrek Horn location: Marshes of Madness (60000, 33300), hanging from a tree in the middle of the swamp.



Ruggog horn location: Nordland (51300, 56300), hanging from a house.



Warbragh horn location: Chrace (36000, 14000), hanging from a tree.

Battle at the Menagerie

Boss/Boss Abilities

- **Graveshroud:** Festering Claw (DoT, 15 sec duration, 3 sec frequency, Physical); Shrieking Stillness (PBAoE Silence, 6 sec duration, Corporeal)
- **Hornblade:** Goring Swipe (DD with DoT, 6 sec duration, 2 sec frequency, Physical); Goring Lunge (DD with a 3 sec stun, Physical)
- **Offalgut the Hungry:** Putrid Vomit (Channeled DoT, Physical); Excruciating Smite (DD, Physical); Ground Slam (AoE DD with 5 sec stun, Physical)
- **Rathrek:** Multifarious Bite (Frontal Cone, Physical); Swat (DD, Physical)

- **Ruggog:** Giant Swipe (Frontal Cone with knockback, Physical); Thundering Shock (AoE Stun, 5 sec duration, Physical); Crippling Bellow (DD, minus 50 percent attack speed debuff, 20 sec duration, Physical)
- **Soarmange:** Wing Buffet (Frontal Cone with knockback, Physical); Crushing Bite (DD, Physical); Rip Flesh (DoT, 15 sec duration, 3 sec frequency, Physical)
- **Traugonaith:** Wing Buffet (Frontal Cone with knockback, Physical); Gaping Maw (DD, Physical)
- **Warbragh:** Ground Tremble (PBAoE Stun, 5 sec duration, Physical); Overhead Slash (DD, Physical)

Party Strategy



Any number of these bosses can be activated at the same time, but they are spawned as soon as the horn is blown, so anyone can then challenge and kill the boss. There are eight different bosses with the following abilities:

Graveshroud

- **Festering Claw:** Damage over time, 15 second duration, three second frequency. Physical damage.

This is a damage-over-time attack. Avoid getting aggro so you avoid getting DoT'd. If you get low on health, either call for a heal or pop a potion. Fight from max range to avoid ever getting hit at all. Healers, make sure to keep your HoTs on the tank. In combination with the heals, the HoTs should help reduce the long-term effects of the DoT.

- **Shrieking Stillness:** Player-based area-of-effect silence, six second duration. Corporeal attack.

A backup healer would be a good thought for this fight. If you do bring a second healing career, regardless if they are DPSing, they need to stand as far away from the other healer as possible. This ensures that both healers don't get silenced at the same time. The secondary healer needs to be prepared to heal the tank if the main healer gets silenced. If you only have one healer, the tank should try to save any damage-mitigation abilities for when the healer is silenced. Heals may be unavailable for six seconds or more (silence time + heal cast time), so tanks need to have tricks left in their bag to give the healers time to react.

Hornblade

- **Goring Swipe:** Damage with damage over time, six second duration, two second frequency. Physical damage.

Avoid taking aggro so this ability should only hit the tank. If you do get hit, make sure you are in range of the healer to keep you alive. This ability comes fast throughout the fight, so apply maximum DPS on the boss, as soon as the tank has sufficient threat, to keep the fight as short as possible. Healers, make sure to keep your HoTs on the tank. In combination with the heals, the HoTs should help reduce the long-term effects of the DoT.

- **Goring Lunge:** Direct damage with a three-second stun. Physical damage.

The tank should be the person getting stunned. But when the tank is stunned, no new threat is being generated. Everyone needs to be aware of when the tank is stunned and back off their attacks for those three seconds. Let the tank get back in action and then engage again.

Offalgut the Hungry

- **Putrid Vomit:** Channeled damage over time. Physical damage.

Ideally the tank is taking this hit. If you do get the DoT, watch your health; drink a potion if needed or call for your group healer. Healers, make sure to keep your HoTs on the tank. In combination with the heals, the HoTs should help reduce the long-term effects of the DoT.

- **Excruciating Smite:** Direct damage. Physical damage.

The tank needs to be taking these hits. This is a direct damage (DD) attack, which means you want your tank to have sufficient aggro to have all the hits taken on him.

- **Ground Slam:** Area-of-effect direct damage with five-second stun. Physical damage.

Everyone should spread out. The ranged and healers should be at maximum distance and spread out. Melee should be at max weapons range and spread out as much as possible. Healers count on possibly being stunned so make sure to keep a HoT on the tank. If the tank gets stunned, everyone stop attacking until the tank is back in the fight. If melee gets critically low on health and a potion isn't available, the melee should step out of range of the AoE until a healer can get a heal off, then reengage. If you're melee and engaged, make sure you can take the DD hit and have enough health to survive the five-second stun to move out of range. Healers, keep HoTs on the group to reduce the amount of time melee DPS needs to stay disengaged. This will also reduce the number of direct heals to the group, thus reducing your threat. Try to save any threat-reducing abilities for this moment.

Rathrek

- **Multifarious Bite:** Frontal cone damage. Physical damage.

This attack should only ever hit the tank. If you are the tank, position Rathrek so his back is to everyone else. Melee make sure you're directly behind the boss, not to the side. Cone effects tend to hit people off on the boss's flanks, so keep on the boss's back and move only if the tank moves. Ranged and DPS should be behind him at max range.

- **Swat:** Direct damage. Physical damage.

The tank needs to be taking these hits. This is a direct damage (DD) attack, which means you want your tank to have sufficient aggro to have all the hits taken on him. Typically this is referred to as a "tank and spank" encounter.

Ruggog

- **Giant Swipe:** Frontal cone damage with knockback. Physical damage.

This attack should only ever hit the tank. If you are the tank, position Ruggog so his back is to everyone else. Melee, get to his rear and attack from there. Ranged and DPS should be behind him at max range. Tank, keep your back to a wall so that when the knockback hits, you don't move out of range of your healer.

- **Thundering Shock:** Area-of-effect physical stun, duration five seconds. Physical attack.

Everyone should spread out. The ranged and healers should be at maximum distance and spread out. Melee should be at max weapons range and

spread out as much as possible.

Healers count on possibly

being stunned so make sure to keep a

HoT on the tank. If the tank gets stunned, everyone stop attacking until the tank is back in the fight. If melee gets critically low on health and a potion isn't available, the melee should step out of range of the AoE until a healer can get a heal off, then reengage. If you're melee and engaged, make sure you can take the DD hit and have enough health to survive the five-second stun to move out of range. Healers, keep HoTs on the group to reduce the amount of time melee DPS needs to stay disengaged. This will also reduce the number of direct heals to the group, thus reducing your threat. Try to save any threat-reducing abilities for this moment.

- **Crippling Bellow:** Minus 50 percent attack speed debuff, 20 second duration. Physical attack.

The tank will likely take this hit, and so is generating less threat while this is up. Slow down your attacks until the effect wears off. While the tank is affected, DPS needs to disengage for a few seconds if they land a critical strike, then reengage. This helps ensure that your threat doesn't spike and pull aggro.

Soarmange

- **Wing Buffet:** Frontal cone damage with knockback. Physical damage.

This attack should only ever hit the tank. If you are the tank, position Soarmange so his back is to everyone else. Melee, make sure you're directly behind the boss, not to the side. Cone effects tend to hit people off on the boss's flanks, so keep on the boss's back and move only if the tank moves. Ranged and DPS should be behind him at max range. Tank, keep your back to a wall so when the the knockback hits, you don't move out of range of your healer.

- **Crushing Bite:** Direct damage. Physical damage.

The tank needs to be taking these hits. This is a direct damage (DD) attack, which means you want your tank to have sufficient aggro to have all the hits taken on him.

- **Rip Flesh:** Damage over time, 15 second duration, frequency three seconds. Physical damage.

This is a damage-over-time attack. Avoid getting aggro so you avoid getting DoT. If



you get low on health, either call for a heal or pop a potion. Fight from max range to avoid ever getting hit at all. Healers, make sure to keep your HoTs on the tank. In combination with the heals, the HoTs should help reduce the long-term effects of the DoT.

Traugonaith

- **Wing Buffet:** Frontal cone with knockback. Physical damage.

This attack should only ever hit the tank. If you are the tank, position Traugonaith so his back is to everyone else. Melee, make sure you're directly behind the boss, not to the side. Cone effects tend to hit people off on the boss's flanks, so keep on the boss's back and move only if the tank moves. Ranged and DPS should be behind him at max range. Tank, keep your back to a wall so when the the knockback hits, you don't move out of range of your healer.

- **Gaping Maw:** Direct damage. Physical damage.

The tank needs to be taking these hits. This is a direct damage (DD) attack, which means you want your tank to have sufficient aggro to have all the hits taken on him. Typically this is referred to as a "tank and spank" encounter.

Warbragh

- **Ground Tremble:** Player-based area-of-effect five-second stun. Physical effect.

A backup healer would be a good thought for this fight. If you do bring a second healing career, regardless if they are DPSing, they need to stand as far away from the other healer as possible. This ensures that both healers don't get silenced at the same time. The secondary healer needs to be prepared to heal the tank if the main healer gets silenced. If you only have one healer, the tank should try to save any damage-mitigation abilities for when the healer is silenced. Heals may be unavailable for six seconds or more (silence time + heal cast time), so tanks need to have tricks left in their bag to give the healers time to react.

- **Overhead Slash:** Direct damage. Physical damage.

The tank needs to be taking these hits. This is a direct damage (DD) attack, which means you want your tank to have sufficient aggro to have all the hits taken on him.

MORRA



Zone Rank: Tier 1

Boss Rank: 40

Races: Empire & Chaos

Location: Nordland (32508, 61067)

Door Puzzle: Yes

Boss: Morra

Boss Abilities:

- Bleeding Gash (DoT, 15 sec duration)
- Fierce Howl (Self Buff: Reduce dmg by 20 percent, 18 sec duration)
- Ferocious Bite (DD, Physical)

Lair Recommendations:

- Extra DPSer to deal with Fierce Howl's damage reduction potential



Destruction Start



Follow the cobblestone road from the small Destruction camp of Athum's Host.



You will pass the Fields of Woe.



Stay on cobblestone road till you come to a signpost at a fork. The signpost points left toward Ferlanden and Ostland, but you will take the right dirt path.



Follow this path till you come to your first bridge.



Don't cross the bridge at this point. Instead, turn right toward the ocean and take a swim, staying close to the right shore.



You come to an inlet with a waterfall.



Look for the path to land, and head toward it.



Follow it up a very small incline and you will come to blackened colored ledges. Skip to the Puzzle Challenge section for info on how to cross the ledges.

Order Start



Start at Arnholdt's Company Warcamp.



Follow Hunters Road west out of Arnholdt's Company Warcamp.



Keep following the road till you come to your first bridge. You get a pop up saying you have entered Hangman's Wood.



Do not go under the bridge. Turn right and go up a small hill by the large boulders.

puzzle Challenge



Proceed northeast a wee bit till you hit the road.



Once you are on the road, head west.



Be careful once you see the fire and smoke. You are nearing the Destruction camp Athum's Host. Once you see the fire and smoke, leave the road, staying to your right, until you are past it. From here on out, follow the Destruction directions to reach the puzzle challenge.



The Lair of Morra is hidden from view. To reach it, you must jump from ledge to ledge. Each ledge gets you closer to the waterfall, where it is then revealed. The first two ledges are on the right side of the waterfall.



Then jump toward the center ledge and onward to the left side of the waterfall.



From the left side (ledge 4) walk and jump on the side of the cliff toward ledge 5.



Next jump on ledge 6, then finally ledge 7, which is directly left of the waterfall.



There you will find the hidden Lair of Morra at the top.

Battle Against Morra

Boss Abilities

- Bleeding Gash (DoT, 15 sec duration)
- Fierce Howl (Self Buff: Reduce dmg by 20 percent, 18 sec duration)
- Ferocious Bite (DD, Physical)

Party Strategy



You need to clear your way to Morra. There are Rank 40 elder wolves, wolf pups, and red wolves in the cave leading to Morra in the first cavern.



You see Morra as soon as you enter the second cavern. Morra's normal attack hits for around 2,000. His special attacks includes Bleeding Gash, which does 433 damage periodically over 15 seconds. This is a damage-over-time attack. Avoid getting aggro so you avoid getting DoT'd. If you get low on health, either call for a heal or pop a potion. Fight from max range to avoid ever getting hit at all. Healers make sure to keep your HoTs on the tank. In combination with the direct heals, the HoTs should help reduce the long-term effects of the DoT.

Fierce Howl, which reduces damage by 20 percent for 18 seconds, should grab everyone's attention. Be aware of when this effect is in play. Avoid using your big damaging abilities until it wears off in order to get the maximum benefit.

Ferocious Bite, which does 433 damage, is a very fast attack. The tank needs to be taking these hits. This is a direct damage (DD) attack, which means you want your tank to have sufficient aggro to have all the hits taken on him.



Morra is extremely fast and will chase his enemy down. You must fight Morra with a tank who can hold the aggro. Bring at least two healers and whatever other damage-dealers you can grab.



Steady DPS will win this fight. Just make sure to watch where you're moving so you don't aggro other wolves from inside his cavern.



Make sure healers are not sleeping on the job, and assign someone to take out any adds should they pop up. So long as you manage the surroundings, you'll be snacking on wolf meat in short time.



SILVEROAK



Zone Rank: Tier 1

Boss Rank: 40

Races: Empire & Chaos

Location: Norsca (18583, 26375)

Door Puzzle: Yes

Boss: Silveroak

Boss Abilities:

- Stun (Stun, 3 sec duration, Corporeal)
- Telleric Swat (DD, Physical)
- Earth Shattering Howl (DD)
- Knockback (Knockback, Physical)

Lair Recommendations:

- Bring an off-tank in case of Stun or Knockback



Destruction Start



Start in the Destruction camp of Sturmvall.



Head south out of Sturmvall toward the river.



Once your reach the river, swim west downstream.



Keep watch for a burned-out looking area on the right. There will be burned tree stumps and fallen trees. Return to land here and attempt the puzzle challenge.

Order Start



Start at Arnholdt's Company Warcamp.



Follow Hunters Road west till you come to your first bridge.



Take the road under the bridge to the other side.



Once you are through the bridge, take a left up the hill, and go straight a bit till you hit the road. Follow this road north.



Not too far up the road you will see Destruction's Death's Brink Warcamp on the hill to your left. Avoid this place at all costs.



Leave the road and travel a bit off it, staying to the right. Once past the warcamp you may again get back on the road.



You should be heading northeast on the road at this time. Just keep following it, staying on the stone road.



Eventually you reach Wulfsiege. Stay on the same stone road well into Wulfsiege. You see burned-out trees and scorched road along the way.



When you hit a burned-out area that has thick area of burned trees, everyone should stay alert and scan for enemies.



At the end of these trees, you will run into Rank 55 champion Raven War Breakers and Rank 55 champion Raven War Corrupters. Avoid these enemies at all costs or they'll likely make short work of you.



If you make it past the Raven enemies, stick to the same stone road and follow it till you hit the first bridge. You get a pop up saying you have entered Sturmvall.



Don't cross the bridge. Turn left and head northwest following the shoreline.



Keep watch for a burned-out looking area on the right. There will be burned tree stumps and the puzzle challenge straight ahead.

puzzle Challenge



Once you find the special burned-out area, head straight back toward the mountain. To your right you will see a fallen hollowed-out tree leaning up against the plateau.



Walk up the inside of the tree to the top of the plateau.



Walk out onto the fallen tree you find there. Face right.



You find a tree bridge made of burned out tree stumps.



Take your time and jump from one to the next until you reach the last one.



Here you find another broken tree that makes a bridge. It leads up to the next plateau.



Walk up this tree bridge to a clearing. This clearing is the Lair of Silveroak.

Battle Against Silveroak

Boss Abilities

- Stun (Stun, 3 sec duration, Corporeal)
- Telluric Swat (DD, Physical)
- Earth Shattering Howl (DD)
- Knockback (Knockback, Physical)

Party Strategy



The boss is Silveroak, a very large angry tree. Its Corporeal Stun lasts for three seconds. The tank should be the person getting stunned. But when the tank is stunned, no new threat is being generated. Everyone needs to be aware of when the tank is stunned and back off their attacks for those three seconds. Let the tank get back in action and then engage again.

Telluric Swat hits for around 1,777. Earth Shattering Howl does around 1,966. The tank needs to be taking these hits. These are direct

damage (DD) attacks, which means you want your tank to have sufficient aggro to have all the hits taken on him.

Its normal attack hits for 1,636 damage with criticals at 1,901 damage. Silveroak is not as quick as some other bosses, but packs a huge punch when it does hit you.



There's a lot of space in the clearing with tons of obstacles such as trees, tree stumps, and boulders. Anyone who isn't a tank should use the environment to hinder Silveroak's attacks.



Be careful of being too close to the edge of the plateau. Silveroak can knock you off with one of his knockback swings. Tank, try to position yourself so your back is to a tree or rock so the knockback will not send you very far. DPS is lost if the party has to stop shooting to let the tank charge back and lock down the boss. Ranged and healers stay at max distance. Melee, try to get a tree to your back as well.



Silveroak can be stunned and disabled, so use abilities that allow you to do that.



This fight is a steady one, and how fast you win depends on what careers you take.



Your tank should take aggro and try to back himself up to a tree so that Silveroak's knockbacks don't cause any loss of aggro.



Silveroak deals heavy damage, so the healers need to pay attention and be alert. Having two healers, one being a DPS dealer, would be a great big help to make this kill go even faster. Keep damage-over-time effects on Silveroak at all times, and you will see his health decrease till he drops dead.

TEZAKK GNAWBONE



Zone Rank: Tier 4

Boss Rank: 40

Races: Empire & Chaos

Location: Chaos Wastes (36494, 5633)

Door Puzzle: No

Boss: Tezakk

Boss Abilities:

- Putrid Vomit (Channeled, Frontal Cone, Physical)
- Excruciating Smite (DD, Physical)

Lair Recommendations:

- An extra healer or DPSer



Order Start



Start in the Tannenback's Doom Warcamp in the Chaos Wastes. Head west into the RvR zone.



Follow the road north until you reach Zimmeron's Hold.



Travel around to the north of the keep and then to the east directly behind it, toward the Chokethorn Bramble battle objective.



Just east of the objective is a small lake area, with some ruins of a wall.



Jump onto the top of the wall closest to the objective, and then follow along the tops of the walls, jumping over the breaks in it until you reach the end and arrive at the entrance to Tezakk's Lair.

Destruction Start



Start in the Seven Shades Creep Warcamp in the Chaos Wastes. Head east.



Follow the road north until you reach Zimmeron's Hold.



Travel around to the north of the keep and then to the east directly behind it, toward the Chokethorn Bramble battle objective.



Just east of the objective is a small lake area, with some ruins of a wall.



Jump onto the top of the wall closest to the objective, and then follow along the tops of the walls, jumping over the breaks in it until you reach the end and arrive at the entrance to Tezakk's Lair.



Prepare your party before you enter the lair and meet up with Tezakk Gnawbone himself. You want a normal party setup (tank, two healers, plus DPS); there's no need for an off-tank because there are no adds or reinforcements.

Battle Against Tezakk Gnawbone

Boss Abilities

- Putrid Vomit (Channeled, Frontal Cone, Physical)
- Excruciating Smite (DD, Physical)

Party Strategy



Tezakk sits in a cave by himself. He has two punishing abilities: Putrid Vomit, a channeled cone attack, and a direct damage attack called Excruciating Smite. These both deal physical damage.

The tank should absorb the Putrid Vomit attack. If you are the tank, position Tezakk so his back is to everyone else. Melee, get to his rear and attack from there. Ranged and DPS should be behind him at max range. Melee, make sure you're directly behind the boss, not to the side. Cone effects tend to hit people off on the boss's flanks, so keep on the boss's back and move only if the tank moves. The tank should also deal with the Excruciating Smite attacks.

The fight is fairly simple. Have the tank put his back to the wall and all melee damage-dealers stand behind the boss to prevent being stuck in Putrid Vomit. Heal the tank throughout the fight and Tezakk should be dead in no time.



TRAITOR'S REST



Zone Rank: Tier 1

Boss Rank: 11

Races: Empire & Chaos

Location: Norsca (26085, 61853)

Door Puzzle: Yes

Boss: Kamilla the Decayed

Boss Abilities:

- Putrid Death (DD spell, Spirit dmg)
- Grasping Bones (Root, breaks from DPS, short duration)
- Life Leech (AoE DoT, 15 sec duration, heals boss)
- Immune to all forms of disabling effects

Lair Recommendations:

- Extra DPS to counteract Kamilla's Life Leech healing



Order/Destruction Start



Head to the Lost Lagoon battlefield objective in the RvR zone. It's on a large island in a bay at the very south end of the map.



Head out through the cave on the island's west side.



Cross the water onto the second island, southwest of the first one.

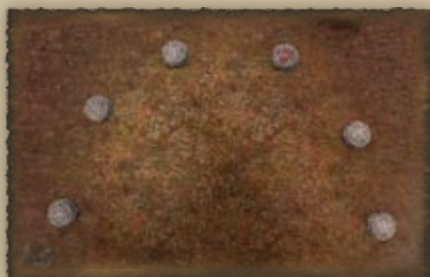


Once on the island, head west, and then around the large hill in the middle of the island.



Approach the western side of the hill, and you should see the entrance to the lair.

puzzle Challenge



This lair needs at least three people to open it, one of each race from their corresponding faction (either Order or Destruction). Six stones are arranged in a semi-circle around the door, each with a symbol of a different race. Each person must stand on the stone that corresponds with their race. Once all three are in place, the door will open.

Battle in Traitor's Rest

BOSS ABILITIES

- Putrid Death (DD spell, Spirit dmg)
- Grasping Bones (Root, breaks from DPS, short duration)
- Life Leech (AoE DoT, 15 sec duration, heals boss)
- Immune to all forms of disabling effects

Party Strategy



Kamilla the Decayed sits in the middle of the cave. She is alone in this lair, so only one tank is needed. She has three different abilities. The first is a direct attack spell, Putrid Death, which does Spirit damage. The tank needs to be taking these hits. This is a direct damage (DD) attack, which means you want your tank to have sufficient aggro to have all the hits taken on him.

The second is called Grasping Bones; it roots the target for a short time, but it breaks with damage. This ability by itself is seemingly harmless. However this ability in combination with Life Leech can pose a problem. If you're a melee character and low on health, then you need to disengage and move out of the range of Life Leech until a healer can splash a heal on you. If you're low on health, you won't be able to move out of range of Life Leech if you're rooted to the ground. So plan for it and move accordingly.

The last ability, Life Leech, requires a bit of strategy. It puts a damage-over-time effect on all players in range, which damages them over 15 seconds and heals her. To mitigate this, ranged people need to stand at max range, and as soon as she begins casting, all melee characters, except for the tank, need to run out of range to the other party members to avoid the damage over time. Once she has cast it, move back in and begin DPS again. Kamilla is immune to all disabling effects such as stun, silence, and snare, so it will be a challenging fight.

ELRIN HELFRIED



Zone Rank: Tier 3

Boss Rank: 40

Races: High Elf & Dark Elf

Location: Avelorn, southeast (60773, 48128)

Door Puzzle: Yes

Boss: Elrin Helfried

Boss Abilities:

- Drain Circle (Hex)
- Ethereal Strike (DD)

Lair Recommendations:

- Extra DPS to finish the fight faster



Order Start



Start in High Elf Chapter 12 and head south along the road. Alternately, if you're flying into Gaen Mere, head southeast to a junction, turn north and follow the path to Stormriver's End PQ, then trek northeast to the Anulii Ruins.



Continue past Tor Saroir at the bottom of the hill.



You will see a signpost directing routes to the following: Phoenix Shrine, Wailing Fen, Saphery.



Head east off the road at the signpost past Dreadguard Campsite.



Go up the mountain to Stormriver's End PQ.



Continue through the forest full of tainted spiders.



You will come to the Anulii Ruins. Go northeast up the hillside and attempt the puzzle challenge.

Destruction Start



Begin in Everspring and head east past the Shaman camp.



South of the Shaman camp is the Chapter 12 Public Quest, Corruption.



Continue east of the PQ. In the valley below you will see the Lost Vale. Do NOT take the path down to the Lost Vale. Instead, continue up the hill on the upper path.



Head past the obelisk eastward up the hill.



Continue east past the Public Quest Stormriver's End.



Continue through the forest of tainted spiders to the Anulii Ruins. Go northeast up the hillside and attempt the puzzle challenge.

Puzzle Challenge



Jump the three stones in the water to reach the entrance.

Battle Against Elrin Helfried

Boss Abilities

- Drain Circle (Hex)
- Ethereal Strike (DD)

Party Strategy



Elrin Helfried is at the back of the lair.



Elrin Helfried uses two abilities periodically throughout the fight. The first ability is Drain Circle, which is a hex and can be partially resisted/mitigated. Cure the hex or heal through it. HoTs on the raid will help mitigate this damage. Remember: if you're the main tank healer, never heal another player unless there are HoTs on the tank.

The next ability is Ethereal Strike, which is a direct-damage ability that can be partially mitigated. Make sure the tank takes these hits to keep his threat higher than the rest of the party.

Helfried triggers these abilities randomly throughout the fight. In addition to these two, his normal attack hits for approximately 700 on cloth. He is susceptible to stuns and knockdown effects, which also can help mitigate the amount of damage the group receives.



To defeat Elrin Helfried, make sure he focuses his aggression on the main tank while the DPS and healers do their jobs. Use your abilities to bring him to his demise.



FESTITT



Zone Rank: Tier 4

Boss Rank: 40

Races: High Elf & Dark Elf

Location: Caledor, southwest of Shrine of Conqueror (33628, 25934)

Door Puzzle: Yes

Boss: Festitt

Boss Abilities:

- Life Loss (DoT Curse, 300 dmg every 2 sec, 10 sec duration)
- Vermintide (DoT, 100 dmg every 2 sec, 15 sec duration)
- Deafening Roar (PBAoE, Physical with AP drain)

Lair Recommendations:

- Secondary healer to use HoTs to counteract Festitt's DoTs



Order Start



Begin in the RvR area, southwest of Brightmoon Forest (High Elf Chapter 21).



Follow the road west to the bones, continuing toward the burning structure in the distance.



Go uphill at the obelisk at the Shrine of the Dragontamer.



Exit the shrine at the northwest and come to the northwest bridge. Do not cross this bridge. Bear right and go over the hill to the north. You can see a spire below.



You come to another bridge. You can cross this one safely.



Pass through Conqueror's Descent Warcamp and continue north.



Drop off the bridge into the valley below, landing at a bridge. Do not cross the bridge.



Go uphill and bear left at the first clearing. Proceed to the shrub with purple flowers in front of the rocky outcropping. You're ready for the puzzle challenge next.

Destruction Start



Begin in Caledor (Chapter 16) and exit through western door.



Follow the road west to the second signpost directing routes to Darkspire Descent, Conqueror's Descent, Summersong, and Drakeshadow.



Proceed south across the bridge.



Follow the road south to Conqueror's Watch Warcamp.



Cross the eastern bridge in the warcamp into the RvR area.



Follow the road southeast to the third bridge and cross here. You will be at the Shrine of the Conqueror.



Continue southwest to the fourth bridge and cross here.



Go uphill and bear left at the first clearing. Proceed to the shrub with purple flowers in front of the rocky outcropping.

Puzzle Challenge



Proceed past the purple flowering bush onto the rocky outcropping. Jump across the second overhang.



The lair entrance is directly ahead. Enter the lair.



You will see Festitt to the left. To reach him you need to break right and swim around the wall.



Once inside, drop down through the hole. Festitt will be directly in front of you when you land. Prepare to fight!

Battle Against Festitt

BOSS ABILITIES

- Life Loss (DoT Curse, 300 dmg every 2 sec, 10 sec duration)
- Vermintide (DoT, 100 dmg every 2 sec, 15 sec duration)
- Deafening Roar (PBAoE, Physical with AP drain)

Party Strategy



Festitt's normal melee attack does approximately 1,200 damage to cloth. The fight will be a standard tank and DPS fight, and as long as your main tank stays alive and your DPS or heal careers do not pull aggro, it won't be too tough.



Watch out for Festitt's Deafening Roar, which may hamper your plans. Check your health often. Drink a potion if needed. If you are not getting heals and you are low on health, back off (toward the healer) until you get healed. Ranged and healers should stay at max distance to avoid damage.



Fight, fight, fight to take Festitt down!

Festitt uses two abilities periodically throughout the fight. The first ability, Life Loss, is a curse that deals 300 damage every two seconds for 10 seconds. This ability in combination with Vermintide can be troublesome. HoTs on the tank are absolutely critical to mitigate this DoT damage.

The second ability is Vermintide, which is a 15-second damage over time (DoT) attack that deals approximately 100 damage every two seconds. Avoid getting aggro so you avoid getting DoTed. If you get low on health, either call for a heal or pop a potion. Fight from max range to avoid ever getting hit at all. Either ability can be slightly resisted/mitigated with the correct resistances.



GHOLNAROS THE DEATHLESS



Zone Rank: Tier 4

Boss Rank: 40

Races: High Elf & Dark Elf

Location: Dragonwake (23005, 43060)

Door Puzzle: Yes

Boss: Gholnaros the Deathless

Boss Abilities:

- Dragon Breath (Frontal Cone, DoT, duration 4 sec, one tick every half second, Spirit dmg)
- Black Fireball (DD, Spirit dmg)
- Black Fireball (PBAoE, Spirit dmg)
- Gaping Maw (DD, Physical)

Lair Recommendations:

- Lots of damage means you need a secondary healer



Order Start



Begin your travels in Oakbrow's Charge, High Elf Chapter 18, in Dragonwake. Head west out of town.



You will cross this same bridge as you continue west.



Turn south after you cross the bridge. Watch for the local scavengers.



You'll eventually cross the bridge leading to the battlefield objective, Moonfire's Approach. Hang a left and go down the incline into the chasm below, heading south.



The orb is on a pedestal of sorts near the battlefield objective. Read the final section to learn how to summon the bad guy.

Destruction Start



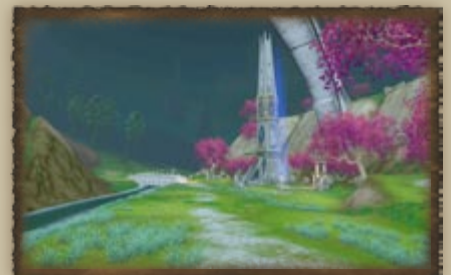
Start in Drakeslayer Hold, Dark Elf Chapter 19, which is in Dragonwake. Head west.



Descend into the RvR lake, heading west by northwest, and then take the incline back up again, which begins southwest of the Covenant of Flame.



Continue west and cross the long bridge over the chasm far below. In that chasm, to the south, is the orb that will help us summon Gholnaros.



You'll eventually come to the battlefield objective named Fireguard Spire. If it's not yours, be sure the lot of you take it before continuing. After the festivities, double back to the east and travel along the tiered grasslands toward the center of the RvR lake.



The western keep should look like this. If it does not, be sure to take it before heading south, down the path into the valley below.



The orb is on a pedestal of sorts near the battlefield objective. The next section explains how to summon the bad guy.

Puzzle Challenge



Three eyes must be located and brought back to the orb to summon the baddy. One player needs to search Dragonwake for three crystals in the RvR areas and examine them. Once they have done this, examining the Flame of Gholnaros spawns the boss. This needs to be done by one player for each time the boss is to be summoned.

The coordinates for the gems are as follows:



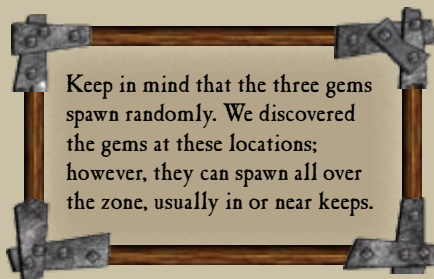
Find the first eye, the Essence of Kholares, at coordinates 58163, 41472.



Find the second eye, the Essence of Vendexa, at coordinates 46285, 26522.



Find the third eye, the Essence of Veretais, at coordinates 56934, 35533.



Keep in mind that the three gems spawn randomly. We discovered the gems at these locations; however, they can spawn all over the zone, usually in or near keeps.

Battle Against Gholnaros the Deathless

BOSS ABILITIES

- Dragon Breath (Frontal Cone, DoT, 4 sec duration, one tick every half second, Spirit dmg)
- Black Fireball (DD, Spirit dmg)
- Black Fireball (PBAoE, Spirit dmg)
- Gaping Maw (DD, Physical)

Party Strategy



Prepare for an epic battle against Gholnaros the Deathless. He has the following four abilities:

Dragon Breath: Frontal cone damage over time for four seconds, one tick every half second. Spirit damage.

Black Fire: Direct damage. Spirit damage.

Black Fire: Targeted area of effect damage. Spirit damage.

Gaping Maw: Direct damage. Physical damage.

A normal group setup will suffice against Gholnaros. Have all ranged and healers at casting range, spread out in case the AoE damage is cast on any of them, to prevent all ranged from being hit with one AoE. The tank should position Gholnaros so its back is to everyone else. Melee, get to Gholnaros's rear and attack from there. The tank will take massive damage in this fight as a result of the DoT and DD damage. HoTs on the tank are absolutely critical to mitigate this DoT damage. Remember if you're the main tank healer, never heal another player unless there are HoTs already on the tank. A backup healer would be helpful to assist the main healer in this fight. If there is a backup healer, have that person focus on healing the raid. Of course, healers should always heal themselves and other healers first, with the exception of the tank. If a healer dies, the raid dies. So healers make sure you watch your own health.



GORTHLAK



Zone Rank: Tier 1

Boss Rank: 40

Races: High Elf & Dark Elf

Location: The Blighted Isle (35727, 18017)

Door Puzzle: Yes

Boss: Gorthlak

Boss Abilities:

- Life Loss (DoT Curse 300 dmg every 2 sec, 10 sec duration)
- Corporeal Strike (DD)

Lair Recommendations:

- A secondary healer will aid in healing, an extra DPSer will aid in damage dealing



Order Start



Begin at Duskwatch Plateau (High Elf Chapter 2).



Travel north out of the plateau into Thanalorn Forest, continuing into the Thanalorn Forest Public Quest.



Find the lake. Swim west to the Tainted Crystal on the beach. Right click on the Tainted Crystal.

Destruction Start



Begin at Dreamshade Forest (Dark Elf Chapter 3).



Follow the road southeast to the RvR area, Cynathai Span Warcamp. Continue east through the warcamp across the water at Dreamtide to the Plain of Bone.



Continue to the northeast coast where you will see a ship docked. Cross the water at Blackshore into the Tor Aendris Warcamp.



Follow the road north through the Swale of Miralei Public Quest.



Continue north up the hill into Adunci. Take the western staircase out.



Proceed immediately north up the hill into the Thanalorn Forest Public Quest.



Find the lake. Swim west to the Tainted Crystal on the beach. Right click on the Tainted Crystal.

Puzzle Challenge



Jump stones to the left.



The lair is to the right after jumping the stones.

Battle Against Gorthlak

BOSS ABILITIES

- Life Loss (DoT Curse, 300 dmg every 2 sec, 10 sec duration)
- Corporeal Strike (DD)

Party Strategy



Gorthlak stands at the back of the lair.



Beware Gorthlak's regular swinging physical attack that deals approximately 700 damage to cloth.



Gorthlak uses two abilities throughout the fight. The first ability, Life Loss, is a curse that deals 300 damage every two seconds for 10 seconds, and the second is Corporeal Strike, which is a direct damage ability that deals approximately 1,400 damage to cloth. Both can be resisted and/or mitigated slightly with more armor and resistances. Against Life Loss, avoid getting aggro so you avoid getting DoT'd. If you get low on health, either call for a heal or pop a potion. Fight from max range to avoid ever getting hit at all. Healers make sure to keep your HoTs on the tank. In combination with the heals, the HoTs should help reduce the long-term effects of the DoT.

The fight is a standard tank and DPS fight, and as long as the main tank stays alive and no one else pulls aggro from them, this fight should go smoothly.



Use direct combat and heals to defeat Gorthlak.



KELBRAX



Zone Rank: Tier 1

Boss Rank: 40

Races: High Elf & Dark Elf

Location: Chrace, in the mountains south of the Dark Elf Chapter 4 PQ, The Stone of Valetar (18697, 61629)

Door Puzzle: Yes

Boss: Kelbrax

Boss Abilities:

- Bleed (DoT)
- Knockback (Knockback, Physical)

Lair Recommendations:

- An off-tank is a good addition to deal with potential Knockback



Order Start



Start in Adunci, High Elf Chapter 2, located south of Chrace in the Blighted Isle. Cross the bridge to the south, heading southwest toward Lacorith.



Pass through Lacorith, located here on the map of the Blighted Isle.



Hug the southern and the eastern cliffs, heading south.



Drop from the cliffs just north of the Tier 1 Dark Elf Warcamp, Cynathai Span, but don't get too close!



Take the road south of Poisonblade Heath, Dark Elf Chapter 3. This leads south along the road into Chrace. This same road leads you to Malagurn's Charge, from which you can follow the Destruction start directions to locate the cave. Just be careful not to get too close to the various Dark Elf hubs—the guards don't like that!

Destruction Start



Starting at Malagurn's Charge, Dark Elf Chapter 4, head southwest across the bridge.



Pass through the Dark Elf Chapter 4 PQ, The Stone of Valetar, and continue to head south.



The stones you have to jump across to reach the entrance are located here.

Puzzle Challenge



The puzzle is a simple jumping puzzle across a few stones along the cliff.



Be careful not to fall!



And here is the cave entrance to Kelbrax, once you are safely across.

Battle Against Kelbrax

Boss Abilities

- Bleed (DoT)
- Knockback (Knockback, Physical)

Party Strategy



Kelbrax awaits. He has two abilities in addition to his normal attack. The first is a bleed and the second is a knockback. His normal attack hits a little less hard than that of other rare mobs his rank, so he should not be hard to tank.



Kelbrax is a relatively simple battle. Kelbrax's bleed ability is not too much to worry about; however, the knockback ability needs to be addressed by having the main tank position his back to a wall. This will eliminate the tank being thrown around the room and having to continually reposition Kelbrax. DPS is lost if the party has to stop shooting to let the tank charge back and lock down the boss. Ranged and healers should stay at max distance. Melee, try to get a wall to your back as well.



Eventually Kelbrax will be overcome and cough up a decent drop.



LADY ALISHA



Zone Rank: Tier 1

Boss Rank: 11

Races: High Elf & Dark Elf

Location: The Blighted Isle, inside the Plain of Bone RvR area (35208, 51311)

Door Puzzle: Yes

Boss: Lady Alisha

Boss Abilities:

- Silence (Silence ability)

Lair Recommendations:

- Secondary healer to heal tank if primary healer gets silenced



Order Start



Start in Blightsward, High Elf Chapter 3 in Chrace, and head southwest along the cliffs.



Pass along the edge of the High Elf Chapter 3 PQ, Thrallseekers, until you come upon a land bridge heading northwest into the RvR lake. Cross and be prepared to take some heads on your way to Alisha's Lair.



Continue northwest and north until you cross into the Blighted Isle.



Alisha's Lair is located in the wall of the mountain here. You must complete the puzzle challenge to enter.

Destruction Start



Head east from Poisonblade Heath, Dark Elf Chapter 3, in the Blighted Isle.



A small path runs east from Poisonblade, then turns south into Cynathai Span, the Tier 1 Dark Elf Warcamp just outside the RvR lake, the Plain of Bone.



The entrance to Alisha's Lair is here, in the northern area of the Plain of Bone, but it cannot be entered until you've completed the puzzle challenge.

puzzle Challenge



There are three runes located within caves along the northern waters of the Plain of Bone. It is best to start from the west, swimming east through the water below the cliffs, looking for the small cave entrances.



The entrances are hardly hidden, but they can be hard to find when you're on the cliffs above. You must swim through the tiny caves into the recess beyond.



Once inside the cave, right-click on the rune to activate it. You have only a certain amount of time to activate all three of them, and once all three are activated, only a certain amount of time to get back to the door as well.



Voila! The door is open. Alisha awaits!

Battle Against Lady Alisha

Boss Abilities

- Silence (Silence ability)

Party Strategy



Alisha awaits just inside the entrance, all alone.



Alisha is a fairly simple fight, although she hits quite hard, so the tank must be well geared and the healer (or healers) must be on their toes.



Alisha can also silence casters, which can be deadly. Ideally, ranged DPSers and healers should stay as far back as possible. Healers need to plan that they may get silenced and always keep a HoT ticking on the tank just in case. Everyone should watch their own health and be ready to drink a potion if needed.



With perseverance, and some great heals, she'll fall easily enough, hopefully dropping a decent item for someone in your party.



LADY GRIMGYRE



Zone Rank: Tier 3

Boss Rank: 40

Races: High Elf & Dark Elf

Location: Saphery (48000,61000)

Door Puzzle: Yes

Boss: Lady Grimgyre

Boss Abilities:

- Scintillating Explosion (PBAoE Spirit damage with AP damage)
- Luminescent Blast (Spirit DD)
- Aural Shriek (5 sec Hex stun)
- Dark Fury (Frontal Cone, Physical damage)

Lair Recommendations:

- Ranged DPS is very useful because close-quarters fight might be difficult for multiple melee DPSers



Order Start



Start at Menuthil's Burden, High Elf Chapter 14, in southeastern Saphery.



Journey south through the wilderness.



Continue through the plaza adorned with statues.



Carefully skirt the Uthorin encampment on your left.



Slip through the trees to the base of the cliff beneath the lair.



To reach the lair, you must find Arixxis the Scout (see the Puzzle Challenge section).

Destruction Start



Start at Kyaran's Advance, Dark Elf Chapter 14, in western Saphery.



Cross the bridge on the north side of camp.



Follow the road north to the top of the rise.



Cut east across the middle of the zone. Avoid enemies if you don't want a fight.



Head southeast to the high cliffs that separate the western and eastern halves of the zone.



Climb the cliffs at a friendly point, such as the Yukha encampment.



Continue southeast until you reach the wilderness around the lair. Follow the Order instructions to find the base of the lair and proceed to the Puzzle Challenge section.

Puzzle Challenge



You can't climb the hill to the lair normally. You must find a Rank 40 Champion Sprite named Arixxis the Scout and slay him. You can spot him by the pinkish energy cloud he expels each time he teleports. Stand near the base of the hill on north side and watch for the pink cloud.



When you see the cloud, target Arixxis and engage. Once he dies, Arixxis will drop a Grimshimmer Leystone. Right-click on the leystone to open a Grimshimmer Portal, and access the portal to teleport up to the top of the lair.

Battle Against Lady Grimgyre

Boss Abilities

- Scintillating Explosion (PBAoE Spirit damage with AP damage)
- Luminescent Blast (Spirit DD)
- Aural Shriek (5 sec Hex stun)
- Dark Fury (Frontal Cone, Physical damage)

Party Strategy



The lair holds a lot of mobs before reaching the lair boss herself, Lady Grimgyre. Battle through the harpies and sprites that guard the outer courtyard and steps leading down to the final chamber. Each fight is a "tank and spank" battle, which means you should let the tank grab each monster's threat, then pile on the damage and heals.



Once Lady Grimgyre's harpy guards have been downed, the tank should charge in and grab aggro. If you are the tank, position Lady Grimgyre so her back is to everyone else. It's tight quarters in the final chamber, so melee DPSers should try to get behind the boss, if possible. Ranged DPSers may work better because they can strike from anywhere in the chamber.



Watch out for Aural Shriek. The tank should be the person getting stunned. But when the tank is stunned, no new threat is being generated. Everyone needs to be aware of when the tank is stunned and back off their attacks for those five seconds. Let the tank get back in action and then engage again.



At about 20 to 30 percent of her health, Lady Grimgyre will transform into a harpy. She deals more damage in this form, so make sure healers are in top form to protect the tank in the final few seconds of the fight.

STINKFANG THE VOMITOUS



Zone Rank: Tier 2

Boss Rank: 40

Races: High Elf & Dark Elf

Location: Ellyrion, south of the Tower of Milurien near the High Elf PQ, Shady Tower (53908, 42745)

Door Puzzle: No

Boss: Stinkfang the Vomitous

Boss Abilities:

- Vomit (Summons lizards)

Lair Recommendations:

- An off-tank to grab aggro on lizard adds



Order Start



Getting to Stinkfang's Lair from the Order side is very straightforward. Start in Reaverspring, High Elf Chapter 9, in Ellyrion. Follow the river east out of Reaverspring.



Upon an island within the waters stands the Tower of Milurien. The High Elf Chapter 9 PQ, Shady Tower, is also located here.



Just north of the Tower of Milurien, within the waters of the river itself, is the entrance to Stinkfang's Lair.

Destruction Start



Getting to Stinkfang's Lair is a bit tougher for Destruction. Start in Brokenblade, Dark Elf Chapter 8, in the northwest of Ellyrion.



Head east and south along the road until you come upon the eastern opening into the nearby RvR lake.



Cross through the RvR lake and up the long incline on the eastern side until you've crossed through into the eastern side of Ellyrion.



Head south along the road until you come to the river north of the High Elf outpost, Reaverspring, then follow the Order directions until you come to Stinkfang's Lair.

Battle Against Stinkfang the Vomitous

Boss Abilities

- Vomit (Summons lizards)

Party Strategy



Swim inside Stinkfang's cave. He awaits just inside, with a Rank 39 lizard friend there to help him in time of need.



Fortunately, his lizard friend is just a normal mob, not a champion or hero.



Unfortunately, Stinkfang likes to make true on his name, vomiting green slime all about the cavern in a display of his loveliness, which tends to attract a lot more lizard friends. When the lizards are summoned, they need to be killed fast unless they come right at the end of the fight. If you are in the final 10 percent or so, just finish the boss. If not, have the tank keep the boss locked down and burn down the lizards. Ideally you could have a tank class

DPS in this fight and pick up the lizards when they're summoned. A lizard can also be tanked by a pet class with spot heals to keep the pet up. The lizards need to be picked up quickly so the healing aggro from the healers doesn't draw the mobs directly to them. DPS needs to focus fire to take the lizard down quickly. Healers be prepared to throw HoTs on the raid while the mob is being addressed.



A decent group shouldn't have any problems dispatching the ancient, stinky troll and reaping the rewards.



XAPHAN OF THE PYRE



Zone Rank: Tier 4

Boss Rank: 40

Races: High Elf & Dark Elf

Location: Caledor (53465, 28105)

Door Puzzle: Yes

Boss: Xaphan

Boss Abilities:

- Shockwave (Frontal Arc, DD, with knockback)
- Shield Swipe (DD, Physical)
- Low Blow (Single Target Stun, 8 sec duration)
- Self Buff (Stun/knockdown immunity)

Lair Recommendations:

- An off-tank to deal with a long stun effect, an extra healer



Order Start



Start in Brightmoon Forest and head west.



Continue west and north until you reach the High Elf Warcamp. From there, descend the mountain, heading north, until you reach the RvR lake.



From the center of the RvR lake, head east until you reach Wrath's Resolve. From there, follow the Destruction instructions to locate the Lair of Xaphan of the Pyre.

Destruction Start



Start at Dark Elf Chapter 16 in Caledor. Exit the walls to the west.



At the crossroads, turn south toward the local Dark Elf Warcamp.



Enter the Dark Elf Warcamp, Conqueror's Watch, and exit to the east across the bridge.



Cross over into the RvR lake and head east. If you run across an area that doesn't belong to you—take it!



Xaphan's Lair is northeast of Wrath's Resolve. However, you cannot enter until you've lit the six skull candles littered throughout the world, then activated the book before the entrance.

puzzle Challenge

The puzzle for opening the Lair of Xaphan of the Pyre is quite involved. Players must light six skull candles, throughout the world, then use the Book of Xaphan located before the lair entrance. The six candles are located in six different zones, as illustrated below:

Avelorn



The altar in Avelorn is atop the high mountain to the west of Fernwood (24166, 13312).

Reikland



This altar is high above the Order warcamp, Frostbeard's Quarry, to the southeast (3801, 1100).

Nordland



This altar is along the top of the mountain southwest of Gausser's Wildling (40550, 44954).

Marshes of Madness



Deep within the Marshes of Madness, to the far west of the RvR lake, lies this altar, near the waterfall (13824, 46286).

Black Crag



This altar is west of Burnmaw Tower, along the cliffs down along the edge of the canyon (39834, 15053).

Praag



Northeast of the Empire Chapter 19 PQ, Griffon's Last Stand, this altar is high atop the mountain, near a burning ruin overlooking Praag (20400, 18227).

Battle Against Xaphan of the Pyre

BOSS ABILITIES

- Shockwave (Frontal Arc, DD, with knockback)
- Shield Swipe (DD, Physical)
- Low Blow (Single Target Stun, 8 sec duration)
- Self Buff (Stun/knockdown immunity)

Party Strategy



To get into the lair, one player must go to Avelorn, Reikland, Black Crag, Nordland, Praag, and Marshes of Madness to find the Altars of Xaphan and interact with them. Once all six are found and used by the same player, read the book on the altar outside of Xaphan's Lair, which will open the door so everyone may get in. This needs to

be done each time this lair is to be completed.

In addition to his normal attack, Xaphan of the Pyre uses three different abilities periodically throughout the fight.

The tank should handle the Shockwave attack. Position Xaphan so his back is to everyone else. Melee, make sure you're directly behind the boss, not to the side. Cone effects tend to hit people off on the boss's flanks, so keep on the boss's back and move only if the tank moves. Ranged and DPS should be behind him at max range. Tank, position your back to a wall so when you get knocked back, you don't move out of range of your healer.

Shield Swipe hits hard, so again the tank should take the blows to generate more threat than his teammates.

Low Blow stuns a target for a long time. The tank should be the person getting stunned. But when the tank is stunned, no new threat is being generated. Everyone needs to be aware of when the tank is stunned and back off their attacks for those eight seconds. Let the tank get back in action and then engage again. It's a nice bonus to have an off-tank who can jump in on the boss if the stunned tank loses aggro.

In addition to these abilities, any time Xaphan is stunned or knocked down, he obtains a buff that renders most stuns/knockdowns worthless against him. The fight is a tank and DPS fight, and as long as the main tank stays alive and keeps aggro, the fight should go smoothly. Have the tank back up against the wall to mitigate the knockback effect. Keep all other melee damage behind the boss so that they don't get hit with Shockwave. Due to the high burst damage Xaphan deals, the healer should keep the main tank as close to full health as possible.

