

Nefarian

Raid configuration:

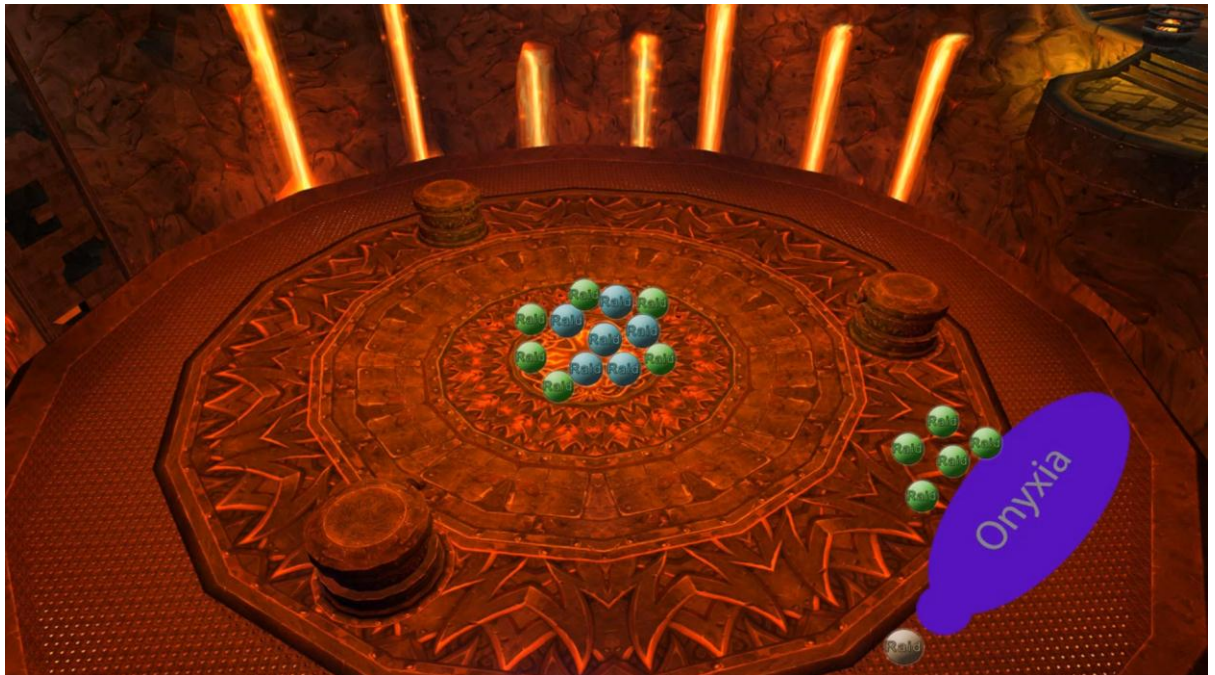
- 2 Tanks
- 3 Healers
- 5 DPS

General tips:

- During P1& P2 the goal is to do as much dmg as possible to Nef, whilst keeping the fight under control. P3 is about add control whilst the raid finishes off Nef.
- P1-2 transition (Onyxia dead, Skeletons dead), Nef @ approx. 75%
- P2-3 transition (Adds dead) Nef & approx. 55-65%
- Save Heroism for the last 20% HP

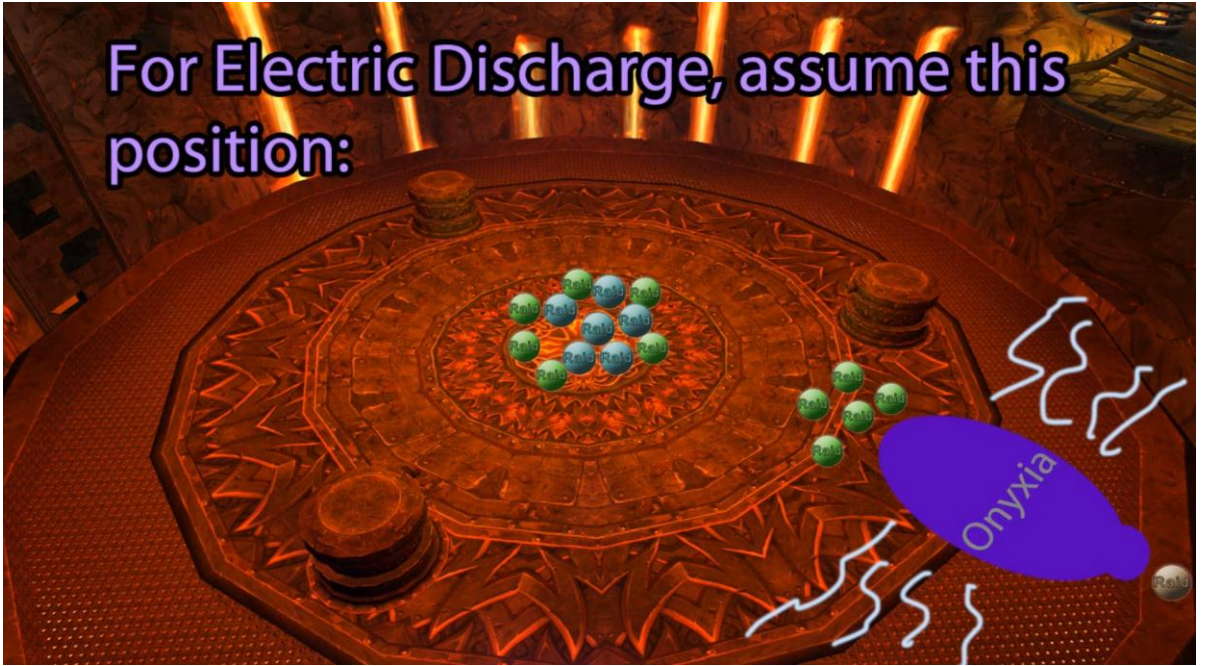
P1: Nefarian/Onyxia/Bone Skeletons

- Initially fighting Onyxia, electro meter is the enrage for P1. Need to kill Onyxia (thus pushing into P2), before meter gets to full and wipes the raid. The bar will fill up faster if no-one is dpsing her.
- Position Onyxia here:



- Onyxia has a cleave and tail swipe so stay away from front and back.
- When Onyxia's sides start sparking she must be shifted so that her tail is towards the raid, to avoid electric discharge which damages anyone near her sides. This means raid might get hit by tail:

For Electric Discharge, assume this position:



- 6 Bone warriors will spawn out of purple swirls, these start with 100 energy and will lose 2 energy per second. When energy reaches '0' they go into an inanimate state. They will then only revive if touched by any of Nef's "shadowflame" abilities.
 - These adds need to be kited/cc'd or a combination of both. Ideally they will "die" clumped up together as they will be re-animated in P3.
 - CC's that work are- Fear, Shackle, Repentance, and most other cc effects should work.
 - If the adds hit anyone they will gain a buff which increases their movement speed and dmg by 10% per stack.
- Nefarian will now land, the other tank needs to pick him up and tank him on the opposite side to Onyxia. Nef also has cleave, and tail swipe.

The dragons need to be at least 60 yards apart at all times.



- Some dps need to swap to Nef so that Ony is close to death when Nef is at approx. 75% health.
 - Alternately we could burn Onyxia to 40%, swapt to Nef, bring him to 75% approx., then swap back and finish off Onyxia.
- Need to kill Onyxia before lighting charge reaches full, even if Nef's health is not as low as we might like.
- At 90% hp, and every 10% thereafter, Nef will do "Lighting crackle" which does approx. 100k nature dmg to everyone in the raid. Therefore, everyone's health needs to be topped off and before we drop it into the next 10%. Stop dps if necessary.
 - Ideally we have 2 crackles in P1 and 1-2 crackles in P2
 - It is important to use dmg reducing abilities in crackle E.g. Divine Guardian (can mitigate 3 crackles) and Feint.

P2: 3 x Chromatic Prototype/Nefarian

- As soon as Onyxia dies P2 will begin and the whole arena will fill with lava. Therefore, people need to be ready to get on platforms immediately as P2 begins. Get out of lava asap.
- Tanks are not necessary for this phase, just need to split everyone into 3 grps and dps dwn all 3 of the adds.



- Need at-least 1 interrupter per platform. "Blast Nova" needs to be interrupted (it's a fast cast) every single time it is cast. This will be cast approx. every 12 sec. All interrupts will work.
- Should put some R-DPS on Nef during this phase, in order to bring his health down to ~55-65%. This is not absolutely required, but it does help. Co-ordinate CDs for crackles and make sure everyone is stable before pushing.
- P2 will last for 3min, or until every prototype is dead.

P3: Nefarian/Skeleton Warriors

- Nefarian needs to be picked up by MT and moved to the side of the room. DPS and heals stack up together in melee range at his side.
- Nefarian will re-animate the adds with a fire ball, and will start putting pink fire around the room that will follow the nearest person.
- OT needs to pick up the adds and kite them gradually around the room, ensuring that they don't touch any pink fires (if they touch fires they get back full energy).
 - If you succeed in this they will "die" in 50sec resetting their buff to 0 when they are next rezzed by Nef's shadowbolt.
 - If we tank Nef in the middle the OT can kite right around the outer ring and spiral inwards if need be. However MT needs to spin Nef when OT nears his head.
- Soft enrage is the fire being spread around the room. If there is too much the OT can't keep the adds out of it and so he will take too much dmg and die.
- Crackles continue to happen in P3, so they need to be called and CDs used.