

Castle Nathria Quick Strategy Guide



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BOSS 1 OF 10

SHRIEKWING

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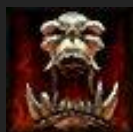


P1: ACTIVE PHASE

- tanks taunt swap after every Exsanguinating Bite
- line of sight the Earsplitting Shirek casts
- Echolocation: run out if you get a red arrow on your head
- on heroic, dodge the circles from Echoing Sonar

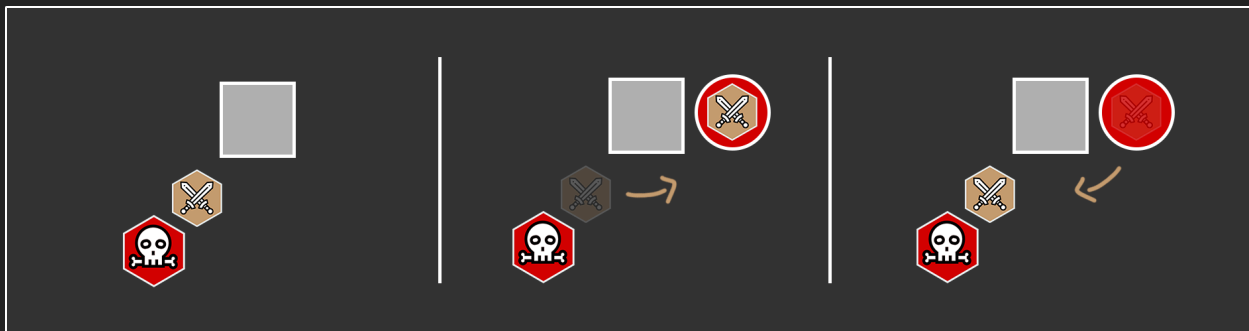
P2: INTERMISSION


- stay away from Shriekwing during this entire phase
- Shriekwing takes 99% reduced damage
- line of sight the Earsplitting Shriek casts
- dodge the circles from Echoing Sonar



Earsplitting Shriek

Hide behind a pillar when this is cast. Drop your pool of blood and return to your previous position.






BOSS 2 OF 10

HUNTSMAN
ALTIMOR

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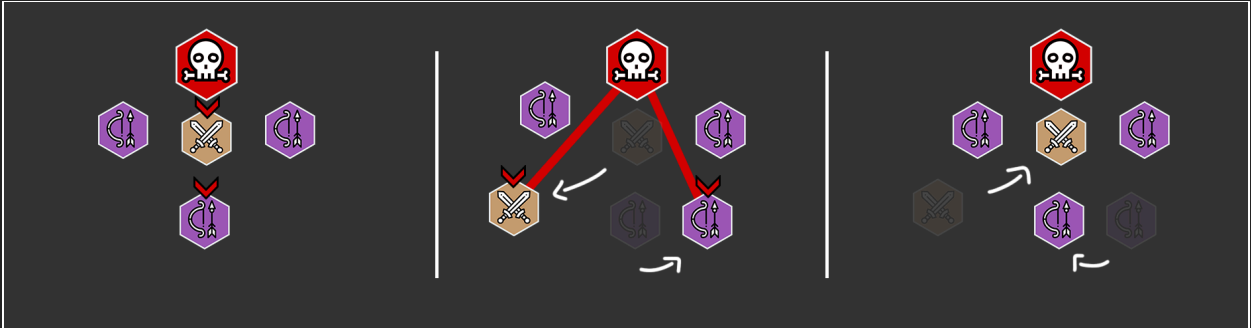
DURING THE WHOLE FIGHT:

- Altimor has 3 hounds that come out 1 at a time for each phase
- fan out around Altimor
- players marked with a red arrow should avoid each other and then stop moving



SINSEEKER

3 players are marked with a red arrow. Dodge the other red arrows and stop moving allowing everyone else to avoid the line.



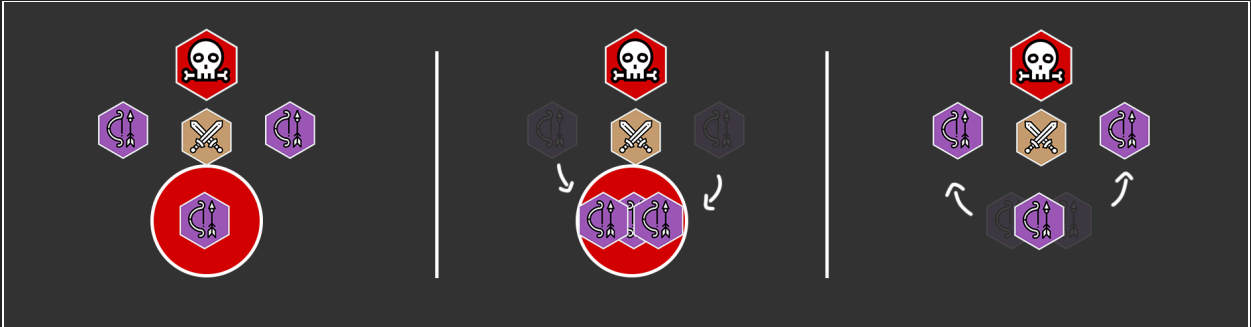
P1: MARGORE

- tanks taunt swap at 2 stacks of the bleed
- soak the red circles with a couple of players



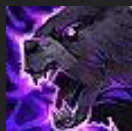
VICIOUS LUNGE

When a player gets targeted with a red circle, several other players will need to enter the circle to help them soak the damage.



P2: BARGAST

- move Bargast away from Altimor
- the tank on Bargast needs to use a defensive for every Rip Soul
- heal the friendly Rip Soul to full before it gets to Altimor
- CC the Shades of Bargast for a while and then kill them quickly



RIP SOUL

Make sure Bargast is away from Altimor, his tank uses a defensive, and then spam heal the friendly soul before it gets to Altimor.



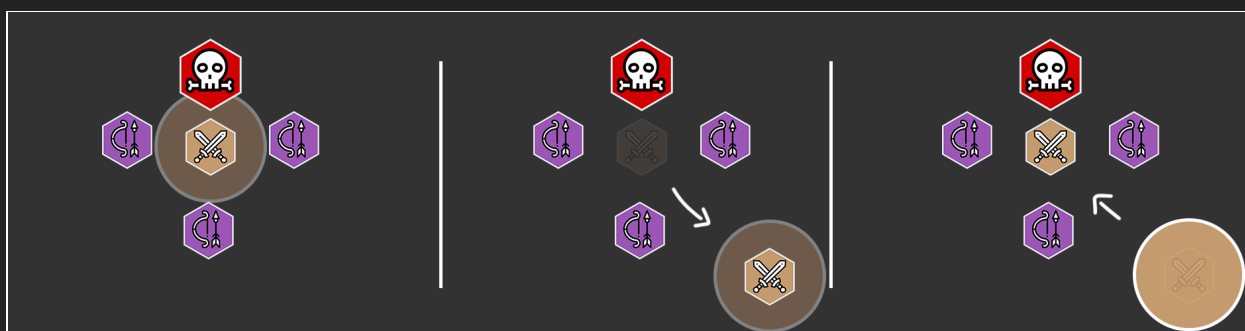
P3: HECUTIS

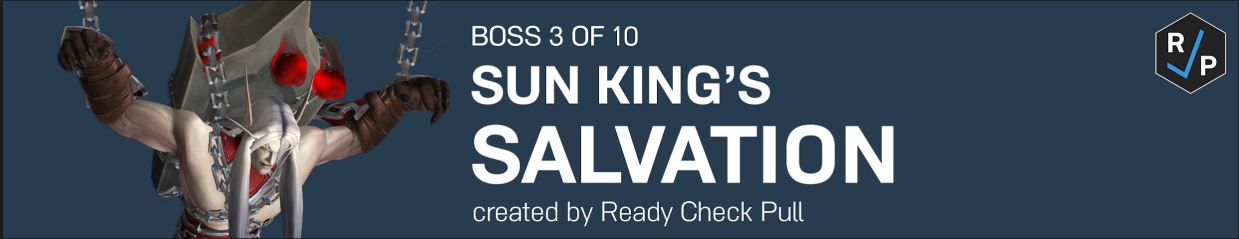
- if the raid is healthy, keep Hecutis moving near Altimor to drop his stacks
- if you get a brown circle under you, run it out far away from the raid



CRUSHING STONE

If you get a brown circle under you, run it to a wall - away from the raid. When it expires a zone of rocks will damage anyone in it.





KILL PRIORITY


INFUSER	OCCULTIST	VANQUISHER	ASSASSIN	FIEND
				
steals health	drops containers	needs to be tanked	stay spread	explodes

P1: ADD PHASE

- stay spread out
- interrupt the Vile Occultists' **Vulgar Brand** cast
- heal **Kael'thas** using the dropped containers and pedestals at the front
- get **Kael'thas** to 45% and 90% between add waves

P2: SHADE PHASE


- face the **Shade** away from the group
- stack the phoenixes and kill them
- dodge the random frontal
- help soak the red circle



BOSS 4 OF 10

ARTIFICER
XYMOX

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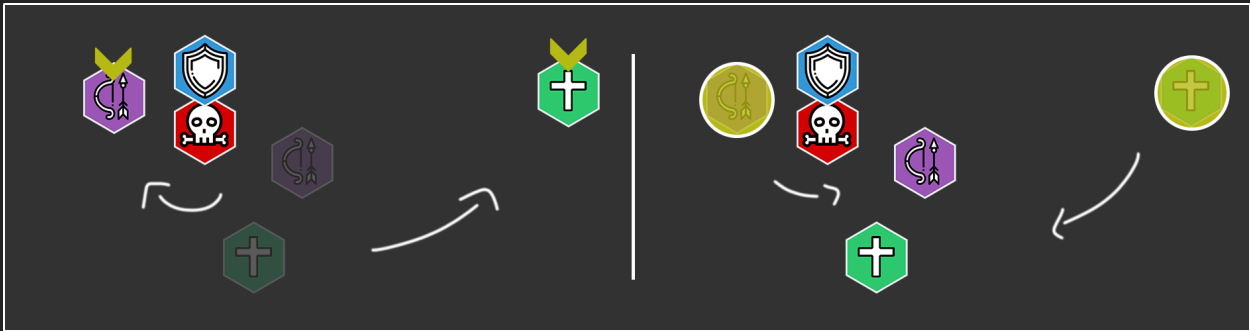
THROUGHOUT THE FIGHT:

- always place one portal in the middle of the room and one toward a wall
- tanks need to quickly run the debuff away from the raid
- everyone should avoid the beams, as well as the traps on heroic



DIMENSIONAL TEAR

Two players need to drop their portal off, one near the center of the room and one at the edge of the room.



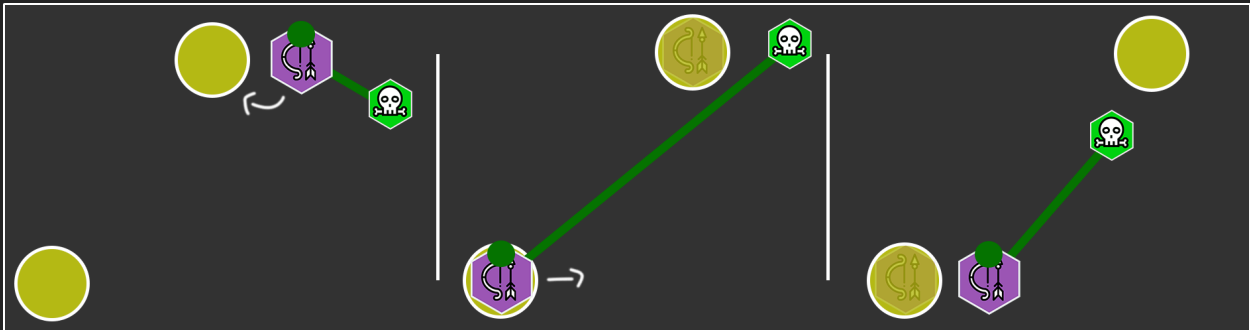
PHASE 1:

- fixated players need to use the portals to avoid the spirits



FLEETING SPIRIT

When fixated, run into the closest portal, then wait a couple seconds and run back into the portal you just came out of.



PHASE 2:

- move the seeds away from the raid using the portals

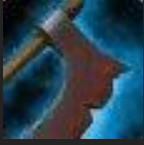


ROOT OF EXTINCTION

Players will need to clear one side of the room. Click the seed, then run to the portal to get to the opposite side of the room and back.

PHASE 3:

- use movement abilities and the portals to stay away from the weapon explosion in the middle of the room.



EDGE OF ANNIHILATION

A giant weapon will spawn in the middle of the room and begin pulling players towards it. Use movement abilities and the portals to counter.



BOSS 5 OF 10

HUNGERING DESTROYER

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BEFORE YOU PULL:

- assign 2 groups of 5 players to stack with each **Gluttonous Miasma** debuff
- everyone not assigned will stack on the bosses right foot
- debuff Group A will stack in melee on the bosses left foot
- debuff Group B will stack in the middle behind the melee groups



GLUTTONOUS MIASMA

Two debuffed players will be unhealable. One needs to stand in the melee debuff group and one in the ranged group to leech health.



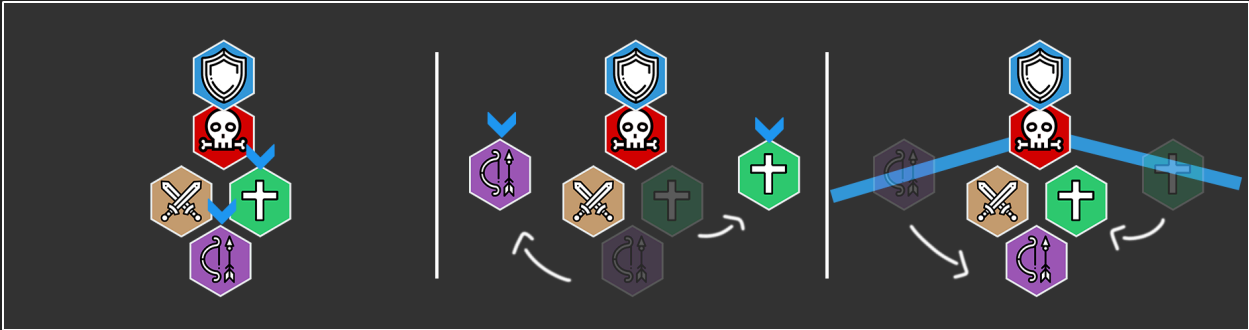
THROUGHOUT THE FIGHT:

- tanks taunt swap after every **Overwhelm**
- players marked with blue arrows run to either side of the boss (**Volatile Ejection**)
- everyone quickly spread when the entire raid gets the circle debuff (**Expunge**)
 - on heroic, Expunge leaves an orb that should be soaked
- when the boss does the big suck, run away



VOLATILE EJECTION

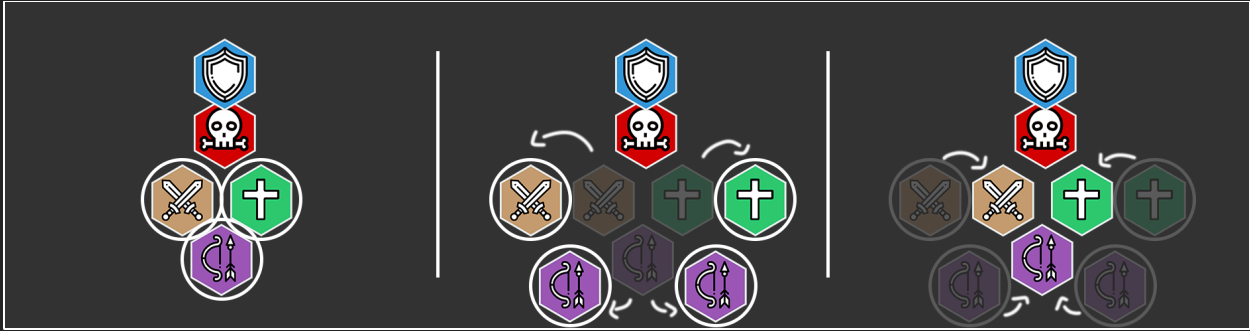
Players marked with a blue arrow need to run off to either side of boss. A line of energy will shoot from the boss. Don't get hit twice.

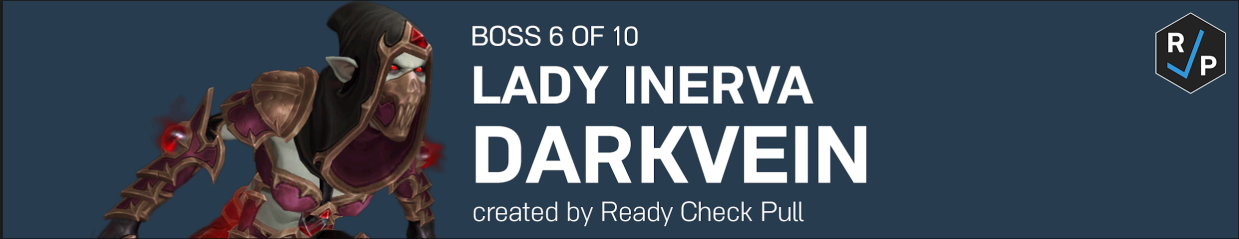




EXPUNGE

Everyone will get a circle debuff that explodes on anyone in several yards. The entire raid will need to spread out.



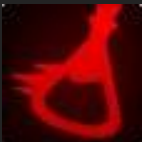


There are four containers in the room that level up her four base abilities. The boss fills up one container at a time, switching to the next container after the previous one has reached level three. Drain each level three container back to level one after she switches to the next container.

FOUR BASE ABILITIES



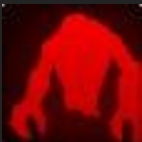
EXPOSED DESIRES
Big physical hit and stacking debuff on the current tank. Taunt swap at two stacks.



BOTTLED ANIMA
The boss throws bottles around the room. Several players need to be ready to catch the bottles by standing in the red circles.

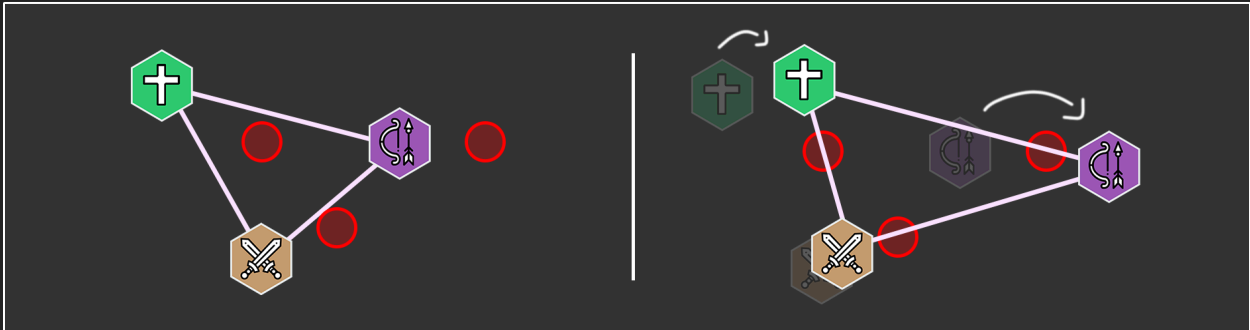


SINS AND SUFFERING
Three players are connected by a beam and three orbs spawn around the room. To despawn the orbs, the connected players need to make their beams pass through all of the orbs at the same time.

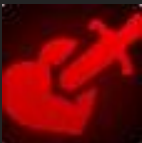


CONCENTRATED ANIMA
Three random players get a circle around them that explodes and spawns an add. The big one needs to be tanked and the two smaller ones need to be chain-interrupted.

SINS AND SUFFERING



LEVEL 2 & 3 ABILITIES



EXPOSED DESIRES

Level 2 - Instant damage is copied to random players.
Level 3 - Tank runs away from the raid before the debuff expires.



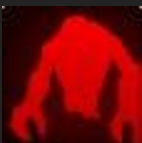
BOTTLED ANIMA

Level 2 - The bottles leave a pool when they are caught.
Level 3 - The bottles need to be caught twice.



SINS AND SUFFERING

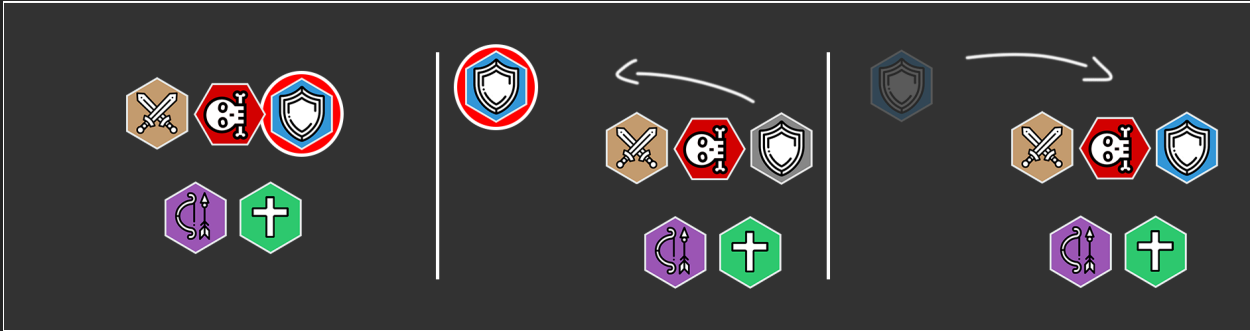
Level 2 - Beams that do damage link the three orbs together.
Level 3 - The beams from level 2 rotate around each orb.




CONCENTRATED ANIMA

Level 2 - Targeted players are rooted.
Level 3 - The circles' explosions send out projectiles in all directions.

EXPOSED DESIRES LEVEL 3






BOSS 7 OF 10

THE COUNCIL OF BLOOD

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KILL ORDER



FRIEDA



NIKLAUS



STAVROS

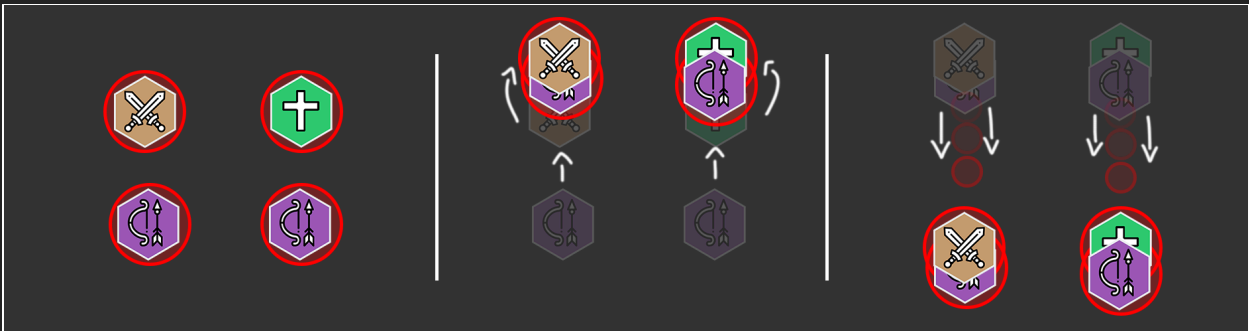
THROUGHOUT THE FIGHT:

- taunt swap on **Stavros** and **Niklaus**, and tank **Stavros** slightly away
- interrupt every cast of **Frieda's Dreadbolt Volley**
- quickly kill the add that shields the bosses
- when **Dark Recital** goes out, stack with your partner and keep moving
- at 50% health of each boss, get to your indicated dancing spot and copy the movement of the NPC servants



DARK RECITAL

Two players get paired together. Red Swirlies spawn under each player that explode for damage. Stay together and keep moving.

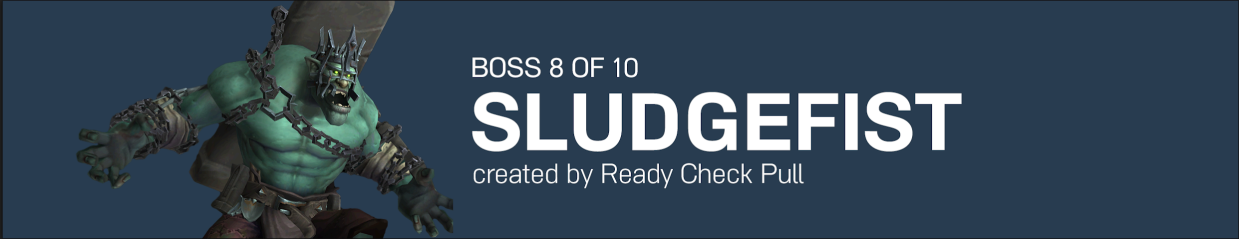


AFTER FRIEDA DIES:

- bring the servant adds toward the bosses and cleave them down
- dodge the dancers that slide around in a square pattern

AFTER NIKLAUS DIES:

- dodge **Stavros's** charge by not standing behind him
- avoid the explosions from the dancers by quickly killing the add and moving to it



THROUGHOUT THE FIGHT:

- tanks stay tightly stacked and keep the boss away from the pillars
- tanks make sure every **Heedless Charge** hits a pillar
- if you get chained, stay close to your partner, or else you both die
- move out of the stomp and dodge the brown swirlies
- and **on heroic**, help soak the red circle to split the damage



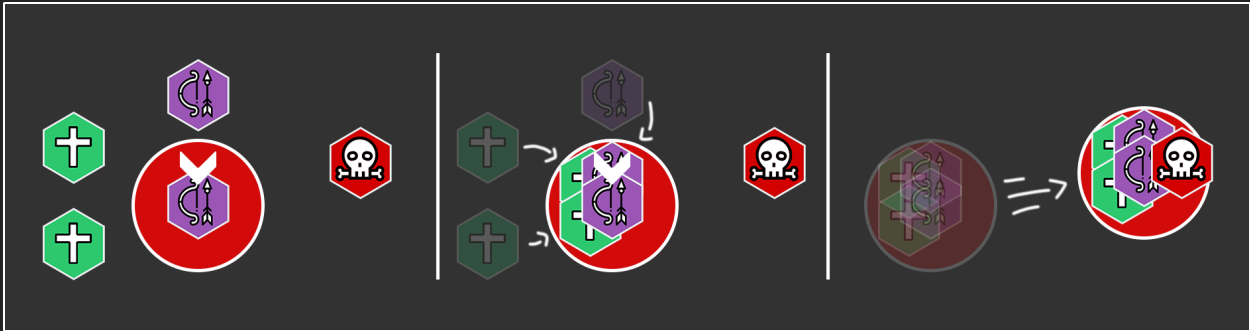
HEEDLESS CHARGE

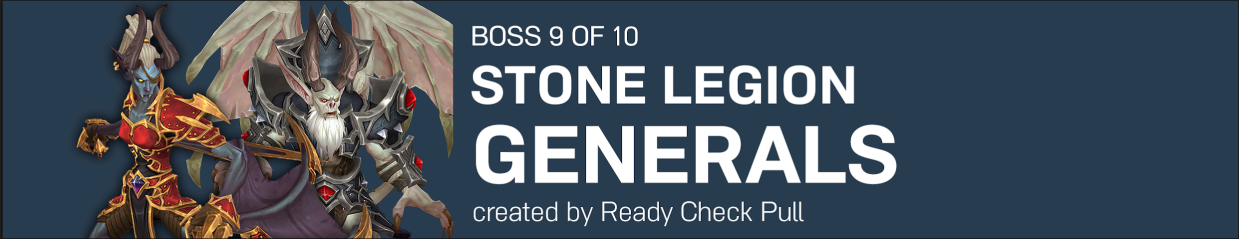
When the tank gets targeted with an arrow, run behind a pillar, forcing Sludgefist to slam into it and briefly take increased damage.



CHAIN SLAM

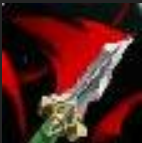
A player will be targeted with a large red circle. Other players need to split the damage by stepping into the circle.





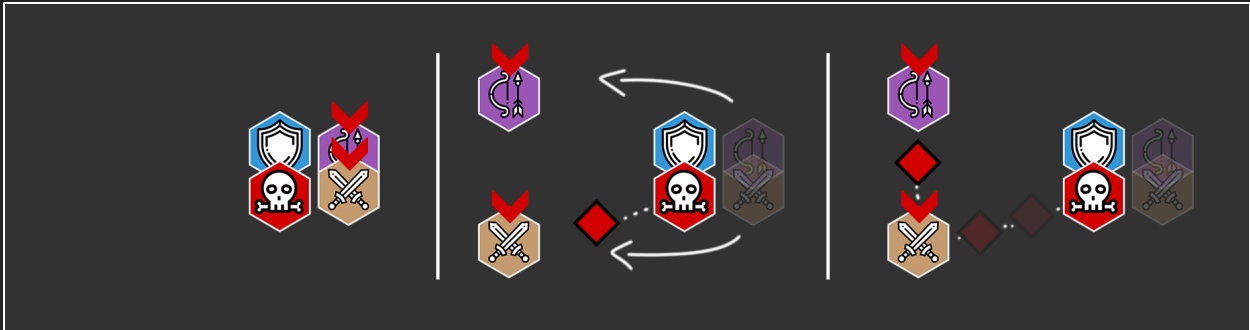
THROUGHOUT THE FIGHT:

- raid stacks on the boss's side
- two players marked with **Wicked Blades** (red arrow) move off to one side of the boss and fan out
- players targeted with **Crystalize** move slightly off to the side of the raid, everyone with a bleed debuff, stacks in the brown circle, and then everyone else helps soak the yellow circle right after
- during the intermissions, gather red orbs and bring them to **Prince Renethal** in the back of the room



WICKED BLADE

Two players targeted with red arrows move to the opposite side of the raid. Kaal will throw a blade that does ricocheting damage.



P1: GENERAL KAAL

- **tanks** taunt swap for every **Crystalize** cast and use it to clear the bleed
- **healers** dispel and focus heal players with **Heart Rend**



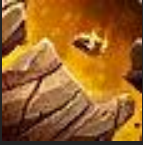
CRYSTALIZE

A player gets a brown circle, steps off to the side. Players with the bleed step in, turning to stone. Everyone soaks the next yellow circle.



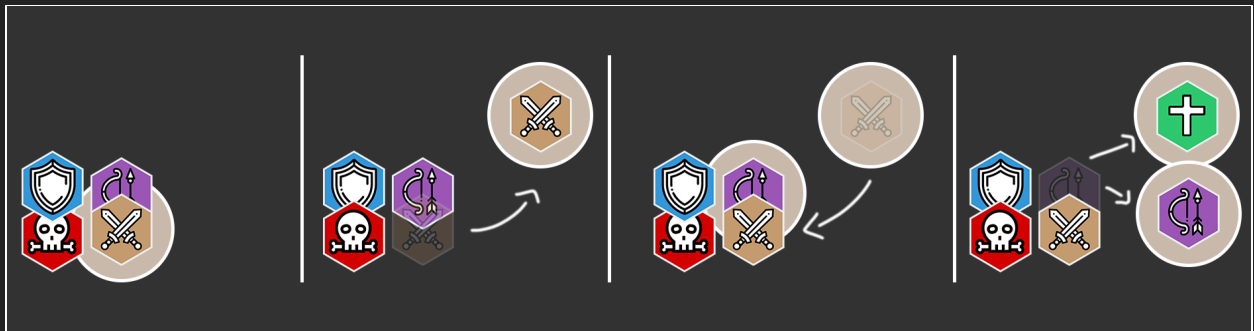
P2: GENERAL GRASHAAL

- **tanks** taunt swap when the **Stone Fist** debuff drops from either tank
- players targeted by **Reverberating Eruption** run away from the raid, and have players soak each zone of rocks left behind every time it's cast
- dodge the stone spikes for a few seconds during **Seismic Upheaval**



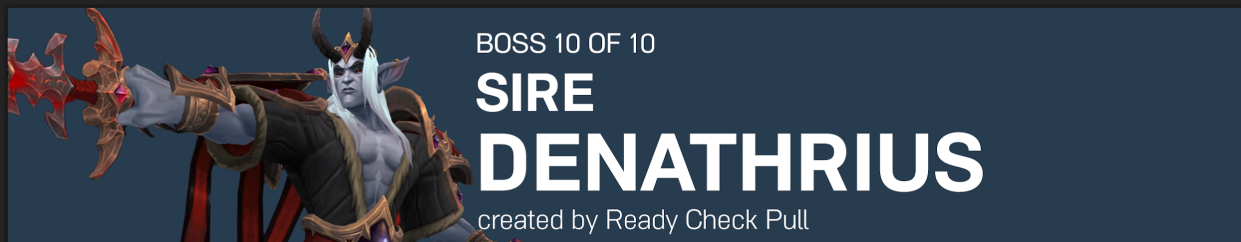
REVERBERATING ERUPTION

When targeted with this ability, run out of the raid to drop a permanent zone of rocks. The zones need to be soaked every cast.



P3: BOTH GENERALS

- deal with all of the phase 1 and 2 abilities
- kill the bosses at the same time



PHASE ONE:

- split the raid in half and alternate which half gets hit by each **Cleansing Pain** frontal to remove stacks of the permanent debuff
- get **Denathrius** to 70% after the 6th frontal but before the final red cone
- everyone quickly nuke the adds after each **Cleansing Pain** frontal
- **on heroic**, soak the two lines on random players



CLEANSING PAIN

Denathrius will cast a frontal cone. Each cast removes a stack of the debuff and spawn an add. Rotate hits between half your raid.



PHASE TWO:

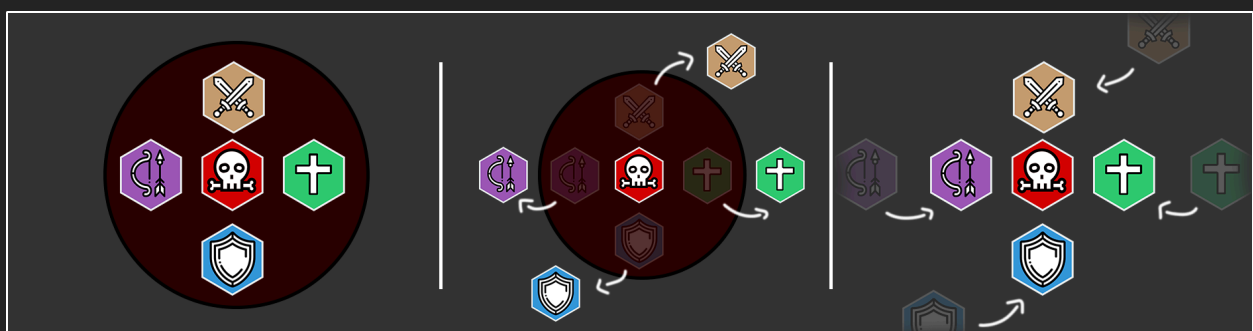
- kill the **Cabalist** adds
- **tanks** taunt swap on the boss after each **Wracking Pain**, and try to aim the boss at adds when possible.
- when he pulls everyone to him, run away or step into a nearby mirror
- dodge the swords by staying out of their lines on the ground



HAND OF DESTRUCTION

After Denathrius pulls you toward him, run away.

In Phase Two use a mirror to teleport to the other side of the room.



PHASE THREE:

- **tanks** keep the boss toward the middle of the room and taunt swap
- position yourself to not get knocked off the platform by **Shattering Pain**
- when he pulls everyone to him, run away
- spread out with red circles, and **on heroic** soak the orbs that are left behind