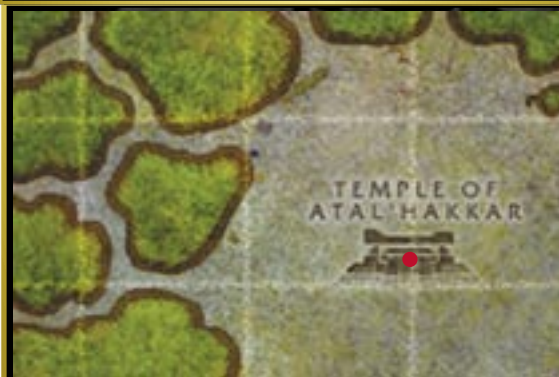


THE TEMPLE OF ATAL'HAKKAR



Deep in the Swamp of Sorrows, half submerged in the Pool of Tears, stands the Temple of Atal'Hakkar. Long have the followers kept outsiders from entering. Now sages from distant lands feel a disturbance. Something is moving within the temple. What has changed in recent times? What or who is causing such a shift?

The best defense is a good offense. Find what stirs within the ruins and put an end to any threat it may pose to your people.



DUNGEON INFORMATION

Location

Swamp of Sorrows

Territory

Contested

Quests

Both

Suggested Levels

50-55 (Full Group)

Primary Enemy Type

Humanoids, Undead, Dragonkin

Time to Complete

3.5 - 4 hours

GETTING TO THE TEMPLE OF ATAL'HAKKAR



The Pool of Tears is in the center of Swamp of Sorrows and the Temple of Atal'Hakkar can be seen from the shores. Swim across to the southern side and climb the stairs to enter.

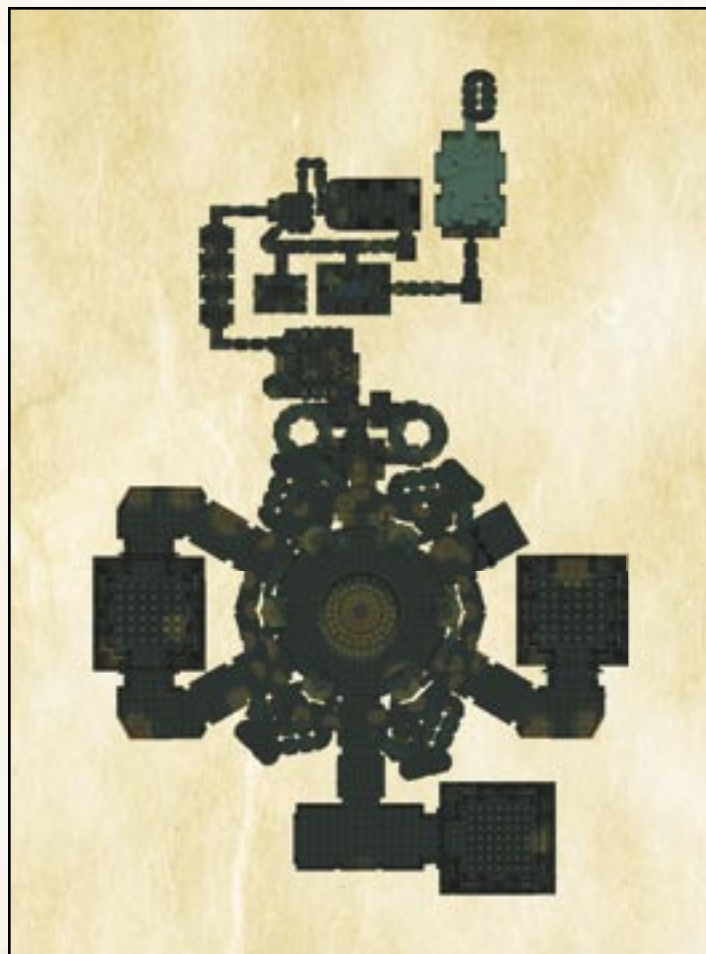
The trip is rather quick from the nearby flight points. Horde parties can gather in Stonard while Alliance parties gather in Darkshire or Nethergarde Keep.

Having a group that can deal with a variety of situations makes the passage through the temple much easier. There are many foes inside and each should be dealt with and reacted to differently. Repair your equipment before you go in and trust to the experience of yourself and your friends.

A TEMPLE BY ANY OTHER NAME...

Ruins as old as the Temple of Atal'Hakkar are often known by many names. Many people throughout Azeroth have come to know it as the Sunken Temple and few even know its full name.

Whether you call it Sunken Temple or the Temple of Atal'Hakkar, the danger within is still enough to challenge the most experienced adventurers.



ALLIANCE QUESTS

INTO THE TEMPLE OF ATAL'HAKKAR

Quest Level: 42 to obtain
Location: Stormwind (Dwarven District)
Quest Giver: Brohann Caskbelly
Goal: Collect 10 Atal'ai Tablets
Experience Gained: 7,100
Reward: Guardian Talisman (Trinket, Equip: Have a 2% chance when struck in combat of increasing armor by 350 for 15 seconds)

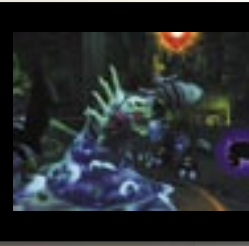


The Temple of Atal'Hakkar is a wealth of lost history. Being guarded by fanatical worshippers makes artifacts even more valuable. Brohann is willing to reward you greatly for braving the dangers of the Sunken Temple.

These tablets can be found throughout the temple, some even before you enter the instance portal.

HAZE OF EVIL

Quest Level: 47 to obtain
Location: Feralas (Twin Colossals)
Quest Giver: Gregan Brewspewe
Goal: Collect 5 Atal'ai Haze
Experience Gained: 5,100
Reward: 75s



After talking with Muigin in the Un'Goro Crater regarding his plant problem, you're sent to Gregan in Feralas. Gregan knows how to help, but can't collect the necessary items himself. He needs 5 Atal'ai Haze. Atal'ai Haze can be found on any of the slimes or worms in the lower portions of the Temple of Atal'Hakkar.

HORDE QUESTS

POOL OF TEARS

Quest Level: 38 to obtain
Location: Swamp of Sorrows (Stonard)
Quest Giver: Fel'zerul
Goal: Collect 10 Atal'ai Artifacts
Experience Gained: 4,450
Reward: Experience Only



There have been strange occurrences in the Temple of Atal'Hakkar. First, the temple has sunk within the Pool of Tears. Second, green dragons are guarding the site. Fel'zerul needs you to collect 10 Atal'ai Artifacts to aid him in the investigation. The artifacts can be found on the ground around and inside the lake. After Fel'zerul examines the artifacts, he asks you to bring them to an exile in the Hinterlands.

ZAPPER FUEL

Quest Level: 48 to obtain
Location: The Barrens (Ratchet)
Quest Giver: Liv Rizzlefix
Goal: Collect 5 Atal'ai Haze
Experience Gained: 5,100
Reward: Bloodpetal Zapper (Quest Item)



After Larion asks you for help in the Un'Goro Crater, you are sent to Rizzlefix in Ratchet. She's willing to give you a prototype of her bug zapper, but you need to collect the fuel for it. Atal'ai Haze can be found on the slimes and worms in the lower portion of the Temple of Atal'Hakkar. Bring the Zapper and Haze to Larion in Un'Goro for your reward.

THE TEMPLE OF ATAL'HAKKAR

Quest Level: 38 to obtain
Location: Swamp of Sorrows (Stonard)
Quest Giver: Fel'zerul
Goal: Collect 20 Fetishes of Hakkar
Experience Gained: 5,900
Reward: Guardian Talisman (Trinket, Equip: Have a 2% chance when struck in combat of increasing armor by 350 for 15 seconds)



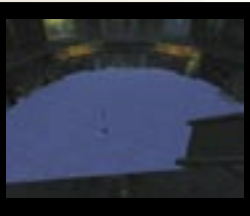
The information from the Hinterlands alarms Fel'zerul greatly. He asks you to collect 20 Fetishes to further his investigation. These can be taken from many of the Trolls inside the Temple of Atal'Hakkar.



SHARED QUESTS

INTO THE DEPTHS

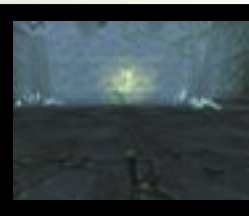
Quest Level: 46 to obtain
Location: Tanaris (Broken Pillar)
Quest Giver: Marvon Rivetseeker
Goal: Find the Altar of Hakka
Experience Gained: 4,900
Reward: Experience Only



After retrieving his Stone Circle from his shop in Ratchet, Marvon tells of his investigation in the Temple of Atal'Hakkar. While inside, he noticed an altar at the bottom of the temple. He believes the stone circle is a key to unlock the altar.

THE ESSENCE OF ERANIKUS

Quest Level: 48 to obtain
Location: The Temple of Atal'Hakkar
Quest Giver: Corpse of the Shade of Eranikus
Goal: Place the Essence of Eranikus in the Essence Font
Experience Gained: 2,800
Reward: Chained Essence of Eranikus (Trinket, Use: Summons a cloud of poison that deals 50 nature damage every 5 seconds to any enemy in an 8 yard radius around the caster for 45 seconds)



When the Shade of Eranikus falls, its essence can be removed. Placing the Essence in the Essence Font chains it to your will. You'll be able to use the Essence thereafter.

SECRET OF THE CIRCLE

Quest Level: 46 to obtain
Location: Tanaris (Broken Pillar)
Quest Giver: Marvon Rivetseeker
Goal: Discover the secret hidden in the statues
Experience Gained: 6,100
Reward: Hikkari Urn



When inside the Temple, Marvon was able to activate a set of lights. These must be guarding a treasure of immense importance. Activating the Altar of Hakkar at the bottom of the lowest level will start the light sequence. Green light will show on the balconies above in a specific order. This shows you which order to manipulate the statues.



COLORING OUTSIDE THE LINES

Manipulating the statues out of order brings misery to not only you; it affects anyone close to you as well. The statues cause an AoE curse that reduces STR by 50% when used out of order.

The sequence is south, north, southwest, southeast, northwest, northeast. When the statues are manipulated in the proper order, a statue and Atal'alarion spawn in the water at the bottom. The statue holds the Hikkari Urn. Open the Urn to find your reward.

JAMMAL'AN THE PROPHET

Quest Level: 38 to obtain
Location: Hinterlands (Shadra Alor)
Quest Giver: Atal'ai Exile
Goal: Collect the Head of Jammal'an
Experience Gained: 6,550
Reward: Helm of the Exile (Mail Head, 266 Armor, +11 AGI, +18 INT, +18 SPI) or Rainstrider Leggings (Cloth Legs, 69 Armor, +8 AGI, +7 STA, +27 SPI)



The Atal'ai Exile isn't happy that he was exiled for questioning Jammal'an. He will reward you if you carry out his vengeance and remove Jammal'an's head.

THE GOD HAKKAR

Quest Level: 44 to obtain
Location: Tanaris (Steamweedle Port)
Quest Giver: Yeh'kinja
Goal: Collect the Filled Egg of Hakkar
Experience Gained: 7,900
Reward: Avenguard Helm (Plate Head, 461 Armor, +10 SPI, +5 AGI, +25 STA) or Lifeforce Dirk (One-hand Dagger, 35.9 DPS, +11 STA) or Gemburst Circlet (Cloth Head, 63 Armor, +5 AGI, +17 INT, +18 SPI, +9 STA)



Once you bring Yeh'kinja the Ancient Egg he asked for, he asks you to fill it with part of the god Hakkar. The way to do this is to summon an Avatar of Hakkar in the Sunken Temple and defeat it. You must remove the Hikkari'i Blood from the Hikkari'i Bloodkeepers and extinguish the four braziers in the room to engage the Avatar.



WORSHIPPERS OF THE LOST

NPC	LEVEL
Atal'ai Corpse Eater	49-50 Elite
Frequent Drops: Mageweave, Troll Sweat	
Atal'ai Deathwalker	49-51 Elite
Notes: Fear, Shadow Word: Pain	
Frequent Drops: Mageweave, Troll Sweat	
Atal'ai Deathwalker's Spirit	50-51 Elite
Notes: Spawns from Atal'ai Deathwalker on death, moves slowly, immune to all types of damage	
Atal'ai High Priest	49-51 Elite
Notes: Summons Atal'ai Skeletons	
Frequent Drops: Mageweave, Troll Sweat	
Atal'ai Priest	46-47 Elite
Notes: Heal	
Frequent Drops: Mageweave, Troll Sweat	
Atal'ai Skeleton	46-47
Notes: Summoned by Atal'ai High Priests	
Atal'ai Slave	44-47
Frequent Drops: Mageweave	
Atal'ai Warrior	48-49 Elite
Notes: Rend, Warrior Strike (melee attack)	
Frequent Drops: Mageweave, Troll Sweat	
Atal'ai Witch Doctor	49-50 Elite
Notes: Heal, Shadowbolt	
Frequent Drops: Mageweave, Troll Sweat, Flask of Big Mojo	
Cursed Atal'ai	45-46 Elite
Notes: Call of the Grave (Curse, 900 Shadow damage after 60 seconds)	
Frequent Drops: Mageweave, Troll Sweat	

NPC	LEVEL
Deep Lurker	47-49 Elite
Notes: Trample (AoE physical damage)	
Frequent Drops: Atal'ai Haze, Heart of the Wild	
Enthralled Atal'ai	45-46 Elite
Notes: Fixate	
Frequent Drops: Mageweave, Troll Sweat	
Fungal Ooze	41-46 Elite
Notes: Plague Cloud (Disease, -11 AGI, STR, STA)	
Frequent Drops: Broken Arrow, Slimy Ichor	
Hakkar'i Bloodkeeper	49 Elite
Notes: Shadowbolt	
Frequent Drops: Hakkar'i Blood, Brilliant Scale, Forked Tongue	
Hakkar'i Frostwing	49-50 Elite
Notes: Frostwing Swoop (knockdown), Frostbolt Volley	
Frequent Drops: Brilliant Scale, Forked Tongue	
Hakkar'i Sapper	49-50 Elite
Notes: Wing Flap (knockback), Shadow Bolt	
Frequent Drops: Brilliant Scale, Forked Tongue	
Mummified Atal'ai	46-47 Elite
Notes: Fevered Plague (High damage initial hit and 19 nature damage every 5 seconds, 3 minute duration)	
Frequent Drops: Mageweave, Troll Sweat	
Murk Slitherer	45-46 Elite
Frequent Drops: Brilliant Scale, Forked Tongue	
Murk Spitter	46-47 Elite
Notes: Venom Spit	
Frequent Drops: Brilliant Scale, Forked Tongue	

NPC	LEVEL
Murk Worm	47-48 Elite
Notes: Slowing Poison (-20% attack speed, 42% movement speed)	
Frequent Drops: Atal'ai Haze, Brilliant Scale, Forked Tongue	
Nightmare Scalebane	50-51 Elite
Notes: Shield Spike	
Nightmare Suppressor	49-50 Elite
Nightmare Wanderer	49-50 Elite
Nightmare Whelp	44-50
Nightmare Wyrmlin	50-51 Elite
Notes: Sleep, Acid Spit	
Oozlings	40
Notes: Fast Wanderers	
Frequent Drops: Atal'ai Haze	
Saturated Ooze	47 Elite
Notes: Summons Oozlings	
Frequent Drops: Atal'ai Haze, Broken Arrow, Lifeless Skull	
Slime Maggot	45-46
Notes: Linked	
Frequent Drops: Slimy Ichor	
Spawn of Hakkar	51 Elite
Frequent Drops: Slitherscale Boots (Leather Feet, 104 Armor, +5 STR, +12 STA, +15 SPI), Wingveil Cloak (Back, 34 Armor, +12 SPI)	
Unliving Atal'ai	48-49 Elite
Notes: Wandering Plague, Enrage	
Frequent Drops: Mageweave, Troll Sweat	

NAMED ENEMIES

NPC	LEVEL
Atal'alarion	50 Elite
Notes: AoE knockdown, Sweeping Slam (AoE knockback, massive damage)	
Frequent Drops: Atal'alarion's Tusk Ring (Plate Waist, 302 Armor, +18 STR, +8 STA), Headspike (Polearm, 44.2 DPS, +15 STR, +18 STA), Darkwater Bracers (Leather Wrist, 66 Armor, +7 Shadow Resistance, +9-10 for 2 random stats)	
Avatar of Hakkar	50 Elite
Notes: Mind Control	
Frequent Drops: Bloodshot Greaves (Mail Feet, 221 Armor, +5 STR, +6 AGI, +20 STA), Featherskin Cape (Back, 39 Armor, +4 STA, +4 INT, +15 SPI), Windscale Sarong (Leather Legs, 136 Armor, +7 AGI, +10 STA, +10 INT, +20 SPI), Warrior's Embrace (Plate Chest, 567 Armor, +4 AGI, +11 STA), Might of Hakkar (Main-hand Mace, 35.8 DPS, +11 STA, +5 SPI), Spire of Hakkar (Staff, 46.5 DPS, +16 STA, +16 SPI, Equip: Increases damage and healing done by magical spells and effects by up to 10)	

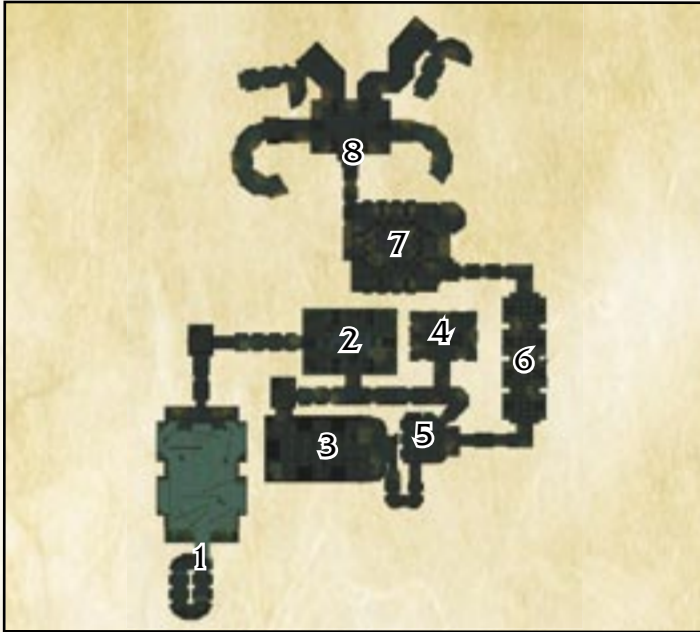
NPC	LEVEL
Dreamscythe	53 Elite
Notes: Acid Breath (36 nature damage every 5 seconds), Wing Flap (knockback)	
Frequent Drops: Smoldering Claw (Polearm, 46.6 DPS, +10 Fire Resistance, Chance on Hit: Hurls a fiery ball that causes 135 fire damage and an additional 15 over 6 seconds), Firebreather (One-hand Sword, 35.2 DPS, Chance on Hit: Hurls a fiery ball that causes 70 fire damage and an additional 9 over 6 seconds), Drakefang Butcher (Two-hand Sword, 45.9 DPS, +15 STR, Chance on Hit: Wounds the target causing them to bleed for 150 damage over 30 seconds), Drakestone of the Owl (Held in Off-hand, +9-10 INT, +9-10 SPI, Equip: Increases damage and healing done by magical spells and effects by up to 4), Drakeclaw Band (Ring, +9-10 to 2 random stats) Nightfall Drape (Back, +14 STA, +8 SPI), Bloodfire Talons (Leather Hands, 96 Armor, +5 INT, +9 SPI, +10 Fire Resistance, Equip: Increases damage and healing done by magical spells and effects by up to 10), Dawnspear Cord (Cloth Waist, 43 Armor, +19 INT, +8 SPI)	
Gasher	50-51 Elite
Notes: Dual-wield	
Frequent Drops: Atal'ai Boots (Mail Feet, 185 Armor, +11-12 to 2 random stats), Atal'ai Gloves (Cloth Hands, 47 Armor, +12-13 to 2 random stats), Atal'ai Breastplate (Mail Chest, 311 Armor, +16-17 to 2 random stats), Atal'ai Girdle (Plate Waist, 280 Armor, +11-12 to 2 random stats), Atal'ai Spaulders (Leather Shoulders, 193 Armor, +12-13 to 2 random stats), Atal'ai Leggings (Leather Legs, 120 Armor, +14-15 to 2 random stats)	

NPC	LEVEL
Hazzas	53 Elite
Notes: Acid Breath (36 nature damage every 5 seconds), Wing Flap (knockback)	
Frequent Drops: Same as Dreamscythe	
Hukku	52 Elite
Notes: Shadow Bolt, Summons Voidwalker, Imp and Succubus	
Frequent Drops: Same as Gasher	
Jammal'an the Prophet	54 Elite
Notes: Mind Control	
Frequent Drops: Gloves of the Atal'ai Prophet (Cloth Hands, 49 Armor, +5 STR, +6 STA, +20 SPI), Kilt of the Atal'ai Prophet (Cloth Legs, 69 Armor, +4 STR, +9 STA, +18 INT, +18 SPI), Vestments of the Atal'ai Prophet (Cloth Chest, 78 Armor, +11 INT, +27 SPI)	
Kazkaz the Unholy	48 Elite
Frequent Drops: Mageweave, Troll Sweat	
Loro	51 Elite
Notes: Shield Spike	
Frequent Drops: Same as Gasher	
Mijan	52 Elite
Notes: Greater Healing Ward	
Frequent Drops: Same as Gasher	
Morphaz	52 Elite
Notes: Acid Breath (36 nature damage every 5 seconds), Wing Flap (knockback)	
Frequent Drops: Same as Dreamscythe	

NPC	LEVEL
Ogom the Wretched	53 Elite
Frequent Drops: Eater of the Dead (Main-hand Axe, 32 DPS, Equip: +30 Attack Power when fighting undead), Blade of the Wretched (Main-hand Sword, 32.1 DPS, Chance on Hit: Corrupts the target, causing 90 damage over 3 seconds), Fist of the Damned (One-hand Mace, 32.1 DPS, Chance on Hit: Steals 30 life from the target)	
Shade of Eranikus	54-55 Elite
Notes: Warstomp (AoE knockback and stun), Deep Slumber	
Frequent Drops: Rod of Corrosion (Wand, 55 DPS, +10 Nature Resistance), Tooth of Eranikus (Main-hand Axe, 37.1 DPS, +6 STR, Equip: Increases your chance to hit by 1%), Horns of Eranikus (Mail Head, 271 Armor, +27 INT, +11 SPI), Dire Nail (One-hand Dagger, 36.7 DPS, +5 Shadow Resistance, 1 random bonus), Crest of Supremacy (Shield, 1930 Armor, 35 Block, +6 STR, +6 AGI, +7 STA, +7 INT, +7 SPI), Dragon's Eye (Neck, +6 STA, +15 SPI)	
Veyzhak the Cannibal	48 Elite
Frequent Drops: Random level 42-45 Uncommon equipment, Mageweave, Troll Sweat	
Weaver	51 Elite
Notes: Acid Breath (36 nature damage every 5 seconds), Wing Flap (knockback)	
Frequent Drops: Same as Dreamscythe	
Zekkis	48 Elite
Frequent Drops: Random level 42-45 Uncommon equipment, Mageweave, Troll Sweat	
Zolo	51 Elite
Notes: Chain Lightning, Skeleton Summoning Totem	
Frequent Drops: Same as Gasher	
Zul'Lor	52 Elite
Notes: Frailty (Curse, AoE, -10 all stats, 1 minute duration)	

WHAT LIES BENEATH?

GETTING YOUR FEET WET



LEGEND

1	Entrance from Swamp of Sorrows	5	Den of the Caller
2	Hall of Masks	6	Hall of Ritual
3	Chamber of Blood	7	Hall of Bones
4	The Butchery	8	Instance Portal

BESTIARY

CREATURE	LEVELS
Atal'ai Priest	46-47 Elite
Cursed Atal'ai	45-46 Elite
Enthralled Atal'ai	45-46 Elite
Fungal Ooze	41-46 Elite
Kazkaz the Unholy	48 Elite
Mummified Atal'ai	46-47 Elite
Murk Slitherer	45-46 Elite
Murk Spitter	46-47 Elite
Veyzhak the Cannibal	48 Elite
Zekkis	48 Elite

THE WAY IN

Getting to the Hall of Masks is relatively easy. The Murk Slitherers and Fungal Oozes can be pulled singly and are good practice targets for your group. Once through, take the right hallway down the stairs to the Chamber of Blood.

The stairs bring you to the lower level of the chamber where there are a number of Atal'ai Priests, Cursed Atal'ai, and Enthralled Atal'ai. This area gives your party practice in dealing with fleeing enemies and some of the special attacks you will encounter later in the dungeon. This is also a good place to start gathering a few quest items: Fetish of Hakkar and Atal'ai Tablets.



Once the room is clear, ascend the stairs and take the left corridor from the Hall of Masks. There's a room to the left at the bottom of the first steps. The Butchery has relatively few enemies, but Veyzhak the Cannibal is a rare-spawn in this room. Should he be present, prepare for a straight-forward fight.

Give the tank a couple seconds to establish aggro before laying into Veyzhak. High DPS parties can bring him down before he has the chance to do significant damage. Parties with less DPS need to be ready to heal the tank. Drop DoTs on him and prepare for the long haul.

Taking the hallway as it curls to the right brings you to the Den of the Caller. This room should be approached cautiously. There are two pairs of Atal'ai Priests and a wandering Atal'ai Priest here. With that much healing power, the fight could be very difficult should you gain the entire room's attention. Pull the groups one at a time around the corner until the room is clear before proceeding.



Take the stairs to the south to the upper ledge of the Chamber of Blood. Kazkaz the Unholy can often be found here and is a quick fight. There aren't any surprises when fighting him, just crush him and then return to the Den of the Caller. Continue down the eastern hallway.

The Hall of Ritual is another dangerous room. There are several groups without much space between them. Pull the groups one at a time around the corner and deal with them. Keep the enemy from running as a fleeing opponent here can spell doom for your party. Moving down the stairs brings you to the Hall of Bones.



There are two ways to get to the Instance Portal. You can jump to the middle level (not recommended unless you've been here before), or take the stairs on the right to the middle level. Fight your way to the northwest side on the middle level to gain access to the Instance Portal.

FALLING ISN'T THE END

Should you attempt the jump to the middle level and miss, you will find yourself on the lower level and under attack. However, if this occurs, all is not lost. Your party should aid you however they can from their vantage point until the party is no longer under attack. Then form up on the lower level and take the stairs on the south side to the middle level.

STEEPED IN RITUAL



LEGEND

1 Instance Portal	7 Zul'Lor
2 Hall of the Cursed	8 Hukku
3 Loro	9 The Pit of Sacrifice
4 Gasher	10 Lair of the Chosen
5 Mijan	11 Chamber of the Dreamer
6 Zolo	12 Sanctum of the Fallen God

BREACHING JAMMAL'AN'S SHIELD

There are many barricades and safe-guards between you and your objectives. Taking them out in the proper order is the only way to leave the Temple of Atal'Hakkar victorious.

There are four passageways leading from the instance portal: one on your left, one on the right, and two in front of you. Take the front left stairs up. There are many groups consisting of both living and unliving Atal'ai. The Unliving Atal'ai are immune to much of the crowd control your party has. Use your CC on the Atal'ai Witchdoctors and kill the others first. (Have Priests use their Shackle Undead ability on the undead.) As you ascend the stairs, you also encounter Atal'ai Slaves in the groups. These can be dealt with at your convenience and pose no immediate threat to your party.



BESTIARY

CREATURE	LEVELS
Atal'ai Corpse Eater	49-50 Elite
Atal'ai Deathwalker	49-51 Elite
Atal'ai Deathwalker's Spirit	50-51 Elite
Atal'ai High Priest	49-51 Elite
Atal'ai Skeleton	46-47
Atal'ai Slave	44-47
Atal'ai Warrior	48-49 Elite
Atal'ai Witch Doctor	49-50 Elite
Avatar of Hakkar	50 Elite
Cursed Atal'ai	45-46 Elite
Dreamscythe	53 Elite
Enthralled Atal'ai	45-46 Elite
Gasher	50-51 Elite
Hakkar'i Bloodkeeper	49 Elite
Hakkar'i Frostwing	49-50 Elite
Hakkar'i Sapper	49-50 Elite
Hazzas	53 Elite
Hukku	52 Elite
Jammal'an the Prophet	54 Elite
Loro	51 Elite
Mijan	52 Elite
Morphaz	52 Elite
Mummified Atal'ai	46-47 Elite
Nightmare Scalebane	50-51 Elite
Nightmare Suppressor	49-50 Elite
Nightmare Wanderer	49-50 Elite
Nightmare Whelp	44-50
Nightmare Wyrkin	50-51 Elite
Ogom the Wretched	53 Elite
Shade of Eranikus	54-55 Elite
Unliving Atal'ai	48-49 Elite
Weaver	51 Elite
Zekkis	48 Elite
Zolo	51 Elite
Zul'Lor	52 Elite

At the first large landing, there's a passage toward the center of the Temple and stairs continuing up. The passage leads to a ledge overlooking the Pit of Sacrifice. More importantly, it's guarded by Loro. Loro and his companions use their power to hold a shield protecting Jammal'an. You must kill all six of the casters providing the shield before Jammal'an is vulnerable to attack. Begin by killing Loro and then continue up the stairs.



The stairs end at the Hall of the Cursed. This hall runs around the edge of the Pit of Sacrifice. There are several passages leading off the circle. These lead to the other balconies above the Pit of Sacrifice.

There are wandering Atal'ai Warriors that should be watched for. Groups of Atal'ai guard several points around the circle. They usually consist of at least one Atal'ai Witchdoctor, one melee enemy (either Unliving Atal'ai, Atal'ai Corpse Eater, or Atal'ai Warrior) and another melee enemy or a group of Atal'ai Slaves. The Witchdoctors, Corpse Eaters, and Warriors can be CC'ed to keep the fight from getting out of hand. Clear the groups while watching your back for wanderers.



Move around the Hall of the Cursed in a clockwise direction, killing Gasher, Mijan, Zolo, Zul'Lor, and Hukku. There are stairs on the inside of the circle leading directly to the ledges of Gasher and Zul'Lor, while there are stairs on the outside of the circle leading to platforms with passages to the ledges of the other four.

With the six guardians dead, the shield guarding Jammal'an falls. Your objective is now one step closer. Return to the Instance Portal and take the stairs to your left.



MOVING ON JAMMAL'AN

Your enemies have changed, but the tactics are very similar. The Nightmare Wyrmlin can cast Sleep and have a ranged poison attack and should be considered extremely dangerous. Sleep can spell doom for your group. Keep casters out of range and have the Priests dispel any Sleep effects. Once the Wyrmlin is dead, focus on the Nightmare Wanderers and Nightmare Scalebane. When the last of the elite enemies has fallen, clean up the Nightmare Whelps.

A PLACE FOR AOES

Parties with substantial AoE power have a different tactic open to them. The group tank should keep the attention of the elite enemies while the AoE party members kill the Nightmare Whelps all at once.

Move into the Pit of Sacrifice. There are many groups of Dragonkin. All of these must be dealt with before you confront Jammal'an. Move around the room, avoiding the hole in the center, and systematically exterminate the Dragonkin.



Proceed down the east passage to the Lair of the Chosen. This room is one of the most dangerous in the dungeon. Melee enemies are mixed with casters. Pull the enemies back around the corner. This is very important; leaving the Atal'ai High Priests at range makes your life much more difficult. The High Priests should be killed first and quickly. They can summon Atal'ai Skeletons to their aid if left alive.

With the High Priests dead, turn your attention to the Atal'ai Deathwalkers. They can cast Fear and should not be engaged near the room. One party member being feared into the Lair of the Chosen typically means a total party wipe. On death, the Deathwalkers spawn Atal'ai Deathwalker's Spirit. These are immune to all damage, but still inflict damage of their own. They are also very slow and dissipate after a few seconds, so just stay away from them. Anytime a party member becomes engaged by a Deathwalker's Spirit, they need to kite it until it dissipates.



Once the room is clear of smaller targets, it's time for Jammal'an the Prophet and his assistant Ogom the Wretched. Ogom is lower level and should be killed quickly to keep the fight simple. Jammal'an is very dangerous. He can turn a party member into a fighter for his cause. This only lasts a short while, but the controlled character will attack other party members with every special ability they have. While under control, the character moves more slowly. Party members under attack should keep out of range until the spell wears off. Interrupt Jammal'an when possible and make him pay for his evil.

Spread your party out as much as possible. Ranged attacks work better against Jammal'an, but DPS is more important. Use DoTs and nukes to whittle away at his health until he falls to his knees for the last time.

Collecting the Head of Jammal'an will complete the **Jammal'an the Prophet** quest. Your primary objective is complete, but there is still treasure to be had.



CLEARING THE WAY TO ERANIKUS

With the death of Jammal'an, the drakes Weaver and Dreamscythe have appeared in the Pit of Sacrifice. This fight is fairly straightforward, if a bit difficult. The tank should keep the drakes facing away from the party to minimize the damage caused by their breath weapons. Bring them down one at a time and continue to the southern passage.

Here, there are two more drakes by the names of Hazzas and Morphaz. Kill them as you killed the others and prepare for the fight against the Shade of Eranikus who resides in the Chamber of the Dreamer.



The Shade of Eranikus summons all Dragonkin left alive to aid him. A quick survey to make sure all the Dragonkin are dead may be in order if your party is unsure. The winged serpents in the western section won't answer his summons.

Eranikus has a number of abilities that make him very dangerous. Warstomp is an AoE stun that centers on him. Keep as much of your party out of this as possible. The more party members at range, the better.

If a single party member is being too effective against him, Eranikus will cast Deep Slumber. This single target spell puts one of your members to sleep for a long time. Tremor Totem and Dispel Magic can cure the sleep. If your tank is slept, a secondary tank should grab and hold Eranikus until the main tank can be woken. Rogues and pets are all good choices for this.



With Eranikus under control, let your DPS fly. Hold back only when the tank loses aggro. Give the tank time to re-establish aggro before opening up again. This is a long fight with a lot of pounding before the Shade falls.

Remove the Essence of Eranikus from the corpse and begin the **Essence of Eranikus** quest. The Essence Font is in the same room and placing the Essence in the Font completes the quest.

THE GOD HAKKAR

The passages on the west side of the Pit of Sacrifice lead to the Sanctum of the Fallen God. The Hakkar'i Sappers and Frostwings can be fought individually and pose little threat to your party. Eliminate them and have you entire party move into the chamber before proceeding.

Use the Ancient Egg to begin the fight. The enemies spawn endlessly. Kill them until the Hakkar'i Bloodkeeper spawns. Slay the Hakkar'i Bloodkeeper, grab the Hakkar'i Blood from the corpse and extinguish the braziers quickly. Only one brazier can be extinguished per blood, but it won't take long until another arrives.



When the Avatar of Hakkar first shows, he doesn't attack. Take this time to clear any left over spawns in the room. Use your fastest and most damaging abilities to rid the room of these quickly. Having spawns in the room when the Avatar attacks is a recipe for disaster. Should this occur, the tank needs to hold Hakkar while the party finishes clean up before engaging the Avatar.

The fight against the Avatar of Hakkar won't be easy as your party has already been fighting non-stop. Drop as many HoTs on your tank and DoTs on Hakkar as you can. After this, cease casting if you're low on mana. You need to stick with your wand or melee damage to let your mana replenish.

If your tank gets in trouble while your healers are out of mana, have a secondary tank pull Hakkar off the main tank. Druids in bear form, Warriors, Voidwalkers, and Hunter pets can taunt Hakkar off and hold him long enough for the main tank to bandage. Continue moving aggro around and using First Aid to regain health. DPS classes should tone it down during this time.

Once the casters have mana again, it's time to end the fight. Unload all your damage and keep the tank healed. With the resources of your party restored, don't hold anything back.

With the Avatar of Hakkar fallen, collect the essence for **The God Hakkar**.

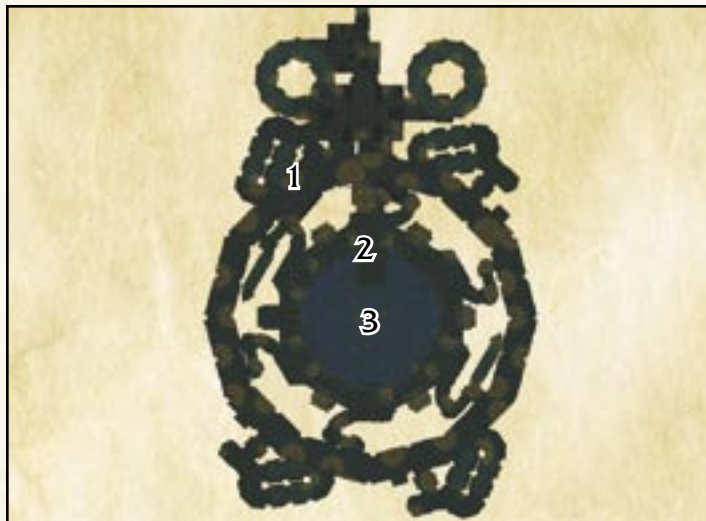
Much has been accomplished and even more discovered, but there is still more. Return to the Instance Portal and take the right passage and head down the stairs.



MAKING IT EASIER

Select a person to extinguish the braziers and set looting to Free-for-All so he can loot any of the bodies. This makes extinguishing them much faster and easier. Remember to set looting back once the Avatar of Hakkar spawns.

THE PUZZLE



LEGEND	
1	Hall of Serpents
2	Altar of Hakkar
3	Pit of Refuse

BESTIARY	
CREATURE	LEVELS
Atal'alarion	50 Elite
Deep Lurker	47-49 Elite
Murk Spitter	46-47 Elite
Murk Worm	47-48 Elite
Oozlings	40
Saturated Ooze	47 Elite
Slime Maggot	45-46
Spawn of Hakkar	51 Elite

UNLOCKING THE MYSTERY

The Pit of Refuse is populated by a variety of aggressive enemies and a number of neutral Slime Maggots. Do not let this fool you. When you engage any of the aggressive enemies, the Slime Maggots come to their aid.

Clear around the Altar of Hakkar and the pool beneath before examining the altar to complete **Into the Depths**. When the altar is activated, green light shines on the balconies overhead one at a time. The order is important as it is the key to the mystery. Having a piece of paper handy to mark the sequence makes it much easier to remember.



With the order noted, move back to the Instance Portal and take the forward right passage. Take the stairs down from the first landing to the Hall of Serpents.

The enemies in the Hall of Serpents are very similar to the enemies in the Pit of Refuse with a few exceptions. There are slow wandering Elite enemies and fast wandering non-Elite enemies to watch for. The Spawn of Hakkar also wanders the Hall.

THE PENALTY FOR ERROR

Do not activate the statues out of order. Doing so will cause an AoE -50% Str curse to be cast on your party. Leave the statues until you can activate them in the order the lights showed

Move around the Hall of Serpents clearing all opposition. The enemy tends to guard in groups with a Deep Lurker, several Murk Worms, or a Saturated Ooze accompanied by many Slime Maggots. These groups can be killed in the same way the Dragonkin in the upper level were.

With the Hall of Serpents clear, activate the statues to complete **Secret of the Circle**. The Idol of Hakkar and Atal'alarion will spawn in the Pit of Refuse. Jump down to the level below, but don't jump into the water. Rest up at the steps in preparation for the fight.

Atal'alarion has a lot of hit points and does tremendous damage. If that weren't enough, he has an aggro clearing ability. He can knock party members high into the air and they'll take falling damage when they finally land, but Atal'arion attacks other members while the tanks are up and that's the biggest problem.

Start the fight by having the tank drag Atal'alarion against a wall away from the stairs. Keep your healers and ranged damage dealers on the wall above Atal'alarion. This way, when he throws the melee party members, he'll have a long walk to get to anyone soft. This gives your tank time to land, get healed, and re-establish aggro.

Layer Atal'alarion with DoTs to keep the damage going even if you have to kite him around while the melee members are in flight. Have heals ready when party members land. If Atal'alarion makes it up the stairs and around the ledge to the party before aggro is re-established, jump down into the water and hide behind your tank. Return to the ledge only after the tank has Atal'alarion's full attention.

The constant damage wears Atal'alarion down and leaves you free to pillage the Idol of Hakkar. Inside you find the Hakkari Urn. It holds a number of items to reward you for your trouble.

With friends still alive, and bags full, it's time to head home.