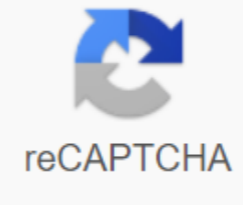


# Molten core guide punkrat



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Welcome to The Wowhead Guide to the Molten Core Raid. In this guide, we present a review of the Molten Core raid as a whole, as well as present strategies for all Molten Core bosses. My name is ImAlive, a long time member of the Classic WoW community, an avid caster, theorycrafter, and a cruncher number! I am happy to appeal to the community not only with my guides, but also through my Youtube channel, where I will provide additional guides for those who prefer to listen rather than read. You can also join my Discord Channel to ask any classic WoW related questions, keep up with the words that guides are going on, or hang out in voice chat! Your guild has forty level 60 members, they have some pre-raid best in slot gear and you're all ready to enter Molten Core! This guide will teach you how to defeat every boss, clearing the raid with ease! Examples of how to optimize debuff slots for raid bosses can be found in our classic Debuff Office Guide. Boss Impending Doom/Lucifron in Curse/Shadow Shock/Adds abilities/For this fight, the raid will require two tanks. The main tank pulls Lucifron and turns it away from the raid. Offtank will take both the Flamewaker protector, bring them near Lucifron, and turn them away from the raid as well as in front of them a little from the main tank. This allows the main tank to escape the Clive. Once in the dps position you need to start attacking two Flamewaker defenders to reduce the amount of dominant mind thrown on the raid. If enemies are stacked properly, your raid will also be able to split the boss at the same time. However, when Dominate Mind does happen, the raid will have to deter their AoE until the mind-controlled teammate dissipates. It is very easy to accidentally kill a member of the raid during this mind control! To avoid any healers or hesitant DPS getting your mind monitored, make sure they are all further than 20 meters away. The last two abilities to which the raid should be prepared are inevitable. These abilities are the impending death and curse of Lucifron. The impending doom can be mitigated with shady resistance lovers such as . To reduce the damage even more, consumables such as the Big Shadow protection potion can be used. More often than not the raiders find themselves not using their cooling potion for a large shade of potion protection and decide to just dunk that damage so they can use a restorative potion to immediately remove Lucifron's curse. Lucifron/Flamewaker Protector/Boss ability/Un increase the attack rate by 150%/Lava Bomb/Magma Spit/Panic/Compared to Lucifron, Magmadar has more harm that must be healed. Magmadar is possible for tanks right where it stands. The only time a major tank needs Move it if a lava bomb falls on a tank, or falls somewhat on a DPS melee, leaving them no room to safely hit it. Lava bomb can also target players out of range. This means that as a long-distance dps or healer you have to get out of the patch of fire once you are targeted to avoid continuous damage from the fire! Melee will also need consistent healing at this fight as they will all have Magma spit applied to them, stacking up to three times. For this reason, the raid will want a strong AoE healing. To reduce the damage, it is important to use amateur fire and consumables. Such as, /, Juju Amber, and the Big Fire protection potion. Melee will not only take fire damage, but is also sometimes feared when Magmadar uses panic attacks. The Warriors can use Berserker Fury to undo this fear effect. The alliance will also have from dwarf priests. Fortunately, as a healer or a wavered DPS, you can out of range of this fear by standing at the maximum distance from the boss. Finally, Enrage can be extremely dangerous for your main tank. Fortunately, Lucifron will drop Tom Tranquilization Shot. Allowing your Hunter to nullify this effect. The boss of the Gennas Curse Of Fire/Shadow Bolt/Adds ability/Fist Ragnaros/Strike/Sunder Armor/Gehennas usually requires two tanks and tanks similar to Lucifron. Ideally, one tank holds both Flamewaker adds next to the Gehennas while in front of them from the raid. During the battle, Gehennas throws Rain of Fire at a random participant of the raid. Often, Rain Fire will be on top of melee dps or tanks. Tanks must adjust their positions accordingly, moving both the boss and his guards to safety, from the Rain of Fire. The Curse of the Gehennas is the ability thrown at all members of the raid periodically during the boss meeting. Since your magician and healers can only deurse a few people at a time, it is important that they prioritize decursing tanks first. Then the DPS melee. More perfectly, like Lucifron, non-melee raid members should bring a restorative potion to immediately clear the curse themselves. The last mechanic to be solved is Ragnaros' Fist. This ability will hit anyone in a melee next to the boss. Usually strikes at all melees and tanks. To correct this stun, tanks and melee use a free potion action for their potions to cool down instead of the restorative Potion. Boss abilities/Antimagic Pulse/Frenzy/Magma Shackles/Summon Player/Adds ability/Eruption/Separation Anxiety/Consistent with some other bosses, Garr is a very simple mechanic. However, that doesn't mean he's an easy boss to kill! Garr is a check of the tank and the healer. Tanks take significant damage in this encounter. Both Garr and his adds hit are pretty hard. Especially if it is a few tanks adding, while soaking the occasional Eruption. For this Main Tank boss will tank the boss where he stands. Offtanks grab grab adds tanks of them just over 15 yards from Garr and Caster Group (remember not to go too far though or you will cause the ability to separate anxiety. This eliminates the possibility that someone has suffered from eruption other than oftan. In the later stages of Classic Wow, when your tanks have more health and armor, the tank can keep all firesworn on their own when using a defensive cooled such as the Shield Wall, the Last Stand, and the Big Stoneshield potion. By moving through Molten Core, guilds can choose a safer strategy by having a Warlock dedicated casting on Firesworn. Having each sorcerer on the designated Firesworn, leaving oftank to pick up the rest. Once the boss and adds are in position or banished your raid has two options. One is safer than the other. Safe Kill: Assign your skull to one Firesworn at a time, picking up each add one while your main tank tanks Garr at least 15-18 yards from the raid. Once all the additions are dead, including those banished by sorcerers, the raid can safely burn Garr down. This method is less dangerous, allowing your oftan to slowly take less and less damage. Hard to kill: Offtank tanks are all firesworn while raiding Garr's nuclear weapons. This means that oftank will not only take a flurry of hits from all Firesworn, but also tanks the occstationary eruption that occurs when Garr is under 50% health. Once Garr is dead, the dps range selects the remaining Firesworn, AoE'ing, until they are all low hp, and then kill them one by one, as they still cast Eruption after death. Boss Armageddon/Ignite Mana/Inferno/Living Bomb/Inferno and Live Bomb are the two main mechanics of this boss fight. First, let's go through a live bomb. This ability will target the random dick in your raid giving them a debuff that literally turns them into a time bomb, exploding after 8 seconds pounding the player into the air. To handle this mechanics the raid will want to have a range and healers to be stacked. After someone is assigned a bomb, they run away from the laid raid group and hug the walls of the cave. This not only ensures that the bomb does not explode on the entire raid, but often times minimize the drop the damage the player takes after the explosion if they position themselves well on the cave wall. Inferno is a severe AoE fire damage to the ability of Baron Geddon canals every so often. Lasts 8 seconds. During this melee time DPS will just need to run away from the boss to avoid taking a huge amount of damage. The tank, however, is able to remain hell-soaking damage as long as the healers raid all able to focus healing on them. The ignition of Mana will prevent the use of mana by your healers and casters, depleting mana in large chunks every 3 seconds. To fix this, priests will need to focus on using all users of the mana of their raid. Raid. The potion can also be used to remove this magical effect. Finally, the least important ability, Armageddon. This self-destruct is the kind of ability the boss will use as soon as he is low hp. If your raid can't kill him before he's done channeling that ability, he'll explode and kill the raid along with himself. Fortunately, it's not hard to burn through this phase. Boss Of Ability Arcane Explosion/Counterspell/Magic Grounding Shazzrah in Curse/Blink/Shazzrah is all about timing and positioning. Knowing when every ability will be used is vital. Let's first look at the frequency of these abilities. Shazzrah throws Arcane Blast 4 seconds into the collision and into the 4-second time interval until he was defeated. Counterspell is AoE's ability to carry out all members of the raid and threw 15 seconds into the collision, continuing at a 15-second time interval. Magic Grounding is a positive effect that Shazzrah will throw at himself every 5 seconds. Shazzra's curse is a debuff that will effect each member of the raid and throw Shazzrah into a 10-second time interval. You can blink every 25 seconds (from the previous throw or from the initial attraction). This ability is not always discarded just when it can be cast, meaning that this ability can come sometimes can sometimes be cast a few seconds after the 25 second mark. Now that we know how often Schatz's abilities are thrown away, let's talk about a strategy to defeat him! The DPS range and healers will have to spread around the boss, staying at the maximum distance from the boss, still being in range from the boss or teammates to dps or heal. Once the boss is pulled out, the timers will start for all their abilities. Fortunately, if the hesitation DPS and healers remain far enough away from the boss of Arcane Blast will only hit melee players. Five seconds after pulling, Shazzrah will receive a Magic Grounding buff, which must be dispersed immediately by any priest in the raid group to have the optimal dps for the casters of your raid. The next trick that the boss will throw is the Shazra Curse, which will leave the debuff on every member of the raid. The magician and Druid will have to immediately use Delete Corruption on the participants of the raid. Priorities tanks, then melee dps, and then finally hesitated DPS and healers. 15 seconds after the initial pull the boss will use his next ability, Mass Counterspell. If any caster caught the casting spell when this ability goes away, then they will be locked out of this school of magic for 10 seconds. This means that if healers are caught by this ability, they will not be able to heal the raid for as much as 10 seconds! To avoid locking out your spells there is everything Stop casting for 1-2 seconds before this ability goes away. The latest and perhaps most dangerous ability is Blink. Shazzrah will target a specific member of the raid and teleport to them, wiping out all the threats and continuing to cast the Arcane Explosion. It's This. DPS range and healers are scattered. So they mitigate the amount of damage AoE Shazzrah is able to produce after teleportation. It is also very important for all members of the raid not to DPS immediately after the teleport, so that the tank can recover its threat when re-positioning the boss. Boss abilities/This boss requires 3 tanks. One tank to store both Corehound adds, while the other two tanks take care of the Golemagg incinerator. The reason this boss needs two tanks just for himself is because of his Magma Splash ability. Whenever the boss has suffered a melee injury he has a chance to apply a stack of this debuff. Magma Splash not only increases the fire damage that the target puts on the stack, but also reduces armor. For this reason, the tanks will have to take turns to receive this boss. Add the tank must participate in the fight using AoE threat-generating abilities to make sure both dogs focus them and then drag both dogs aside. Immediately after adding the tank engaged, the main tank will tease the Golemagg incinerator off before adding the tank drags the dogs away, the Tanks Golemagg incinerator. where it stands. During this time, the third tank waits idle, waiting for the main tank to have 5-6 stacks of Magma Splash. Once the main tank has 5-6 stacks the third tank will tease the Golemagg incinerator and tank it in the same position before receiving 5-6 stacks of Magma Splash. Tanks continue to alternate the tanking boss until the battle is complete. NOTE: Melee DPS will generate stacks of Magma Splash as well! While the reduction of armor does not matter much as a DPS class, they will also take an increasing amount of fire damage. Melee will need to stop attacking the boss once the damage becomes too much for your guild's healer team to manage. The second ability of the Golemagg Fire seamer Pyroblast targeted a raided member by a random occasionally throughout the meeting. Watch out for the members affected by this and heal them! Boss Of Ability/Dard abilities/Dark Mending/Dark Strikelmolate/Shadow Word: Pain/Sulfuron Harbinger is another boss who requires several tanks. This boss will also need designated interruptions for each of Flammaker's priests when they drop the Dark Mending. Like Garr, this boss has a safe, easy and slow strategy or a fast, dangerous and complex strategy that often requires a little more gear to succeed. Safe Method: Have 5 Warrior equip tank equipment and assign smaller directed tanks to tanks designated by Flamewaker Priest. Leaving the main tank to tap into The Harbinger's Serlon. The main tank pulls The Serlon Harbinger to the back of the room while adding tanks to bring each of its targets away from Serlon Don't forget to send a couple of healers along with the main tank to the back of the room. From here, the raid marks one Flamewaker priest as a skull and focuses that target down. Continue marking one one The priest as the target of the murder until everyone was killed. Keep in mind that scheduled interruptions cancel all Dark Mending casts. Finally, all DPS focus Isrlon Harbinger and the fight is over! Mind you, Ragnaros' hand has a 10-yard radius. To fix this, all DPS melee or anyone else in this radius should use a free potion action to avoid the stunning Ragnaros Hand effect for 30 seconds. This method does not give Serlon Harbinger a chance to throw inspire on its adds, and also keeps your raid members out of range of any hand Ragnaros throws that can go away when concentrating its adds. Advanced method: This method requires only 2 tanks. There is one tank to start the encounter using a sophisticated scream and a Big Stoneshield potion at the same time, with a second tank immediately using Taunt on Seron Harbinger. After the Flamewaker Priest Tank uses a sophisticated scream and a big stoneshield potion they will want to keep an eye on the shield wall, keeping the last stand as a backup. After the defensive cold Flamewaker Priest tank will have to generate as much threat AoE as possible. Tanking encounters with this method allows all enemies to be stacked, allowing the raid to do a huge amount of damage to AoE with, Whirlwind, Goblin Sapper Charge, and so on (the melee will still want to use the free potion action to avoid the stunning effect of Hand Ragnaros within 30 seconds). This method will still need at least one person assigned to interrupt every Dark Mending cast of Flamewaker Priest. A strategy like this depends heavily on how much AoE damage the raid can do, and if the tank holding all the Flamewaker Priest can live. This means that this method relies on a raid having a significant amount of gear. However, to make this strategy a little easier, you can assign two tanks to handle the adds. Dividing it evenly, leaving two Flamewaker priests for each. Boss Aegis Ragnaros/Damage Shield/Magic Reflection/Teleport/Adds ability/Shadow Shock/Fire Blast/Shadow Bolt/Fireball/Majord Executus/Executus requires at least three tanks. One tank for Majordomo Executus itself and oftanks hold two adds each. Majordomo Executus can be initiated with Paladin, using a pull on itself, giving the tanks time to take their designated mobs, or the hunter starting a fight with his pet. Both methods also include magicians assigned to each Flamewaker healer. Once the boss is pulled out, the two oftanks will capture their two designated Flamewaker Elite. Bringing them together for a raid in AoE down (Note: If 2 Flamewaker Elite is too much for oftanks to handle, then two more warriors can equip shields to split the Flamewaker Elite to one tank each). A magician needs to be Make sure to keep their designated Flamewaker healer 'D until every Flamewaker Elite is dead. Once the elites have died, continue to dps each healer one by one the fight is over. Throughout the meeting Majordomo Executus will give all its adds a random positive effect either Aegis Ragnaros, Damage Shield, Magic Reflection. The first two abilities simply have to be healed to the end. However, the last ability, Magic Reflection could kill the caster in one blow if that player was critical! For this reason it is imperative that all casters stop damaging their target when Magic Reflection is up. Last but not least, a random player will be selected for Teleport's ability throughout the fight. Put them in the center of the molten rocks, causing damage from the fire until they are over. Boss Of The South China Sea Fire/Magma Blast/Wrath requires at least two tanks that have a good set of fireproof gear, pushing the cover to 315 full buffs. To help achieve this resistance tanks must use things like, Juju Amber, and various parts of fire-resistant armor such as Dark Iron Armor from the Torium Brotherhood reputation. It is also recommended that all participants use the Big Fire protection potion at this boss meeting to minimize the damage the raid has taken. Before the meeting, the raid will want to distribute a range of dps and healers around the platforms surrounding the center of the room stacking in pairs of two. Each pair of two must be extended at least 10 yards apart. Positioning in this way is important because Ragnaros throws Ragnaros' hand throughout the meeting. It is important to minimize the number of players discarded each time you use this spell. Be sure to make sure that your healers can cover all members of the raid when distributing! Ragnaros requires two tanks because he must have one person in close combat at any moment. If he doesn't, he'll immediately start casting Magma Blast to raid members at random. Staying in a melee can be difficult, as Ragnaros periodically throws Ragnaros' Wrath. This ability will beat everyone within 25 yards of Ragnaros. Seconds before Ragnaros uses this melee raid ability DPS all want to retreat from the boss to avoid damage. Unlike the melee dps, the tank can not retreat from the ability. If they do, Ragnaros will return to the casting of Magma Blast. That's where the second tank comes in. Three minutes after the start of the game, Ragnaros dives under the lava, making him incapable of becoming a target. This is when the Son of Flame adds there will be caviar. These adds don't do large amounts of damage, but it is very important that they stay away from the casters of your raid. Especially healers. This is because of their ability to Lava Shield, which will drain mana from all users in Ten meters. Fortunately, the Son of the Flame is prone to effects control. Make sure your raid uses, and a well located Ice Trap to control adds. After all the Son of the Flame died Ragnaros will be again. The raid will have to change Ragnaros' position when there is one addition to kill. Follow these recommendations before Ragnaros falls and your team wins! Victory! punkrat molten core guide

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