

EMERALD NIGHTMARE RAID GUIDE



NYTHENDRA

Phase 1

- 1) Avoid being behind **Nythendra** so you don't get hit by **Tail Lash**.
- 2) Drop your **Rot** debuff at edges of the room so space is not wasted (Similar to Council in HFC).
- 3) Dodge **Infested Breath**'s frontal cone and move to a new quadrant after each one so half the room is free for each Phase 2.
- 4) Avoid any unnecessary damage to prevent stacks of **Infested** from accumulating.

Phase 2

- 1) Avoid **Infested Ground** patches as she draws them into her during the phase.
- 2) Avoid the insects that spawn.

Tanks: Move away from group when you get **Volatile Rot** (Plague Damage).

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- 1) Stay within 25 yards of the boss to minimize raid damage from **Roaring Cacophony**.
- 2) Move far away when you get **Focused Gaze**.
- 3) Set up two soaking groups to minimize damage for players who get charged.

Tanks: Move the boss after each **Roaring Cacophony** to avoid **Miasma** pools. **Taunt when any one of your debuff's drop OR the other tank gains a debuff.**

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Add Phase

- 1) 20 **Nightmare Ichor**'s must explode on the eye before you can DPS the boss.
- 2) Kill adds as they spawn, prioritizing tentacles.
- 3) Make sure no adds are left before going into the boss' room.

Boss Phase

- 1) Save hero for this phase.
- 2) Move away from others if you are targeted by **Cursed Blood**.
- 3) Exit the boss' room before **Dark Reconstitution** finishes casting.



Tanks

- 1) Tank [Dominator Tentacles](#) and [Nightmare Horrors](#).
- 2) Kite [Nightmare Ichor's](#) to the [Eye of Il'gynoth](#) so they deal damage to it when they explode.
- 3) Swap on 3 stacks of [Eye of Fate](#) ([Shadow Damage](#)) when tanking [Nightmare Horrors](#).



ELERETHE RENFERAL

Spider Phase

- 1) Start the encounter with heroism.
- 2) Move as far away as possible from [Vile Ambush](#) when it spawns on the group.
- 3) Stay within 20 yards of the person you're linked to when you get targeted by [Web of Pain](#) do reduce unnecessary damage.
- 4) Don't step in the pools [Venomous Spiderlings](#) (Melee/Tanks mainly).
- 5) Move away from everyone when you get the [Necrotic Venom](#) debuff to avoid spreading it and wiping the raid.
- 6) Try to be against a wall and don't get pushed into the eggs before [Gathering Clouds](#).

Roc Phase

- 1) Assign designated players to grab [Shimmering Feathers](#) on the way to the new platform. (Tank, Healer, 7 DPS)
- 2) Use your extra action button if you grabbed a feather to kill the [Venomous Spiderlings](#).
- 3) Run to the new platform that the boss flies to while avoiding [Twisting Shadows](#) tornadoes.
- 4) Drop [Twisting Shadows](#) in a good area when you are affected by the debuff.

Tanks

- 1) Tank [Venomous Spiderlings](#) away from the boss to prevent it from being buffed.
- 2) Point the boss away from the raid in the 2nd phase so only you get affected by [Razor Wing](#).
- 3) Taunt swap on [Raking Strikes](#).
- 4) Gradually move the boss towards the bridge to the next platform to create room because of all the [Twisting Shadows](#) tornadoes.

DRAGONS OF NIGHTMARE

Overall

- 1) There are 4 possible dragons but you will only get 3 each week except for Mythic difficulty. [Ysondre](#) will always be one of the 3 who will be active during the encounter.
- 2) Avoid getting 10 stacks of any of the dragon's [Mark of <Dragon>](#) debuffs. This should naturally not happen based on the strategy being used.

- 3) Split into two equal groups and fight each dragon on opposite sides of the room to prevent **Mark of <Dragon>** to reach 10 stacks. Tanks will swap bosses at around 6-8 stacks.
- 4) The two non-**Ysandre** dragons will switch at 70% and 40% health.

Ysandre

- 1) At 100 energy, **Ysandre** casts **Call Defiled Spirits** which will root players caught inside. Use abilities that break roots or dispel the target if you are rooted.
- 2) Avoid being hit by **Nightmare Blast** (Purple projectile).
- 3) **Nightmare Blast** will spawn a **Nightmare Bloom** flower; one person must stand on the **Nightmare Bloom** to prevent **Dread Horrors** from spawning.

Taerar

- 1) At 100 energy, **Taerar** spawns 2 mirrors of himself, cleave them down and face them away from the raid for **Corrupted Breath** (Plague Damage).
- 2) Avoid standing in the **Seeping Fog**.
- 3) While **Taerar** is in the air, **Bellowing Roar** is cast every 45 seconds which fears everyone for 3 seconds. Make sure people are topped off before this happens.

Emeriss

- 1) At 100 energy, **Emeriss** casts **Volatile Injection** on 2 players. Make sure to move away from others to prevent splash damage.
- 2) Spawns **Essence of Corruption** adds every so often, **INTERRUPT** the **Corruption** ability and kill them, as that ability deals raid wide damage.
- 3) While **Emeriss** is in the air, a **Corrupted Mushroom** will spawn whenever an enemy unit dies at its location. Make sure to not be around them.

Lethon

- 1) At 100 energy, **Lethon** will cast **Siphon Spirit** on 3 players, make sure to DPS the spirits down before they reach him or else he will heal a large amount. They can be stunned/rooted/etc.
- 2) Move away from **Gloom** projectiles that fall from the sky every 3.5 seconds (Purple swirls).
- 3) While **Lethon** is in the air, two random targets will be affected by **Shadow Burst**. Make sure to dispel the affected movement speed reduction/dot after it affects other players.

Tanks

- 1) Always face the dragons away from the group to avoid others being hit by **Corrupted Breath**.
- 2) Make sure to swap dragons **only if Corrupted Breath is not about to cast**.
- 3) Pick up any loose adds that spawn during the encounter.



Phase 1 - Overview

- 1) Step into **Cleansed Ground** to clear your stacks of **Creeping Nightmares** at around 20 stacks.
- 2) Avoid **Nightmare Brambles** while it follows you or another player.
- 3) Prioritize adds over the boss **always**. **Corrupted Wisps** > **Twisted Sister** > **Rotten Drake** > **Nightmare Ancient** > **Cenarius**.
- 4) Don't DPS **Cenarius** while his **Aura of Dreadthorns** is active unless all adds are dead and healers are aware.
- 5) Don't push **Cenarius** into Phase 2 until the adds are dead.

Phase 1 – Add Abilities

- 1) **Corrupted Wisps** keep targeting players until they die and will explode if they reach them.
- 2) **Rotten Drake** will choose a random player and cast **Rotten Breath** on them, don't be in the frontal cone. It will also deal raid-wide damage continually after hitting 50% so burn it at that point.
- 3) **Twisted Sister** will heal with **Twisted Touch of Life** which **must be interrupted**. Also throws Nightmare Javelin at a random target so avoid it to limit splash damage. Lastly, if you get **Scorned Touch** move out of the raid until it detonates because it will spread.
- 4) **Nightmare Ancient** will cast **Desiccating Stomp** which splits damage so the whole raid should group up around it until the cast is done.

Phase 1 – Ally Versions

Cleansing a **Nightmare Seed** will spawn an ally version of it.

- a. **Tormented Souls** – Creates 5 friendly **Wisps**.
 - i. **Wisp**: Creates smaller zones for people to cleanse **Creeping Nightmares**.
- b. **Corrupted Emerald Egg** – Creates **Emerald Drake**.
 - i. **Emerald Drake**: Buffs a random tank to increase healing received by 50% and prevent them from dying one time.
- c. **Corrupted Nature** – Creates **Redeemed Sister**
 - i. **Redeemed Sister**: Buffs random players with a movement, shadow immunity, and movement-impairing buff called **Unbound Touch**. Players can also clear **Nightmare Brambles** when affected by this.
- d. **Nightmare Sapling** – Creates Cleansed Ancient
 - i. **Cleansed Ancient**: Restores up to 45% of players' mana.

Phase 2:

- 1) Single target DPS race.
- 2) **Nightmare Brambles** and **Creeping Nightmares** will still persist.
- 3) When **Malfurion** gets rooted make sure to kill the roots so we can cleanse **Creeping Nightmares**.

Tanks

- 1) Keep the adds and boss at least 20 yards apart.
- 2) Swap targets after the adds die so the boss tank can reset **Creeping Nightmares**.
- 3) Use defensives (even if unnecessary) and taunt swap for **Spear of Nightmares** to reduce the size of the goo that spawns. Kite the boss around the room after each goo spawns.



XAVIUS

COMING SOON