

Extreme Raiding Checklist from [PvE Bible](#)



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Raid Preparation Guide

Raiding in World of Warcraft is one of those things that everyone talks about, yet few people ever truly master. Most players will spend months playing the game before they go on their first true raid, if only because it takes that long to reach level 80 for the first time and get the gear needed from 5 man instances to get into a raiding party at all. Others never bother to join a guild, instead opting to PUG their way through raids, but usually finding that it's tough to get a good group together for anything harder than 10 man Naxx.

The key to good raiding is preparation. Any top 100 guild will tell you that – so it's not surprising that many people spend hours of their weeks reading strategies, watching other people's raiding strategies and building the ultimate long term raiding methods. They practice endlessly and they never go beyond what their group can handle – ensuring everyone is on the same page before taking on someone like Yogg-Saron or Anub'Arak on Hard mode.

This short guide is devised not to help you defeat any single raid boss (though its contents will help you immensely in preparation of such a goal), but rather to help you prepare yourself for being a raid party. I've included a slew of information about how to prepare yourself for a raid, what consumables to buy, what party compositions are best for which situations and how to interact with a guild or a PUG group as you get ready for your first, second, or two hundredth raid.

Whether you're a consummate pro or a flailing noob, this guide can help you smooth away the rough edges of your game and really start to understand what it takes to be the master of your domain whenever you suit up for those 10 and 25 man outings. Take notes and be ready to go headfirst into the deep end – it's time to start raiding:

Raiding Basics

The first thing to discuss is the basics of any good raid – how to get yourself ready for the content you’re about to tackle. This generally has nothing to do with your group composition or your strategy and a whole lot to do with things like who you put in charge, how your guild operates, and what communication strategies you use in the raiding party.

The Leader

The first stop for any good raiding party will be to decide who your leader will be. A good raid leader may not be the raid leader (remember, guilds do plenty of other things), but that raid leader will have an impact on just about every other thing your guild does – from gathering materials to recruiting to building guild plans. This may hold even more true when the guild leveling system is implemented next year in Cataclysm.

The ideal raid leader is someone who is highly in tune with game mechanics, the layouts of dungeons, and the roles of each class in a raid. They shouldn’t be just a master with their Prot Warrior or their Mark Hunter. They should be able to understand and direct every class that might show up for a raid.

Ideally, they should also be good, sound leaders. Someone with a ton of knowledge about World of Warcraft who doesn’t like people is probably not your best choice for a raid leader. They should be capable of quickly solving problems and meting out disagreements to keep members from getting upset. They should be able to stay calm and shouldn’t be the type to pit players against each other or shoulder the blame onto someone else.

Most guilds will choose a few different people as raid leaders – depending on what times you go out and what styles of raiding you do. Not everyone will be available at all times.

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Additionally, sometimes it is good to have sub-leaders in a guild that can take on the main leadership role if the leader is sick or unavailable.

Timing Your Raids

Many guilds will have a calendar of sorts that they use to schedule out their raids to match up with when the most guild members are available to go out. This schedule should be made at least 2-3 weeks in advance so that members can move their schedules around enough to make it into groups as needed. Having an online signup sheet is a good idea, though just asking people via email is equally effective. World of Warcraft has a nifty built in calendar system that allows you to add events to it with ease – use it liberally to schedule your guild events. You should also keep track of attendance so that you can ration out roles in a raid more effectively by those people who show up the most.

Scheduling should be as flexible as possible, integrating as many people as you can and allowing for shifts in attendance. Guilds that require mandatory attendance often find their members getting antsy after a while. Even those who raid as PUGs should maintain a good schedule. You might find that some of the players you run into in those groups will want to join up with you in a guild of your own.

Choosing a Raid

The biggest issue that many groups have, when they are already built into a team (as in a guild) is choosing which raid to go on. Usually, when new content is released, such as when Wrath came out last year, it is easy. You just start at the bottom and progress your way up. Every week, the guild will run the highest content they are ready for until they can move on to the next highest content. However, eventually, you will need to progress a bit and start taking on even higher level content and if the lower level players in your guild are unhappy in being left behind it can create strain.

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So, the easiest way to handle this is to ensure there are multiple options and that you go back and play lower level raids occasionally to benefit the low level players or those without enough gear to handle the higher content.

Raid Preparation

With an idea in mind about how the raiding process will start and build up, it is time to start creating a checklist and mental to do list for how you will prepare for a raid. This is the single most strenuous activity for many raiders because it is hard to know what you need, especially when you're first getting started. Here are a few of the most important things to remember when you get yourself started:

Add-Ons

The in-game interface for raiding is not necessarily as specific as many players would like it. There are no focus targets, minimal onscreen data and especially if you start stacking players up to avoid damage, it can be incredibly hard to figure out where people are for dispelling and healing. So, it is important to have a good set of add-ons installed in your game files to help out with these things. Here are a few of the best around. Keep in mind though that most guilds have a set list of add-ons that they recommend you install, so that all players are on the same page with the same data:

Omen Threat Meter

The Omen Threat Meter will keep track of all the threat put out by your spells, attacks, and taunts and then tell you who stands where in terms of the current threat on a mob. This is a great way to keep track of where you're at, especially if you're a DPS or Healer who needs to stay below the top spot at all times.

Recount

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This add-on will track and tell you how much DPS is being done, along with how much healing and just about every other output stat you may need, along with the numbers for the rest of the raid. It is easy to use too.

Deadly Boss Mods

This add-on is pretty standard for most guilds, as it includes specific mods for every boss in the game, telling you what to do during the fight. It will also whisper back to anyone that tries to contact you from outside the raid during an encounter and it is very good on your memory usage (something many mods are not).

Cooldown Count

This will tell you the actual cooldown time text on your buttons so you can see an exact time instead of the ambiguous shading that Blizzard uses.

Grid

This is a raid frames add-on that will allow you to also see things like the debuffs and the HoTs on frame units during the fight.

SmartRes

A resurrection helping add-on that will coordinate the different resurrections to get the rezzes to happen in order and not overlap (to keep from wasting time and mana).

Voice Chat

In-game, the only thing you can use to communicate is chat, which can be tough to follow if the channel gets crowded. It is also slow and takes the hands of the players off the keyboard during a tough fight. So, many players have turned to voice chat instead using services like Team Speak or Ventrilo.

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It is highly recommended that you have these services available to you. It requires a decent headset if you'd like to chat back with people and you'll also need access to the Vent or Team Speak servers that are being used as all chat traffic goes through a separate Internet server. You will find that the services are quick and easy to set up or to join up with though and most guilds already have at least one Vent server to their name (some have multiples).

Research

Too many teams and guilds go into a raid without any knowledge of what they're about to face. They gear up, buy their consumables and jump in head first. That's not a good idea and with PTR data, YouTube, and plenty of theorycrafting going on out there, there's no reason for it either. You can easily find out what you are about to face in a raid by researching it on the Internet ahead of time.

So, it is highly recommended that you take the time to do just that. Usually raid leaders will have run the raid a bit on the PTR and will have reviewed gametape so to speak of the encounters before he or she takes you into the game proper. This is very important though because many times there will be very specific roles or actions in a raid that certain players may need to take. If you're not aware of this first, you're just going to get wiped. It's a large waste of the team's time not to prepare.

Buying Your Materials

The next thing you'll want to do as you prepare for a raid is to buy all the materials and consumables your raiding party needs to make it through a raid. This includes potions, flasks, reagents, repair materials, and whatever else might be needed. Many times, guilds will have these consumables stockpiled up in their bank, but for PUG groups or for small guilds, you'll need to go out and buy your own consumables before the raid starts.

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It is important to do a full raid check before going in to be sure that all party members have their resistance gear, potions, bandages, and reagents. One person short on potions can make for a whole party full of at risk players. Many times, a raid leader will create a checklist for what is needed in a particular raid. These days, consumable lists are pretty universal, but having that checklist is still a good idea.

Consumables by Class

There are 10 different classes and multiple roles in each of those classes. For that reason, you may find that you need a different set of consumables for whatever role you are playing. At the end of this guide, you'll find a complete listing of all the consumables that each class will need in a raid, depending on their role that day.

The Loot Issue

Before you go anywhere, sit down with your team and make sure everyone knows the loot rules. This is much easier to do when you're in a guild group because PUGs often have trouble figuring these things out. However, even in a PUG group, try to have someone map out some loot rules. With as many as 25 players and all sorts of options for who gets what, it can be hard sometimes to agree on the rules ahead of time.

One Guy in Charge

The easiest way to handle things is to have one person take on the role of the master looter. This is someone who is specifically chosen by the raid leader via the in-game option to pick up all the loot in a raid. They should have a lot of bag space available before hand or they might fill up early. This will minimize the chance of their being any ninjas in your group who snag the loot they needed and run.

Chat Channels

There are only a couple of chat channels for a raid when you go into the fight – one for the raid party and one for the 5 man party within that raid you belong to. So, it is a good idea to create new channels that match up to your class, role, and position in the raid. This keeps the /raid channel from filling up with anything more than essentially basic information.

To start a new channel just type /join newchannelname into the chat bar and you'll create that new channel. You can also customize the chat settings by right clicking on the chat bar.

However, keep in mind that many of your add-ons will directly affect how your chat settings end up looking.

Starting a Raid

Once you have done all the hard work in preparing for a raid, it is time to actually go on that raid. This is the hardest part of raiding because it is when you have to step back and put all that information you gathered together once and for all and then make it work for you. Of course, you shouldn't expect too much of yourself. Keep in mind that many raiding teams die repeatedly on each boss before they actually manage to pull it off. You'll need time and repetition to pull off a clear and then you'll probably have to do it a few more times to flesh out your gear. So, here are some tips to getting there as efficiently as possible.

Getting Together

Once it is time to start raiding, you should send out your invitations and make sure everyone is ready to start raiding. Usually, you'll want to gather everyone together and then fly or teleport there when you are ready to avoid any griefers or other distractions that can slow down the start of a raid.

Warlocks can summon anyone with their stones as well, so if you have a few Warlocks on hand, use them to get the farthest players to the staging area a bit faster than everyone else. Make sure you and everyone else are in the starting area at the right time too – you won't want to use up all your stones from your warlocks summoning everyone when you could use them for healthstones and soulstones in a raid instead.

Also make sure to have your Mages make up the food and water they might need to hand out before and during the raid. This might take a little while, so make sure to give them plenty of time to do it. Make sure to put up Mana Regen buffs prior to the summoning to help them recuperate their mana faster.

Organizing Groups in a Raid

The next step is to organize some groups in your raid. The right raiding party will be composed of a usually set number of people but that number can shift and change depending on who is available. Here are some tips to getting the right number of people into a group:

10 Man Raids

Here are a couple of different popular 10 man raid compositions:

Composition 1:

Tanks – 2

- Paladin (Protection)
- Death Knight (Frost) or Druid (Feral)

Healers – 2

- Priest (Discipline)
- Shaman (Restoration)

DPS (3 Ranged/3 Melee)

- Druid (Balance)
- Hunter (Marks)
- Mage (Frostfire/Fire)
- Paladin (Retribution)
- Rogue (Combat)

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- Warrior (Fury)

This set up will ensure you get all the major buffs you need. There are no Warlocks in this build, but it works nonetheless.

Composition 2:

Tanks – 2

- Druid (Feral)
- Paladin (Protection)

Healers – 2

- Priest (Disc)
- Shaman (Resto)

Melee (3 Ranged / 3 Melee)

- Druid (Balance)
- Mage (Fire)
- Warlock (w/ Imp)
- Paladin (Retri)
- Rogue (Combat)
- Shaman (Enhance)

25 Man Raids

For a 25 man raid, finding the right composition is a bit tougher because you're going to spend a great deal of time trading off to use what is available. But, here are some good options to consider when putting this build together:

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Composition 1:

Tanks – 4

- Warrior (Prot)
- Paladin (Prot)
- Druid (Feral)
- Death Knight (Frost)

Healers – 5

- Paladin (Holy) x2
- Shaman (Resto)
- Priest (Holy)
- Druid (Resto)

DPS – 15

- Mage (Arcane)
- Mage (Fire)
- Hunter (Marks)
- Hunter (Survival)
- Warlock (Affliction)
- Warlock (Destruction)
- Rogue (Assassin)
- Rogue (Combat)
- Shaman (Element)
- Shaman (Enhance)
- Priest (Shadow)
- Death Knight (Blood)
- Death Knight (Unholy)

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- Warrior (Arms)
- Paladin (Retri)
- Druid (Balance)

Composition 2

Here is a second composition option for those raids that require fewer tanks:

Tanks -3

- Warrior (Prot)
- Paladin(Prot)
- Death Knight (Frost/Unholy)

Healers – 6

- Druids (Resto) x2
- Shaman (Resto)
- Paladin (Holy)
- Priest (Holy)
- Priest (Disc)

DPS – 16

- Rogue (Mutilate)
- Rogue (Combat)
- Shaman (Enhance)
- Warrior (Fury)
- Paladin (Retri)
- Druid (Feral)
- Mages (any) x3
- Warlock (Destruction)

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- Warlock (Affliction)
- Hunter (Beast Master)
- Hunter (Marks)
- Druid (Balance)
- Shaman (Elemental)
- Priest (Shadow)

Map Out the Fight

Before starting each encounter, there should be at least one person in your raid – usually the raid leader – who has watched or gone through it before and can give directions about what is coming up. Ideally, everyone in the party should be prepped for this, but if they are not, take some time between each encounter and have the raid leader give a short speech on what everyone can expect to encounter once the fight gets started. There should be warnings when necessary and the groups need to be divided properly ahead of any fights or encounters.

Additionally, the vent channels should go silent while the directions are being given, along with all chat conversations. It is important that everyone pays attention to the directions, even if you already know what you're doing, because if a direction is given improperly or if something is changed to accommodate a different play style, you will want to know ahead of time. Even if you know exactly how to complete a fight, not paying attention during a game plan will lead to some serious trouble later on.

Ready Check

The ready check should be issued when everyone is ready for the fight to begin. This is to make sure there are no players off watching baseball or doing dishes while AFK. To do this, you'll just type `/readycheck` and everyone in your party will get a dialog box that asks them if they are

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ready to go. If they are AFK, it will take them a minute to get back, so just wait until they do. If you go AFK for any reason, make sure you let everyone know ahead of time so they know how long you'll be away before having to figure out what to do without you.

The Fight

Once you are ready, everyone is at their computer, and the raid leader has given out directions, it is time to pull the boss. The tank will go in and pull the boss as previously outlined in your gameplan. During the fight, you will need to ensure everyone follows their role precisely. This is a big deal because even one person out of 25 doing the wrong thing can lead to a wipe on some raid bosses. Additionally, by having everyone know where to go during a fight, how to loot after a fight, and who to listen to before the next fight, you can save valuable time in your raid.

Wiping

Occasionally (or for some people very often), wipes will occur. A wipe is when the entire raid dies at the hands of the boss. Before you ever recall your spirits and respawn, make sure the bosses are all returned to their starting positions so that you can respawn without having to die immediately again. It takes a decent amount of time to do this – you'll need to slow down, repair, replace your consumables and get ready once again for the same boss fight.

The key here is to not start blaming each other and getting upset about the wipe because as soon as you do, you'll make it much harder to focus back on the fight again and kill the boss the second time. A good team will effectively get back to work on the fight immediately to keep from everyone getting too upset.

When a wipe occurs, some classes can stay alive and get away for a minute to make getting the other players back to the raid positions is easier. Paladins can use Divine Intervention on

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someone else, but it kills the Paladin – taking them out of combat afterwards for a good chunk of time. Warlocks also have soulstones and Shamans can use reincarnation. Hunters are also pretty good at slipping away and staying alive, though their resurrection capacity doesn't really exist.

Goal Setting

One of the primary keys to effective raiding is setting and meeting your goals when you raid. This is a great way to ensure that everyone in a raiding party isn't trying to do more than what everyone is capable of. It also keeps people from getting upset when you die. For instance, if you set a goal to defeat Kel'Thuzad the first time out on 25 man mode, everyone is going to be upset when it doesn't happen. However, if your goal is to get him to phase 2, it will be much easier to do so instead of just yelling at each other when the goal isn't met. Be realistic and take small steps. It will keep morale higher and make the raids as a whole much easier to accomplish.

Take Breaks

A raid, especially when you go on long ones like Naxx or Ulduar, needs to take breaks. You cannot simply raid endlessly for hours upon hours and expect every member to hold up. It is a good idea to stop every hour or so and take a short break so everyone can use the bathroom, grab a snack, or just stretch a bit. Of course, some guilds find that breaks can be hard because some players may get distracted or not come back at all, making the rest of the raid hard to complete. A good idea is to have a set time for everyone to return by and resume play.

Other guilds will just raid for small chunks of time each night. This is more possible now than ever as raids will allow you to use waypoints, such as the case of Ulduar, where you can complete small pairs and threesomes of encounters at a time instead of needing to go through

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every wing to defeat the content. It reduces time and makes for an easier raiding experience that doesn't need to take 4 hours or longer.

After the Raid

After you're done with the raid, you should start portaling back to your major cities. It's faster than whatever other ways there are to leave. However, you may also find that you can fly back to where you're going pretty easily in the long term. Make sure that everyone is happy with their loot situation, cooldown a bit by discussing the encounters and what went right/wrong, and try to take a nice long break afterwards. It isn't healthy to spend too much time in front of the computer after all.

Class Specific Preparation

Before a raid, you will need to take some time to prepare for your role. To do this, you'll need to have the right consumables on hand. Each class and role has a different set of consumables they should pick up. Here is a listing for each different role and what you should have in your bag and ready before starting a raid. Keep in mind that this list is not absolute. It aims for good balance between your stats. However, if you have good gear and don't need some stats, change or shift the balance you need accordingly to match what your particular character could use most.

Death Knights

Foods for Stats:

- Dragonfin Filet
- Spiced Wyrm Burger
- Spicy Blue Nettlefish
- Rhinolicious Wyrmsteak
- Snapper Extreme
- Spiced Mammoth Treats
- Succulent Orca Stew

Elixirs:

- Elixir of Mighty Strength
- Elixir of Accuracy
- Elixir of Deadly Strikes
- Elixir of Expertise

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- Elixir of Mighty Agility
- Elixir of Mighty Fortitude

Flasks:

- Flask of Endless Rage

Druids

Balance

Food for Stats:

- Poached Nettlefish
- Worm Delight
- Firecracker Salmon
- Tender Shoveltusk Steak
- Spicy Nettlefish
- Spiced Worm Burger
- Imperial Manta Steak
- Snapper Extreme

Potions and Elixirs:

- Super Mana Potion (Runic Mana Potion)
- Elixir of Draenic Wisdom
- Adept's Elixir

Flasks

- Flask of Supreme Power
- Flask of Frost Wyrms

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Resto

Food for Stats:

- Cuttlesteak
- Firecracker Salmon

Flasks:

- Flask of the Frost Wurm
- Flask of Pure Mojo

Potions and Elixirs:

- Runic Mana Potion
- Potion of Speed
- Potion of Wild Magic
- Spellpower Elixir
- Elixir of Spirit

Hunters

Flasks:

- Flask of Endless Rage

Potions and Elixirs:

- Potion of Speed
- Elixir of Accuracy
- Elixir of Mighty Agility
- Elixir of Deadly Strikes
- Wrath Elixir

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- Elixir of Lightning Speed
- Elixir of Armor Piercing
- Guru's Elixir
- Elixir of Mighty Thoughts
- Elixir of Mighty Mageblood

Food for Stats:

- Snapper Extreme
- Blackened Dragonfish
- Spiced Worm Burger
- Mega Mammoth Meal
- Imperial Manta Steak
- Hearty Rhino
- Mighty Rhino Dogs
- Spiced Mammoth Treats (for pet)

Mages

Flasks:

- Flask of the Frost Wyrn

Potions and Elixirs:

- Potion of Speed
- Potion of Wild Magic
- Crazy Alchemist's Potion
- Runic Mana Potion
- Powerful Rejuvenation Potion
- Elixir of Might Thoughts

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- Elixir of Mighty Mageblood
- Spellpower Elixir
- Elixir of Accuracy
- Elixir of Deadly Strikes
- Elixir of Lightning Speed

Food for Stats:

- Firecracker salmon
- Tender Shoveltusk Steak
- Smoked Salmon
- Snapper Extreme
- Imperial Manta Steak
- Spiced Wyrms Burger
- Spiced Blue Nettlefish

Paladins

Holy

Food:

- Firecracker Salmon
- Tender Shoveltusk Steak
- Imperial Manta Steak
- Spicy Blue Nettlefish
- Spiced Wyrms Burger
- Mighty Rhino Dogs
- Spicy Fried Herring

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Potions and Elixirs:

- Runic Mana Potion
- Mana Injector Kit
- Runic Healing Potion
- Powerful Rejuvenation Potion
- Potion of Nightmares
- Elixir of Deadly Strikes
- Elixir of Lightning Speed
- Spellpower Elixir
- Elixir of Mighty Thoughts
- Elixir of Mighty Mageblood

Flasks:

- Flask of the Frost Wyrn
- Flask of Pure Mojo

Prot Paladin

Flasks:

- Flask of Stoneblood
- Flask of Fortification
- Lesser Flask of Toughness

Potions and Elixirs:

- Elixir of Mighty Defense
- Elixir of Protection
- Elixir of Mighty Fortitude
- Elixir of Accuracy

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- Elixir of Expertise
- Elixir of Mighty Agility
- Elixir of Mighty Strength
- Indestructible Potion
- Runic Healing Potion
- Runic Mana Potion

Food for Stats:

- Great Feast
- Dragonfin Filet
- Blackened Dragonfin
- Worg Tartare or Snapper Extreme
- Rhinolicious Wormsteak

Priests

Flasks:

- Flask of the Frost Wurm

Potions and Elixirs:

- Spellpower Elixir
- Elixir of Draenic Wisdom
- Elixir of Mighty Thoughts

Food for Stats:

- Imperial Manta Steak

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- Very Burnt Worg
- Mighty Rhino Dogs
- Spicy Fried Herring
- Spiced Wurm Burger
- Spicy Blue Nettlefish
- Tender Shoveltusk Steak
- Firecracker Salmon

Rogues

In addition to the regular consumables, Rogues need to keep on them a list of poisons to use at given times. Those are included below:

Poisons:

- Instant Poison (Mutilate – Main Hand)
- Deadly Poison (Mutilate – Off Hand, Combat – Off Hand)
- Wound Poison (Combat – Main Hand)
- Anesthetic Poison

Food for Stats:

- Poached Nettlefish
- Worm Delight
- Blackened Dragonfin
- Snapper Extreme

Potions and Elixirs:

- Runic Healing Potion
- Elixir of Accuracy
- Elixir of Mighty Strength

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- Elixir of Mighty Fortitude
- Elixir of Major Agility

Flasks:

- Flask of Endless Rage

Shamans

Enhancement

Food for Stats:

- Poached Nettlefish
- Worm Delight
- Snapper Extreme
- Dragonfin Filet
- Spicy Blue Nettlefish

Potions and Elixirs:

- Runic Healing Potion
- Elixir of Accuracy
- Elixir of Mighty Strength
- Elixir of Mighty Fortitude

Flasks:

- Flask of Endless Rage

Resto

Food for Stats:

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- Backed Manta Ray
- Roasted Worg
- Poached Nettlefish
- Worm Delight
- Spicy Blue Nettlefish
- Spiced Worm Burger
- Imperial Manta Steak
- Very Burnt Worg

Potions and Elixirs:

- Runic Mana Potion
- Elixir of Draenic Wisdom
- Adept's Elixir

Flasks:

- Flask of Frost Wurm

Warlocks

In addition to the normal run of consumables a Warlock also needs to bring along a good selection of Soul Shards and the necessary demonology consumables if they apply:

Special:

- Soul Shards (at least 20)
- Infernal Stone (for Demonology)
- Demonic Figurine (for Demonology)

Food for Stats:

Extreme Raiding Checklist from [PvE Bible](#)

- Baked Manta Ray
- Roasted Worg
- Poached Nettlefish
- Worm Delight
- Firecracker Salmon
- Imperial Manta Ray
- Spicy Blue Nettlefish
- Spiced Worm Burger
- Snapper Extreme

Potions and Flasks:

- Runic Healing Potion
- Elixir of Draenic Wisdom
- Adept's Elixir

Flasks:

- Flask of Frost Wurm

Warriors

Protection

Flasks:

- Flask of Stoneblood
- Flask of Fortification
- Lesser Flask of Toughness

Potions and Elixirs:

Extreme Raiding Checklist from [PvE Bible](#)

- Elixir of Mighty Defense
- Elixir of Protection
- Elixir of Mighty Fortitude
- Elixir of Accuracy
- Elixir of Expertise
- Elixir of Mighty Agility
- Elixir of Mighty Strength
- Indestructible Potion
- Runic Healing Potion
- Runic Mana Potion

Food for Stats:

- Great Feast
- Dragonfin Filet
- Blackened Dragonfin
- Worg Tartare or Snapper Extreme
- Rhinolicious Wormsteak

Arms/Fury

Food for Stats:

- Poached Nettlefish
- Worm Delight
- Blackened Dragonfin
- Snapper Extreme

Potions and Elixirs:

Extreme Raiding Checklist from [PvE Bible](#)

- Runic Healing Potion
- Elixir of Accuracy
- Elixir of Mighty Strength
- Elixir of Mighty Fortitude
- Elixir of Major Agility

Flasks:

- Flask of Endless Rage

Quick Guide to Speeding through Raid Content

While knowing which buffs from consumables is one thing and knowing how to get through a raid is another, it's also important to know how to streamline everything together to speed your way through content as fast as possible. So, I've included a list below that will help you speed through content a bit faster, getting you rez, buff, eat, and afks under control much faster and more efficiently than you're probably used to:

Resurrections

Resurrection should take less than 2 minutes total. The raid leader should call the first rez, usually someone who is Divine Interventined or Soulstoned. However, a Shaman might also self resurrect in this instance. It is important that anyone with resurrection has a mod that tells them who has been rezzed and when they need to do rezzing themselves. The key here should be to drink as needed, then resurrect the other rezzers. If, for some reason you are in a position that will agro the boss upon resurrection, let everyone know via /ra that you will need to run in. This is a last resort only.

Calling Status Issues

It is important that everyone communicate their current status effectively. If you have yellow or red gear at all, call it so you can use your repair bot and get your gear back to working order. If you will be AFK, make sure to call it and announce a time so everyone knows how long you'll be gone. Also, flag yourself with AFK. Additionally, raid leaders need to call out planned breaks so

Extreme Raiding Checklist from [PvE Bible](#)

people can decide whether they can wait for it or not. This is the time to discuss new strategies or changes to old ones and the Mage should put out the drinks if needed.

Get Everyone Together

Next, get everyone into a tight group so that they can get their buffs and then start to drink and eat as needed. Warlocks should summon anyone who is far away right away to get the group back together and working again quickly. The raid leader should do a /rw for “all in for buffs?” and then do a /readycheck at this point. Only click yes on the ready check if you are in the buffing zone and ready to start up. If you are going to be away for any reason, don’t click yes as the buffs will now be on a timer.

Buffing

The buffs should begin when everyone has said yes to the ready check. You should be down to under 2 minutes until the pull, so no more AFKs or distractions – this is go time. Everyone should have assigned groups for buffs and should start now. Always use group buffs on everyone (since they affect the whole raid). Don’t get cheap because of reagents – just go for it and worry about cost later. If you get one missed buff, the whole group will suffer and you might wipe again. Here is a list of the buffs each class should cast:

- Priests – Divine Spirit, Prayer of Fortification, Prayer of Shadow Protection
- Druids – Gift of the Wild, Thorns
- Mages – Arcane Brilliance
- Paladins – Blessing of Kings or Blessing of Might or Blessing of Salvation or Blessing of Light (use assigned buff)
- Warlocks – Soulwells up
- Warriors/Rogues/Hunters – Help the Warlocks conjure

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The rest of the group should start eating their buffing foods, take any elixirs or flasks they need to take, use their weapon enhancements where applicable, restore health and mana, set their form or talent spec, and do any self casting buffs as needed.

Setting the Recovery Plan

With everyone set, make sure there is a recovery plan in place. Have the Warlock soulstone a rezzer who is less likely to die inside the agro range of the boss (someone at ranged), and have the Shaman hold on to self resurrection as long as possible throughout any multi-wipes so as you can use it if the soulstone becomes unusable. Also have the Paladins check their Divine Intervention cooldowns before starting.

Final Ready Check

Do one final /readycheck in which you check off all buffs, enhancements and food before starting up. Also, make sure your tanks remove any buffs they don't want like Salvation. Now, you should be ready to go and ideally the whole process only took 5-10 minutes instead of an hour.

Conclusion

If you're serious about becoming a world class, elite raider, you need to take the time and ensure that you are in a good guild, surrounded by players who are as dedicated to that goal as you are. The casual raiding guilds out there are not meant to get you to the top. In fact, you may not play the top end content in Northrend until Cataclysm is released if you stay casual. Rather, they are meant to be fun.

However, if you're interested in more than just casual fun one or two nights a week, seek out a guild that can provide that fun – that can put together top level raids 2 or 3 times a week at least. You will need to prove yourself before you're even considered for this type of raiding guild, but if you make it in and you manage to be the kind of player that these teams are really looking for, you'll be well on your way to the top tier of World of Warcraft players in no time flat.