

# Flamebender Ka'graz Detailed Strategy Guide (Heroic Mode included)

Last updated by [Vlad](#) on 30 Jan. 2015



## Introduction

This guide is intended to provide a comprehensive description of the encounter with Flamebender Ka'graz in Blackrock Foundry. It is targeted at anyone who desires to understand the fight mechanics.

This guide is updated for World of Warcraft WoD 6.0.3.

Flamebender Ka'graz is a boss in the Black Forge wing of the Blackrock Foundry raid instance. This encounter presents no surprising new mechanics, but it will require raid members to have excellent reflexes for avoiding targeted abilities and ground effects. Correct target prioritisation is also important.

## 1. General Information

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### 1.1. Normal and Heroic Difficulty

This guide covers both the Normal and Heroic versions of the encounter, as far as mechanics and general strategy is concerned. The only difference between these two modes is found in the tuning, with Heroic being more difficult.

When we speak of extreme situations (such as the difficulty of a soft enrage timer, or damage from a certain source being too high to survive), we mostly refer to Heroic mode.

### 1.2. Enrage Timer

We do not currently know what the hard enrage timer for this encounter is. There do not seem to be any soft enrage mechanics in the fight.

## 2. Summing Things Up

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In this section, we will very briefly summarise what the players belonging to each of the three roles have to do during this fight. This is by no means meant to provide sufficient information to master the encounter, and it is only supposed to give you a very rough idea of what to watch out for.

### 2.1. Tanks

- Have one tank take Ka'graz, while the other tank takes [Aknor Steelbringer](#) and faces him away from the rest of the raid.
- When the [Cinder Wolves](#) are up, one tank should always tank the wolf that is [Overheated](#). Each time the wolves swap roles (the other wolf becomes Overheated), the tanks should perform a tank switch between Ka'graz and the newly Overheated wolf.
- After Ka'graz finishes casting [Firestorm](#), the two tanks will have to perform a tank switch to handle her temporary [Flamefury](#) ability (and the [Rising Flames](#) DoT that it applies).

### 2.2. Healers

- Beware of the very high raid-wide damage caused by [Firestorm](#), when Ka'graz reaches 100 Energy.
- Also beware of the high damage that the players who are soaking the damage of [Molten Torrent](#) will take.
- Dispel any players who are affected by [Singe](#) (due to touching the fire line that links the two Cinder Wolves).

### 2.3. DPS

- At the start of the fight, focus on DPSing [Aknor Steelbringer](#).
- When the [Cinder Wolves](#) are up, focus on killing them as quickly as possible. Keep in mind that they have to die at the same time.

### 2.4. Everyone

- Casters and healers should be spread out throughout the encounter.
- Avoid coming in contact with the fire lines created by [Lava Slash](#), with the enchanted armaments caused by [Summon Enchanted Armaments](#), and with the fire lines that link the two [Cinder Wolves](#).
- If a Cinder Wolf is fixating on you, kite him (in such a way as to not damage other raid members with the fire line that links the wolves).
- If you are targeted by [Molten Torrent](#), move into a group of players (such as the melee group) to have its damage split.
- If you are targeted by [Blazing Radiance](#), move away from other raid members until it expires.
- Move out of the areas on the floor where [Magma Monsoon](#) will land.

## 3. Overview of the Fight

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The encounter against [Flamebender Ka'graz](#) is a multiple-target, single-phase fight. Flamebender Ka'graz has an Energy bar that increases slowly over time, granting her new abilities at various thresholds. At 100 Energy, this resource is reset and the abilities granted by it are lost, and the Energy begins increasing once again. This cycle continues until the end of the fight.

We have released a video preview of the encounter against Flamebender Ka'graz, based on our (Heroic) Beta testing. You can watch this video to get a good idea of how the fight works, but keep in mind that some things can still change before the fight goes live


















## 4. Abilities

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### 4.1. Flamebender Ka'graz



**Flamebender Ka'graz** has an Energy bar. The bar starts out empty, and it takes about 120 seconds for it to reach maximum capacity (100). She always gains Energy at a steady rate, independently of anything the raid does.

The boss has two abilities that she uses throughout the entire fight, and another 4 abilities that she gains at certain Energy thresholds (25, 50, 75, and 100). We describe all of these abilities below.

-  **Lava Slash** is an ability that Ka'graz uses throughout the fight, regardless of her Energy level. This targets a random raid member (with overwhelming preference for ranged players) and creates a fire line between Ka'graz and that player's location. When the line reaches the player, it deals a high amount of Fire damage to anyone in a 7-yard radius. If any players other than the target of Lava Slash are hit by this damage, additional fire lines are created between Ka'graz and these players. The fire lines persist on the ground for some time and deal a moderate amount of Fire damage every second to anyone who comes in contact with them.
-  **Summon Enchanted Armaments** is an ability that Ka'graz uses throughout the fight. She creates a weapon at a random location of the room, which persists for a very long time and which occasionally damages players in a 6-yard radius with  **Unquenchable Flame**. The weapons cannot be attacked or damaged.
-  **Molten Torrent** is the ability that Ka'graz gains at 25 Energy, and which she uses regularly as long as she has over 25 Energy. She targets a random raid member, and 6 seconds later a meteor falls on that raid member, dealing a massive amount of Fire damage split between all players in an 8-yard radius.
-  **Summon Cinder Wolves** is the ability that Ka'graz gains at 50 Energy, and which she only uses once (exactly at 50 Energy). She summons two **Cinder Wolves**. The Cinder Wolves are attackable and killable mobs which have several abilities.
  -  **Fixate** is an ability that one of the two wolves will always use, fixating on a random raid member and moving towards them. If the wolf reaches this player, it will simply melee them. A wolf will typically Fixate on two players in a row before becoming  **Overheated**, which we explain below. When this happens, the other wolf (which had previously been Overheated) will begin using Fixate, and so on.
  -  **Overheated** is a state in which one of the two wolves will always be. When Overheated, that wolf must be tanked, and it deals increased damage and it has increased movement speed. While Overheated, the wolf will use  **Charring Breath**, which is a frontal cone breath attack that deals very high Fire damage and debuffs affected targets to take 200% increased damage from subsequent Charring Breaths, per stack. This ability requires a tank switch.
  -  **Fiery Link** is a fire line that permanently links the Cinder Wolves. Any players who come in contact with this fire line become affected by  **Singe**, a stacking Fire damage DoT that can be dispelled.
  -  **Rekindle** is an ability that causes a Cinder Wolf that has been brought to 0 health to be healed to 100% health if the other Cinder Wolf is still alive. The ability has a tolerance of 8 seconds, meaning that the two Wolves have to die within 8 seconds of each other, otherwise the "dead" wolf will be fully healed.
-  **Blazing Radiance** is the ability that Ka'graz gains at 75 Energy, and which she uses regularly as long as she has over 75 Energy. She debuffs a random raid member to deal a moderate amount of Fire damage every 2 seconds to all allies in a 10-yard radius, for 10 seconds. It is worth noting that the player targeted by Blazing Radiance also takes this damage, and that the effect cannot be dispelled.
-  **Firestorm** is the ability that Ka'graz gains at 100 Energy, and which she uses only once, after which her Energy resets and the cycle starts over. This deals a small amount of raid-wide Fire damage every 0.5 seconds for 12 seconds. Additionally, any **Cinder Wolves** that are alive at this time will also deal the same damage to the raid. Once Firestorm is over, Ka'graz will gain two temporary abilities.
  -  **Magma Monsoon** lasts for 30 seconds. Ka'graz throws molten orbs at the locations of random raid members, which land a few seconds later and deal a high amount of Fire damage to all players in a 3-yard radius. The areas where the molten orbs will land are clearly indicated by a circle on the ground.
  -  **Flamefury** is a buff that Ka'graz gains for 50 seconds. Her melee attacks apply a stacking Fire damage DoT called  **Rising Flames**, which requires a tank switch.

### 4.2. Aknor Steelbringer

**Aknor Steelbringer** is present at the start of the fight. His health is very low, and he only uses two abilities.

-  **Devastating Slam** is a frontal cone attack that Aknor uses against his tank. It deals a very high amount of Physical damage.
-  **Drop the Hammer** is an ability that Aknor uses against random raid members (with overwhelming preference for ranged players). He leaps towards the target, dealing a high amount of Physical damage in a 10-yard area when he lands, knocking back any affected players.

## 5. Strategy

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Throughout this encounter, you will have to go through several of Ka'graz' Energy cycles, handling her abilities correctly each time. In the sub-sections that follow, we will walk you through everything that you need to do. As we mentioned above, **Aknor Steelbringer**, another NPC, is also present at the start, and we will explain how to handle him as well.





### 5.1. Aknor Steelbringer / Start of the Fight


When the fight starts, you will be faced with **Flamebender Ka'graz** and **Aknor Steelbringer**. Your raid's goal at this stage is to burn down Aknor Steelbringer as quickly as possible, ideally before Ka'graz even reaches 25 Energy.

Throughout the entire encounter, your casters and healers should be spread out around the room. This will minimise the damage taken from a number of abilities.

In this early stage of the fight, while killing Aknor, there are only 4 abilities to worry about.

Aknor Steelbringer will be casting  **Devastating Slam** against his tank, so he must be faced away from any other raid members (including away from Ka'graz' tank). Aknor will also use  **Drop the Hammer** to leap to the locations of random ranged raid members, but if players are spread out, this should not be a problem.

Ka'graz will be using  **Lava Slash** and  **Summon Enchanted Armaments** at this time. If players are spread out,  **Lava Slash** should only result in a single fire line on the ground each time it is cast, which players will just have to avoid until it disappears. Regarding the Enchanted Armaments, whenever one spawns, the players who are around it should make sure to be at least 3 yards away from it so as not to take damage from  **Unquenchable Flame**.


As we mentioned, you should do your best to kill Aknor before Ka'graz reaches 25 Energy. However, in the event that Ka'graz does get to 25 Energy, she will gain the  **Molten Torrent** ability, which you will also have to handle. We explain how this ability should be handled below.

### 5.2. Ka'graz' Energy Cycle


Once you are rid of Aknor Steelbringer, the rest of the fight revolves around Ka'graz' repetitive and predictable Energy cycle. We will walk you through it in the following sub-sections.

We will also repeat that casters and healers should be spread out around the room for the entire duration of the fight, as this will make handling many abilities much easier.

#### 5.2.1. 0-25 Energy


At the start of the fight, before Ka'graz has 25 Energy, you will still be fighting Aknor Steelbringer, as explained above. After Aknor is dead, subsequent 0–25 periods are different because the boss will be using her two post- **Firestorm** abilities, which we discuss [below](#).





#### 5.2.2. 25-50 Energy


At 25 Energy, Ka'graz will begin using  **Molten Torrent**. Players who are marked by this ability have 6 seconds to get into a position where there are several other raid members in an 8-yard radius in order to soak the otherwise lethal damage of the meteor. An easy tactic is for players to just run into the melee group, where there are bound to be many players stacked together. Alternatively, whenever a player is marked by Molten Torrent, the nearby players should stack on them to split the damage.

Players who have abilities that make them immune to damage can simply stand away from other players and survive Molten Torrent on their own. This can be beneficial because the raid has to move less and also because the raid takes less damage.


#### 5.2.3. 50-100 Energy

At 50 Energy, the most problematic ability of the encounter is used, namely  **Summon Cinder Wolves**. Here is what your raid has to do to handle the two **Cinder Wolves**.

- Have a tank always tank the  **Overheated** Cinder Wolf facing away from any other raid members.
- Have the player targeted by the Cinder Wolves'  **Fixate** kite the wolf away. In the process of doing so, it is important to avoid hitting the raid with the fire line that links the two wolves.
- All raid members must be very careful not to come in contact with the fire line that links the two wolves.
- When the two wolves' roles switch (the Overheated wolf begins fixating, and vice versa), the tanks should perform a switch to handle the debuff applied by  **Charring Breath**. The tank who had tanked Ka'graz should pick up the newly-Overheated wolf, and the wolf tank should take Ka'graz.
- The two wolves must be killed at the same time (within an 8-second) window. The wolves must die relatively quickly, because if Ka'graz gets to 100 Energy and begins casting  **Firestorm**, the extra damage the ability does if wolves are alive will wipe your raid.

At 75 Energy, Ka'graz gains the  **Blazing Radiance** ability, which is extremely easy to handle. The player who is affected by this spell must move at least 10 yards away from other raid members until the debuff runs out.






#### 5.2.4. 100 Energy: Firestorm

At 100 Energy, Ka'graz will begin channeling  **Firestorm** for 12 seconds. She does not use any other abilities during this time, and at the end of the cast, her Energy will be reset to 0, meaning that her arsenal of spells will be much smaller.


Firestorm is just a very damaging raid-wide Fire damage ability that the healers will have to use cooldowns for. If the **Cinder Wolves** are still alive when Firestorm is cast, each wolf will also cast an identical Firestorm. The combined damage of these abilities is so high that it is practically impossible to survive it, so it is important that the wolves die before Ka'graz reaches 100 Energy.

#### 5 2 5 Post-Firestorm

### 5.2.3.1 Post Firestorm




After  **Firestorm** is over, Ka'graz returns to using just  **Lava Slash** and  **Summon Enchanted Armaments**, meaning that the fight is extremely easy during this time. However, she also gains two temporary abilities after the Firestorm cast is over, namely  **Magma Monsoon** and  **Flamefury**.

Whenever a player is targeted by Magma Monsoon, everyone should move out of the targeted area on the ground.

The tanks will have to perform a tank switch to handle the  **Rising Flames** stacking DoT that Flamefury applies.

Once Ka'graz reaches 25 Energy, the cycle will re–start all over again as described above.

## 6. When to Use Heroism/Bloodlust/Time Warp ↑top

We recommend using  **Heroism**/ **Bloodlust**/ **Time Warp** at the start of the fight, when all DPS players have their cooldowns and potions active. This timing is also good because there are few problematic mechanics in the fight before Ka'graz reaches 25 Energy.

## 7. Learning the Fight ↑top

The encounter against Flamebender Ka'graz does not present any new or peculiar mechanics that require special strategies, so the learning process is quite normal. The most difficult part of the fight is handling the **Cinder Wolves** correctly, and this is something you will have to emphasise, because failing to kill the two Wolves (at the same time, mind you) before Ka'graz reaches 100 Energy will most likely lead to a wipe.

## 8. Concluding Remarks ↑top

This concludes our raid guide for Flamebender Ka'graz. We hope you have found it helpful. Please do not hesitate to post any feedback you may have on our forums.