

Written by Ailinea
Sunday, 31 May 2009 02:52 -

The Portents have been very busy lately! When we're not raiding Ulduar, we're doing other raids including Old World raids (MC, AQ40, and BWL will be happening soon), or running dungeons, or doing dailies to pay the repair bills.

This week, we ran through and one-shotted Archavon, Emalon, Flame Leviathan, Deconstructor, Kologarn, Auriaya, Hodir, Thorim, Razorscale, and Ignis (in that order) on Tuesday night. We just really had it together and as each boss fell, we became more pumped to find a new victim. This week we're working on the bosses we hadn't touched yet.

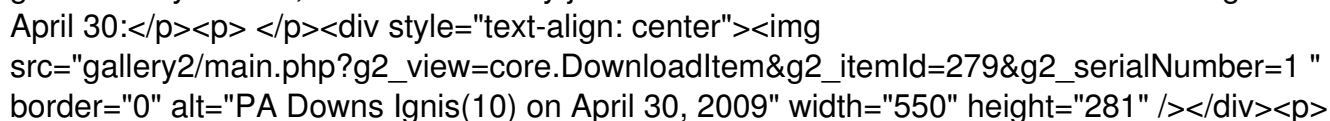
Here are a few pictures from our Ulduar progression. Right now we have everything down except for Mimiron, General, and Yogg-Saron. (And Algalon, of course, but that's another story all together.)

I'm not sure if the dates are correct for the first kills, but they should be

close.

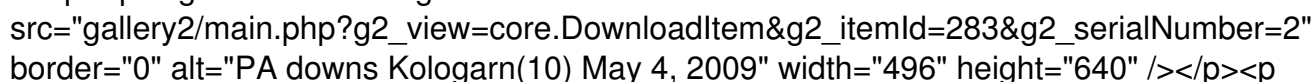
Ignis:

Of the front four mobs, Ignis is the only one who gives us any trouble, and that's usually just an issue of luck. Here we are after downing him on April 30:

A screenshot showing the boss Ignis in a raid environment, with the player's name and level visible in the top right corner.

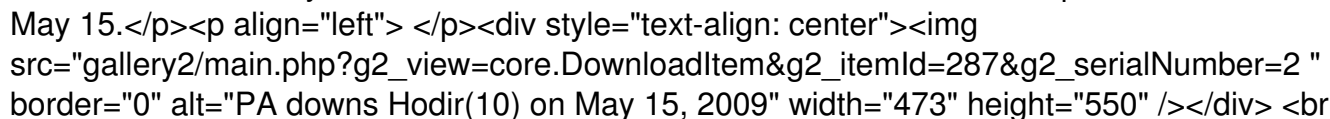
Kologarn:

Kologarn was harder than he is now. But we killed him before he got hit with the nerf bat. Here we are posing on his face on May 4.

A screenshot showing the boss Kologarn in a raid environment, with the player's name and level visible in the top right corner.

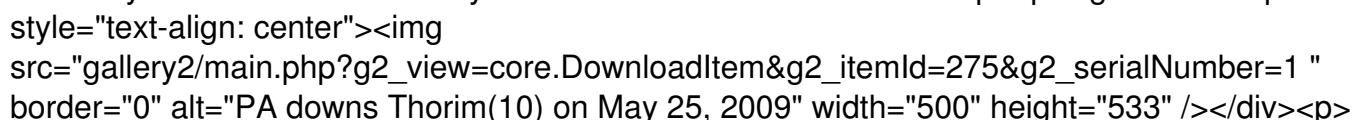
Hodir:

Our thoughts on Hodir are simple: Once you figure it out, everything clicks together. After wiping on him for two days (usually coming up against the Clock Boss more than anything when people had to go to bed so they can work in the morning) it suddenly made sense. THEN we read other strategies that made him even MORE easy. Since then we've been able to 1-shot him. This picture was taken on May 15.

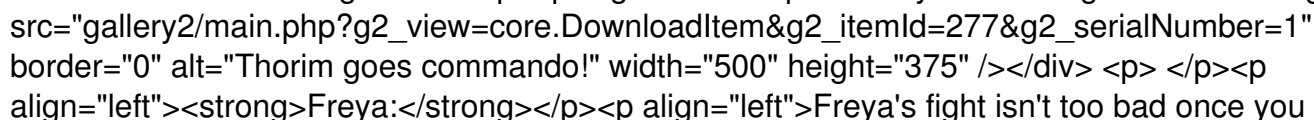
A screenshot showing the boss Hodir in a raid environment, with the player's name and level visible in the top right corner.

Thorim:

The main thing about the Thorim fight is getting the RIGHT combination of people to do the arena and the hallway gauntlet. After wiping due to playing around with the assignments to get the best combination, we finally downed Thorim on May 25. The next week? One-shot.

A screenshot showing the boss Thorim in a raid environment, with the player's name and level visible in the top right corner.

Also, Ktok happened to look up while we were posing for our screenshot. Thorim wears his kilt regimental.

A screenshot showing the boss Thorim in a raid environment, with the player's name and level visible in the top right corner.

Freya:

Freya's fight isn't too bad once you have the phases down. The mini-phases are a pain since they're random. But once again, once you figure out the different aspects of the fight, it's not hard to deal with it all together.

This is from May 28.

A screenshot showing the boss Freya in a raid environment, with the player's name and level visible in the top right corner.

I know I have pictures of the other fights, but I have a ton of screenshots to

Reflections: The "Okay, so I Lied and Posted Much Later" Edition. Now with PicSpam!

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search through to find them. ♦ Look for them in the [Guild Raids section of the Gallery](gallery2/main.php?g2_itemId=37) in the near future. </p>