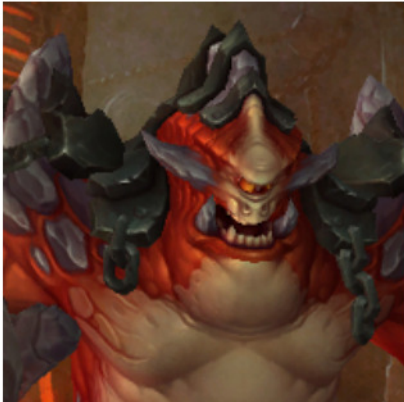


Kromog Detailed Strategy Guide (Heroic Mode included)

Last updated by [Vlad](#) on 28 Jan. 2015

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Introduction

This guide is intended to provide a comprehensive description of the encounter with Kromog 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.

Kromog is a boss in the Black Forge wing of the Blackrock Foundry raid instance. This is a simple, single-target, single-phase encounter against a stationary boss. It will mostly test your raid's ability to avoid ground effects.

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

- Stand on top of each other (to split the damage of [Fists of Stone](#)), and perform a tank switch to handle [Warped Armor](#).
- Make sure to always be in melee range of Kromog, except when [Slam](#) or [Rune of Grasping Earth](#) is being cast, in which cases you should act as the rest of the raid. In both cases, make sure to return to melee range immediately when the abilities are over.

2.2. Healers

- Be prepared to heal the damage coming in from the various avoidable and unavoidable sources. Particularly, be ready to heal the raid-wide damage caused by [Slam](#) and [Stone Breath](#).

2.3. DPS

- When [Rune of Grasping Earth](#) is cast, begin DPSing the [Grasping Earth](#) hands, but do not kill them off until the boss finishes casting [Thundering Blows](#).

2.4. Everyone

- When the boss casts [Rune of Grasping Earth](#), move so that each raid member is located on top of a small orange rune, with no rune having more than one player on top of it. Players with damage immunities can stay out to give the rest of the players more runes to work with.
- Avoid the sonic discs from [Reverberations](#), the cone attack from [Rippling Smash](#), the giant stone hands from [Rune of Crushing Earth](#), and move away from the boss when [Slam](#) is being cast.

3. Overview of the Fight

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The encounter against Kromog is a single-target, single-phase fight. The boss is stationary throughout the encounter.














The fight is very straightforward, and your raid will mainly have to avoid various ground effects. The only unusual element of the fight is that at certain moments in the encounter, raid members will have to willingly move into a damaging ground effect, because doing so protects them from the lethal damage dealt by another one of Kromog's abilities.

We have released a video preview of the encounter against Kromog, 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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Kromog is stationary throughout the fight. Whenever there are no targets in his melee range, Kromog will channel  **Stone Breath**, which deals a moderate amount of Physical damage to all raid members every second. In addition to this, he uses the following abilities against the raid.



-  **Warped Armor** is a stacking debuff that Kromog applies to his tank. This reduces the target's movement speed by 15% and increases their Physical damage taken by 20% per stack. This ability requires a tank switch.
-  **Stone Breath** is a channeled ability that deals a moderate amount of raid-wide Physical damage every second. In addition to using this ability when there are no players in his melee range (as explained above), Kromog also uses it roughly every 30 seconds.
-  **Fists of Stone** is an ability that Kromog often uses. He deals a massive amount of Physical damage to his main target, which is split between that target and the nearest target to them within 15 yards.
-  **Slam** is an ability that Kromog uses to deal a massive amount of Physical damage to the entire raid. The damage that this ability does is reduced the farther away the target is from Kromog.
-  **Rippling Smash** is a sort of cone attack that Kromog regularly uses throughout the fight against random raid members. He will target a random player and cause a wave of rumbling earth to travel towards them, dealing a very high amount of Nature damage to any players who come in contact with it.
-  **Rune of Grasping Earth** is an ability that Kromog uses regularly throughout the fight. He summons a large number of orange runes on the ground. A few seconds later, a hand will spawn on each rune, and if there is a player standing on that rune, it will grab the player and hold them in place, dealing a very small amount of Nature damage to them every second. There are a few important mentions regarding this ability.
 - Only one player per rune can be grabbed by the hand. If there are multiple players on a rune, only one will be grabbed.
 - The hands are actually attackable and killable NPCs called **Grasping Earth**. They will continue to hold their target in place and damage them until they are killed.
 - While players are being held by a **Grasping Earth**, they are immune to Physical damage and they cannot be knocked up.
 - This ability has a crucial interaction with  **Thundering Blows**, explained below.
-  **Thundering Blows** is an ability that Kromog always uses shortly after using  **Rune of Grasping Earth**. The boss will deal a massive amount of raid-wide Physical damage over 5 seconds, and any players who are damaged by Thundering Blows will also be knocked up very high into the air, and they will take a lot of fall damage. This ability will effectively kill any players who are not held in place by a **Grasping Earth** throughout the entire cast of Thundering Blows.
-  **Rune of Crushing Earth** is an ability that Kromog uses regularly throughout the fight. He creates two large stone hands on the floor of the room, some distance apart. After a short amount of time, the two hands will come together, dealing a very high amount of Nature damage to any players come in contact with them, also stunning these players for 5 seconds.
-  **Reverberations** is an ability that Kromog uses regularly throughout the fight. He creates a number of sonic discs that move throughout the room, dealing damage to enemies that they come in contact with. The discs disappear after a short time.
-  **Shattered Earth** is an ability that Kromog uses regularly throughout the fight. It deals a moderate amount of Nature damage to 4 random players.
- When reaching 30% health, Kromog will go into a  **Frenzy**. This increases his damage done and attack speed by 20%, and it causes his abilities to be used more frequently.

5. Strategy





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The strategy for the encounter against Kromog revolves largely around avoiding the damage caused by the various ground effects of his abilities. In addition to this, an important part of the fight is correct management of the  **Rune of Grasping Earth**/ **Thundering Blows** combination.

5.1. Tanking Concerns

There are several abilities in this encounter that are of great importance to the tanks. To begin with, the tanks will have to regularly perform a tank switch to handle the  **Warped Armor** debuff. Additionally, both tanks will have to stand on top of each other in order to split the damage caused by  **Fists of Stone**.

In addition to these two tank-only mechanics, the tanks have to keep three other abilities in mind.

- The tanks have to always be in melee range of Kromog, as otherwise the boss will cast  **Stone Breath** against the raid, which must avoided.
 - There is an exception here, namely that when the boss begins casting  **Slam**, the tanks should also run away from the boss. This is because standing too close to him when Slam is cast will cause them to take extreme amounts of damage. The tanks simply have to make sure to run back into melee range as soon as the Slam cast is over.
- Like the rest of the raid, the tanks will have to move out of melee range to correctly handle the  **Rune of Grasping Earth**/ **Thundering Blows** combination. We explain this in the following sub-section.

5.2. Rune of Grasping Earth and Thundering Blows

The central element of the fight is correct handling of the  **Rune of Grasping Earth**/ **Thundering Blows** combination.

As soon as the boss casts Rune of Grasping Hand, all raid members must move into the orange runes that the boss creates. This exact locations of the runes are not determined, so players will have to adapt on the spot so that each player has their own rune. Generally, if players are not too clumped together in one part of the area, it is possible for everyone to get in their own rune, even if they have to take a few seconds getting to a free one.

A few seconds after this, the **Grasping Earth** hands will pick up one player located on each rune, trapping them and protecting them from the effects of Thundering Blows. As we mentioned, however, these hands deal damage to players and keep them trapped indefinitely. So, as soon as the hands spawn, all DPS players must switch to them and begin attacking them. The goal is to kill all the Grasping Earth hands after the Thundering Blows cast has ended.

It is important that DPS players do not get carried away damaging the hands, because killing them prematurely will probably cause the players held by those hands to die to Thundering Blows.


Finally, players who have damage immunities can stay away from any of the orange runes of Rune of Grasping Hand and use their immunities to survive Thundering Blows, thus making it easier for other players to find a rune of their own.


5.3. Other Abilities


The rest of the fight is really just a constant effort from your raid to avoid taking damage from the boss' other abilities, and to survive the sources of unavoidable raid damage.

5.3.1. Avoiding Damage

There are three abilities that simply have to be avoided throughout the fight.


 **Rippling Smash** is the cone attack that the boss uses against a random raid member. While it is difficult to tell exactly where the boss is facing, the ground effect moves progressively like a wave towards the location of the target, meaning that players have ample time to move out of its way.


 **Rune of Crushing Earth** gives players several seconds to make sure that they are not located in between the two giant stone hands, and there really is no complexity to avoiding the damage from this ability.


Finally, the sonic discs created by  **Reverberations** will just have to be avoided. This is more difficult than avoiding the previous two abilities, because there are many discs, and they move quite quickly, so depending on what else is happening in the fight, they can cause problems. Still, they do not deal very high damage, so having a few raid members hit is not a big problem.

5.3.2. Unavoidable Damage

There are three sources of unavoidable damage that the healers will have to be prepared for.

 **Shattered Earth** deals single target damage to random raid members, and there is literally nothing that can be done about this ability except to heal the damage.

 **Stone Breath** is cast several times throughout the fight, even when there are players in melee range of the boss. When this happens, the entire raid will take damage over a few seconds, so the healers should be prepared for it. We recommend alternating healing cooldowns for these casts.

Finally, the entire raid will take damage from  **Slam**. However, unlike with the other two abilities, players have an active role in dealing with Slam. When Slam is cast, all players should move as far away as possible (within reason) from the boss. Casters and healers will usually be fine if they are at maximum range, but melee players and tanks in particular will have to make an effort to run away from the boss.



6. When to Use Heroism/Bloodlust/Time Warp

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We recommend using  **Heroism**/ **Bloodlust**/ **Time Warp** when Kromog reaches 30%, since at this point he goes into a  **Frenzy**, becoming much more dangerous.

7. Learning the Fight

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By far the most important part of the fight to master is correct handling of the  **Rune of Grasping Earth**/ **Thundering Blows** combination. Your raid members will have to get used to quickly being able to settle into a pattern of one player per orange rune. This is, unfortunately, not something that you can direct as a raid leader, because it happens too quickly, and you should be prepared that it might take several attempts for all raid members to master this task.

8. Concluding Remarks

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

If you need any help, please check out our [Dungeons and Raids Forum](#)

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