



WRATH OF THE LICH KING

GAME GUIDE



WRATH OF THE LICH KING GUIDE

DISCLAIMER

THIS GAME GUIDE IS NOT SPONSORED OR ENDORSED BY VIVENDI GAMES, WORLD OF WARCRAFT OR BLIZZARD ENTERTAINMENT.

THIS GAME GUIDE IS PROVIDED TO THE END USER FREE OF CHARGE AND ON A SINGLE-USER LICENSE. THIS GAME GUIDE MAY NOT BE SHARED, REPRODUCED OR REDISTRIBUTED, IN WHOLE OR IN PART, IN ANY MANNER WHATSOEVER.

THE INFORMATION IN THIS GAME GUIDE IS PROVIDED "AS IS" WITHOUT ANY REPRESENTATIONS OR WARRANTIES, EXPRESS OR IMPLIED. IGE® MAKES NO REPRESENTATIONS OR WARRANTIES IN RELATION TO THIS GAME GUIDE OR THE INFORMATION AND MATERIALS PROVIDED ON THE WEBSITES.

THESE MATERIALS ARE PROVIDED FOR GENERAL INFORMATION ONLY AND ON THE UNDERSTANDING THAT IGE® IS NOT PROVIDING PROFESSIONAL ADVICE ON ANY PARTICULAR MATTER.

WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COYRIGHTS, AND OTHER PROTECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

WORLD OF WARCRAFT, WORLD OF WARCRAFT: THE BURNING CRUSADE, WORLD OF WARCRAFT: WRATH OF THE LICH KING, ITS ASSOCIATED LOGOS, CHARACTERS, ITEMS, MONSTER NAMES, MAPS, TERMS, AND THEIR RESPECTIVE LIKENESSES ARE PROPERTIES OF BLIZZARD ENTERTAINMENT, INC.

PROTECTED WORKS THAT ARE INCORPORATED IN THESE MATERIALS AND ON THE WEB SITES ARE USED UNDER THE "FAIR USE" DOCTRINE.

IGE® IS NOT AFFILIATED WITH VIVENDI GAMES, BLIZZARD ENTERTAINMENT OR ANY GAME PUBLISHER.



TABLE OF CONTENTS:

- About IGE® (page 4)
- Introduction to Wrath of the Lich King (page 5)
- Chapter 1 - Death Knight (page 8)
- Chapter 2 - Level 80 (page 12)
- Chapter 3 – Northrend (page 15)
- Chapter 4 – Wintergrasp (page 21)
- Chapter 5 – Dungeons (page 23)
- Chapter 6 – Mounts (page 107)
- Chapter 7 – Inscription (page 109)
- Chapter 8 – Strands of the Ancients (page 115)
- Chapter 9 – Miscellaneous (page 117)
- Chapter 10 – Collector’s Edition (page 120)
- Note from IGE® (page 122)



About IGE®

Since its founding in 2001, IGE® has been the preferred source for virtual currency and video game assets. With hundreds of thousands of customers and a history of millions of successful transactions, IGE® continues to lead the Real Money Trade (RMT) industry to this day.

Customers rely on IGE® for four simple reasons:

- Real Service
- Real Security
- Rock Solid Guarantees
- No Spam. No abuses that detract from the enjoyment of the games.

Many companies claim to be the best option for obtaining virtual currency. It's an easy claim to make, but hard to back up. None come close to IGE's track record of success, built one customer at a time. IGE® is committed to providing the best service possible and at the best possible prices. Occasionally there are hiccups in every business. We have worked diligently to protect our customers, to improve our operations, and to earn a reputation for excellence. We are proud of the services that we provide, and we thank all of you for your support. Perhaps you have noted that IGE's Bizrate ratings are the best in the industry, and we display our rating with pride.

We are committed to honest and fair business practices. We don't take any of the shortcuts that have resulted in so many complaints within the RMT industry. We have zero tolerance for fraud. We are avid gamers ourselves and we understand the importance of fair trade.

ACQUIRING VIRTUAL CURRENCY FOR CASH

About one third of online game players participate in RMT. That is one in every three players. And projections are for the percentage to increase. RMT gives players greater flexibility. They can focus on aspects of the game which they most enjoy. It also allows players to receive real world value for the effort and time they invest in their games.

This remarkable connection between virtual and real world economies is the beginning of the next generation of entertainment that is contextually based and commerce-driven.

When you want to purchase virtual game currency, we hope you will give us a try.

Customize your game today!

Visit IGE.com!



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

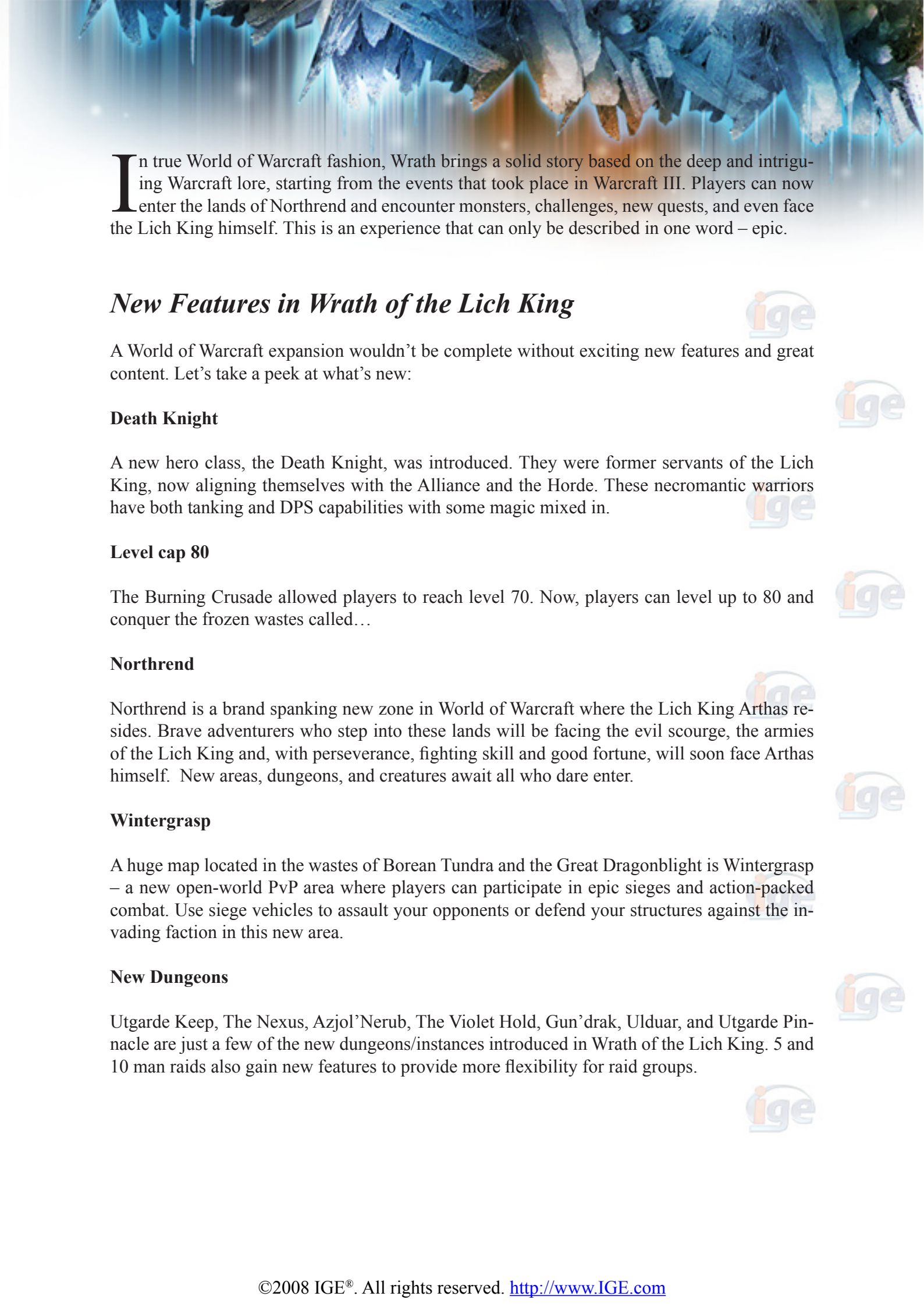
Introduction

With over 11 million subscribers worldwide, World of Warcraft (WoW) is the most popular MMORPG in history. It's much anticipated expansion, Wrath of the Lich King, has finally launched. It presents the player with countless improvements, new content and new features. This guide covers only some of the most important new materials. Here we provide an in-depth look at what it offers.

What is Wrath of the Lich King?

Wrath of the Lich King is the second expansion to the massively multiplayer online role-playing game, World of Warcraft. Preceded by *The Burning Crusade*, *Wrath of the Lich King* (or *Wrath/WotLK*) ushers in a new chapter of the epic *Warcraft* story.

Mysterious plagues, the rise of the undead Scourge, and ominous Ziggurats wreak havoc on the population as the warring factions Alliance and Horde battle for supremacy. At the center of this chaos is the Lich King Arthas, on his icy throne in the harsh, cold region of Northrend. The corrupted paladin will once again shake the world and set forth a wave of death and destruction to eliminate all life on Azeroth.



In true World of Warcraft fashion, Wrath brings a solid story based on the deep and intriguing Warcraft lore, starting from the events that took place in Warcraft III. Players can now enter the lands of Northrend and encounter monsters, challenges, new quests, and even face the Lich King himself. This is an experience that can only be described in one word – epic.

New Features in Wrath of the Lich King

A World of Warcraft expansion wouldn't be complete without exciting new features and great content. Let's take a peek at what's new:

Death Knight

A new hero class, the Death Knight, was introduced. They were former servants of the Lich King, now aligning themselves with the Alliance and the Horde. These necromantic warriors have both tanking and DPS capabilities with some magic mixed in.

Level cap 80

The Burning Crusade allowed players to reach level 70. Now, players can level up to 80 and conquer the frozen wastes called...

Northrend

Northrend is a brand spanking new zone in World of Warcraft where the Lich King Arthas resides. Brave adventurers who step into these lands will be facing the evil scourge, the armies of the Lich King and, with perseverance, fighting skill and good fortune, will soon face Arthas himself. New areas, dungeons, and creatures await all who dare enter.

Wintergrasp

A huge map located in the wastes of Borean Tundra and the Great Dragonblight is Wintergrasp – a new open-world PvP area where players can participate in epic sieges and action-packed combat. Use siege vehicles to assault your opponents or defend your structures against the invading faction in this new area.

New Dungeons

Utgarde Keep, The Nexus, Azjol'Nerub, The Violet Hold, Gun'drak, Ulduar, and Utgarde Pinnacle are just a few of the new dungeons/instances introduced in Wrath of the Lich King. 5 and 10 man raids also gain new features to provide more flexibility for raid groups.



Creatures

Fearsome creatures lurk in the wastes of Northrend. Encounter challenging new monsters and find out how to take them on.

Mounts

We all know that mounts are always a good addition to World of Warcraft. That's why in Wrath, Blizzard has added a few new exotic and rare mounts to the list. Epic flying mounts and even multi-passenger mounts await us!

New Items

Of course, one of the main goals of raid groups, questers, and all players are the rare and epic gear that you can get. Wrath of the Lich King doesn't disappoint with all the shiny new gear and items you can get. We'll help you get the best chance of obtaining these epic items.

New profession - Inscription

Introduced in the Echoes of Doom 3.02 content patch, Inscription is a new profession that allows players to create glyphs that can enhance skills and abilities.

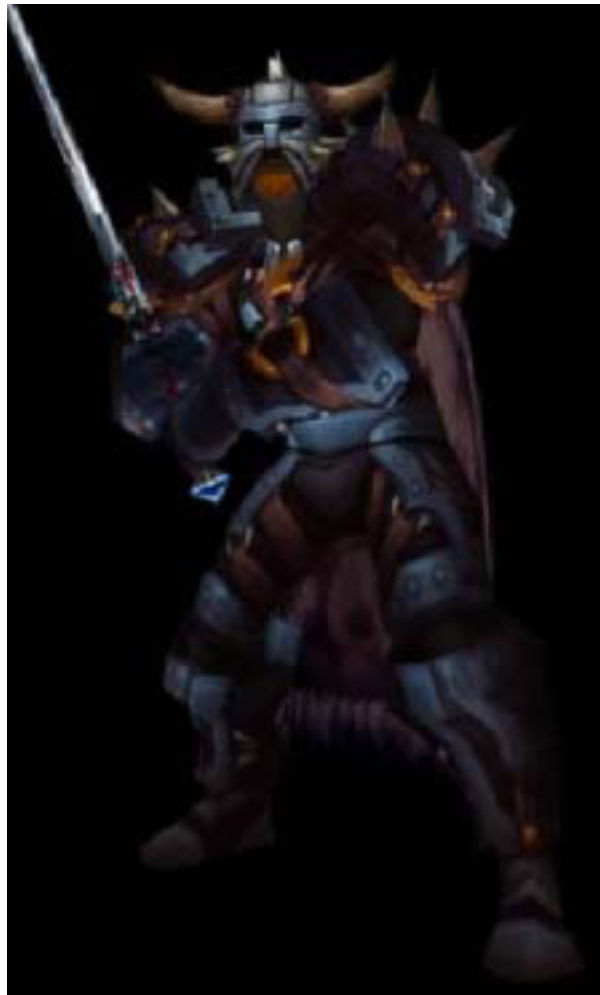
And more!

Fire up your computer, enter the game, and explore Wrath of the Lich King; We hope you find this guide helpful as you explore the game, and master new skills.




CHAPTER 1

DEATH KNIGHT



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.



The first new hero class addition to World of Warcraft is the Death Knight class. Death Knights start out as formidable warriors in service to the Lich King Arthas. They possess necromantic spells and wield powerful runeblades. Through the Death Knight starting quest, you will find out how they come to align themselves with the Alliance/Horde and choose to disobey the Lich King.

Death Knights can act as both a tank and a DPS, with their capability of wearing plate armor and runeblades. They are similar to the Warrior class to an extent, but have a few key elements that make them totally unique.

How to unlock and create:

To unlock the Death Knight class, you must have a level 55 character on your World of Warcraft account. Once you do, you may create a new level 55 Death Knight of any race and faction. If you are on a PvP server, you are limited to the faction of your existing character on that server. Currently, you are allowed one Death Knight per realm, per account. All newly Death Knights start in the area Ebon Hold.

Talent Trees:

The Death Knight has three unique talent trees; Blood, Frost, and Unholy.

Blood – This talent tree enhances weapon, armor, and skill damage.

Frost – Crowd control, counters, and combos make up the Frost Talent tree.

Unholy – The Death Knight's summons, spells, and diseases shine with the Unholy tree.

These talents are greatly complemented by the self-only auras of the Death Knights, Presences. Only one presence can be active at any time.

Blood Presence – increases damage and restores a percentage of damage dealt as HP

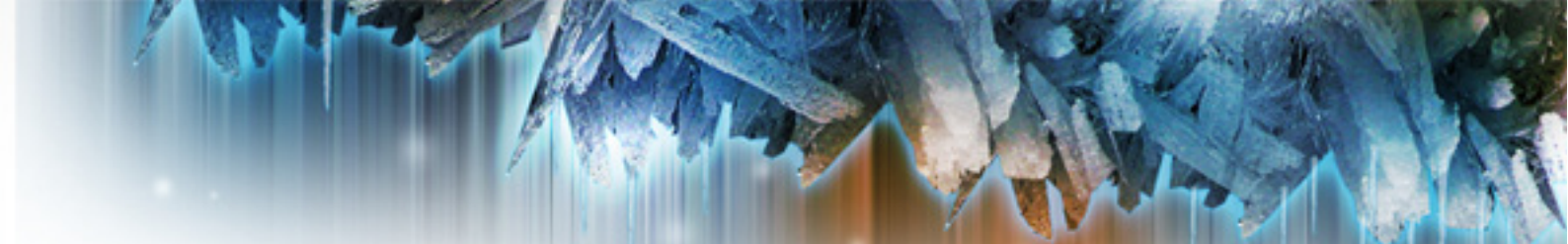
Frost Presence – increases threat and reduces damage taken.

Unholy Presence – increases attack speed and reduces global skill cooldown

Runes:

In place of mana, energy, and rage, Death Knights use the Rune resource system. All Death Knight Abilities require runes. These runes are blood, frost, and unholy.

Some Death Knight abilities require runes of one or a combination of types. Runes have a cooldown period when used. The type of runes a Death Knight carries can greatly enhanced his abilities when playing a specific role. The runes can be seen below the Death Knight's HP bar. There are six runes, 2 for Blood, Frost, and Unholy. Some skills require a certain number of runes and once they are used, they become inactive for 10 seconds until they recharge.



Furthermore, as a Death Knight continues to use runes, he/she generates runic power. This will enable the user to unleash special abilities that consume runic power. This is very similar to the warriors Rage meter.

Summons:

One of the core abilities of the Death Knight is to summon the undead. These creatures can add extra damage to the Death Knight's already impressive arsenal.

Raise Dead – raise a ghoul from creature or player corpses. When used on a corpse of a friendly player, that player can control the actions of the ghoul.

Army of the Dead – call forth a group of undead followers for a limited time. These creatures can attack the target of the Death Knight but only lasts for a short time.

Summon Deathcharger – summon a level 40 deathcharger land mount. At higher levels, a quest can be taken to obtain the epic version.

Class Roles:

As a Tank – the Death Knight will benefit from using Frost Presence to generate increased threat and defense. One interesting note is that Death Knights do not use shields. This makes for an interesting tanking experience.

As a Melee DPS – All the Death Knight Talent trees can contribute to DPS with different play styles. Blood focuses on high damage and HP regeneration while Frost uses frost damage. The Unholy tree enables the use of disease, summons, and shadow damage.


Weapons:

The Death Knight can equip the following weapon types

- Axes
- Polearms
- Swords
- Maces

Why go Death Knight?

The Death Knight is the first hero class introduced to World of Warcraft. Picking a Death Knight has many advantages over the normal classes. One apparent reason is that you immediately start at level 55 with a full set of gear and a free normal mount. You can also easily solo because of the Death Knight's innate anti-magic resistances and blood magic self-heals.



Whatever your play style is, you can go from melee DPS to tank with a few gear changes. The Death Knight is a fearsome warrior and can dish out and take damage hand in hand.

Of course, they had to balance this hero class in some areas (but as far as we can tell so far, not many):

- Death Knights cannot use shields, thus cannot effectively block attacks while tanking.
- Managing runes and abilities can be complicated to the beginner and might pose a challenge to veterans.
- Leveling to 68 can only be done in the starting area, so if you had plans to group up with your 'Druid' leveling mate, you can forget it!

Fortunately for Death Knights, Blizzard has made the starting area so much fun you won't want to leave it. The rewards for Death Knight specific quests are pretty incredible as well – all blues – adding more incentive to stay put!

Whatever character you decide to level to 80, the main goal of course is to have fun. And from what we see, fun is definitely on the cards for everyone. Whether you want to quest, concentrate on professions, raid, or conquer dungeons, this guide is here to help you get through the tough parts.



CHAPTER 2

LEVEL 80

In *Wrath*, the level cap has been raised from level 70 to level 80. New skills, talents, and stat increases come with these 10 levels as well as all-new quests and areas to explore. To effectively level in the new areas, you must take note of the different areas, how to get there, where to train your skills, and which quests to pick. Find out how to get from level 70 to 80 easily with our guide.



Starting area:

As you arrive in Northrend starting zones, you will find the area packed with a large number of quests. You'll also find some of the profession and class trainers in this area. Those looking for new recipes and profession skills should go get them and level them up on the way.

Where to get quests:

Questing is really easy and somewhat focused in the areas you usually get quests to go to so pretty easy. Quests that require you to gather items take very little time but also have a lot of variety from older quests. These quests are a lot easier and fun to do. You can also get reputation from the Northrend factions through quests.

At level 70-77, you will be using ground mounts because there is no flying in the continent of Northrend until you reach 77, at which time you can Buy Cold Weather Flying in Dalaran on the flight pad or in Scholazar Basin at the Flight Master for 1, 000 gold.

Leveling up:

There are several quest hubs and flight paths in either of the starter zones. In Howling Fjord, quests are bunched up in specific places and only require you to go back and forth. It's very easy to quickly complete most the quests in a quest area and your next objectives are also grouped together in a specific area. Take all the quests that are together in one quest area and do them all at once to gain the most experience with the least amount of time.

Make sure to bring ample supplies for your journey in Northrend. You'll want to spend more time leveling up and less time going back to town to buy supplies. Depending on your class, you may want to bring enough potions, flasks, food, and drink to last you a decent time. One good drink to have is **Pungent Seal Whey** which can be bought from Azeroth and Outland merchants.

In **Howling Fjord** for the Horde faction, the first quest you'd want to do is received from High Executor Anselm. He gives a series of quests that can be easily done and turned in for quick experience and gold. He also gives the quest chain for **Utgarde Keep**, the first Northrend Dungeon (level 70) which gives a number of quest rewards. Try to do all the quests from High Executor Anselm for maximum experience and rewards and then choose the quest that you prefer afterwards. This applies to both the Alliance and the Horde.

At **Warsong Hold** in the **Borean Tundra**, there are a lot of quests to take on as a Horde character. You will eventually get a quest from High Overlord Saurfang which requires you to return to **Orgrimmar** and speak with Thrall. This leads to an epic quest chain **Battle for Undercity**. As Alliance, there are plenty of simple quests to do that net you a good amount of experience. **Valiance Keep** has some good quests and be sure to pick the ones that is grouped together.

Make your way up to Amber Ledge and be sure to take the quests that lead you up there. Do the quest chains for the Kirin Tor faction that will allow you to obtain a quest from *Surristrasz* the Elite Flight Master dragon to reach the **Nexus Coldarra** area where the **Nexus** is.

The Nexus Coldarra has some of the most fun and rewarding quests that lead into The Nexus dungeon instance (level 71-73). Before entering, be sure you get the dungeon quests to earn a hefty amount of rewards and gear. You get a large amount of exp in The Nexus and it's a good idea to run it a few times with your guild/group. The level 80 instance The Oculus is also inside The Nexus.

In the Howling Fjord, there are several quests hubs that can easily get you to 72 or higher. Doing the quests in Howling Fjord will lead you to Dragonblight and open up more quests for you to do. The Tuskarr and Kamagua area also has some good quests that also contribute to your reputation for the faction The Kalu'ak. You can find Utgarde Keep (level 70) and Utgarde Pinnacle (level 80) in the same area).

If you find the starting areas crowded with people, you can opt to go to the Grizzly Hills. The Grizzly Hills is a lush, forest area with lots of quests which can get you up to level 75 and up. There is also a PvP area, so be careful.

As you go up in levels, Northrend opens up a whole new world for you to explore and conquer. You can go on and proceed based on your faction's quest chains or continue running instances for quick exp.

Going to 80, most will most likely be at Icecrown or Storm Peaks because of the high experience and rewards. The leveling curve has slightly been made easier and a lot more enjoyable.

Quick Reference:

Here are some good pointers to follow when you want to progress in an effective manner. You don't have to follow this strictly and you can substitute each area with something you prefer.

Alliance
70-72 Borean Tundra/Nexus
70-74 Howling Fjord/Utgarde Keep
77-80 Sholazar Basin/Storm Peaks/Ice Crown

Horde
70-72 Howling Fjord/Utgarde Keep
72-74 Dragonblight
74-76 Zul'Drak/Sholazar Basin
77-80 Icecrown/Storm Peaks

CHAPTER 3

NORTHREND



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.



Northrend is the northernmost continent in the world of Azeroth and home to the Icecrown Citadel where the Lich King Arthas and the undead scourge reside. This frozen waste is also home to the insect-like race Nerubians and the dragons in Dragonblight. There are many areas in Northrend a surprisingly, not all of them are covered in snow. Let's explore this mysterious continent and find out what and who we'll encounter on our journey to the Lich King.



Dalaran



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

The Magical Kingdom of Dalaran was originally located in the Alterac Mountains in the Eastern Kingdom. In Wrath, the city, including the Violet Citadel, has magically floated high above the terrain of Northrend. This city is ruled by the Kirin Tor, a great society of magicians. As a place of study, many notable magicians have stayed in Dalaran, namely Archmage Antonidas, Khadgar, Jaina Proudmoore, Arugal, and Kel'Thuzad. Dalaran is a neutral area, much like Shattrath. To get to Dalaran, mages can go to Dragonblight and learn the teleport skill to Dalaran (level 71). There is also a portal skill at level 74 and a quest from the members of Kirin Tor that will portal you there. Cold Weather Flying, Band of the Kirin Tor, Signet of the Kirin Tor, Teleport to Violet Stand Crystal, and Teleport to Dalaran Crystal all work as well.

Howling Fjord (68)



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

The Howling Fjord is in the southeastern area of Northrend. It forms Daggercap Bay where Arthas originally landed in the events of Warcraft III. Here, the Alliance built the Valgarde outpost and has become the hub for Alliance activities in Northrend. The Dungeons in the area are Utgarde Keep and Utgarde Pinnacle. Both are 5 man instances and are for levels 70-72 and 80 respectively.

Borean Tundra (68-72)



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Located in the western edge of Northrend, the Borean Tundra is an area full of ice. It contains different races such as the Tuskarr, Drakkari trolls, blue dragons, undead scourge, and naga. Both the Alliance and the Horde have camps in the area and offers many quests to adventurers. Points of interest would be The Nexus (71-73, 5 man), The Oculus (80, 5 man), and The Eye of Eternity (80, 10-25 man).

Dragonblight (71-74)



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

The Great Dragonblight is the graveyard of the majestic dragons. This is where Malygos and the Blue Dragonflight guarded the bones of dead dragons and clashed with the Lich King and the undead scourge. The Nerubian kingdom of Azjol-Nerub can be found here, as well as the Wyrmlist Temple. The Magnataur and Taunka also make their homes in this area. Dungeons in Dragonblight are Azjol-Nerub (72-74, 5 man), Ahn'kahet (73-75, 5 man), Chamber of Aspects (80, 10-25 man), and Naxxramas (80, 10-25 man).

Grizzly Hills (73-75)



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

In the southeast part of Northrend lies the Grizzly Hills. This is where Grizzlemaw furbolgs live. The dwarven settlement of Thor Modan and the scourge fortress of Drak'Tharon Keep can be found here. The Grizzly Hills is always like a forest in winter and covered in snow. Drak'Tharon Keep is a level 74-76 dungeon.

The Storm Peaks (76-80)



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

The Storm Peaks is located in the northeast part of Northrend. Storm Giants walk the harsh lands that carry strong and violent winds. Ulduar, the third Titan city can be found here. It was here where the titanic battle between Aegwynn (Guardian of Tirisfal) and Sargeras (lord of the Burning Legion) occurred. The mysterious Temple of Storms can also be found here. The instances in this area are the Halls of Stone (77-79, 5 man), Halls of Lightning (80, 5 man), and Ulduar Raid (80, 10-25) and are considered some of the endgame raids.

Iccrown (77-80)



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

The Iccrown region houses the Icecrown Glacier and is surrounded by mountains to the south. Iccrown was where Kil'jaeden imprisoned Ner'zhul, the Lich King, in a Frozen Throne. This is where the events of Warcraft III turned for the worse when Arthas freed the Lich King and raised the army of the undead scourge. Players looking for the ultimate challenge will find the Icecrown Citadel, a level 80 raid dungeon.

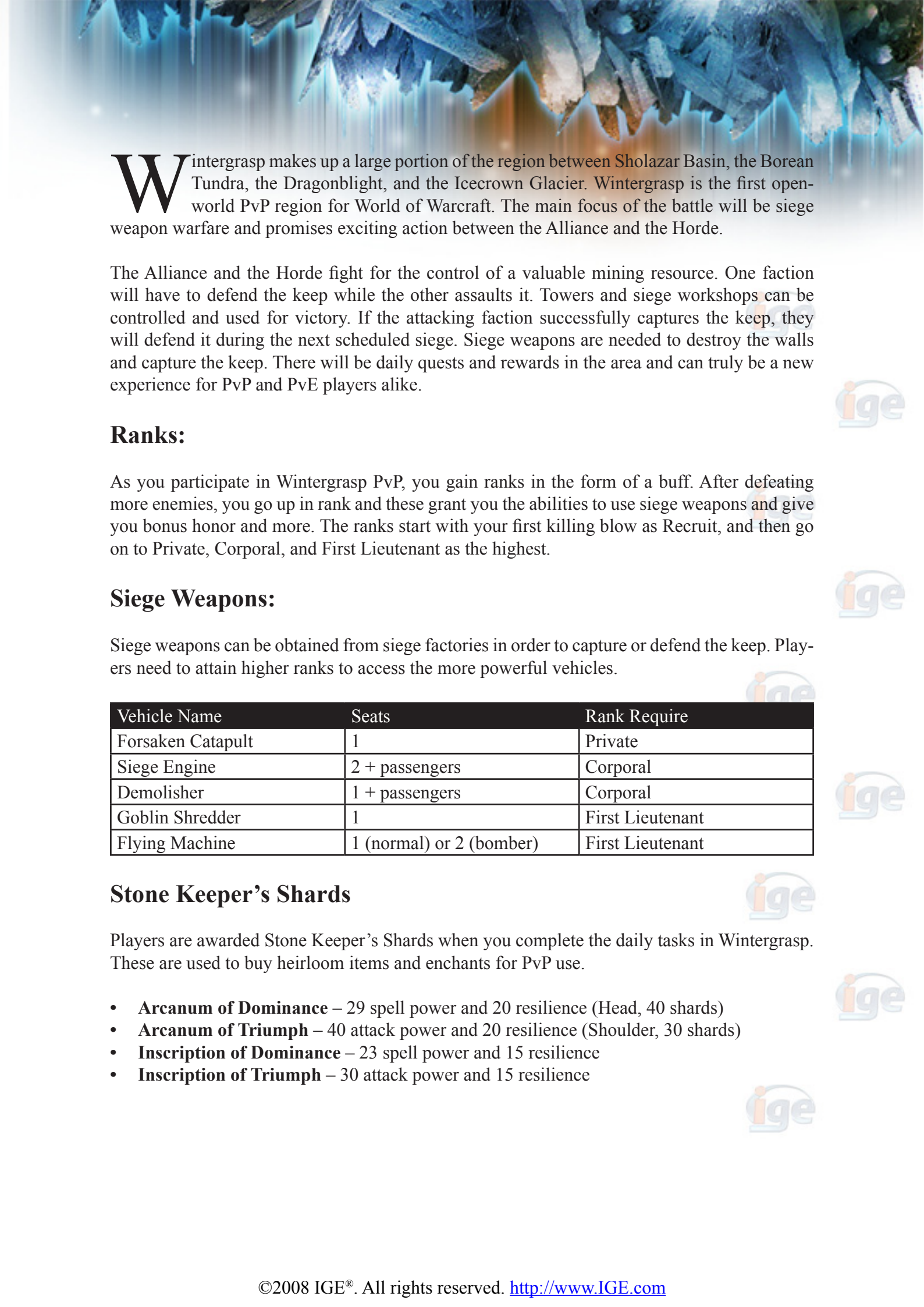
CHAPTER 4

WINTERGRASP

(Open-world PvP)



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.



Wintergrasp makes up a large portion of the region between Sholazar Basin, the Borean Tundra, the Dragonblight, and the Icecrown Glacier. Wintergrasp is the first open-world PvP region for World of Warcraft. The main focus of the battle will be siege weapon warfare and promises exciting action between the Alliance and the Horde.

The Alliance and the Horde fight for the control of a valuable mining resource. One faction will have to defend the keep while the other assaults it. Towers and siege workshops can be controlled and used for victory. If the attacking faction successfully captures the keep, they will defend it during the next scheduled siege. Siege weapons are needed to destroy the walls and capture the keep. There will be daily quests and rewards in the area and can truly be a new experience for PvP and PvE players alike.

Ranks:

As you participate in Wintergrasp PvP, you gain ranks in the form of a buff. After defeating more enemies, you go up in rank and these grant you the abilities to use siege weapons and give you bonus honor and more. The ranks start with your first killing blow as Recruit, and then go on to Private, Corporal, and First Lieutenant as the highest.

Siege Weapons:

Siege weapons can be obtained from siege factories in order to capture or defend the keep. Players need to attain higher ranks to access the more powerful vehicles.

Vehicle Name	Seats	Rank Require
Forsaken Catapult	1	Private
Siege Engine	2 + passengers	Corporal
Demolisher	1 + passengers	Corporal
Goblin Shredder	1	First Lieutenant
Flying Machine	1 (normal) or 2 (bomber)	First Lieutenant

Stone Keeper's Shards

Players are awarded Stone Keeper's Shards when you complete the daily tasks in Wintergrasp. These are used to buy heirloom items and enchants for PvP use.

- **Arcanum of Dominance** – 29 spell power and 20 resilience (Head, 40 shards)
- **Arcanum of Triumph** – 40 attack power and 20 resilience (Shoulder, 30 shards)
- **Inscription of Dominance** – 23 spell power and 15 resilience
- **Inscription of Triumph** – 30 attack power and 15 resilience



CHAPTER 5

DUNGEONS

Wrath of the Lich King introduces new instances that are both fun and challenging for raids and 5-25 man groups. As with The Burning Crusade, players have the option of normal and heroic versions of these instances. In this guide, you'll get an in-depth walkthrough for 5-man instances as well as the Naxxramas raiding zone. You can apply these techniques for other versions of the instance with a few adjustments. Be sure to take any quests for these instances to maximize your experience and rewards.

Note: As of writing, loot tables may be incomplete. Some items have yet to be discovered/obtained due to the random nature of boss loot.



Utgarde Keep (70-72)

1. Prince Keleseth



2. Skarvald the Constructor and Dalronn the Controller

3. Ingvar the Plunderer (Final)



Prince Keleseth



WORLD OF WARRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Spawn Skeletons – spawns five skeletons with about 7,000 HP. Casts Decrepify on targets and if all skeletons die, they will all respawn.

Strategy:

After clearing the Vrykul, have the tank grab the attention of Keleseth and the skeletons. Prince Keleseth uses Shadow Bolt a lot so a shadow resistance buff would be good. Have your DPS cast good DPS to kill off the skeletons and in time you'll down this boss.

Loot: Prince Keleseth

Normal

Keleseth's Blade of Evocation

Binds when picked up
Dagger
Main Hand
Speed 1.80
54 - 164 Damage/60.7 damage per second
+24 Intellect
+31 Spirit
Requires Level 70
Equip: Increase spell power by 233.

Reinforced Velvet Helm

Binds when picked up
Cloth
Head
191 Armor
+48 Stamina
+49 Intellect
+43 Spirit
Requires Level 70
Equip: Increases spell power by 51.

Dragon Stabler's Gauntlets

Binds when picked up
Mail
Hands
613 Armor
+32 Agility
+48 Stamina
+32 Intellect
Requires Level 70
Equip: Increases attack power by 64.

Heroic

Infantry Assault Blade

Binds when picked up
Sword
One-Hand
Speed 2.60
237 - 440 Damage/130.2 damage per second
+24 Strength
+49 Stamina
Requires Level 80
Equip: Increases defense rating by 33.
Equip: Increases your expertise rating by 19.

Wand of the San'layn

Binds when picked up
Wand
Ranged
Speed 1.80
301 - 560 Shadow Damage/239.2 damage per second
Requires Level 80
Equip: Improves hit rating by 14.
Equip: Improves haste rating by 34.
Equip: Increase spell power by 21.

Battlemap Hide Helm

Binds when picked up
Leather
Head
443 Armor
+45 Stamina
+70 Intellect
Meta Socket
Yellow Socket
Socket Bonus: +12 Stamina
Requires Level 80
Effects Equip: Improves critical strike rating by 77.
Equip: Increases spell power by 91

Strategist's Belt

Binds when picked up
Plate
Head
1218 Armor
+52 Strength
+73 Stamina
Red Socket
Socket Bonus: +4 Haste Rating
Requires Level 80
Equip: Improves haste rating by 56.

Emblem of Heroism

Binds when picked up
Requires Level 80

Skarvald the Constructor and Dalronn the Controller



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Skarvald

Charge – charges an enemy, dealing some damage and stuns for 2 seconds

Stone Strike – deals weapon damage and knocks you back

Dalronn

Shadow Bolt – deals 2700-3300 damage

Debilitate – lowers all speed and deals 750 shadow damage every second for 8 seconds

Resets threat

Strategy:

These dual bosses are very similar to Romulo and Julliane in Karazhan; they are both relatively weak and have to be killed at the same time. Skarvald does a random charge and a fair amount of melee damage while Dalronn is a Shadow Bolt spamming warlock who gives the group a casting debuff. If you don't kill them within a few seconds of each other the other will summon a spirit of the fallen boss that is untargetable, unkillable, and has all the previous abilities. Dalronn has random chance to switch targets so healers should be alert.

Loot: Skarvald the Constructor and Dalronn the Controller

Normal

<p>Chestplate of the Northern Lights Binds when picked up Plate Chest 1753 Armor +52 Stamina +55 Intellect Requires Level 70 Equip: Increases spell power by 47. Equip: Restores 12 mana per 5 sec</p>	<p>Helmet of the Constructor Binds when picked up Plate Head 1760 Armor +46 Stamina +52 Intellect Meta Socket Red Socket Socket Bonus: +12 Stamina Requires Level 80 Equip: Improves critical strike rating by 62 Equip: Increases spell power by 70.</p>
<p>Skarvald's Dragonskin Habergeon Binds when picked up Leather Chest 441 Armor +60 Agility +45 Stamina Requires Level 70 Equip: Improves haste rating by 25. Equip: Increases attack power by 80.</p>	<p>Dagger of Betrayal Binds when picked up Dagger One-Hand Speed 1.80 187 - 281 Damage/130.0 damage per second +24 Agility +28 Stamina Requires Level 80 Equip: Improves hit rating by 32. Equip: Increases attack power by 66.</p>
<p>Arm Blade of Augelmir Binds when picked up Fist Weapon Main Hand Speed 2.40 167 - 312 Damage/99.8 damage per second +18 Stamina Requires Level 70 Equip: Improves critical strike rating by 39.</p>	<p>Dalronn's Jerkin Binds when picked up Mail Chest 1212 Armor +67 Stamina +56 Intellect Blue Socket Socket Bonus: +4 Intellect Requires Level 80 Equip: Increases spell power by 91. Equip: Restores 25 mana per 5 sec.</p>
	<p>Bindings of the Tunneler Binds when picked up Leather Wrist 239 Armor +31 Agility +67 Stamina Requires Level 80 Equip: Increases your expertise rating by 25. Equip: Increases attack power by 84.</p>
	<p>Emblem of Heroism Binds when picked up Requires Level 80</p>

Ingvar the Plunderer (Final)



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Phase 1

Staggering Roar – 2,00 damage area effect with a 60 yard radius and silences for 6 seconds

Smash – 20,000 damage in a 10 yard area to his front, 3 second cast time

Cleave – hits 2 players in front for 150% melee damage

Enrage - +5% attack speed per cast, stacks 50 times

Phase 2

Dreadful Roar – 3,500 shadow damage area effect with a 60 yard radius and silences for 8 seconds. Increases shadow damage taken by 5% per cast and stacks 40 times.

Strategy:

Ingvar is the final boss of this instance. He has a few hard hitting skills but all have cast times. You can avoid Smash and Cleave by running away while he's casting it. Pay attention and avoid his melee strikes while keeping track of your HP while he uses AoE skills.

Loot: Ingvar the Plunderer (Final)

Normal

Holistic Patchwork Breeches

Binds when picked up
 Unique
 Leather
 Legs
 386 Armor
 +45 Stamina
 +35 Intellect
 +35 Spirit
 Requires Level 70
 Equip: Increase spell power by 47.

Overlaid Chain Spaulders

Binds when picked up
 Mail
 Shoulder
 736 Armor
 +39 Stamina
 +41 Intellect
 Requires Level 70
 Equip: Increases spell power by 35.
 Equip: Restores 9 mana per 5 sec.

Ingvar's Monolithic Cleaver

Binds when picked up
 Axe
 Two-Hand
 Speed 3.20
 332 - 498 Damage/129.7 damage per second
 +56 Strength
 Requires Level 70
 Equip: Improves hit rating by 70

Heroic

Staggering Legplates

Binds when picked up
 Plate
 Legs
 1961 Armor
 +83 Strength
 +109 Stamina
 Red Socket
 Yellow Socket
 Socket Bonus: +9 Stamina
 Requires Level 80
 Equip: Improves hit rating by 80

Sharp-Barbed Leather Belt

Binds when picked up
 Leather
 Waist
 317 Armor
 +45 Agility
 +75 Stamina
 Blue Socket
 Socket Bonus: +4 Expertise Rating
 Requires Level 80
 Equip: Increases your expertise rating by 43.
 Equip: Increases attack power by 132

Annhylde's Ring

Binds when picked up
 Finger
 +50 Stamina
 +33 Intellect
 Requires Level 80
 Equip: Improves haste rating by 49.
 Equip: Increases spell power by 59.

Unsmashable Heavy Band

Binds when picked up
 Finger
 +43 Strength
 +64 Stamina
 Requires Level 80
 Equip: Increases defense rating by 30.
 Equip: Increases the block value of your shield by 40.

Design: Fierce Monarch Topaz

Binds when picked up
 Requires Jewelcrafting (390)
 Use: Teaches you how to cut a Fierce Monarch Topaz
 1 Charges

	<p>Drake-Mounted Crossbow Binds when picked up Crossbow Ranged Speed 2.80 290 - 436 Damage/129.6 damage per second) +29 Agility Requires Level 80 Equip: Improves critical strike rating by 26. Equip: Increases attack power by 56.</p>
	<p>Plunderer's Helmet Binds when picked up Mail Head 985 Armor +60 Agility +42 Stamina +27 Intellect Meta Socket Red Socket Socket Bonus: +12 Stamina Requires Level 80 Equip: Improves critical strike rating by 36.</p>
	<p>Enraged Feral Staff Binds when picked up Staff Two-Handed Speed 2.40 193 - 356 Damage/114.4 damage per second 700 Armor +52 Strength +78 Agility +117 Stamina Requires Level 80 Equip: Increases attack power by 1602 in Cat, Bear, Dire Bear, and Moonkin forms only.</p>
	<p>Breeches of the Caller Binds when picked up Cloth Legs 254 Armor +58 Stamina +74 Intellect +52 Spirit Red Socket Blue Socket Socket Bonus: +6 Haste Rating Durability 65 / 65 Requires Level 80 Equip: Increases spell power by 73.</p>



The Nexus (71-73)

1. Ormorok the Tree Shaper



2. Anomalous

3. Grand Magus Telestra



4. Keristrasza (Final)





Ormorok the Tree Shaper



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Trample – deals 2,500 area effect damage

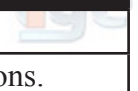
Crystal Spikes – summons crystal spikes that radiate from Ormorok in all directions. Shortly thereafter, they will erupt from the ground, dealing 3,000 damage and knocking players in the air.

Spell Reflection – reflects spells, 2 second cast.

Frenzy – at 25% HP, Ormorok will increase his damage by 100%

Strategy:

The party is advised to scatter to avoid the Crystal Spikes' explosion. Casters should watch out for Spell Reflection. Other than that, this is a pretty easy boss.



Loot: Ormorok the Tree Shaper

Normal

Greaves of the Blue Flight

Binds when picked up
Plate
Feet
1238 Armor
+34 Stamina
+43 Intellect
Equip: Improves critical strike rating by 26.
Equip: Increases spell power by 37.

Heroic

Band of Frosted Thorns
Not yet available

Chiseled Stalagmite Pauldrons

Binds when picked up
Plate
Shoulder
1351 Armor
+55 Strength
+48 Stamina
Equip: Improves hit rating by 23.

Gloves of the Crystal Gardener
Not yet available

Drakonid Arm Blade

Binds when picked up
Fist Weapon
Off Hand
Speed 1.60
114 - 212 Damage
(101.9 damage per second)
+32 Agility
Durability 65 / 65
Requires Level 71
Equip: Improves hit rating by 23.

Frozen Forest Kilt
Not yet available

Anomalous



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Create Rift – spawns a chaotic rift that will summon mobs and cast a chain lightning-type spell that affects 3 targets for 320 arcane damage, each target getting a 50% reduced damage on each jump.

Charge Rifts – charges the chaotic rifts and speeds up the summoning of mobs and increases damage by 50%

Rift Shield – makes Anomalous invulnerable

Spark – deals arcane damage to a single target

Arcane Wraith – spawns from chaotic rifts and casts arcane missiles

Strategy:

You start the fight damaging Anomalous normally and eventually he'll create a chaotic rift. When he does, all DPS should focus on destroying the rift and the spawns. After destroying them, focus all damage back to Anomalous and he will repeat this again a few times. When he uses Rift Shield, everyone should finish off other spawns until the shield wears off.

Loot: Anomalus

Normal

[Cleated Ice Boots](#)

Binds when picked up
Mail
Feet
693 Armor
+41 Agility
+25 Stamina
+23 Intellect
Requires Level 71
Equip: Improves haste rating by 22.
Equip: Increases attack power by 64.

[Gauntlets of Serpent Scales](#)

Binds when picked up
Mail
Hands
630 Armor
+34 Stamina
+43 Intellect
Requires Level 71
Equip: Improves critical strike rating by 26.
Equip: Increases spell power by 37.

[Tome of the Lore Keepers](#)

Binds when picked up
Held In Off-hand
+25 Stamina
+32 Intellect
+23 Spirit
Requires Level 71
Equip: Increases spell power by 26.

Heroic

[Amulet of Dazzling Light](#)

Binds when picked up
Neck
+51 Stamina
+34 Intellect
Requires Level 80
Equip: Increases spell power by 50.
Equip: Restores 14 mana per 5 sec.

[Rift Striders](#)

Binds when picked up
Plate
Feet
1489 Armor
+50 Strength
+85 Stamina
Red Socket
Socket Bonus: +4 Critical Strike Rating
Requires Level 80
Equip: Improves critical strike rating by 50.

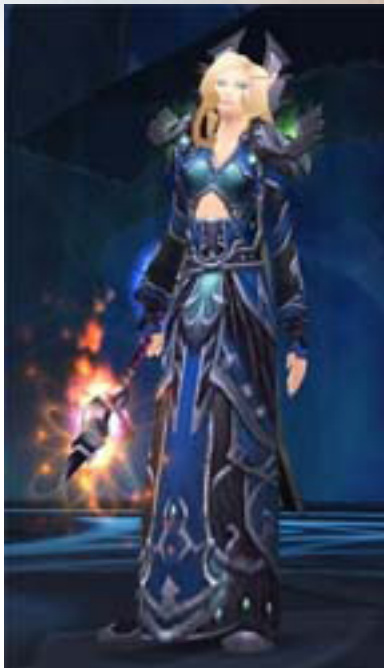
[Helm of Anomalus](#)

Binds when picked up
Leather
Head
443 Armor
+34 Stamina
+52 Intellect
+62 Spirit
Meta Socket
Yellow Socket
Socket Bonus: +12 Stamina
Requires Level 80
Equip: Increases spell power by 91.

[Hauberk of the Arcane Wraith](#)

Binds when picked up
Mail
Chest
1212 Armor
+56 Agility
61 Stamina
+43 Intellect
Blue Socket
Socket Bonus: +4 Agility
Requires Level 80
Equip: Improves critical strike rating by 45.
Equip: Increases attack power by 154.

Grand Magus Telestra



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Phase 1

You fight Telestra alone in this phase.

Firebomb – 2,000 fire damage spell that hits a target and everyone within 5 yards of the target

Ice Nova – 2,500 frost damage to everyone within 60 yards and stuns for 3 seconds

Gravity Well – pulls and pushes players away from Telestra and disables all skills except instant cast spells for 6 seconds

Phase 2

At 50% HP, she splits into three mirror images of herself.

Arcane Image – casts polymorph and has a 2 second area effect stun

Frost Image – casts blizzard which deals 1,000 frost damage every 2 seconds. Also casts Ice Barb which deals 500 frost damage to a single target but deals triple damage to frozen targets.

Fire Image – casts scorch for 1,500 fire damage to a single target and Fire Blast for 2,500 damage to a single target.

Strategy:

During phase 1, she doesn't pose much of a threat. Her Frost Nova should be interrupted when possible. At phase 2, it's best to kill the Arcane image first to avoid the stuns which could get you killed (not to mention getting your healer polymorphed is fatal). After Arcane, you can choose to kill either of the remaining forms easily.

Loot: Grand Magus Telestra

Normal

[Belt of Draconic Runes](#)

Binds when picked up
Leather
Waist
255 Armor
+25 Stamina
+41 Intellect
+34 Spirit
Durability 35 / 35
Requires Level 71
Equip: Increases spell power by 37.

[Insulating Bindings](#)

Binds when picked up
Plate
Wrist
788 Armor
+27 Stamina
+32 Intellect
Durability 45 / 45
Requires Level 71
Equip: Improves critical strike rating by 20.
Equip: Increases spell power by 26.

[Wand of Shimmering Scales](#)

Binds when picked up
Wand
Ranged
Speed 1.80
236 - 439 Shadow Damage
(187.5 damage per second)
Durability 65 / 65
Requires Level 71
Equip: Improves haste rating by 21.
Equip: Increases spell power by 26.

Heroic

[Spaulders of the Careless Thief](#)

Binds when picked up
Leather
Shoulder
409 Armor
+58 Agility
+61 Stamina
Red Socket
Socket Bonus: +4 Hit Rating
Durability 60 / 60
Requires Level 80
Equip: Improves hit rating by 33.
Equip: Increases attack power by 84.

[Bands of Channeled Energy](#)

Binds when picked up
Mail
Wrist
530 Armor
+31 Stamina
+33 Intellect
Durability 40 / 40
Requires Level 80
Equip: Increases spell power by 50.
Equip: Restores 17 mana per 5 sec.

[Telestra's Journal](#)

Binds when picked up
Held In Off-hand
+24 Stamina
+43 Intellect
Requires Level 80
Equip: Improves hit rating by 39.
Equip: Increases spell power by 50.

Keristrasza (Final)



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Intense Cold – aura effect that deals constant damage, reduces attack, cast and movement speed. Effect stacks and can be broken by moving.

Crystal Chains - 1,750 frost damage to a single target and immobilizes target for 10 seconds.

Crystalfire Breath - 3,200 fire damage and debuff to frontal targets. Reduced movement by 25% and deals 1,000 damage every 2 seconds. Lasts 10 seconds.

Tail Sweep - 800 damage to targets at her back and deals knock back. 20 yard range.

Enrage – use when she is at low HP or if the group takes too long to kill her.

Strategy:

Only the tank should be in front of Keristrasza. The rest of the party should stand to her sides, as being behind her gets you knocked back. The main trick to this fight is constantly moving around to prevent the Intense Cold buff from stacking onto you. The entire group needs to frequently shuffle about to get rid of that debuff, including the tank. If someone doesn't move for too long, they will become frozen entirely. Key to this fight is avoiding that. The only player taking any serious damage in this fight should be the tank.

Loot: Keristrasza (Final)

Normal

Attuned Crystalline Boots

Binds when picked up
Cloth
Feet
166 Armor
+31 Stamina
+41 Intellect
+31 Spirit
Requires Level 71
Equip: Increases spell power by 37.

Band of Glittering Permafrost

Binds when picked up
Unique-Equipped
Finger
+25 Stamina
+33 Intellect
Requires Level 71
Equip: Increases spell power by 26.
Equip: Restores 8 mana per 5 sec.

Glacier Sharpened Vileblade

Binds when picked up
Dagger
One-Hand
Speed 1.70
138 - 208 Damage/101.8 damage per second
Requires Level 71
Equip: Improves haste rating by 29.
Equip: Increases attack power by 56.

Heroic

Interwoven Scale Bracers

Binds when picked up
Mail
Wrist
549 Armor
+35 Agility
+54 Stamina
+29 Intellect
Requires Level 80
Equip: Improves critical strike rating by 32.
Equip: Increases attack power by 100.

Flame-Bathed Steel Girdle

Binds when picked up
Plate
Waist
1261 Armor
+66 Strength
+85 Stamina
Blue Socket
Socket Bonus: +4 Strength
Requires Level 80
Equip: Improves critical strike rating by 59.

War Mace of Unrequited Love

Binds when picked up
Mace
Main Hand
Speed 2.30
104 - 303 Damage/88.5 damage per second
+49 Intellect
Requires Level 80
Equip: Increases spell power by 408.
Equip: Restores 19 mana per 5 sec.

Frozen Orb

Dragon Slayer's Sabatons

Binds when picked up
Mail
Feet
833 Armor
+42 Agility
+38 Stamina
+25 Intellect
Red Socket
Red Socket
Socket Bonus: +9 Stamina
Requires Level 80
Equip: Improves haste rating by 30.
Equip: Increases attack power by 100.

	<p>Crystal-Infused Tunic Binds when picked up Leather Chest 545 Armor +53 Agility +64 Stamina Yellow Socket Red Socket Socket Bonus: +9 Stamina Durability 100 / 100 Requires Level 80 Equip: Improves hit rating by 51. Equip: Increases attack power by 138.</p>
	<p>Bulwark of the Noble Protector Binds when picked up Shield Off Hand 7278 Armor 204 Block +43 Strength +64 Stamina Durability 100 / 100 Requires Level 80 Equip: Increases defense rating by 31. Equip: Increases your shield block rating by 25.</p>
	<p>Sphere of Red Dragon's Blood Binds when picked up Unique-Equipped Trinket Requires Level 80 Equip: Improves hit rating by 55. Use: Increases attack power by 670 for 20 sec. (2 Min Cooldown)</p>



Azjol'Nerub (72-74)

1. Krik'thir the Gatewatcher



2. Hadronox

3. Anub'arak (Final)



Krik'thir the Gatewatcher



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Curse of Fatigue – casts curse on 2-3 targets. Deals 3,000 shadow damage, slows attack, casting and movement speed by 30% for 10 seconds.

Mind Flay – 2,000 shadow damage every second for three seconds and slows movement speed by 50%.

Frenzy - at 10% HP, his attack speed increases by 50% and physical damage by 100%.

Strategy:

Put shadow resist buffs on your group if available. The fight will be fairly straightforward, just whittle his HP down. Remove the curse if someone in your group can. If not, the 30% reduced speed for 10 seconds isn't going to kill you.

Loot: Krik'thir the Gatewatcher

Normal

[Binds when picked up](#)

Cloth
Feet
170 Armor
+23 Stamina
+43 Intellect
+36 Spirit
Requires Level 72
Equip: Increases spell power by 36.

Heroic

[Façade Shield of Glyphs](#)

Not yet available

[Aura Focused Gauntlets](#)

Binds when picked up
Plate
Hands
1156 Armor
+31 Stamina
+46 Intellect
Requires Level 72
Equip: Increases spell power by 37.
Equip: Restores 11 mana per 5 sec.

Not yet available

[Cobweb Machete](#)

Binds when picked up
Dagger
One-Hand
Speed 1.70
141 - 213 Damage/104.1 damage per second
+39 Agility
+20 Stamina
Durability 65 / 65
Requires Level 72

Not yet available

Hadronox



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Web Grab – 2,500 damage and pulls target towards Hadronox.

Pierce Armor - reduces armor by 50% for 8 seconds.

Leech Poison - drains 500 HP per second from surrounding enemies. Hadronox is healed by 10% when someone afflicted by this poison dies.

Acid Cloud - creates a cloud for 90 seconds, dealing 750 nature damage per second to enemies inside it.

Strategy:

You will encounter Hadronox fighting a swarm of Nerubians while using Leech Poison to keep his HP up. You can engage this boss while the nerubians are still fighting, but those nerubians will attack you when Hadronox dies. It may be worth waiting until at least all of the non elite nerubians are dead. It is not recommended to lure Hadronox towards you as the Web Grab ability and the nerubians can screw this up. It would be better to just run into him. Cleanse the poison if your party has the ability to do so. Also, everyone needs to move out of the Acid Clouds. Be ready for any remaining nerubians to attack you after Hadronox dies, and you should have no problem at all.

Loot: Hadronox

Normal

Life-Staff of the Web Lair
Binds when picked up
Staff
Two-Hand
Speed 2.40
154 - 286 Damage/91.5 damage per second
+75 Intellect
+60 Spirit
Requires Level 72
Equip: Increases spell power by 252.

Spinneret Epaulets
Binds when picked up
Leather
Shoulder
349 Armor
+24 Stamina
+42 Intellect
+35 Spirit
Requires Level 72
Equip: Increases spell power by 39.

Treads of Aspiring Heights
Binds when picked up
Leather
Feet
320 Armor
+45 Agility
+42 Stamina
Requires Level 72
Equip: Improves critical strike rating by 23.
Equip: Increases attack power by 64.

Heroic

Grotto Mist Gloves
Binds when picked up
Leather
Hands
341 Armor
+30 Stamina
+45 Intellect
+59 Spirit
Red Socket
Socket Bonus: +4 Spirit
Requires Level 80
Equip: Increases spell power by 59.

Not yet available

Not yet available

Anub'arak (Final)



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Impale - a spike deals 3,000 damage to all targets within 4 yards, knocking them into the air. Ignores armor.

Burrow - Anub'arak cannot be attacked while burrowed. While burrowed, he uses Impale and summons adds. He uses this at 66%, 33% and 15% HP.

Pound - 10,000 damage frontal area effect.

Locust Swarm - deals 350 nature damage to all targets and slows movement speed by 40% for 15 seconds.

Strategy:

Anub'arak must be tanked facing away from the rest of the group. When he begins casting pound, the tank should move behind him to avoid it. When Anub'arak burrows, he uses Impale, which can be seen as a particle effect on the ground just before it fires. If your group reacts quickly to this, you can avoid being damaged by it. While burrowed, he spawns additional mobs. These can serve as a serious distraction; everyone should keep paying attention to impales. Kill these as fast as possible, ideally they you should kill them before Anub'arak resurfaces.

Loot: Anub'arak (Final)

Normal

Charmed Silken Cord

Binds when picked up

Cloth

Waist

139 Armor

+22 Stamina

+42 Intellect

Requires Level 72

Equip: Improves critical strike rating by 38.

Equip: Increases spell power by 37.

Signet of Arachnathid Command

Binds when picked up

Unique-Equipped

Finger

308 Armor

+30 Strength

+46 Stamina

Requires Level 72

Equip: Increases defense rating by 17.

Wing Cover Girdle

Binds when picked up

Mail

Waist

582 Armor

+34 Stamina

+28 Intellect

Requires Level 72

Equip: Improves critical strike rating by 45.

Equip: Increases spell power by 37.

Anub'arak's Broken Husk

Quest Item

Unique

Heroic

Sash of the Servant

Not yet available

Crypt Lord's Deft Blade

Not yet available

Frozen Orb

Kingdom of Ahn'kahet (73-75)

1. Prince Taldaram



2. Elder Nadox

3. Jedoga Shadowseeker



4. Herald Volazj (Final)



Prince Taldaram



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Bloodthirst - Deals 120% normal melee damage. The next 3 melee attacks restore 1% health.

Conjure Flame Sphere - summons fiery sphere that deals damage to anything within 18 yards. After using this, Taldaram will cast Vanish.

Vanish - Taldaram briefly vanishes and appears by a random target to cast Embrace of the Vampyr.

Embrace of the Vampyr – 1,500 shadow damage every 2 seconds and stuns for 20 seconds or until Taldaram takes 20,000 damage.

Strategy:

Attack Taldaram until he summons a flame sphere and vanishes. Always stay away from the sphere. When Taldaram shows up and begins channeling Embrace, hit him hard to stop the channeling. Attack him until he summons another sphere and vanishes again. Repeat until he is dead.

Loot: Prince Taldaram

Normal

Slasher's Amulet

Binds when picked up
Neck
Requires Level 73
Equip: Improves critical strike rating by 25.
Equip: Improves haste rating by 45.
Equip: Increases attack power by 36.

Gloves of the Blood Prince

Binds when picked up
Cloth
Hands
159 Armor
+27 Stamina
+45 Intellect
+38 Spirit
Requires Level 73
Equip: Increases spell power by 39.

Talisman of Scourge Command

Binds when picked up
Held In Off-hand
+35 Intellect
+22 Spirit
Requires Level 73
Equip: Increases spell power by 29.
Equip: Restores 7 mana per 5 sec.

Heroic

Flame Sphere Bindings

Binds when picked up
Wrist
Cloth
127 Armor
+37 Stamina
+45 Intellect
Requires Level 80
Equip: Increases spell power by 51.
Equip: Restores 12 mana per 5 sec.

Gauntlets of the Plundering Geist

Not yet available

Bonegrinder Breastplate

Not yet available

Necklace of Taldaram

Not yet available

Emblem of Heroism

Binds when picked up
Requires Level 80

Elder Nadox



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Brood Plague – disease that hits a single target, dealing 12,750 nature damage over 30 seconds

Strategy:

Simply damage Elder Nadox hard. If available, have someone cleanse the disease which almost always hits the tank. Ignoring the mobs that hatch from the eggs is possible, as long as the tank can get their attention. AoE works well for them, too. It's a good idea to just let the mobs spawn because if you don't kill Nadox quickly, the mobs will spawn quicker and quicker until you can't handle them anymore.

Loot: Nadox

Normal

Blade of Nadox
Binds when picked up
Dagger
One-Hand
Speed 1.6
136-205 Damage/106.6 damage per second
+21 Stamina
Requires Level 73
Equip: Improves critical strike rating by 42.

Ahn'kahar Handwraps
Binds when picked up
Leather
Hands
298 Armor
+27 Stamina
+45 Intellect
Requires Level 73
Equip: Improves critical strike rating by 38.
Equip: Improves spell power by 39.

Crawler-Emblem Belt
Binds when picked up
Plate
Waist
1068 Armor
+37 Stamina
+46 Intellect
Requires Level 73
Equip: Improves critical strike rating by 30.
Equip: Improves spell power by 39.

Heroic

Brood Plague Helmet
Not yet available

Nerubian Shield Ring
Not yet available

Elder Headpiece
Not yet available

Sprinting Shoulderpads
Binds when picked up
Leather
Shoulders
409 Armor
+33 Agility
+87 Stamina
Durability 60 / 60
Requires Level 80
Equip: Increases your expertise rating by 42).
Equip: Increases attack power by 116.

Emblem of Heroism
Binds when picked up
Requires Level 80

Jedoga Shadowseeker



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Levitate and Sacrifice – at every 25% HP you take off; Jedoga will rise into the air and spawn a circle that the cultists will try to reach. If the circle is reached by a cultist, Jedoga will grow much stronger.

Cyclone Strike - deals 150% weapon damage to everyone within 6 yards and knocks them back.

Lightning Bolt – 1,800 Nature damage to a single target.

Thundershock - summons a cloud that deals 1,800 nature damage initially, and another 1,800 every 2 seconds for 10 seconds.

Strategy:

Clear all the mobs around Jedoga before engaging. When engaged, she will spawn a circle of cultists around her, which are used for her levitate & sacrifice trick. The cultists will not attack you. The most important thing in this fight is preventing the cultist from reaching her when she levitates. Everyone needs to be quick to help kill that cultist. Secondly, everyone needs to move out of the thunder clouds she spawns as quickly as possible. These have a small radius (6 yards), but can hurt pretty bad.

Loot: Jedoga Shadowseeker

Normal

Heroic

<p>Jedoga's Greatring Binds when picked up Unique-Equipped (Unique Equipped) Finger +22 Agility +48 Stamina Requires Level 73 Equip: Increases your critical strike rating by 18 Equip: Increases attack power by 62.</p>	Not yet available
<p>Battlechest of the Twilight Cult Binds when picked up Plate Chest +43 Agility +82 Stamina Requires Level 73 Equip: Increases your defense rating by 60 Equip: Increases expertise rating by 27.</p>	Not yet available
<p>Cloak of the Darkcaster Binds when picked up Back +22 Stamina +24 Intellect Requires Level 73 Equip: Restores 12 mana per 5 sec. Equip: Increases spell power by 37.</p>	Not yet available



Herald Volazj (Final)



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Curse of Fatigue – casts curse on 2-3 targets. Deals 3,000 shadow damage, slows attack, casting and movement speed by 30% for 10 seconds.

Strategy:

Put shadow resist buffs on your group if available. The fight will be fairly straightforward, just whittle his HP down. Remove the curse if someone in your group can. If not, the 30% reduced speed for 10 seconds isn't going to kill you.



Loot: Herald Volazj (Final)

Normal

Volazj's Sabatons

Binds when picked up
Plate
Feet
1305 Armor
+33 Strength
Requires Level 73
Equip: Improves hit rating by 25.
Equip: Improves haste rating by 60.

Mantle of Echoing Bats

Binds when picked up
Cloth
Shoulder
191 Armor
+27 Stamina
+45 Intellect
Requires Level 73
Equip: Improves haste rating by 38.
Equip: Increases spell power by 39.

Pyramid Embossed Belt

Binds when picked up
Leather
Waist
269 Armor
+46 Agility
+45 Stamina
Requires Level 73
Equip: Improves haste rating by 33.
Equip: Increases attack power by 50.

Heroic

Skirt of the Old Kingdom

Binds when picked up
Cloth
Legs
263 Armor
+67 Stamina
+68 Intellect
Requires Level 80
Equip: Increases spell power by 104.
Equip: Restores 36 mana per 5 sec.

Kilt of the Forgotten One

Binds when picked up
Unique
Leather
Legs
477 Armor
+67 Stamina
+55 Intellect
+79 Spirit
Requires Level 80
Equip: Increases spell power by 91.

Frozen Orb



Drak'Tharon Keep (74-76)

1. Trollgore



2. Novos the Summoner

3. King Dred



4. The Prophet Tharon'ja (Final)



Trollgore



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Adds - during the fight, a lot of monsters spawn. These can be ignored, Trollgore uses them for Corpse Explosions.

Corpse Explode - explodes a nearby Drakkari Invader corpse for 4000 Nature damage in a 5 yard radius.

Consume – 2,000 shadow damage to everyone within 50 yards. Every target damaged lets Trollgore gain a stacking 2% damage buff.

Infected Wound – disease that increases physical damage taken by a single target by 15% for 10 seconds.

Crush - deals 150% damage to a target.

Strategy:

You can simply tank Trollgore and heal through the damage his corpse explosions cause. However, if your group is having trouble with this, you can try to avoid corpse explosion damage by having players not stand near Drakkari Invader corpses whenever possible. Infected Wound should be cleansed from the tank if possible. The main thing is killing Trollgore before his stacking damage buff gets out of hand..

Loot: Trollgore

Normal

Infection Resistant Legguards

Binds when picked up
Mail
Legs
953 Armor
+52 Stamina
+63 Intellect
Durability 90 / 90
Requires Level 74
Equip: Improves critical strike rating by 42.
Equip: Increases spell power by 54.

Berserker's Horns

Binds when picked up
Leather
Head
398 Armor
+52 Stamina
+54 Intellect
+52 Spirit
Durability 60 / 60
Requires Level 74
Equip: Increases spell power by 54.

Troll Butcherer

Binds when picked up
Sword
Two-Hand
Speed 3.10
352 - 528 Damage
(141.9 damage per second)
Durability 100 / 100
Requires Level 74
Equip: Improves critical strike rating by 85.
Equip: Increases attack power by 120.

Heroic

Terrace Defence Boots

Binds when picked up
Plate
Feet
1489 Armor
+58 Strength
+63 Stamina
Blue Socket
Socket Bonus: +4 Block Rating
Durability 65 / 65
Requires Level 80
Equip: Increases defense rating by 41.
Equip: Increases your shield block rating by 33.

Not yet available

Not yet available

Novos the Summoner



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Phase 1

Adds - trolls spawn constantly on the stairs and head down into the room. Most are non elite, some are elite.

Summoner - a summoner occasionally spawns in the room. Killing a this mob unlocks one of the crystals around Novos.

Phase 2

Blizzard - deals 1,800 frost damage every 2 seconds in selected aura for 6 seconds.

Frostbolt - 2,600 frost damage and 50% snare to a single target for 4 seconds.

Wrath of Misery - this curse deals 1,750 shadow damage every 2 seconds for 8 seconds.

Arcane Blast - deals 1,850 arcane damage to a single target with knockback.

Strategy:

For phase 1, deal with the mobs at the bottom of the stairs. Summoners will spawn inside the room, so you should get and kill them. Once you've killed 4 summoners, Novos will be set free, and phase 2 begins. No further mobs will spawn. While fighting Novos, make sure you move out of blizzard quickly. Spreading out some will avoid multiple players from getting hit. Remove Wrath of Misery if possible.

Loot:

Normal

[Summoner's Stone Gavel](#)

Binds when picked up
Mace
One-Hand
Speed 2.30
175 - 327 Damage/109.1 damage per second
Requires Level 74
Equip: Improves hit rating by 35.
Equip: Increases attack power by 54.

[Crystal Pendant of Warding](#)

Binds when picked up
Neck
+28 Stamina
+35 Intellect
Requires Level 74
Equip: Increases spell power by 30.
Equip: Restores 9 mana per 5 sec.

[Robes of Novos](#)

Binds when picked up
Cloth
Chest
261 Armor
+37 Stamina
+61 Intellect
Requires Level 74
Equip: Improves haste rating by 53.
Equip: Increases spell power by 54.

Heroic

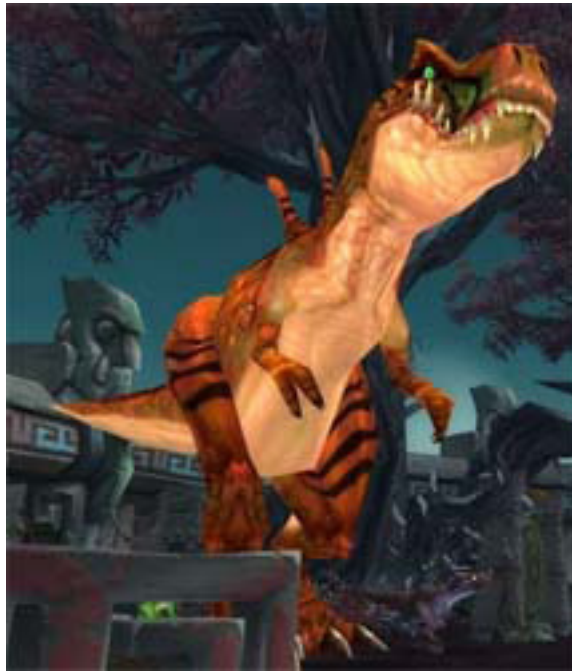
[Breastplate of Undeath](#)

Binds when picked up
Plate
Chest
2166 Armor
+80 Strength
+112 Agility
+75 Stamina
Requires Level 80
Equip: Improves hit rating by 45.

Not yet available

Not yet available

King Dred



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Bellowing Roar - fears everyone within 35 yards of the caster for 4 seconds.

Grievous Bite - deals 8,000 damage to a target and 1,100 damage every 2 seconds. Lasts until targets is fully healed.

Fearsome Roar - reduces target damage by 125 for 8 seconds.

Mangling Slash - deals 125% melee damage and increases damage the target takes from bleed effects by 75% for 15 seconds.

Piercing Slash - deals 125% melee damage and reduces target armor by 75% for 10 seconds.

Strategy:

Bellowing roar will give you much trouble, as everyone getting feared works disorienting and can put healers out of range of the tank. The worst it can do is send someone running into some raptors if you left them. Anti-fear spells will work well in this fight.

Loot:

Normal

[Stable Master's Breeches](#)

Binds when picked up
Cloth
Legs
228 Armor
+52 Stamina
+61 Intellect
+52 Spirit
Requires Level 74
Equip: Increases spell power by 54.

[Staff of the Great Reptile](#)

Binds when picked up
Staff
Two-Hand
Speed 2.10
148 - 269 Damage/99.5 damage per second
+81 Spirit
Requires Level 74
Equip: Improves haste rating by 66.
Equip: Increases spell power by 271.

[Scabrous-Hide Helm](#)

Binds when picked up
Leather
Head
398 Armor
+63 Agility
+63 Stamina
Requires Level 74
Equip: Increases attack power by 92.
Equip: Increases armor penetration rating by 35.

Heroic

[Handler's Arm Strap](#)

Binds when picked up
Leather
Wrist
239 Armor
+24 Stamina
+39 Intellect
+42 Spirit
Requires Level 80
Equip: Increases spell power by 51.

[Incisor Fragment](#)

Binds when picked up
Unique-Equipped
Trinket
Requires Level 80
Equip: Increases attack power by 148.
Use: Increases your armor penetration rating by 291 for 20 sec. (2 Min Cooldown)

The Prophet Tharon'ja (Final)



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Decay Flesh – your group becomes skeletons with 4 abilities:

1. **Touch of Life** - Steal 2000 life from target enemy.
2. **Bone Armor** - 4500 damage absorption shield for 10 seconds.
3. **Taunt** - Force enemy to attack you.
4. **Slaying Strike** - Deal normal melee damage plus 650.

Curse of Life - deals 750 shadow damage every 3 seconds for 9 seconds. Get removed if you are below 50% HP.

Eye Beam – 1,100 nature damage to a single target every 2 seconds for 5 seconds.

Lightning Breath – 1,450 nature damage to a single target.

Shadow Volley – 1,800 shadow damage to all.

Poison Cloud - creates a cloud that causes 650 nature damage every second for 10 seconds.

Strategy:

The prophet starts by using his damaging abilities and normal attacks. After a while, he will cast Decay Flesh, turning everyone into a skeleton. At this point, it's especially important for the tank to use Bone Armor and Touch of Life whenever they're up. Should the tank get low on health, someone else can taunt the boss until everyone turns into their normal selves again. Decay Flesh will be activated several times during the fight, the exact amount depending on how fast you damage the prophet.

Loot: The Prophet Tharon'ja (Final)

Normal

Helmet of Living Flesh

Binds when picked up
Mail
Head
885 Armor
+61 Agility
+52 Stamina
+25 Intellect
Durability 70 / 70
Requires Level 74
Equip: Improves haste rating by 34.
Equip: Increases attack power by 92.

Tharon'ja's Aegis

Binds when picked up
Shield
Off Hand
6541 Armor
181 Block
+28 Stamina
+35 Intellect
Durability 100 / 100
Requires Level 74
Equip: Improves critical strike rating by 23.
Equip: Increases spell power by 30.

Muradin's Lost Greaves

Binds when picked up
Plate
Legs
1703 Armor
+46 Strength
+52 Stamina
Durability 100 / 100
Requires Level 74
Equip: Increases your expertise rating by 83.

Heroic

Talisman of Troll Divinity

Binds when picked up
Unique-Equipped
Trinket
+73 Spirit
Requires Level 80
Use: For the next 20 sec, your direct heals increase healing received by their target by up to 58. This effect lasts 10 sec and stacks up to 5 times. (2 Min Cooldown)

Limb Regeneration Bracers

Binds when picked up
Mail
Wrist
549 Armor
+42 Stamina
+36 Intellect
Durability 50 / 50
Requires Level 80
Equip: Improves haste rating by 50.
Equip: Increases spell power by 59.

Overlook Handguards

Binds when picked up
Cloth
Hands
188 Armor
+49 Stamina
+51 Intellect
+66 Spirit
Durability 35 / 35
Requires Level 80
Equip: Increases spell power by 77.

Frozen Orb

Gun'drak (76-78)

1. Slad'ran



2. Bloodstone Annihilator

3. Gal'darah (Final)



Slad'ran



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Adds - throughout the fight, Slad'ran summons various snakes.

Poison Nova - deals 2,750 Nature damage and Poisons everyone for 1100 Nature damage every 2 seconds. lasts 16 seconds.

Powerful Bite - deals normal damage and reduces armor of the target by 25% for 5 seconds.

Venom Bolt - 2,500 Nature damage to a single target.

Strategy:

The adds that are summoned are easily handled. Have the tank pick them up and AE them down. For the rest, this is a straightforward battle. Hurt the boss, cleanse poison if possible, or just heal through the damage. Don't forget to click the altar behind Slad'ran.

Loot: Slad'ran

Normal

[Witch Doctor's Wildstaff](#)
Not yet available

Heroic

[Terrace Defence Boots](#)
Binds when picked up
Plate
Feet
1489 Armor
+58 Strength
+63 Stamina
Blue Socket
Socket Bonus: +4 Block Rating
Requires Level 80
Equip: Increases defense rating by 41.
Equip: Increases your shield block rating by 33.

Bloodstone Annihilator



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Emerge - summons three elementals.

Mighty Blow - deals 175% damage to a single target.

Strategy:

Attack the boss and then when he summons his three elementals, you attack them. Very easy fight.

Loot: Bloodstone Annihilator

Normal

[Shoulderguards of the Ice Troll](#)
 Binds when picked up
 Leather
 Shoulder
 386 Armor
 +50 Agility
 +47 Stamina
 Durability 60 / 60
 Requires Level 76
 Equip: Improves hit rating by 29.
 Equip: Increases attack power by 76.

Heroic

Not yet available

Drakkari Hunting Bow
 Not yet available

Not yet available

Gal'darah (Final)



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Stomp - deals 5,000 physical damage within 10 yards around Gal'darah and knocks you back.

Stampede - summons a Rhino spirit which will charge a player, dealing 5,000 damage and knocking you into the air.

Puncture - deals 5,000 physical damage, unmitigated by armor. Also applies a bleed effect, 500 damage every 3 seconds for 2 minutes.

Impaling Charge - knocks back a target and deals normal damage plus 750.

Enrage - attack speed increases by 100% for 8 seconds.

Strategy:

Stomp will hit all melee DPS every time he uses it. When Gal'darah charges someone, any non-melee close to him should quickly move away so they don't get stomped as well. The tank can easily die when Puncture is used at a bad time, use a healthstone or any mitigating ability (other than ones that boost armor) if you're dropping below 5k. Enrage can be removed by using tranquilizing shot, should you have a hunter in the group. Healers will have a difficult time healing all the damage in this fight.

Loot: Gal'darah (Final)

Normal

Gal'darah's Signet

Binds when picked up
Unique-Equipped
Finger
+26 Strength
+54 Stamina
Requires Level 76
Equip: Increases defense rating by 36.
Equip: Increases your expertise rating by 20.

Shroud of Akali

Binds when picked up
Back
137 Armor
+36 Stamina
+35 Intellect
Requires Level 76
Equip: Improves hit rating by 24.
Equip: Increases spell power by 42.

Amulet of the Stampede

Binds when picked up
Neck
Requires Level 76
Equip: Increases attack power by 50.
Equip: Increases your expertise rating by 21.
Improves haste rating by 56.

Heroic

Sash of Blood Removal

Binds when picked up
Leather
Waist
317 Armor
+49 Stamina
+51 Intellect
Requires Level 80
Equip: Improves haste rating by 66.
Equip: Increases spell power by 77.

Offering of Sacrifice

Binds when picked up
Unique-Equipped
Trinket
550 Armor
Requires Level 80
Use: Increases maximum health by 3025 for 15 sec. (3
Min Cooldown)

Frozen Orb



Ulduar - Halls of Stone (77-79)

1. Maiden of Grief



2. Krystallus

3. Sjonnir the Ironshaper



Maiden of Grief



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Storm of Grief - spawns a circle on the ground, dealing 1,800 Shadow damage directly, plus 650 damage every 1 second to players who are in the area.

Shock of Sorrow - shocks the target, dealing 2,000 Shadow damage and stuns all other players for 6 seconds.

Pillar of Woe – 3,500 shadow damage to a single target. Deals 1,100 damage every 2 seconds for 10 seconds.

Strategy:

Players must be quick to get out of the shadowy areas on the ground, she summons them rather frequently. The other major concern is Shock of Sorrow. It takes her 4 seconds to cast this. When she almost finishes her cast, the healer and tank should stand in one of the shadowy patches. The damage you take will break the stun effect from Storm of Grief, preventing you from spending those 6 seconds stunned. The entire group can use this trick, but the tank and healer can't afford not to.

Loot: Maiden of Grief

Normal

[Ringlet of Repose](#)

Binds when picked up
Unique-Equipped
Finger
+31 Stamina
+27 Intellect
+36 Spirit
Requires Level 78
Equip: Increases spell power by 43.

[Chain of Fiery Orbs](#)

Binds when picked up
Neck
+36 Stamina
+25 Intellect
Requires Level 78
Equip: Increases spell power by 42.
Equip: Restores 15 mana per 5 sec.

[Embrace of Sorrow](#)

Binds when picked up
Back
139 Armor
+25 Agility
+31 Stamina
Requires Level 78
Equip: Improves hit rating by 37.
Equip: Increases attack power by 72.

Heroic

[Hammer of Grief](#)

Binds when picked up
Mace
Two-Hand
Speed 3.60
487 - 731 Damage
(169.2 damage per second)
+117 Stamina
Durability 100 / 100
Requires Level 80
Equip: Improves critical strike rating by 77.
Equip: Increases attack power by 156.

[Woeful Band](#)

Binds when picked up
Finger
+44 Strength
+63 Stamina
Requires Level 80
Equip: Increases defense rating by 25.
Equip: Increases your parry rating by 31.

[Lightning-Charged Gloves](#)

Binds when picked up
Mail
Hands
758 Armor
+49 Stamina
+41 Intellect
Durability 40 / 40
Requires Level 80
Equip: Increases spell power by 68.
Equip: Restores 23 mana per 5 sec.

[Maiden's Girdle](#)

Binds when picked up
Leather
Waist
307 Armor
+58 Stamina
+40 Intellect
Durability 35 / 35
Requires Level 80
Equip: Improves critical strike rating by 58.
Equip: Increases spell power by 68.

[Emblem of Heroism](#)

Binds when picked up
Requires Level 80

Krystallus



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Knockback - knocks everyone back and applies a debuff that restricts movement.

Shatter - causes all petrified players to shatter, dealing damage based on how close players are together

Stomp - 2,500 physical damage to players within 25 yards.

Boulder Toss - 3000 physical damage to a single target.

Strategy:

When Krystallus uses the knockback skill, the group should move as far away from other players because the debuff forces you to stop completely. If you are close together when he uses Shatter, your group will take huge damage. This mechanic is all the fight is really about, it's pretty simple otherwise.

Loot: Krystallus

Normal

Leggings of Burning Gleam

Binds when picked up
Cloth
Legs
242 Armor
+42 Stamina
+68 Intellect
+59 Spirit
Durability 65 / 65
Requires Level 78
Equip: Increases spell power by 61.

Hollow Geode Helm

Binds when picked up
Mail
Head
940 Armor
+69 Stamina
+71 Intellect
Durability 70 / 70
Requires Level 78
Equip: Increases spell power by 61.
Equip: Restores 16 mana per 5 sec.

Brann's Lost Mining Helmet

Binds when picked up
Plate
Head
1681 Armor
+52 Strength
+60 Stamina
Durability 80 / 80
Requires Level 78
Equip: Improves critical strike rating by 92.

Heroic

Shardling Legguards

Binds when picked up
Plate
Legs
1895 Armor
+67 Stamina
+55 Intellect
Red Socket
Socket Bonus: +4 Intellect
Durability 100 / 100
Requires Level 80
Equip: Improves haste rating by 70.
Equip: Increases spell power by 82

The Prospector's Prize

Binds when picked up
Finger
+27 Stamina
+29 Intellect
Requires Level 80
Equip: Improves hit rating by 51.
Equip: Improves haste rating by 43.

Spaulders of Krystallus

Binds when picked up
Leather
Shoulder
409 Armor
+42 Stamina
+44 Intellect
Durability 60 / 60
Requires Level 80
Equip: Improves critical strike rating by 58.
Equip: Increases spell power by 59.

Emblem of Heroism

Binds when picked up
Requires Level 80

Sjonnir the Ironshaper



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Static Charge - casts a debuff on a random target, causing them to deal 1,000 nature damage to nearby party members every 2 seconds for 10 seconds.

Lightning Ring - causes 1,000 nature damage to the closest targets every 2 seconds and applies a stacking debuff that increases nature damage taken by 10%. Sjonnir channels this spell for 10 seconds, the debuff lasts for 15 seconds.

Lightning Shield - 50% chance to deal 1,000 Nature damage to players when they hit Sjonnir.

Chain Lightning - 2,000 nature damage to the first target. Deals additional damage to the second and third target.

Frenzy - At 10% health, Sjonnir gains 50% attack speed and 100% physical damage.

Adds - slimes will spawn at the edge of the room, they will slowly approach Sjonnir.

Strategy:

The group should spread out around Sjonnir to avoid Static Charge hitting everyone. When someone gets hit by Static Charge, that person needs to move away from the rest of the group immediately, until it fades. When Sjonnir channels Lightning Ring, all melee need to move out of range immediately. Since most damage received in this fight is nature based, getting the lightning ring debuff to stack can be troublesome. The slime adds that spawn can be ignored, just kill Sjonnir before they reach him.

Loot: Sjonnir the Ironshaper

Normal

Static Cowl

Binds when picked up
Cloth
Head
225 Armor
+57 Stamina
+68 Intellect
Requires Level 78
Equip: Improves critical strike rating by 53.
Equip: Increases spell power by 61.

Amulet of Wills

Binds when picked up
Neck
336 Armor
+36 Strength
+55 Stamina
Requires Level 78
Equip: Increases your dodge rating by 25.

Ironshaper's Legplates

Binds when picked up
Plate
Legs
1810 Armor
+69 Stamina
+71 Intellect
Requires Level 78
Equip: Improves critical strike rating by 40.
Equip: Increases spell power by 61.

Heroic

Shardling Legguards

Sjonnir's Girdle
Binds when picked up
Plate
Waist
1261 Armor
+49 Stamina
+51 Intellect
Requires Level 80
Equip: Increases spell power by 77.
Equip: Restores 26 mana per 5 sec.

Leggings of the Stone Halls

Binds when picked up
Mail
Legs
1097 Armor
+60 Agility
+88 Stamina
+52 Intellect
Requires Level 80
Equip: Improves critical strike rating by 64.
Equip: Increases attack power by 180.

Sjonnir's Girdle

Binds when picked up
Plate
Waist
1261 Armor
+49 Stamina
+51 Intellect
Requires Level 80
Equip: Increases spell power by 77.
Equip: Restores 26 mana per 5 sec.

The Fleshshaper

Binds when picked up
Dagger
One-Hand
Speed 1.80
206 - 310 Damage/143.3 damage per second
+22 Agility
+58 Stamina
Requires Level 80
Equip: Improves hit rating by 27.
Equip: Increases attack power by 76.

Sun-Emblazoned Chestplate

Binds when picked up
Plate
Chest
2166 Armor
+53 Strength
+117 Stamina
Blue Socket
Socket Bonus: +4 Hit Rating
Requires Level 80
Equip: Increases defense rating by 60.
Equip: Improves hit rating by 51.

	<p>Spark of Life Binds when picked up Trinket Requires Level 80 Equip: Improves haste rating by 73. Equip: Each time you cast a spell, there is chance you will gain up to 176 mana per 5 for 15 sec.</p>
	<p>Boots of the Whirling Mist Binds when picked up Leather Feet 1489 Armor +42 Stamina +44 Intellect Durability 65 / 65 Requires Level 80 Equip: Improves critical strike rating by 57. Equip: Increases spell power by 68.</p>
	<p>Forge Ember Binds when picked up Trinket Requires Level 80 Equip: Improves critical strike rating by 73. Equip: Your spells have a chance to increase your spell power by 512 for 10 sec.</p>
	<p>Design: Deft Monarch Topaz Binds when picked up Requires Jewelcrafting (390) Use: Teaches you how to cut a Deft Monarch Topaz [Deft Monarch Topaz] Requires Monarch Topaz (1) 1 Charges</p>
	<p>Emblem of Heroism Binds when picked up Requires Level 80</p>
	<p>Frozen Orb</p>



Utgarde Pinnacle (80)

1. Svala Sorrowgrave



2. Gortok Palehoof

3. Skadi the Ruthless



4. King Ymiron (Final)



Svala Sorrowgrave



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Ritual of the Sword - Svala will fly up into the air and place a party member on the altar below. Three adds will appear, which must be killed before the sword reaches the altar in order to free the player. When the sword reaches the altar, it will deal AE damage.

Call Flames - deals fire damage to all players.

Strategy:

Kill the adds when she summons them, and focus damage on her for the rest. This is not a difficult fight.

Loot: Svala Sorrowgrave

Normal

Ritualistic Athame
Binds when picked up
Dagger
One-Hand
Speed 1.40
134 - 202 Damage/120.0 damage per second
+29 Agility
Requires Level 78
Equip: Improves haste rating by 30.
Equip: Increases attack power by 58.

Heroic

Cuffs of the Trussed Hall
Binds when picked up
Cloth
Wrist
127 Armor
+37 Stamina
+31 Intellect
+43 Spirit
Requires Level 80
Equip: Increases spell power by 50.

Brazier Igniter
Not yet available

Tear-Linked Gauntlets
Not yet available

Gortok Palehoof



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Arcing Smash - frontal Cone AE melee damage.

Withering Roar – 2,000 damage area effect. Lowers everyone's health by 300. Stacks up to 50 times.

Impale - throws a spear at a single target, dealing 2,000 damage. Deals 2,000 damage every 3 seconds for 9 seconds.

Strategy:

Face him away from the rest of the group and kill him before Withering Roar stacks too high.

Loot: Gortok Palehoof

Normal

Heroic

Trophy Gatherer

Binds when picked up
Bow
Ranged
Speed 3.00
227 - 423 Damage
(108.3 damage per second)
+31 Stamina
Durability 75 / 75
Requires Level 78
Equip: Improves critical strike rating by 21.
Equip: Increases armor penetration rating by 22.

Not yet available

Reanimated Armor

Binds when picked up
Plate
Chest
2093 Armor
+68 Strength
+105 Stamina
Durability 135 / 135
Requires Level 78
Equip: Increases defense rating by 44.
Equip: Increases your parry rating by 47.

Not yet available

Seal of Valgarde

Binds when picked up
Held In Off-hand
+16 Stamina
+35 Intellect
Requires Level 78
Equip: Improves haste rating by 38.
Equip: Increases spell power by 44.

Not yet available

Shroud of Resurrection

Binds when picked up
Back
140 Armor
+28 Stamina
+29 Intellect
Requires Level 78
Equip: Increases spell power by 44.
Equip: Restores 15 mana per 5 sec.

Not yet available

Skadi the Ruthless



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Whirlwind - deals 5,000 damage per second. Skadi moves 50% slower while whirlwinding. Lasts 10 seconds.

Poisoned Spear - deals 5,000 physical damage and Poisons the target. Deals 2,000 nature damage every 3 seconds for 12 seconds.

Crush - deals 150% melee damage to the tank, knocking the tank down for 2 seconds.

Strategy:

Tank him at the end of the corridor, facing into the corridor. The group should be further in the corridor, facing him. When he uses whirlwind, everyone should turn and run about half-way through the corridor. This way, he will only hit the tank a couple of times, while the rest of the group should stay unharmed. Other than that, this fight is a matter of keeping people high on health to prevent instant deaths from his Poisoned Spear. Cleansing the poison that ability leaves is nice, but it can also be healed through pretty easily.

Loot: Skadi the Ruthless

Normal

Amulet of Deflected Blows

Binds when picked up

Neck

+38 Strength

+58 Stamina

Requires Level 78

Equip: Increases defense rating by 25.

Equip: Increases your parry rating by 26.

Heroic

Netherbreath Spellblade

Binds when picked up

Dagger

Main Hand

Speed 1.80

93 - 235 Damage

(91.3 damage per second)

+24 Stamina

+32 Intellect

+26 Spirit

Durability 65 / 65

Requires Level 80

Equip: Improves critical strike rating by 34.

Equip: Increases spell power by 355.

Harpooner's Striders

Not yet available

Not yet available

King Ymiron (Final)



WORLD OF WARCRRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Gain ability - Ymiron will choose a random coffin around him, stun everyone and drain a spirit. Possible effects include summoning a bunch of non-elite ghost adds and spawning white orbs that damage nearby players.

Screams of the Dead - stuns the group for 8 seconds. Used only when he's going to gain a new ability.

Bane - Ymiron will deal 1,500 shadow damage to everyone nearby whenever he takes direct damage. Lasts 5 seconds

Dark Slash - deals damage equal to target's current HP.

Fetid Rot – cast a disease a target in melee range, dealing 1,500 nature damage every 3 seconds and reducing healing received by 25% for 9 seconds.

Spirit Burst – 2,500 shadow damage to all enemies.

Spirit Strike - Deals 1,000 damage and increases damage taken by the target by 250. Stacks up to 100 times.

Strategy:

Ymiron's nasty ability, Bane, can kill all melee attackers in a matter of seconds. You need to dispel this immediately, but players should also be quick to turn off attacks when he buffs himself with it. He takes two seconds to cast it, which is enough time to turn off attacks and call back pets. Failing to do so can cause you a swift wipe.

Loot: King Ymiron (Final)

Normal

Vestige of Haldor

Binds when picked up
 Unique-Equipped
 Trinket
 Requires Level 78
 Equip: Improves haste rating by 65.
 Equip: Your melee and ranged attacks have a chance to burn your enemy, dealing 1024 to 1536 fire damage.

Signet of Ranulf

Binds when picked up
 Unique-Equipped
 Finger
 +28 Stamina
 +29 Intellect
 Requires Level 78
 Equip: Improves haste rating by 38.
 Equip: Increases spell power by 46.

Ceremonial Pyre Mantle

Binds when picked up
 Leather
 Shoulder
 395 Armor
 +34 Agility
 +51 Stamina
 Requires Level 78
 Equip: Improves haste rating by 52.
 Equip: Increases attack power by 100.

Jeweled Coronation Sword
 Not yet available

Heroic

Girdle of Bane

Binds when picked up
 Cloth
 Waist
 169 Armor
 +49 Stamina
 +51 Intellect
 +38 Spirit
 Requires Level 80
 Equip: Improves hit rating by 48.
 Equip: Increases spell power by 77.

Red Sword of Courage

Binds when picked up
 Unique-Equipped
 Sword
 One-Hand
 Speed 1.60
 160 - 299 Damage/143.4 damage per second
 +25 Strength
 +58 Stamina
 Requires Level 80
 Equip: Increases defense rating by 38.
 Equip: Improves hit rating by 26.

Ornamented Plate Regalia

Binds when picked up
 Plate
 Chest
 2166 Armor
 +25 Strength
 +58 Stamina
 Blue Socket
 Red Socket
 Socket Bonus: +6 Critical Strike Rating
 Requires Level 80
 Equip: Increases spell power by 71.
 Equip: Restores 25 mana per 5 sec.

Meteorite Whetstone

Binds when picked up
 Unique-Equipped
 Trinket
 Requires Level 80
 Equip: Improves critical strike rating by 74.
 Equip: Your melee and ranged attacks have a chance to increase your haste rating by 444 for 10 sec.

Frozen Orb

The Oculus (80)

1. Drakos the Interrogator



2. Varos Cloudstrider

3. Mage-Lord Urom



4. Ley-Guardian Eregos



Drakos the Interrogator



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Frozen Orb

Shatter - causes all petrified players to shatter, dealing damage based on how close players are together

Stomp – 2,500 physical damage to players within 25 yards.

Strategy:

When Drakos pulls everyone in, he will summon orbs. Players should not be near any orbs and position accordingly. If people stay away from the orbs, this fight is simple.

Loot: Drakos the Interrogator

Normal

Heroic

Runic Cage Chestpiece
Not yet available

Not yet available

Lifeblade of Belgaristrasz
Not yet available

Not yet available

Verdisa's Cuffs of Dreaming
Not yet available

Not yet available

Timeless Beads of Eternos
Not yet available

Not yet available

The Interrogator
Not yet available



Varos Cloudstrider



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Energize Cores - frontal area effect that deals 6,250 arcane damage. 2.5 second cast time.

Strategy:

The only trick to this fight is moving behind him when he starts casting Energize Cores. I'm expecting more interesting abilities to be added for live, so keep an eye out for other stuff.



Loot: Varos Cloudstrider

Normal

Heroic

Centrifuge Core Cloak
Not yet available

Legplates of the Oculus Guardian
Not yet available

Horned Helm of Varos
Not yet available

Not yet available

Wing Commander's Breastplate
Not yet available

Not yet available

Gloves of the Azure-Lord
Not yet available

Not yet available

Mage-Lord Urom



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Empowered Arcane Explosion - Urom will teleport to the middle of the area and cast the spell for 8 seconds. Players should move away from the front of the boss to avoid getting hit. Deals 9,000 arcane damage.

Frostbomb - deals 650 frost damage and another 650 frost damage every second players remain on the frozen ground. Slows movement speed by 35%.

Strategy:

The frozen ground caused by frostbomb will be up most of the time. You can fight him in it and just eat the damage, which is pretty doable. If this causes problems for the healer, you can also keep moving Urom around to avoid standing on the frozen ground.

When Urom teleports to the center, everyone needs to move behind a pillar before he finished casting his AE.

Loot: Mage-Lord Urom

Normal

Heroic

Girdle of Obscuring
Not yet available

Catalytic Bands
Not yet available

Sidestepping Handguards
Not yet available

Not yet available

Spaulders of Skillful Maneuvers
Not yet available

Not yet available

The Conjuror's Slippers
Not yet available

Not yet available

Ley-Guardian Eregos



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Planar Shift - makes Eregos invulnerable and unable to attack for 18 seconds.

Enraged Assault - increases damage dealt by 25% and casting speed by 100% for 12 seconds.

Arcane Barrage – 10,000 arcane damage to a single target.

Arcane Volley – 5,000 arcane damage to a single target.

Strategy:

You fight this boss on your drakes, which means you will only be able to use the drake's abilities. Bronze drakes should try to use their chaining ability when there are whelps near Eregos. Be sure to open the Cache of Eregos for the loot.

Loot: Ley-Guardian Eregos

Normal

Heroic

Headguard of Westrift

Binds when picked up
Mail
Head
952 Armor
+53 Agility
+54 Stamina
+36 Intellect
Red Socket
Socket Bonus: +4 Critical Strike Rating
Requires Level 78
Equip: Improves hit rating by 35.
Equip: Increases attack power by 138.

Staff of Draconic Combat

Binds when picked up
Staff
Two-Hand
Speed 2.10
197 - 355 Damage/131.4 damage per second
+67 Stamina
+90 Intellect
+69 Spirit
Requires Level 80
Equip: Improves haste rating by 88.
Equip: Increases spell power by 408.

Eregos' Ornamented Chestguard

Binds when picked up
Plate
Chest
2093 Armor
+51 Stamina
+53 Intellect
Blue Socket
Socket Bonus: +2 mana per 5 sec.
Requires Level 78
Equip: Improves critical strike rating by 52.
Equip: Increases spell power by 81.

Ancient Dragon Spirit Cape

Binds when picked up
Back
145 Armor
+42 Stamina
+29 Intellect
Requires Level 80
Equip: Improves haste rating by 42.
Equip: Increases spell power by 51.

Helm of the Ley-Guardian

Binds when picked up
Plate
Head
1700 Armor
+40 Strength
+105 Stamina
Red Socket
Socket Bonus: +6 Stamina
Requires Level 78
Equip: Increases defense rating by 68.
Equip: Improves hit rating by 36.

Frozen Orb

Vestments of the Scholar

Binds when picked up
Cloth
Chest
280 Armor
+51 Stamina
+52 Intellect
Requires Level 78
Equip: Improves critical strike rating by 69.
Equip: Increases spell power by 81.

Tome of Arcane Phenomena

Binds when picked up
Unique
Trinket
Requires Level 78
Equip: Increases spell power by 68.
Use: Increases your haste rating by 256 for 20 sec.

<p>Wyrmlaw Battleaxe Binds when picked up Axe Two-Hand Speed 3.50 437 - 656 Damage/156.1 damage per second +69 Agility +60 Stamina Requires Level 78 Equip: Improves haste rating by 50. Equip: Increases attack power by 138.</p>	
<p>Malygos' Favor Binds when picked up Staff Two-Hand Speed 2.40 187 - 339 Damage/109.6 damage per second +61 Stamina +55 Intellect +95 Spirit Requires Level 78 Equip: Increases spell power by 314.</p>	
<p>Dragonflight Great-Ring Binds when picked up Unique-Equipped Finger +26 Strength +58 Stamina Requires Level 78 Equip: Increases defense rating by 38. Equip: Improves hit rating by 24.</p>	

Caverns of Time - Stratholme (80)

1. Meathook



2. Chrono-Lord Epoch



3. Mal'Ganis



Meathook



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Constricting Chains - stuns a single target for 5 second. Deals 1000 Physical damage per second.

Disease Expulsion - spawns a disease cloud, dealing 750 damage and interrupting spell casting for 4 seconds in a 10 yard radius.

Strategy:

Constricting chains is the only troublesome ability, as the damage is significant. Meathook will not use this on the tank. Don't stand in the disease cloud.

Loot: Meathook

Normal

Meathook's Slicer

Binds when picked up
Sword
One-Hand
Speed 1.60
134 - 250 Damage/120.0 damage per second
+29 Agility
+24 Stamina
Requires Level 80
Equip: Increases attack power by 60.
Equip: Your attacks ignore 154 of your opponent's armor.

Slaughterhouse Sabatons

Binds when equipped
Plate
Feet
1438 Armor
+51 Strength
+76 Stamina
Requires Level 80
Equip: Increases defense rating by 34.
Equip: Increases the block value of your shield by 51.

Enchanted Wire Stitching

Binds when picked up
Finger
+33 Stamina
+27 Intellect
+38 Spirit
Requires Level 78
Equip: Increases spell power by 46.

Kilt of Sewn Flesh

Binds when picked up
Leather
Legs
461 Armor
+51 Stamina
+69 Intellect
Requires Level 78
Equip: Improves critical strike rating by 52.
Equip: Increases spell power by 81.

Heroic

Belt of Unified Souls

Binds when picked up
Cloth
Waist
163 Armor
+49 Stamina
+51 Intellect
Requires Level 80
Equip: Improves hit rating by 42.
Equip: Increases spell power by 68.

Legplates of Steel Implants

Binds when picked up
Plate
Legs
1895 Armor
+70 Strength
+103 Stamina
Red Socket
Yellow Socket
Socket Bonus: +9 Stamina
Requires Level 80
Equip: Improves haste rating by 62.

Spaulders of the Abomination

Binds when picked up
Mail
Shoulder
909 Armor
+50 Agility
+45 Stamina
+29 Intellect
Red Socket
Socket Bonus: +6 Stamina
Requires Level 80
Equip: Improves critical strike rating by 30.
Equip: Increases attack power by 100.

Bile-Cured Gloves

Binds when picked up
Leather
Hands
341 Armor
+42 Agility
+85 Stamina
Requires Level 80
Equip: Improves critical strike rating by 33.
Equip: Increases attack power by 116.

Emblem of Heroism

Binds when picked up
Requires Level 80

Chrono-Lord Epoch



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Blade Dance - swiftly moves from player to player dealing area effect damage.

Curse of Exertion - increases target's spell costs by 100% for 8 seconds.

Time Warp - reduces the group's attack, casting and movement speed by 70% for 6 seconds.

Strategy:

Everyone needs spread out to avoid Blade Dance damaging multiple players with each hit. Healwise, its important to note that Time Warp cannot be dispelled, which will cause significant delays in non instant heals. Arthas will assist you on this boss, but didn't stand much of a risk in my experience. Keep an eye on his health to be safe.

Loot: Chrono-Lord Epoch

Normal

Ouroboros Belt

Binds when picked up
Leather
Waist
296 Armor
+37 Stamina
+40 Intellect
Requires Level 80
Equip: Improves critical strike rating by 51.
Equip: Increases spell power by 60.

Sempiternal Staff

Binds when picked up
Staff
Two-Hand
Speed 2.10
166 - 298 Damage/110.6 damage per second
+51 Stamina
+68 Intellect
+53 Spirit
Requires Level 78
Equip: Improves critical strike rating by 68.
Equip: Increases spell power by 314.

Treads of Altered History

Binds when picked up
Mail
Feet
805 Armor
+39 Stamina
+40 Intellect
Requires Level 78
Equip: Improves critical strike rating by 50.
Equip: Increases spell power by 60.

Necklace of the Chrono-Lord

Binds when picked up
Neck
+38 Agility
+43 Stamina
Requires Level 78
Equip: Improves haste rating by 37.
Equip: Increases attack power by 76.

Heroic

Legplates of the Infinite Drakonid

Binds when picked up
Plate
Legs
1895 Armor
+78 Strength
+117 Stamina
Requires Level 80
Equip: Increases defense rating by 45.
Equip: Increases your dodge rating by 55.

Cracked Epoch Grasps

Binds when picked up
Mail
Hands
758 Armor
+49 Stamina
+42 Intellect
Red Socket
Requires Level 80
Equip: Improves critical strike rating by 49.
Equip: Increases spell power by 59.

Gloves of Distorted Time

Binds when picked up
Cloth
Hands
181 Armor
+42 Stamina
+44 Intellect
+53 Spirit
Yellow Socket
Socket Bonus: +6 Stamina
Requires Level 80
Equip: Increases spell power by 59.

Mobius Band

Binds when picked up
Finger
+43 Agility
+46 Stamina
Requires Level 80
Equip: Improves hit rating by 25.
Equip: Increases attack power by 86

Emblem of Heroism

Binds when picked up
Requires Level 80

Mal'Ganis



WORLD OF WARCRAFT AND BLIZZARD ENTERTAINMENT ARE TRADEMARKS OF BLIZZARD ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. ALL TRADEMARKS, COPYRIGHTS, AND OTHER PROJECTED WORKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Skills:

Carrion Swarm – area effect that deals 3,400 shadow damage, dealing 400 shadow damage every 3 seconds for 15 seconds.

Sleep - puts a single target to sleep for up to 10 seconds. Damage will awaken the target.

Vampiric Touch - heals the caster for 50% of the damage caused by a melee attack.

Strategy:

Make sure to tank Mal'Ganis away from the rest of the group to ensure that Carrion Swarm will only hit the tank.

Dispel sleep quickly as they hit random targets other than the tank. Vampiric Touch is nothing to be worried about, unless the entire group forgets to deal damage. Arthas will join you in this fight as well, but does nothing special. He also can't die in the fight. Once you defeat him, opened the Dark Runed Chest for the loot.

Loot: Mal'Ganis

Normal

Beguiling Scepter

Binds when picked up
Mace
Main Hand
Speed 2.30
86 - 253 Damage/73.6 damage per second
+43 Stamina
+29 Intellect
Requires Level 78
Equip: Improves critical strike rating by 30.
Equip: Increases spell power by 314.

Gauntlets of Dark Conversion

Binds when picked up
Mail
Hands
732 Armor
+39 Stamina
+41 Intellect
Requires Level 78
Equip: Increases spell power by 59.
Equip: Restores 20 mana per 5 sec.

Leeka's Shield

Binds when picked up
Shield
Off Hand
7032 Armor
197 Block
+37 Strength
+60 Stamina
Requires Level 78
Equip: Increases defense rating by 38.

Gloves of Northern Lordaeron

Binds when picked up
Leather
Hands
329 Armor
+37 Stamina
+40 Intellect
+51 Spirit
Requires Level 78
Equip: Increases spell power by 60.

Discarded Silver Hand Spaulders

Binds when picked up
Plate
Shoulder
1570 Armor
+36 Stamina
+40 Intellect
Requires Level 78
Equip: Increases spell power by 60.
Equip: Restores 20 mana per 5 sec.

Heroic

Greed

Binds when picked up
Fist Weapon
Main Hand
Speed 2.60
261 - 485 Damage/143.5 damage per second
+29 Agility
+57 Stamina
Requires Level 80
Equip: Increases attack power by 80.
Equip: Increases armor penetration rating by 22.

Band of Guile

Binds when picked up
Unique-Equipped
Finger
+49 Stamina
+34 Intellect
Requires Level 80
Equip: Improves haste rating by 50.
Equip: Increases spell power by 59.

Legguards of Nature's Power

Binds when picked up
Mail
Legs
1097 Armor
+66 Stamina
+70 Intellect
Requires Level 80
Equip: Improves critical strike rating by 89.
Equip: Increases spell power by 104.

Royal Crest of Lordaeron

Binds when picked up
Shield
Off Hand
7530 Armor
211 Block
+38 Strength
+75 Stamina
Requires Level 80
Equip: Increases defense rating by 49.
Equip: Improves hit rating by 25.

Plague-Infected Bracers

Binds when picked up
Leather
Wrist
247 Armor
+37 Stamina
+38 Intellect
+28 Spirit
Requires Level 80
Equip: Improves critical strike rating by 36.
Equip: Increases spell power by 59.

<p>Demonic Fabric Bands Binds when picked up Cloth Wrist 123 Armor +27 Stamina +34 Intellect +38 Spirit Requires Level 78 Equip: Increases spell power by 44.</p>	<p>Mantle of Deceit Binds when picked up Cloth Shoulder 218 Armor +57 Stamina +54 Intellect +42 Spirit Requires Level 80 Equip: Increases spell power by 68.</p>
<p>Dreadlord's Blade Binds when picked up Sword Two-Hand Speed 3.40 424 - 637 Damage (156.0 damage per second) +70 Strength +102 Stamina Requires Level 78 Equip: Improves hit rating by 68.</p>	<p>Pendant of the Nathrezim Binds when picked up Neck +43 Strength +64 Stamina Requires Level 80 Equip: Increases defense rating by 25. Equip: Increases your parry rating by 31.</p>
<p>Soul Preserver Binds when picked up Trinket Requires Level 78 Equip: Increases spell power by 75. Equip: Your healing spells have a chance to make your next heal cast within 15 sec cost 800 less mana.</p>	<p>Pauldrons of Destiny Binds when picked up Plate Shoulder 1625 Armor +49 Stamina +42 Intellect Requires Level 80 Equip: Equip: Increases spell power by 68. Equip: Restores 23 mana per 5 sec.</p>
	<p>Pierce's Pistol Binds when picked up Gun Ranged Speed 2.90 238 - 444 Damage/117.6 damage per second Requires Level 80 Equip: Improves hit rating by 14. Equip: Improves critical strike rating by 18. Equip: Increases attack power by 68.</p>
	<p>Emblem of Heroism Binds when picked up Requires Level 80</p>
	<p>Frozen Orb</p>



CHAPTER 6

MOUNTS

Mounts have become a staple since the introduction of WoW and The Burning Crusade. At first, only a handful of mounts were available to each faction and race. Then, the demand for mounts grew. Players wanted to obtain mounts from the others races and factions. Blizzard came out with more unique and collectible mounts and players can't get enough of them.

Wrath of the Lich King brings in more mounts and adds a new twist to them – multi-passenger mounts. Here are a list of the all-new mounts and how to get them.

Mount	How to obtain
Acherus Deathcharger	Death Knight class mount
Black War Bear	Defeat all leaders of the opposing faction
Ice Mammoth	Reach Revered and Exalted status with the Sons of Hodir Faction
Grand Ice Mammoth	Reach Revered and Exalted status with the Sons of Hodir Faction
Black War Mammoth	Buy for 300 Stone Keeper's Shards in Wintergrasp
Reins of the Traveler's Tundra Mammoth	Buy for 20,000 Gold from Mei Francis in Dalaran
Armored Brown Bear	Buy for 900 Gold from Mei Francis in Dalaran
Red Proto-Drake	Complete 39 Heroic instance achievements
Plagued Proto-Drake	Complete 17 unique 10-man raid achievements
Black Proto-Drake	Complete 17 unique 25-man raid achievements
Violet Proto-Drake	Complete all world event achievements
Flying Carpet	Crafted at 380 Tailoring skill
Swift Flying Carpet	Crafted at 420 Tailoring skill
Mekgineer's Chopper	Alliance only, crafted at 450 Engineering skill
Mechano-hog	Horde only, crafted at 450 Engineering skill




CHAPTER 7

INSCRIPTION

The newest profession in for Wrath (introduced in patch 3.0.2) is Inscription. This profession allows players to augment the different effects of spells such as cooldowns, damage values, and mechanics such as stun, damage over time, heal over time, etc. A 'scribe' can make glyphs using different materials and sell them to other players.





Players can have up to six glyphs – 1 major and 1 minor at level 15 and increasing to 3 major and 3 minor at level 80. Scribes can create different glyphs, scrolls and other consumables that anyone can use.

Inscription is a primary profession skill. You can only learn 2 primary professions, so why learn this one? Most of the advantages are still unknown, so this list will expand:

- Create Glyphs: Enhancements to an individual's spells or abilities. You can buy Glyphs from others, so you do not need to be an Inscriber to use Glyphs. Inscribers can research Inscriber-only glyphs. (There is no 7th glyph slot!)
- "Enchant" your Shoulders with Inscriber-only Master Inscriptions.
- Make vellum that allow enchanters to write down their enchants, and sell them at auction, or send them to their friends ((including "alts")). Scrolls can also be made.
- Make money at the auction house by Milling herbs and reselling them as Pigments. Enchanters and Jewelcrafters will already be aware how profitable this type of activity can be...
- Collect Tarot Cards, to gain gear. Scribe-only Off Hands can also be made.
- A logical companion to the Herbalism profession: Most raw materials for Inscription come from herbs.
- The profession currently favours spell-casters slightly: Inscriber-only Off Hands are not useful to those that like to melee. There are no known racial abilities that improve Inscription.

Items Needed

Leveling Inscription once Wrath comes out will be difficult if you're not prepared. You will need about the following herbs to make it to through levels 1-400.

- Levels 1-75: 6-7 stacks of level 1-10 herbs ie) Silverleaf
- Levels 75-100: 4-5 stacks of level 10-20 herbs ie) Bruiseweed
- Levels 100-150: 12-15 stacks of level 20-30 herbs ie) Kingsblood
- Levels 150-200: 16-19 stacks of level 30-40 herbs ie) Fadeleaf
- Levels 200-250: 11-13 stacks of level 40-50 herbs ie) Sungrass
- Levels 250-300: 11-13 stacks of level 50-60 herbs ie) Dreamfoil
- Levels 300-350: 12-13 stacks of level 60-70 herbs ie) Felweed
- Levels 350+: 20+ stacks of level 70-80 herbs ie) Goldclover

Incription Leveling Guide

1-35 (Alabaster Pigment -> Ivory Ink) If you make exactly 18 Ivory Inks you'll be at least level 17 and be able to make Scrolls of Intellect until 35. The required 18 Alabaster Pigment will only take 2 stacks of lvl 1-10 herbs to mill.

35-75 (Alabaster Pigment -> Moonglow Ink) You will need 4-5 more stacks of level 1-10 herbs to make enough Alabaster Pigment to make at least 21 Moonglow Ink and level to 75 making additional Armor Vellum.

** You should make a few extra Moonglow Ink to craft Minor Incription Research (20 hour cooldown) at level 75.

Apprentice Scribe (Inscription 1-75)				
Levels	Craft	Alabaster Pigment	Ivory Ink	Moonglow Ink
1-17	18 Ivory Ink	18		
17-35	18 Scroll of Intellect		18	
35-54	21 Moonglow Ink	42		
54-75	21 Armor Vellum			21
	Totals:	60	18	21

75-100 (Dusky Pigment -> Midnight Ink) You will need 4-5 stacks of level 10-20 herbs (ie Bruiseweed) to get the 40 Dusky Pigment needed to create 20 Midnight Ink. Use the ink to level from 80-100 making any Glyphs that will guarantee a level (orange colored.)

100-125 (Golden Pigment -> Lion's Ink) you will need at least 60 Lion's Ink to get to level 150, make 65 to be safe. This will require 130 Golden Pigment which you'll need to mill through 12-15 stacks of level 20-30 herbs (ie Kingsblood). Craft Glyphs from 105-125.

125-130 (Burnt Pigment -> Dawnstar Ink) make as much Dawnstar Ink as you can. If you don't get to 130 create more Glyphs using extra Lion's Ink.

130-150 Continue making the best Glyphs available until 150.

Journeyman Scribe (Inscription 75-15)

Levels	Craft	Dusky Pigment	Midnight Ink	Golden Pigment	Burnt Pigment	Lion's Ink
75-80	20 Midnight Ink	40				
80-90	10 Glyph of Rejuvenation		10			
90-100	10 Glyph of Maul		10			
100-105	65 Lions Ink			130		
105-110	Glyph of Holy Light					5
110-115	Glyph of Fire Nova Totem					5
115-125	Glyph of Arcane Missiles					10-12
125-130	Dawnstar Ink				5	
130-135	Glyph of Blink					10
135-140	Glyph of Lay on Hands					10
140-150	Glyph of Lightning Bolt					20-24
	Totals:	40	20	130	5	60-66

150-200 (Emerald Pigment -> Jadedfire Ink) You'll need to make at least 70 Jadedfire Ink, which requires 140 Emerald Pigment, which will require milling through 15-17 stacks of level 30-40 herbs (ie Fadeleaf) Level from 155-200 making the best available Glyphs. Keep an eye out for extra Indigo Pigment from your milling to make Royal Ink and Arcane Tarots to save some time and money.

Expert Scribe (Inscription 150-200)

Levels	Craft	Emerald Pigment	Jadefire Ink
150-155	70 Jadefire Ink	140	
155-160	Glyph of Evocation		5
160-165	Glyph of Renew		5
165-170	Glyph of Shadow Bolt		5
170-180	Glyph of Overpower		10-12
180-185	Glyph of Cleansing		10
185-190	Glyph of Sap		10
190-200	Glyph of Voidwalker		20-24
	Totals:	140	65-70

200-250 (Violet Pigment -> Celestial Ink) You will need to mill through 11-13 stacks of level 40-50 herbs (ie Sungrass) to get the 100 Violet Pigment needed to make 50 Celestial Ink. Craft the best available Glyphs to level 250.

Expert & Artisan Inscription (200-250)

Levels	Craft	Violet Pigment	Celestial Ink
200-205	70 Celestial Ink	140	
205-220	15-18 Scroll of Recall		15-18
220-225	Glyph of Starfire		5
225-230	Scroll of Agility IV		5
230-240	Glyph of Dispel Magic		10-12
240-250	Glyph of Cleaving		10-12
	Totals:	140	45-52

250-300 (Silvery Pigment -> Shimmering Ink) You will need to mill through 11-13 stacks of level 50-60 herbs (ie Dreamfoil) to get the 100 Silvery Pigment needed to make 50 Shimmering Ink. Craft the best available Glyphs to level 300.

Expert & Artisan Inscription (200-300)

Levels	Craft	Silvery Pigment	Shimmering Ink
250-255	50 Shimmering Ink	100	
255-260	Scroll of Spirit V		5
260-265	Glyph of Shred		5
265-270	Glyph of Bone Shield		5
270-275	Glyph of Fear Ward		5
275-280	Glyph of Shadow-burn		5
280-285	Glyph of Icy Touch		5
285-300	Glyph of Death Grip		15-20
	Totals:	100	45-50

300-350 (Nether Pigment -> Ethereal Ink) You will need 110 Nether Pigment which will require milling through 12-13 stacks level 60-70 herbs (ie Felweed). However, Glyph of Whirlwind will probably be changed to require 2 Ethereal Inks before release, so you might want to make extra.

Master Scribe (Inscription 300-350)			
Levels	Craft	Nether Pigment	Ethereal Ink
300-305	55 Ethereal Ink	110	
305-310	Glyph of Feint		5
310-315	Glyph of Rake		5
315-320	Glyph of Holy Nova		5
320-325	Glyph of Blood Strike		5
	Darkflame Ink		
330-335	Glyph of Scourge Strike		10
335-340	Glyph of Arcane Power		10
340-345	Glyph of Ambush		10
345-350	Glyph of Whirlwind		5
	Totals:	110	55

350-450 (Azure Pigment -> Ink of the Sea) from here to 450 all we can do is speculate. The materials required for the Glyphs that are currently implemented will likely be changed. I would estimate you'll need 10-15 stacks of herbs for the next 50 levels, then another 10-15 stacks for levels 400-450. It's also likely there will be another less dependable requirement to reach level 450. Since we can't start collecting Goldclover and Tiger Lily just yet, gather extra Felweed to get as far past 350 as you can.

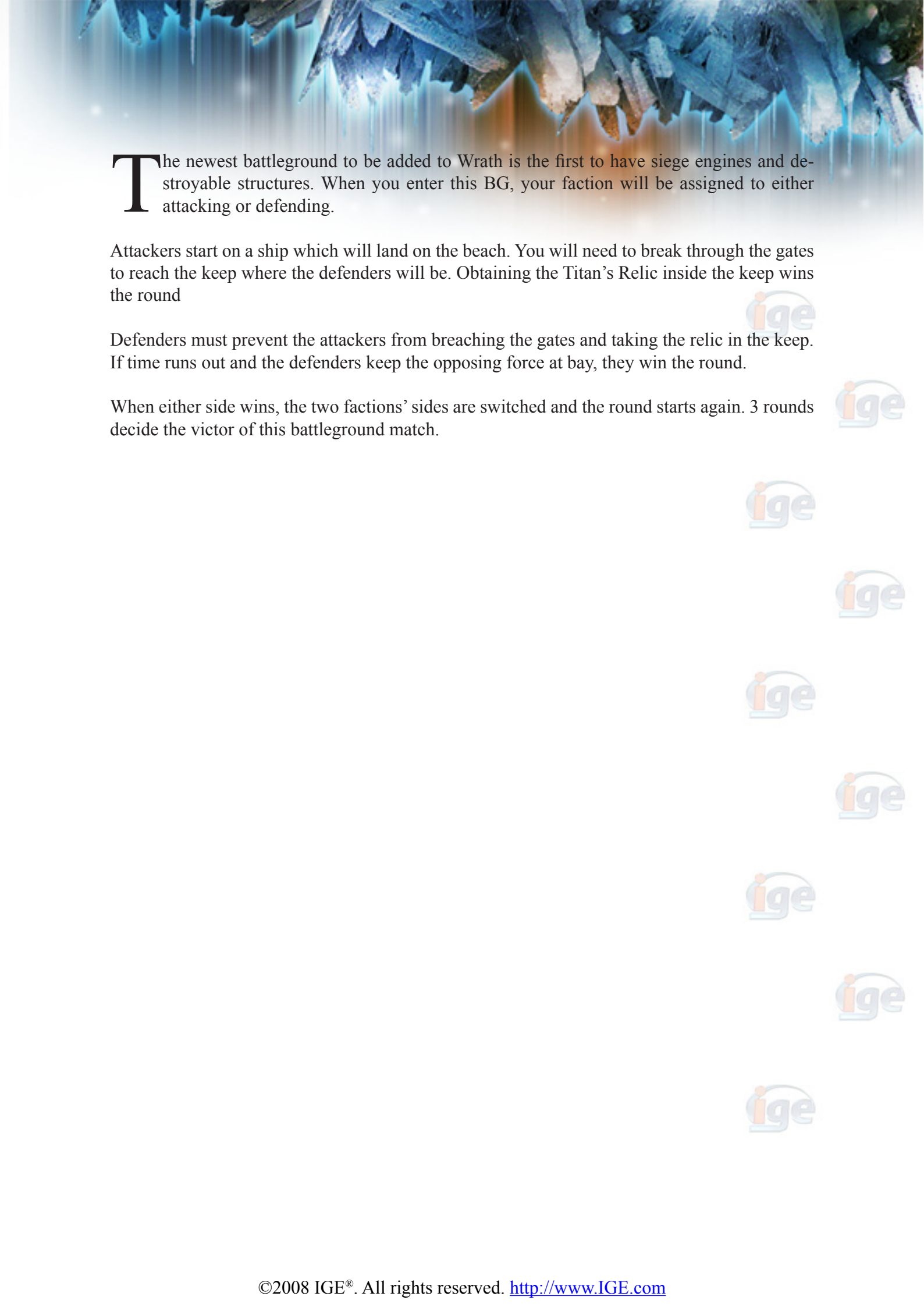


CHAPTER 8

STRANDS OF THE

ANCIENTS





The newest battleground to be added to Wrath is the first to have siege engines and destroyable structures. When you enter this BG, your faction will be assigned to either attacking or defending.

Attackers start on a ship which will land on the beach. You will need to break through the gates to reach the keep where the defenders will be. Obtaining the Titan's Relic inside the keep wins the round

Defenders must prevent the attackers from breaching the gates and taking the relic in the keep. If time runs out and the defenders keep the opposing force at bay, they win the round.

When either side wins, the two factions' sides are switched and the round starts again. 3 rounds decide the victor of this battleground match.

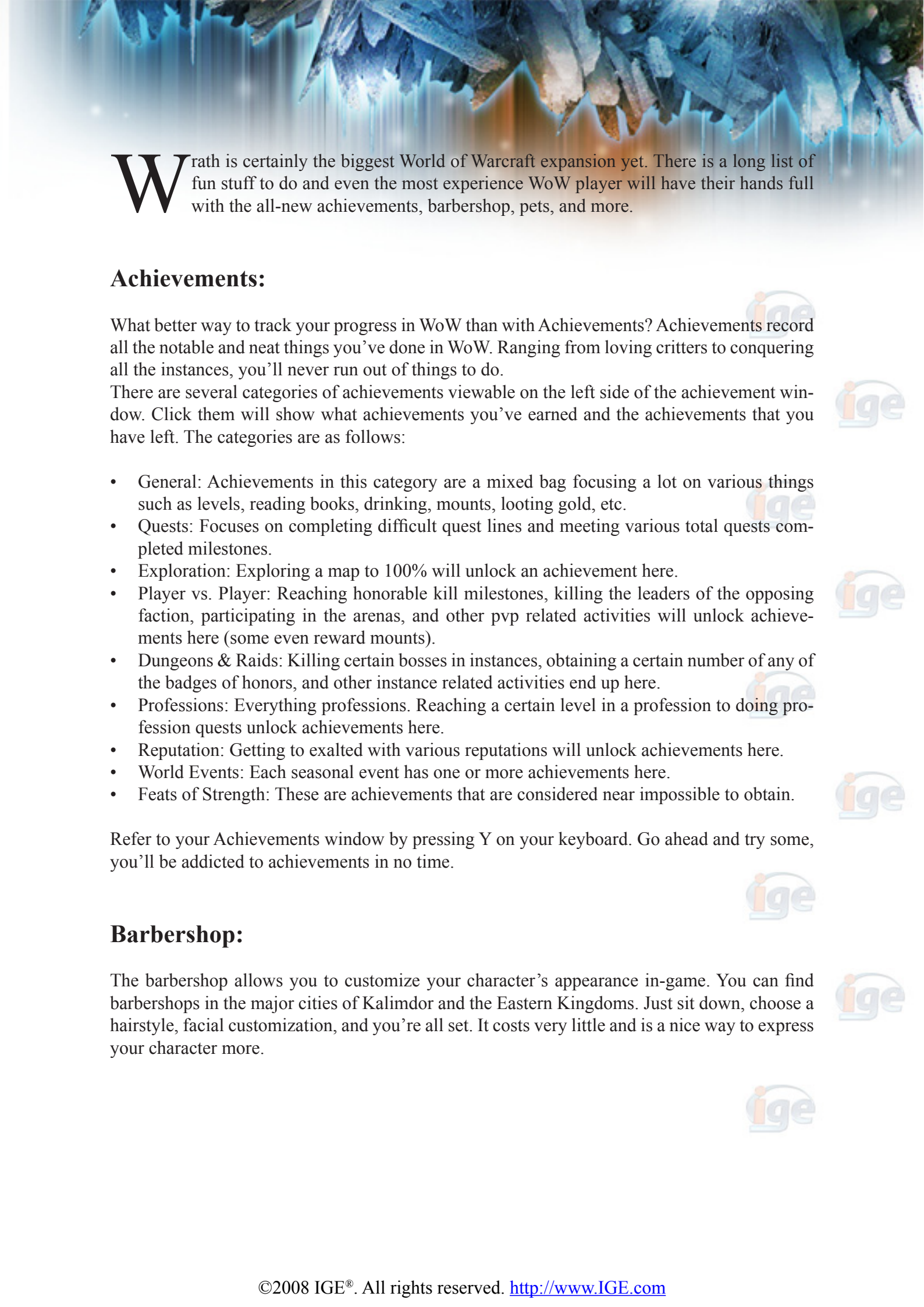




CHAPTER 9

MISCELLANEOUS





Wrath is certainly the biggest World of Warcraft expansion yet. There is a long list of fun stuff to do and even the most experience WoW player will have their hands full with the all-new achievements, barbershop, pets, and more.

Achievements:

What better way to track your progress in WoW than with Achievements? Achievements record all the notable and neat things you've done in WoW. Ranging from loving critters to conquering all the instances, you'll never run out of things to do.

There are several categories of achievements viewable on the left side of the achievement window. Click them will show what achievements you've earned and the achievements that you have left. The categories are as follows:

- General: Achievements in this category are a mixed bag focusing a lot on various things such as levels, reading books, drinking, mounts, looting gold, etc.
- Quests: Focuses on completing difficult quest lines and meeting various total quests completed milestones.
- Exploration: Exploring a map to 100% will unlock an achievement here.
- Player vs. Player: Reaching honorable kill milestones, killing the leaders of the opposing faction, participating in the arenas, and other pvp related activities will unlock achievements here (some even reward mounts).
- Dungeons & Raids: Killing certain bosses in instances, obtaining a certain number of any of the badges of honors, and other instance related activities end up here.
- Professions: Everything professions. Reaching a certain level in a profession to doing profession quests unlock achievements here.
- Reputation: Getting to exalted with various reputations will unlock achievements here.
- World Events: Each seasonal event has one or more achievements here.
- Feats of Strength: These are achievements that are considered near impossible to obtain.

Refer to your Achievements window by pressing Y on your keyboard. Go ahead and try some, you'll be addicted to achievements in no time.


Barbershop:

The barbershop allows you to customize your character's appearance in-game. You can find barbershops in the major cities of Kalimdor and the Eastern Kingdoms. Just sit down, choose a hairstyle, facial customization, and you're all set. It costs very little and is a nice way to express your character more.

Pets:

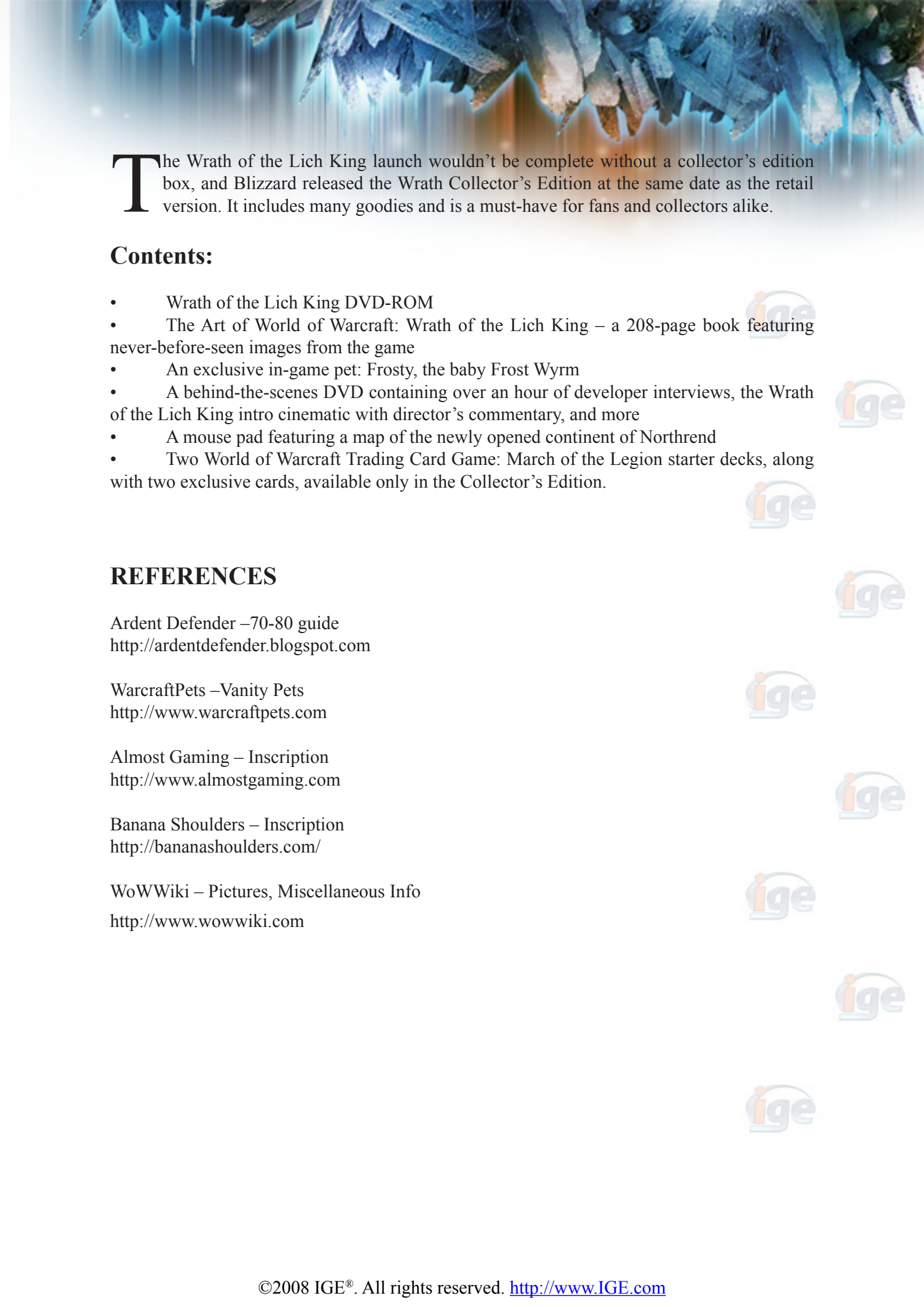
Vanity pets have always been the object of affection for many a collector. After patch 3.0.2, pets do not take any more bag space and have their own tab in the character status screen (C). Now you can collect as much as you like and never worry about running out of slots. Here are the newest additions in Wrath

Pet	How to obtain
Cobra Hatchling	Dropped by Cracked Egg from Mysterious Egg after 7 days
Ghostly Skull	Buy for 40 Gold from Darahir at Dalaran
Giant Sewer Rat	Dropped by Fishing Loot in Dalaran Underbelly
Kirin Tor Familiar	Speak to Archmage Vargoth at the Violet Citadel
Pengu	Buy for 12 Gold from Sairuk in Dragonblight or Tanaika in Howling Fjord
Proto Drake Whelp	Dropped by Cracked Egg from Mysterious Egg after 7 days
White Tickbird Hatchling	Dropped by Cracked Egg from Mysterious Egg after 7 days
Vampiric Batling	Dropped by Tenris Mirkblood in Karazhan (Level 72+)
Frosty	Promo pet from Wrath of the Lich King Collector's Edition
Stinker	Collect 50 vanity pets



**CHAPTER
COLLECTOR'S
EDITION
&
REFERENCES**





The Wrath of the Lich King launch wouldn't be complete without a collector's edition box, and Blizzard released the Wrath Collector's Edition at the same date as the retail version. It includes many goodies and is a must-have for fans and collectors alike.

Contents:

- Wrath of the Lich King DVD-ROM
- The Art of World of Warcraft: Wrath of the Lich King – a 208-page book featuring never-before-seen images from the game
- An exclusive in-game pet: Frosty, the baby Frost Wurm
- A behind-the-scenes DVD containing over an hour of developer interviews, the Wrath of the Lich King intro cinematic with director's commentary, and more
- A mouse pad featuring a map of the newly opened continent of Northrend
- Two World of Warcraft Trading Card Game: March of the Legion starter decks, along with two exclusive cards, available only in the Collector's Edition.

REFERENCES

Ardent Defender –70-80 guide
<http://ardentdefender.blogspot.com>

WarcraftPets –Vanity Pets
<http://www.warcraftpets.com>

Almost Gaming – Inscription
<http://www.almostgaming.com>

Banana Shoulders – Inscription
<http://bananashoulders.com/>

WoWWiki – Pictures, Miscellaneous Info
<http://www.wowwiki.com>

Note from IGE®

This game guide is brought to you by IGE® - the world's largest secure network for buying and selling massively multiplayer online game (MMOG) virtual currency.

IGE® is dedicated to helping gamers customize their game play and fostering a more enjoyable gaming experience. IGE® is known for its honest service and fair business practices; secure transactions, fast delivery, friendly 24-hour customer service and rock solid guarantees.

IGE® has led the industry for well over 6 years and continues to provide the kind of honest and dependable service that you deserve.

For more information please visit IGE.com

To order WoW Gold please visit: WoWGold U.S.
WoWGold E.U.

This game guide is not sponsored or endorsed by World of Warcraft and Blizzard Entertainment.

World of Warcraft and Blizzard Entertainment are trademarks or registered trademarks of Blizzard Entertainment, Inc. in the U.S. and/or other countries. All other trademarks, terms, and likenesses are the property of their respective owners.

IGE® is not affiliated with Blizzard Entertainment or any game publisher.