

# Naxxramas – 10-man reference sheets

## Getting there

Naxxramas is located in eastern Dragonblight and can only be reached by flying mount and entered from the bottom. No attunement is required.

The only quest involving Naxxramas is *The Key to the Focusing Iris*, which starts from a drop from Sapphiron. One player must have done this to allow his raid access into the 10 man version of the Eye of Eternity (Malygos) and yield said member a nice epic neckpiece should his raid kill Malygos.

## Raid composition

1 MT – 1 OT – 2 healers – 5 DPS – 1 Hybrid healer/DPS

Unlike the 25-man version, there are no mandatory classes, though a good mix is always advised.

Gear requirement is relatively much lower than Karazhan upon its release, no lvl 80 epics required. Failure to follow strategies will still get you wiped on most bosses.

The only resistance of use is frost resistance, for the Sapphiron fight, and a paladin aura or shaman totem should suffice.

## Layout

The entrance room leads to four wings. After defeating each wing in any order, the final Frostwyrmlair can be entered.

| Wing |                      | Boss1                  | Boss2                | Boss3             | Boss4    |
|------|----------------------|------------------------|----------------------|-------------------|----------|
| NE   | <b>Spider</b>        | Anub'Rekhan            | Grand Widow Faerlina | Maexxna           |          |
| NW   | <b>Abomination</b>   | Patchwerk              | Grobbulus            | Gluth             | Thaddius |
| SW   | <b>Deathknight</b>   | Instructor Razuvious   | Gothik the Harvester | The Four Horsemen |          |
| SE   | <b>Plague</b>        | Noth the Plaguebringer | Heigan the Unclean   | Loatheb           |          |
| C    | <b>Frostwyrmlair</b> | Sapphiron              | <b>Kel'Thuzad</b>    |                   |          |

## Sources



WoWHead <http://www.wowhead.com/?zone=3456>



WoWWiki <http://www.wowwiki.com/Naxxramas>



WTB Blue <http://www.wtbblue.com/10-man-raid-guides/naxxramas>

The site icons function as hyperlinks to specific boss or wing pages.

## Author:

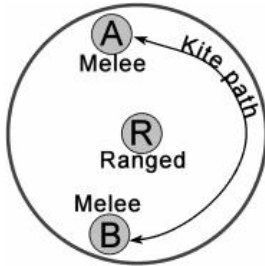
Maliander – Sythes guild – Auchindoun (EU) realm

Version 0.96 – Patch 3.03 – 15 December 2008

## Spider wing (NE)



### Anub'Rekhan – Crypt Fiend



**MT** tanks Anub'Rekhan at location [A] with back to kite path, **kites** to [B] during Locust Swarm, back to A at next Locust Swarm etc.  
**OT** tanks **Crypt Guard**, drag it near [R] during Locust Swarm.  
**Ranged** DPS and Healers stay at [R] throughout the fight.  
**Melee** DPS starts at [A], runs to [R] during Locust Swarm, to [B] afterwards etc. Do not position in the kite path.

|                          |   |
|--------------------------|---|
| <b>Locust Swarm</b>      | Used every 90 seconds, this painful & pacifying 25 yard <b>AoE</b> should be <b>avoided</b> by all.   |
| <b>Crypt Guard</b>       | Cleaving add that must be off-tanked, spawns 10 Corpse Scarab adds when killed. Spawned throughout the fight, also at start of Locust Swarm.                                |
| <b>10 Corpse Scarabs</b> | Small adds spawned upon player (5) or Crypt Guard (10) death, to be killed with AoE.  |
| <b>Impale</b>            | Damages all in straight line to random target and launches target for fall damage. <b>Semi-circle</b> with no other player between Anub'Rekhan prevents unnecessary damage. |
| <b>Tanks</b>             | MT tanks Anub at [A]. <b>Kite</b> to [B] during Locust Swarm. Back to [A] at next Swarm etc. OT tanks Crypt Guard, then picks up small adds that spawn.                     |
| <b>Healers</b>           | Player death results in adds spawning, prevent if possible.   |
| <b>DPS</b>               | Focus on Crypt Guard, then <b>AoE</b> small adds that spawn, otherwise attack Anub'Rekhan.  |
| <b>Kite alternative</b>  | Just heal the MT through Locust Swarm instead of kiting if the healers are up for it.   |

### Grand Widow Faerlina – Human



|                              |   |
|------------------------------|---|
| <b>Volley / Rain of Fire</b> | Spread around Faerlina to reduce Rain of Fire damage (and run out of it).   |
| <b>Frenzy</b>                | Killing a Follower near Faerlina during Frenzy removes it for 60 seconds. Killing a Follower while Frenzy is cast prevents it for 30 seconds.     |
| <b>4 Followers</b>           | Off-tanked until enrage, then 1 killed near Faerlina each time to lockout frenzy.   |
| <b>Tanks</b>                 | MT tanks Faerlina in centre of room. OT tanks followers <b>near Faerlina</b> .  |
| <b>Healers</b>               | Beware <b>damage</b> on <b>tank</b> during frenzies and cure Poison Volley DoT.   |
| <b>DPS</b>                   | 1 DPS brings Followers to low health, rest focuses on Faerlina. <b>Kill 1 follower</b> in predetermined order just <b>after enrage</b> to end it. |
| <b>Frenzy alternative</b>    | Weak tank, high DPS can kill a Follower every 30 seconds to prevent all enrages.  |

### Maexxna – Spider



|                        |  |
|------------------------|--|
| <b>Web Spray</b>       | <b>4 Second incapacitate</b> , 40 sec CD, unavoidable.   |
| <b>8 Spiderlings</b>   | Ads spawned 10 seconds before Web Spray at Maexxna. Kill within 10 seconds.  |
| <b>Web Wrap</b>        | Send 1 player backward to the wall, stuck in a cocoon, 40 sec CD, DoT on player. Non-tanks <b>on 1 side</b> of Maexxna with <b>back to wall</b> to control cocoon position. The <b>cocoon</b> must be <b>destroyed</b> from outside. |
| <b>Necrotic Poison</b> | <b>Reduce healing</b> received by <b>75%</b> .   |
| <b>Frenzy</b>          | At <b>30% health</b> , nasty tank damage increase. Try to time <b>after Web Spray</b> .  |
| <b>Tank</b>            | MT stands with near wall, back to centre, facing Maexxna away from the raid, no OT.  |
| <b>Healers</b>         | Cure <b>Necrotic Poison</b> . <b>Offspec</b> does <b>abolish poison</b> if needed. Use <b>HoT</b> 's before <b>Web Wrap</b> . Heal cocoon targets through their DoT.   |
| <b>DPS</b>             | <b>AoE</b> classes stand near Maexxna before <b>Spiderlings</b> spawn to ensure a fast kill. <b>Ranged</b> DPS should kill <b>cocoons</b> .  |

## Abomination / Construct wing (NW)



### Patchwerk – Abomination



|                       |  |
|-----------------------|--|
| <b>Hateful Strike</b> | Frequent large damage on 2 <sup>nd</sup> threat melee target.                      |
| <b>Berserk</b>        | 7 Minute hard enrage. Difficult to stay under, so a <b>DPS race</b> .              |
| <b>Tanks</b>          | OT soaks Hateful Strikes. Keeps threat high, but below MT. Best geared tank = OT.  |
| <b>Healers</b>        | Keep <b>Hateful Strike</b> soaker <b>topped off</b> through frequent heavy damage. |
| <b>DPS</b>            | <b>DPS race</b> .  |

### Grobbulus – Flesh Giant



|                           |   |
|---------------------------|---|
| <b>Fallout Slime</b>      | Add spawned on <b>each player in front of</b> Grobbulus. This should only be the tank.  |
| <b>Poison Cloud</b>       | Expanding AoE zones dropped near Grobbulus.   |
| <b>Mutating Injection</b> | 10 Sec timer starts on random player, after which Poison cloud is spawned on player. Affected player must <b>move away from raid</b> , near previous cloud for effective space use.                               |
| <b>Tanks</b>              | MT tanks Grobbulus in outer edge of room, slowly <b>circling</b> back due to poison clouds. <b>Never</b> face Grobbulus to the raid to prevent extra Fallout Slime spawns. OT picks up Fallout Slime that spawns. |
| <b>Healers</b>            | <b>Do not Cleanse Mutating Injection</b> , but do heal the target after it explodes.  |
| <b>DPS</b>                | Melee may want to focus on adds and ranged attacks to prevent Fallout Slime spawn. 1 DPS switch to Fallout Slime once it spawns, then back to Grobbulus.  |

### Gluth – Plague-dog



|                     |  |
|---------------------|--|
| <b>Zombie Chow</b>  | Adds keep spawning from side. Stacking +damage debuff prevents off-tanking, must be kited instead until decimate. Dedicated <b>kiter</b> required, usually a paladin using consecration on healer group for aggro. |
| <b>Mortal Wound</b> | 10% -healing stacking debuff on MT.  |
| <b>Decimate</b>     | <b>Reduce</b> all players and zombies to <b>5% health</b> . All zombies will ignore aggro and <b>run to Gluth</b> to <b>heal</b> him for 5% each.  |
| <b>Enrage</b>       | <b>Enrages</b> every 10 seconds, <b>Hunter</b> or <b>Rogue</b> can and should remove this.   |
| <b>Tanks</b>        | MT tanks Gluth at the far door, facing the raid to maximize zombie travel distance. MT/OT <b>taunt rotation</b> every 15 seconds to prevent high Mortal Wound stack.   |
| <b>Healers</b>      | <b>Heal MT</b> after <b>decimate</b> first, group heal raid next. Zombie kiter also needs heals.   |
| <b>DPS</b>          | Most DPS focus on Gluth until decimate, some DPS help zombie <b>kiter</b> with <b>snares</b> . After <b>decimate</b> , all DPS <b>snare</b> and <b>AoE</b> the zombies before they reach Gluth.                    |

### Thaddius – Flesh titan



|                             |   |
|-----------------------------|---|
| <b>Feugen &amp; Stalagg</b> | One group for each mini-boss, with equal DPS, 1 tank and 1 healer in each group. <b>Kill</b> both at the <b>same time</b> to prevent resurrection. <b>Jump</b> to Thaddius afterwards.  |
| <b>Polarity Shift</b>       | Stack near equal polarity players (“+” on <b>left</b> side, “-” on <b>right</b> side), just in reach of Thaddius’ (large) hitbox to maximise distance between groups while allowing melee. <b>If</b> your <b>polarity changes</b> , move to other side by running past Thaddius on his <b>right</b> side. |
| <b>Chain Lightning</b>      | Chaining low damage attack. Stay in 2 stacks regardless, polarity bonus more important.   |
| <b>Tanks</b>                | Feugen & Stalagg tanks teleported to opposing platform every 20 sec, <b>taunt</b> afterwards. <b>Keep</b> Feugen & Stalagg <b>near Lightning Rods</b> . OT goes DPS on Thaddius, MT makes sure to also follow polarity shifts.  |
| <b>Healers</b>              | Your tank to heal switches on Feugen & Stalagg every 20 seconds. Low healing required on Thaddius, try to DPS some.   |
| <b>DPS</b>                  | 6 Minute berserk timer, easy if you don’t die and keep proper polarity stacks.  |

# Deathknight / Military wing (SW)



## Instructor Razuvious – Human DK



|                           |  |
|---------------------------|--|
| <b>2 DK Understudies</b>  | Must be MC'd with orb of domination to tank Razuvious with.  |
| <b>Disrupting Shout</b>   | Raidwide AoE.  |
| <b>Jagged Knife</b>       | Random target damage + bleed.  |
| <b>Unbalancing Strike</b> | Lethal attack, must always hit an <b>Understudy</b> protected with <b>Shieldwall</b> .   |
| <b>Tanks</b>              | Tanks each pick an orb of domination and use the MC'd Understudy to tank Razuvious. <b>Shieldwall</b> (6), taunt (5) then Blood Strike (4) to keep aggro. OT shields and taunts when taunt buff nearly expires, other tank dismisses & re-MCs. |
| <b>Healers</b>            | Heal Understudies, Jagged Knife targets and AoE damage.  |
| <b>DPS</b>                | Nothing special.   |

## Gothik the Harvester – Undead



|                           |  |
|---------------------------|--|
| <b>Phase 1: 2 Cages</b>   | 5 Men at each side, stronger DPS at undead side (bone piles), possibly 4 – 6 distribution. Attacking Gothik starts gauntlet and <b>separates sides</b> with gates. <b>Killing living</b> mobs spawns <b>stronger undead</b> mobs, prevent overwhelming undead side. Use CC if needed (shackle undead, sheep humanoid etc). |
| <b>Phase 2: Boss</b>      | After ~4 ½ minutes Gothik will enter combat, at 30% HP the gates between groups open. CC left over adds if possible and burn boss down.  |
| <b>Harvest Soul</b>       | Stacking –stat debuff in phase 2 → <b>DPS race</b> (easy if entire raid still alive).  |
| <b>Shadow Bolt</b>        | Tank focussed, <i>possibly</i> affected by <b>mind-numbing</b> poison / <b>curse of tongues</b> .  |
| <b>Tank/ Healers/ DPS</b> | Nothing special.   |

## The Four Horsemen – 4 mounted DK's



|                              |  |
|------------------------------|--|
|                              | <p>Each horseman will run into a separate corner and needs its own group:</p> <p><b>[R]ivendare:</b> near right – melee DK – <b>1 tank, 1 healer</b></p> <p><b>[K]or'Thazz:</b> near left – melee DK – <b>1 tank, 1 healer, 4 DPS</b></p> <p><b>[Z]eliek:</b> far right – caster DK – immobile, nearest player = “tank” – <b>1 (self) healer</b></p> <p><b>[B]lameux:</b> far left – caster DK – immobile, nearest player = “tank” – <b>1 (self) healer</b></p> <p>Warlocks, off-spec healers and possibly even blood DK's can “tank” [Z] and [B]. Groups must run to the other DK once they get 3 marks, following the arrows. [Z] and [B] groups just stay alive till all but healers from [R] and [K] groups join. DK's keep casting marks after death, so <b>never leave them alone</b>.</p> |
| <b>&lt;Damaging Aura&gt;</b> | Rivendare ability. ~ 20 Yard range AoE aura, don't get hit unnecessarily.  |
| <b>Meteor</b>                | <b>Kor'Thazz</b> ability. This damage is shared between nearby players. All <b>stack on tank</b> .   |
| <b>Holy Wrath</b>            | <b>Zeliek</b> ability. Chaining damage, doubles each jump. <b>Spread</b> .   |
| <b>Void zones</b>            | Blaumeux ability. Don't stand in them.   |
| <b>Marks</b>                 | Stacking unique mark for each Horseman. Damage rapidly increases beyond 3 <sup>rd</sup> mark. <b>Switch</b> to other horseman when 3 <sup>rd</sup> mark hits (caster to caster, melee to melee). Any horseman without any player within 45 yards = <b>raidwiping</b> damage.   |
| <b>Summon Spirit</b>         | Spawned upon Horseman death. <b>Still casts marks</b> and <b>1-shots melee</b> , so stay at range.   |
| <b>Tanks</b>                 | At 3 <sup>rd</sup> mark: run to doorway to <b>taunt switch</b> and move into other corner.   |
| <b>Healers</b>               | Try to avoid marks by moving out of range just before application, unless you are the only player in range.  |
| <b>DPS</b>                   | <b>Stack on Kor'Thazz'</b> tank and blow cooldowns, <b>Spread</b> on <b>Zeliek</b> .   |

## Plague wing (SE)

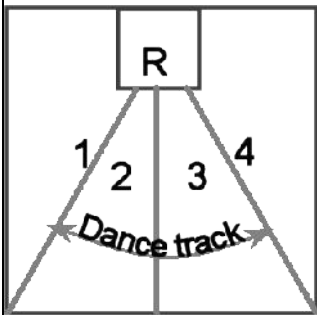


### Noth the Plaguebringer – Necromancer



|                                   |  |
|-----------------------------------|--|
| <b>Curse of the Plaguebringer</b> | Hits 3 random players.<br>Unless <b>decursed</b> within 10 seconds, damages all nearby players with medium damage. |
| <b>Plagued Warriors</b>           | 2 Low damage cleaving adds spawning every 30 seconds.  |
| <b>Blink</b>                      | Short distance blink, wiping aggro. Since tank is close by, an aggro-switch is not likely.                         |
| <b>Phase 2</b>                    | Every ~2 minutes Noth ports to balcony and more adds spawn. <b>Kill Arcane Mages</b> first.                        |
| <b>Tanks</b>                      | MT tanks Noth, switches to adds in phase 2 and picks up Noth once he teleports back.<br>OT tanks adds.             |
| <b>Healers</b>                    | If not decursed, Curse of the Plaguebringer damage is healable.  |
| <b>DPS</b>                        | Focus on Noth until many adds are accumulated at OT, AoE them down, back to Noth.                                  |

### Heigan the Unclean – Dance instructor



3 Out of 4 “pie slices” of the floor are hit by large damage (Eruption).  
To prevent damage, move to the safe tile (1 → 2 → 3 → 4 → 3 → 2 etc), aka *dancing*.  
Due to lag, don't try to follow other players' movement during the dance.  
Don't run unnecessarily far into tiles 1 and 4 to minimize travel distance.  
The [R]aised platform is a **safe** spot, where **ranged** and **healers** are to stand.  
  
**Alternatively**, tank + melee stands on far SE corner of platform while ranged stands on the opposite corner. This puts the entire raid in the safe spot, making phase 1 **trivial**.

|                         |   |
|-------------------------|---|
| <b>Spell Disruption</b> | Spell slowing aura around Heigan, 20 yard range.  |
| <b>Decrepit Fever</b>   | Disease cast on random target within 20 yards of Heigan, <b>curable</b> .<br>Reduces maximum health to 50% and does <b>DoT to nearby players</b> .  |
| <b>Phase 2</b>          | Heigan teleports to the [R]aised platform, raid stops most DPS and focuses on survival.<br>The <b>platform</b> is covered by heavy <b>AoE</b> damage and Eruption <b>speeds up</b> .<br><b>All players</b> do the <b>dance</b> starting at tile 1, <b>staying well away from the platform</b> .<br>After 45 seconds back to <b>phase 1</b> , again starting with <b>tile 1</b> as <b>safe</b> tile. |
| <b>Tanks</b>            | Don't tank Heigan too close to the platform to prevent Spell Disruption against casters.  |
| <b>Healers</b>          | <b>Cure Decrepit Fever</b> .  |
| <b>DPS</b>              | Nothing special.  |

### Loatheb – Fungal Monster



|                        |  |
|------------------------|--|
| <b>Necrotic Aura</b>   | Raidwide <b>-100% healing</b> debuff, lasts 17 seconds, cast every 20 seconds, leaving a <b>three second healing window</b> .  |
| <b>Deathbloom</b>      | Raidwide “reversed lifebloom”.   |
| <b>Inevitable Doom</b> | Raidwide DoT, increasing as time progresses, removed with <b>Iceblock / Divine Shield</b> .  |
| <b>Spores</b>          | Killing these gives <b>up to 5</b> nearby players <b>+50% crit</b> and <b>-100% threat</b> “debuff”.<br><b>Share</b> spores with other <b>DPS / healers</b> .  |
| <b>Tank</b>            | MT tanks Loatheb, no OT.<br>Reserve <b>self-heals</b> for Necrotic Aura window.<br>Don't pick up spore “debuff” unless well ahead on aggro.  |
| <b>Healers</b>         | Time AoE heal to go off at start of Necrotic Aura window, then spam instants.<br><b>Shields</b> are not affected by Necrotic Aura, HoTs <i>are</i> , but precast to tick during window.<br>Try to DPS some during Necrotic Aura, even wand/autoattack. |
| <b>DPS</b>             | Use <b>self-heals</b> during Necrotic Aura window.   |

## Frostwyrn Lair (C)

### Sapphiron – Frostwyrn



|                     |  |
|---------------------|--|
| <b>Phases</b>       | Phase 1: Ground phase.<br>Phase 2: Air phase: 2 Frost bolts followed by Frost Breath. Back to Phase 1.   |
| <b>Positioning</b>  | <b>Melee</b> DPS stand at <b>hind legs</b> to avoid breath/tail swipe attacks.<br>Ranged / Healers on same side as melee to prevent outranging healers and not reaching iceblocks.                     |
| <b>Frost Aura</b>   | Permanent heavy raidwide frost DoT, <b>Frost resistance</b> very helpful but not mandatory.  |
| <b>Life Drain</b>   | Life draining curse. <b>Decurse</b> if possible.   |
| <b>Chill</b>        | Moving ice storms that damage and slow. All but tank <b>avoid these</b> .  |
| <b>Frost Bolt</b>   | Cast at start of phase 2, encasing two players in <b>iceblocks</b> and damaging nearby players.<br><b>Spread</b> near first player hit and get in position for Frost Breath after 2 <sup>nd</sup> hit. |
| <b>Frost Breath</b> | <b>Lethal AoE</b> attack originating from <b>center</b> of room.<br><b>LoS</b> this attack by standing behind an <b>iceblocked</b> player.   |
| <b>Tank</b>         | MT tanks Sapphiron facing Kel'Thuzads' chamber.<br><b>Don't move</b> , even when hit by Chill.<br>Pick Sapphiron up after phase 2 and drag back to tanking location.                                   |
| <b>Healers</b>      | Heavy constant raidwide damage. Use <b>groupheals</b> if possible  |
| <b>DPS</b>          | Nothing special.   |

### Kel'Thuzad – Lich



|                          |  |
|--------------------------|--|
| <b>Gauntlet</b>          | The boss sends adds in a timed gauntlet at the raid before joining himself after 4 minutes:<br><b>Abomination</b> : Random target Mortal Strike, use <b>two tanks</b> to prevent high stack.<br><b>Soldier/Soul Weaver</b> : Slow moving suicide bombers, <b>should not reach raid</b> . |
| <b>Frost Bolt</b>        | Large tank damage + snare, try to <b>interrupt</b> its 2 second cast.  |
| <b>Frost Bolt Volley</b> | Instant cast raidwide damage + snare.  |
| <b>Frost Blast</b>       | Dot + incapacitate on random target with <b>10 yard chain</b> range.<br>Ranged + healers must <b>spread</b> to prevent chaining, leaving some space for melee to run.<br><b>Melee</b> in <b>3 groups</b> around each side of Kel'Thuzad, 10 yards from each other and tank.              |
| <b>Shadow Fissure</b>    | <b>Lethal</b> void zone with 5 second timer, run out of the red fissure.   |
| <b>Mana Detonation</b>   | <b>5 Second timer</b> before damaging and mana-burning casters <b>within 10 yards</b> .<br><b>Melee</b> casters <b>run out</b> , ranged casters should already be at 10 yards distance.  |
| <b>Guardians</b>         | 2 Adds summoned at <b>40% health</b> .<br>Should be <b>off-tanked</b> rather than killed.<br>Stacking grow buff makes this a <b>DPS race</b> .   |
| <b>Tanks</b>             | Try to have two tanks on Abominations.<br>MT picks up Kel'Thuzad and tanks him in centre of the room.<br>MT only moves to avoid Shadow Fissure.<br>OT stays in alcove if no space in melee DPS group, pick up Guardians once they spawn.   |
| <b>Healers</b>           | Heal <b>lethal Frost Blast</b> DoT within <b>4 seconds</b> .   |
| <b>DPS</b>               | Ranged must snare and kill Soldiers and Soul Weavers during the gauntlet.<br>Melee kills Abominations during the gauntlet.<br>Save long cooldowns for the last 40% health of Kel'Thuzad.   |