

Cordana's Guide to World Bosses

Here are my secrets after almost six months of studying and why I'm able to spot these guys so frequently.

The spawn "window" for ALL world bosses opens after 15 hours of a server reset (They will always all spawn *within* 24 hours of a server reset... in fact I've never seen them spawn after 30 hours). This is why the bosses are up at like 5am every Wednesday morning. I've seen them spawn as early as 1am (exactly 15 hours after a server reset) and as late as 10am.

After a world boss is killed (or after the last emerald boss is killed for the emerald dragons), the spawn window opens again after 30 hours, but with only a 50/50 chance at spawning (similar to rare instance bosses), which explains why not all the bosses respawn. I've been asked, but have no idea if a world boss despawns. I've only ever seen them killed which is a good thing.

The single most common misconception I get is that the emerald dragons are on different timers than Kazzak and Azuregos. This is a myth I bought into for a while. Yes, the emerald dragons all spawn at once, but they follow the same "window" time restrictions as Kazzak and Azuregos. **Each of the world boss events (Emerald Dragons, Kazzak, Azuregos) spawns randomly on their own within the window.** People who say they can set their watch to them or know exactly when the world bosses will spawn are full of it.

The next question I get asked most is "when is the best time to down the world bosses?" My answer... on the second respawn OR on an unscheduled server reset. Why? Everyone's watching for the first spawn after the scheduled server reset. You're highly likely to run into unwanted friendly and unfriendly competition for the boss encounter on the first spawn. Use your camped characters to mark the times when bosses are downed from the first encounters after a server reset so you can start checking for the respawns afterward which virtually no one is checking.

In my experience a skilled group of 20-30 can take down Azuregos, Kazzak and Ysondre. You'll need a skilled group of 35-40 for the others. You might be able to down the easier bosses in a pug of 40, but don't count on it. The best and easiest way of downing a world boss is to wait for the right group. Going in a huge ass pug not only means you have a group of flipping morons, but also means you have a smaller chance at loot if you're even allowed to get any of it. Your best bet is to take smaller skilled groups which gets the boss down quicker and gives you a higher chance at loot.

The Emerald Dragons

General

Some general information you need to know first:

- All 4 dragons spawn at the exact same time at one of four locations; The Twilight Grove in Duskwood, Bough Shadow in Ashenvale, Serdane in Hinterlands and Dream bough in Feralas.
- After 6 months of study and pages upon pages of notes, I've determined their spawn locations are indeed completely random when they spawn. Although there would be some coincidental small patterns, nothing remained consistent in my studies.
- The dragon that spawns in Duskwood will be the only one that paces. The remainder of the dragons are stationary at their respective portals. Furthermore, the dragon spawned in Duskwood is the only one that is NOT guarded by packs of elite mobs... in fact he's completely free of all mobs.
- For the reason that Duskwood is so safe, it is also the most popular dragon to camp and is usually the first of the four dragons engaged. For this reason I *highly* suggest NOT camping Duskwood as dragons may still be up while the Duskwood dragon has been killed. The best place to camp in my opinion is in Ashenvale. Being next to the Azshara flight path is quite convenient. Because all four dragons spawn at once, there is really no need to camp all four unless you're really determined to find out who's at what location... in fact I suggest delegating responsibility to guildmates for this instead of doing it yourself unless you really planning on not leveling any of your alts.
- If you die and/or fail an attempt at an emerald dragon you will get *Mark of Nature* which is a 15 minute debuff preventing you from fighting any dragon during that time.
- When a dragon has been engaged, it will yell to the entire zone while in combat. So if you start fighting a dragon, chances are everyone else will find out rather quickly. The 15 minute death debuff is only a minor setback to letting everyone else know that the dragons are up. Don't die!
- All dragons have three different phases; 75%, 50% and 25%.
- All dragons have a *Dream Fog* which can sleep members for 5 seconds. Their pretty easy to see and can usually be avoided pretty easily.
- All Dragons have *Noxious Breath* so make sure your main tank keeps your dragon turned away from the raid.
- All dragons have a *Tail Sweep*
- If you're on a PvP server, have a few members keep their eye for ganking the opposing faction to

prevent them from summoning enough people to wipe your attempt.

- Here's the order in difficulty (1 being the easiest):

1. Ysondre
2. Taerar
3. Emeriss
4. Lethon

- All dragons have the same loot table:

<http://www.wowhead.com/?npc=14890>

because of this it really makes sense to kill the easiest dragon first if you can.

- For all dragons, nature resist gear is helpful if you have it, but not entirely necessary.

Ysondre

If you haven't fought an emerald dragon before, Ysondre is who you want to fight first.... she's pretty easy.

Ysondre casts *Lightning Wave* which is a chain nature damage that gradually increases from member to member. Just make sure everyone is spread out like you should be in an ONY or RAG fight.

Before engaging make sure your your main tank builds up quite a bit of threat (like 20-30 seconds worth) and then carefully DPS. Watch your threat meters... you don't want anyone to pull aggro off the MT.

At 75% there will be a Demented Druid Spirit summoned for every member of the raid group. The spirits cast silence, moonfire and curse of thorns. Curse of thorns is the nasty one so make sure it's dispelled immediately. At any rate, the best way to kill these suckers is to round em up and AoE. For this reason I suggest deciding on a group up point prior to the battle where everyone will run in to at each of the three stages where you'll AoE yourselves and then spread back out after the spirits are dead. After they're all dead, start killing Ysondre again, letting the main tank rebuild aggro, then slow DPS. Then it's just rinse, lather, repeat at 50% and 25%.

Taerar

Get your MT in as much NR as possible and be sure to keep him alive. This fight will feel very similar to Ysondre... MT will need 20-30 seconds to build up threat then slow DPS. Don't let the MT lose aggro.

Taerar has *Arcane Blast* which will single target a raid member and knock them back taking about 1000 damage. Just heal the dude who gets knocked back and this isn't an issue. But then there's *Bellowing Roar* which is another story. Bellowing Roar will fear everyone within about 35 yards every 30 seconds. Ranged DPS should be at max distance to avoid from getting feared at all. Just make sure to fear ward

your MT and all will be fine.

At 75% Taerar will banish himself and summon three shades which are identical to him. Each shade has a weakened Noxious Breath and can summon green poison clouds. Get a tank on each shade and take them down individually making sure no one does DPS or damage on anything until the tanks have control (similar to the Chromaggus trash mobs in BWL without having to identify the color). Then resume fighting Taerar allowing time for the MT to rebuild threat and then adding slow DPS. Rinse, lather, repeat at 50% and 25% until he dies dead.

Emeriss

Rule #1 with Emeriss... DO NOT DIE! If you die you will become a mushroom (spore cloud) which is essentially a landmine for the rest of the raid members.

Emeriss also randomly casts *Volatile Infection* which will dock you 1000 nature damage every 2 seconds. Just be on top of your game for curing diseases and this isn't a big deal.

Once again let the tank build aggro and slowly add DPS. Again, DO NOT pull aggro off the MT. Watch those threat meters and call out dangers in vent if necessary. Can't be emphasized enough on this fight.

At 80% everyone but the MT and his group along with their healers needs to stop and run out of combat which will make sure you don't get hit by Corruption of the Earth. The main tank's group will stay to trigger *Corruption of the Earth* at 75% which drains life by 20% every 2 seconds for 10 seconds. Emeriss yells when Corruption of the Earth is cast, so once Emeriss yells everyone who ran out of combat at 80% needs to hurry back in order to keep everyone alive. Bear in mind if you die you'll turn into a mushroom which will ultimately nuke the raid... it's imperative that those who got Corruption of the Earth are kept alive. If you make it through the first... you've got it. Rinse, lather, repeat.

Lethon

Lethon is not fun. Lethon ranks right up there with Nefarian in difficulty and if you aren't an experienced raid group of 40, don't even think about it.

To start, have shadow priests cast shadow protection on the whole raid. Other than the MT who should be in NR, everyone else should be wearing any form of shadow protection they have or at least down a shadow protection pot.

Lethon casts *Shadow Bolt Whirl* which is lethal... it hits everyone for about 1000 damage every two seconds. The key to this is counting. And do it out loud in vent... raid warnings won't be enough. Every time Lethon's feet glow black he's about to cast. After every cast someone should call to have the MT turn Lethon 180-degrees. SO what exactly is the purpose of this? Lethon only casts Shadow Bolt Whirl out of one side... he has a good side and a bad side and you don't want to be on Lethon's bad side... literally. So the tank does the moving instead of having to move the whole raid thus inflicting minimal

damage. The good news is that once you get the pattern down it's pretty simple. Of course you'll want to continue to avoid the sleep clouds if that isn't enough.

The bad news is that's not all folks. At 75% Lethon casts *Draw Spirit* which does a group stun and summons shades that heal Lethon. The stun doesn't do any damage, so who cares. A shade is summoned for each person near Lethon. Warriors need to immediately use mortal strike when Draw Spirit is cast. The spirits are immune to AoE so you need to single target. What's weird is that you're expecting a fight here... not really. The shades will run right past you and straight to Lethon healing him when they reach him. Single target kill these suckers like Jin'do in ZG. You won't get them all so be prepared for Lethon to heal some. It is normal if he heals about 30%, but again, get as many of those shades as you can. And to make the whole thing worse... the Shadow Bolt Whirl is being cast through the whole thing so you need to keep turning him. Lethon does only do the shade thing at 75%, 50% and 25%.

This is an uber long and very complex fight so don't be afraid to run out of combat, heal and come back. The few times I've done this groups will take turns being out of combat.

Azuregos



Where

Azuregos is located in the southeastern portion of Azshara.

Pacing Pattern



Note that you can temporarily stop Azuregos from pacing simply by speaking with him. Speaking with Azuregos will not instantly engage combat with him unless you continue the conversation. The green dot indicates the ideal camping location, which is also outlined below.

Camping



There are two "good" spots to camp Azuregos. I've marked them A and B on the above map. You can very easily camp a character of any level at both spots, but as you'll see above, Area "A" has a much larger line of sight range and longer viewable duration of Azuregos' pacing pattern than Area "B". The spot you should camp your character is on top of the hill at area "A".

The Spirit of Azuregos

I just want to note that the Spirit of Azuregos is ALWAYS spawned and paces the same pattern as Azuregos himself. Bear in mind though that Azuregos and The spirit of Azuregos are two completely separate entities and you will see both when Azuregos has spawned.

Fight Location



I guess you can fight Azuregos anywhere as long as you're willing to clear the elite giants and birds around the area. The most popular spot to fight Azuregos is actually in the grove of Area "B"'s line of sight shown in the camping picture above. Sure it's possible, but you have more mobs to kill and on a PvP server, fighting in that spot is like telling all oncoming traffic in Azshara (horde and Alliance alike) "Hey! get your your guild together so if we mess up you can have a whack at it too!" So being the greedy people we are, lets fight Azuregos away from Azshara traffic and where the fight is so easy you'll down him before anyone knows you're there.

On the fight map above you'll again see "A" and "B". Either spot is effective as you'll be using the hills to your advantage. Not to mention you'll have extremely few mobs to kill here (maybe 2-3) and minimize chances of respawns during the fight. You should stop Azuregos at either one of these spots to fight him to stop the pacing while you get your raid ready.

Preparation

Azuregos is frost... so if you have any frost resistance bring it, although this is not really essential. I've brought frost pots to every Azuregos attempt I've done and never had to use them.

The Fight



Azuregos is surprisingly easy unless you're in a pug which may make the fight difficult. It just takes some organization and patience. If you've downed Onyxia, you can down Azuregos. Again, an organized group of 20-30 is sufficient. If you're in a pug, get a full raid of 40 and you might get lucky.

Azuregos has several abilities to be aware of:

Teleporting

This one is key and why I've laid out the tanking map above and is also why using the slightly inclined hills is useful. Every so often Azuregos will teleport the entire raid into himself. At this point, while the tank is regaining aggro, the rest of the raid should be backing up just a bit. The hills on either side provide a safe haven and keep the raid from getting disoriented or lost during this ability. Be aware that you don't want to go too far up the hills, they're there as reference. You'll just be teleported back anyhow. In fact I'd recommend fighting Azuregos pretty well grouped up so the teleporting effect is minimal and you can maximize DPS.

Spell Reflecting

Azuregos' claws will glow blue which will mean his spell reflecting shield is up. Everyone stop DPS at this point and wait until the shield is off to start DPS again. Most raids will have a macro to warn when the shield is up and/or down. Decursive should be ready in case anybody goofs.

In any case here are some key tips:

- keep the main tank alive.
- if you get aggro, run to the main tank, not away from him
- only the main tank should be in front of Azuregos, the rest of the raid should remain to his sides.
- This should be treated as a relatively slow fight. Don't be in a hurry to get him down. Learn and adapt to Azuregos' abilities and you'll always take him down.

Dying

If you die you will get Azuregos' "Mark of Frost" which lasts 15 minutes, so don't come back to life if you're raid is still fighting. This also means that should you fail to kill Azuregos on your attempt you have 15 minutes before you can try again (this is true of all the world bosses save Kazzak who takes a good 5 minutes to get back to anyhow).

Loot

<http://www.wowhead.com/?npc=6109>

Kazzak

Where

Kazzak is located in the far southern portion of The Tainted Scar in the Blasted Lands.



Pacing Pattern

The red circle in the map above indicates Kazzak's pacing pattern. Notice he paces around the crater. Kazzak will occasionally pause on his rotations at the 2:00 position on the circle.

Camping

The best place to camp Kazzak is the green circle marked "b" on the map above (it's the second closest mound to where Kazzak will pause (see screenshot below); if you camp on the closest mound you won't aggro the mobs, but you will aggro Kazzak when he spawns). The main advantage to camping Kazzak at this location is you will be able to visually see Kazzak completely around the crater at this spot and you'll be safe. Despite the mass quantities of high level elite mobs, you will be safe in this location if you're level 15+.



Fight Location

You'll want to gather your raid at the green "A" on the map. There are no mobs at that spot and you can safely summon at that point. I've marked the easiest path to get to that point with a white line. I do not suggest killing the mobs on the way that point. Strip your gear to avoid repairs, mount in a group of 3-5, run to the spot and die. Ideally, you'll get your warlock and a couple of helpers in the safe spot at the end of the path where you can come back, rez and start summons.

Kazzak's aggro radius is HUGE, so don't get too close unless you're ready to fight him. Also be aware that you will need to clear any mobs before you begin fighting Kazzak. Anything you pull with Kazzak or anything that spawns during the fight will need to be killed or banished while you finish Kazzak first.

The best spot to fight Kazzak is at the 7:00 position on the circle right against the mountain which will allow your group to the chance of only a couple respawns, the chance of not aggroing other mobs and offer some breathing room.

Preparation

Kazzak is shadow damage so any shadow protection is helpful, but not completely necessary. Your casters (particularly healers) may each want a mana pot.

The Fight

Kazzak is by far the simplest of all the world bosses. There is absolutely no need for any more than 30 to kill Kazzak. I've heard of groups of ten downing Kazzak, but I've personally done it with a skilled group of

15-20 with very little effort.

The key to killing Kazzak is to not die. If you die Kazzak regains health. Furthermore, like Vael in BWL, you're on a 3 minute time limit to kill him or he'll go buck wild and completely annihilate your entire raid with one swift stroke.

You'll want to tank Kazzak like you would any other boss... facing away from the raid. Off tanks and short-range DPS will be behind Kazzak to avoid Kazzak's cleave attacks.

The thing everyone will notice is Kazzak's *Shadow Bolt Volley* which shoots out at everybody in the raid (LoS is irrelevant). Kazzak also likes to cast *Twisted Reflection* on random raid members which gives Kazzak health... just have Priests or Pallys decurse this.

The final thing to take note of is the *Mark of Kazzak*. If ANY member in the raid reaches zero mana you turn into a bomb not only blowing you up, but also destroying party members around you and giving health back to Kazzak. As a rule of thumb, it's smart to make a mana cap. I usually make the cap at 1000. If your mana reaches 1000, stop whatever you're doing and start wandering until you have more mana to continue casting (mana pots are useful here). Locks... lifetap is your best friend on this fight.

With all that in mind... Kazzak is a straight forward fight that goes relatively quickly (under 3 minutes). Let your tank build up aggro for a second and then nuke the living crap out of him.

Dying

Unlike the other world dragons, Kazzak does not have a buff when you die; but he doesn't need it. It'll be a good 5 minute run from the graveyard back to fight him again if you die.

Loot

<http://www.wowhead.com/?npc=12397>

So my reputation leads many people to believe I'm a world boss nut at this point and several people have approached me asking what I know (if anything) about world bosses in the expansion. All I can offer is speculation and maybe create a rumor until Burning Crusade is released.

As the story goes, the four emerald dragons were once trusted servants of Ysera in the Emerald Dream. Ysera is the protector of nature and imagination and it is said that she guides the evolutionary path of the world itself.

The emerald dragons we see spawn have been corrupted by a nightmare within the dream.

My guess is that with the dark portal we're going to get to go back in time and find out about how this nightmare came about, and my suspicions lead me to believe that Ysera will also get corrupted by the dream and be a world spawn in Burning Crusade. Obviously we'll need to kill her in order to put an end to the nightmare and save the world. Just makes sense to me.

Cordana of Detheroc

Noctis Invictus

<http://www.glowchart.com>