



GNOMEREGAN



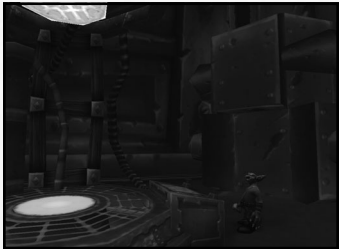
Gnomeregan is the technological and political capitol of the Gnomish people, yet it's been abandoned by their finest (and healthiest) minds. While preparing a potent weapon against the Troggs, the Gnomes made a few mistakes and ended up poisoning the entire capitol. Now, only damaged machines, diseased creatures, and other horrors wander through the once learned halls. Yet, the Gnomes are not content to sit by and ignore this problem; many of them yearn to restore Gnomeregan to its glory, and maintain their level of technological expertise. It's likely that you'll be called upon to aid in this task. Steady yourself and seek Gnomeregan when the time is right!



DUNGEON INFORMATION

Location	Suggested Levels
Dun Morogh	26-33
Territory	Primary Enemy Types
Alliance	Humanoids & Machines
Quests	Time to Complete
Horde & Alliance	3-4 Hours

GETTING TO GNOMEREGAN



Gnomeregan is located in the northwestern section of Dun Morogh. For Alliance folks, it's very easy to reach the instance (and you may have seen the area around it quite some time ago if you leveled in Dun Morogh as a young character). Travel to the area of the map labeled as Gnomeregan and look for the diseased Gnomes. An even greater indicator that the city is close comes when you start to see green mist coming out of tunnels in the ground. Yup, that's Gnomeregan. The central entrance is out by the mountains, father northwest from the outer village areas. Though lowly Level 9-10 Gnomes are on the outside of the tunnel, the fights quickly turn into ones against non-elite Gnomes in their mid-20s once you enter.

Horde people can't fly into Dun Morogh, but it is possible for them to make it out to Gnomeregan without legging it across half the continent! Go to the Engineering Shop in Orgrimmar (where you get Rig Wars, the quest from Nogg). Sovlik there gives you a quest to talk to Scooty in Booty Bay. Accept that quest. Then, take a ship from Ratchet to Booty

Bay. Talk to a Goblin there named Scooty in the port; he's near the lower floor of the inn, outside and to the northeast of the building. He has a teleporter that takes people all the way into Gnomeregan. For the trip back at a later point, have everyone use their Hearthstones or return to the teleporter; fast and simple on both counts.

QUESTS FOR GNOMEREGAN

ALLIANCE QUESTS



QUEST	QUEST GIVER	QUEST GIVER LOCATION	QUEST RECEIVER	QUEST RECEIVER LOCATION	CHAIN?	MAX EXPERIENCE
Essential Artificials REWARD: None	Klockmort Spannerspan	Ironforge	Klockmort Spannerspan	Ironforge	No	3,050
Gyrodrillmatic Excavationators REWARD: Shilly Mitts (Cloth Hands 27 Armor +6 INT/+6 SPI) or Shoni's Disarming Tool (OH Axe 16.1 DPS, Chance on Hit: Disarm for 5 Sec)	Shoni the Shilent	Stormwind City	Shoni the Shilent	Stormwind City	No	2,450
Save Techbot's Brain! REWARD: None	Tinkmaster Overspark	Ironforge	Tinkmaster Overspark	Ironforge	No	2,700
The Grand Betrayal REWARD: Dual Reinforced Leggings (Mail Legs 391 Armor +7 Defense) or Triprunner Dungarees (Leather Legs 101 Armor +3 STR/+18 AGI/+6 STA) or Civanad Robes (Cloth Chest 54 Armor +7 STA/+18 SPI)	High Tinker Mekkatorque	Ironforge	High Tinker Mekkatorque	Ironforge	No	2,750

QUESTS

ESSENTIAL ARTIFICIALS

Location: Ironforge (Tinker Town)
Person: Klockmort Spannerspan
Goal: Collect 12 Essential Artificials
Experience Gained: 3,050



Klockmort is trying to find a fair supply of a nearly-universal machine component that the Gnomes used heavily in *Gnomeregan: Essential Artificials*. There are many containers deep inside the ruined capitol that have the substance. Klockmort wants you to open some Artificial Extrapolators and return with 12 Units of Artificial Essentials. There are spawn points for this all over the main instance, so it isn't hard for large groups to get many of these in a single run.

GYRODRILLMATIC EXCAVATIONATORS

Quest Level: 20 to Obtain
Location: Stormwind City (Dwarven District)
Person: Shoni the Shilent
Goal: Collect 24 Robo-Mechanical Guts
Experience Gained: 2,450
Reward: Shilly Mitts (Cloth Hands 27 Armor +6 INT/+6 SPI) or Shoni's Disarming Tool (OH Axe 16.1 DPS, Chance on Hit: Disarm for 5 Sec)



Shoni is working to collect spare parts for assembling a fleet of Gyrodrillmatic Excavationators. The problem is that she needs so many that only Gnomeregan has enough machines to cannibalize. Travel there and start destroying the machines that wander about the city. There are many mobs that drop this Quest Item as you fight into Gnomeregan, so this quest is very easy to do while working on other chores at the instance. Return to Shoni when you have all 24 of these for a decent reward! Note that even some of the Humanoid mobs carry and drop these parts, so getting all 24 isn't too hard.

SAVE TECHBOT'S BRAIN!

Quest Level: 20 to Obtain
Location: Ironforge (Tinker Town)
Person: Tinkmaster Overspark
Goal: Retrieve Techbot's Memory Core
Experience Gained: 2,700



Tinkmaster Overspark once had a machine of great knowledge and utility, called Techbot. Something damaged Techbot during the fall of Gnomeregan, and now this device has turned feral. Tinkmaster Overspark is distressed by this, but he hasn't given up hope for his beloved machine. Indeed, he asks that you search through the tunnels of the city and find Techbot. When you finally discover Techbot's current location, fight and disable the machine, then loot its Memory Core and take it to Ironforge. Luckily, Techbot isn't vary far into Gnomeregan, so groups that want to do this one at lower levels are free to get the quest out of the way (Techbot is outside the instance, in a Loading Room north of the Train Station).

THE GRAND BETRAYAL

Quest Level: 25 to Obtain
Location: Ironforge (Tinker Town)
Person: High Tinker Mekktorque
Goal: Slay Mekgineer Thermaplugg
Experience Gained: 2,750
Reward: Dual Reinforced Leggings (Mail Legs 391 Armor +7 Defense) or Triprunner Dungarees (Leather Legs 101 Armor +3 STR/+18 AGI/+6 STA) or Civanad Robes (Cloth Chest 54 Armor +7 STA/+18 SPI)



The High Tinker was betrayed by Mekgineer Thermaplugg, who now sits over the rulership of Gnomeregan. Though Thermaplugg rules over only the diseased, irradiated, and destroyed, the High Tinker sees the death of this Mekgineer as an important step in recovering the capitol. As such, you're charged with slaying the betrayer! Thermaplugg is very deep inside Gnomeregan, and the battle against him won't be easy (many dangerous machines protect him). Once Thermaplugg is dead, return to the High Tinker and receive a choice of some extremely high-end rewards.

Note that this is the hardest task in Gnomeregan, requiring a group to fight past the entire dungeon unless someone has a Workshop Key or can Pick Locks with over a 180 skill. Add to this that the fight with Thermaplugg requires high-level characters, strategy, and timing. An average group level of 33-35 is recommended.



SHARED ALLIANCE AND HORDE QUESTS

QUEST	QUEST GIVER	QUEST GIVER LOCATION	QUEST RECEIVER	QUEST RECEIVER LOCATION	CHAIN?	MAX EXPERIENCE
A Fine Mess REWARD: Fire-welded Bracers (Mail Wrist 87 Armor +1 Sta/+6 Agi) or Fairywing Mantle (Cloth Shoulder 32 Armor +1 Sta/+8 Int)	Kernobee	Gnomeregan Dormitories	Scooty	Booty Bay (Stranglethorn Vale)	No	2,450
Grime-Encrusted Ring REWARD: Inscribed Gold Ring (+4 STA/+4 SPI)	Grime-Encrusted Ring	Gnomeregan Drop	Sparklematic 5200	Gnomeregan	Yes	2,700
Return of the Ring REWARD: None	Sparklematic 5200	Gnomeregan	Varies by Faction	Varies by Faction	Yes	2,700
The Sparklematic 5200! REWARD: Varies	Sparklematic 5200	Gnomeregan	Sparklematic 5200	Gnomeregan	No	None

A FINE MESS

Quest Level: 22 to Obtain
Location: Dormitories (Gnomeregan Instance)
Person: Kernobee
Goal: Escort Kernobee to Clockwerk Run Exit
Max Experience Gained: 2,450
Reward: Fire-welded Bracers (Mail Wrist 87 Armor +1 STA/+6 AGI) or Fairywing Mantle (Cloth Shoulder 32 Armor +1 STA/+8 INT)



Kernobee got into a nasty bit of trouble when he ran afoul of the Dark Iron Dwarves. They captured him and threw the poor little guy down into the Trogg Dormitories, at the lower tier of Gnomeregan (it's the area just outside and southeast of the Clean Zone). Clear the Dorm area ahead of time to keep things safer, then, when the way out is mostly free, investigate the small rooms in the Dormitory and look for Kernobee; he is unconscious until woken, so keep your eyes sharp for him. Once on the escort, move to the top tier again and take Kernobee to the Clockwerk Run exit. **Warning:** Do not step out of the instance gateway until Kernobee has finished speaking and you are notified that the quest is complete; otherwise, the quest counts as a failure and must be redone.

GRIME-ENCRUSTED RING

Quest Level: 28 to Obtain
Location: Gnomeregan
Person: Drop Item from Dark Iron Agent
Goal: Take Ring to be Cleaned
Experience Gained: 2,700
Reward: Inscribed Gold Ring (+4 STA/+4 SPI)



The Dark Iron Agents are able to drop a Grime-Encrusted Ring that you use to begin this quest. These rings are so dirty that they need cleaning before anyone can use them. Luckily, there are cleaning machines inside Gnomeregan, and they are still in working order. At least one of them is. Take the Grime-Encrusted Ring to the area with the Alliance-Friendly Gnome Holdouts. There's a Sparklematic 5200 that continues to operate normally (and a few that are just not functioning). Try out these machines until you find the working one and out pops your perfectly shiny, new ring! This chains into the next step of the quest (*Return of the Ring*).

RETURN OF THE RING

Quest Level: 28 to Obtain
Location: Gnomeregan
Person: Sparklematic 5200
Goal: Take the Ring to its Inscrber
Experience Gained: 2,700



After cleaning the Grime-Encrusted Ring in the Sparklematic 5200, you have the option of keeping it or returning it to the person who inscribed it. In the long run, this quest leads to a final step where you receive the ring again, but get to keep it as a +5 STA/+5 SPI ring, which is certainly quite nice for its level. The person who inscribed the ring on the Alliance side is Talvash del Kissel. Alliance players should seek Talvash in the Mystic Ward of Ironforge. Horde players need to find Nogg (who gives a Horde-only quest into Gnomeregan anyway). Nogg waits in Orgrimmar, in Nogg's Machine Shop (Valley of Honor).

The final stage of the chain is to bring the inscriber 30 Silver, a Moss Agate, and a Silver Bar. This is what upgrades the ring to +5/+5 and gets you another burst of experience.

THE SPARKLEMATIC 5200!

Quest Level: 25 to Obtain
Location: Gnomeregan
Person: Sparklematic 5200
Goal: Clean Grime-Encrusted Objects
Experience Gained: None
Reward: Varies



The Sparklematic 5200 machine is good for cleaning the Grime-Encrusted Ring, but it also cleans the far more common Grime-Encrusted Objects that you find. For three silver coins, the machine takes the object and spits out something more useful. These items vary, but include such things as Rough, Coarse, and Heavy Stones, Tin, and various gems! This can be repeated as often as you like, so long as people in the group have Grime-Encrusted Objects.



HORDE QUESTS

QUEST	QUEST GIVER	QUEST GIVER LOCATION	QUEST RECEIVER	QUEST RECEIVER LOCATION	CHAIN?	MAX EXPERIENCE
Rig Wars	Nogg	Orgrimmar	Nogg	Orgrimmar	No	2,750
Dual Reinforced Leggings (Mail Legs 391 Armor +7 Defense) or Triprunner Dungarees (Leather Legs 101 Armor +3 STR/+18 AGI/+6 STA) or Givnad Robes (Cloth Chest 54 Armor +7STA/+18 SPI)						

RIG WARS

Quest Level: 25 to Obtain
Location: Orgrimmar (Valley of Honor)
Person: Nogg
Goal: Return with Rig Blueprints and Thermaplugg's Safe Combination
Experience Gained: 2,750
Reward: Dual Reinforced Leggings (Mail Legs 391 Armor +7 Defense) or Triprunner Dungarees (Leather Legs 101 Armor +3 STR/+18 AGI/+6 STA) or Givnad Robes (Cloth Chest 54 Armor +7 STA/+18 SPI)



Nogg has grown to realize the power and danger of Gnomish technology. Because of this, you're charged with finding the Blueprints for a Gnomish Rig that surpasses even those of Goblin construction. Kill Mekgineer Thermaplugg, at the very end of Gnomeregan, and take the Safe Combination from him; the Blueprints you need are inside the nearby safe! Look on the northern side of the chamber, up on the slightly higher ledge that surrounds the room. The safe is there, and the key opens it to reveal the Blueprints your group needs. Bring those to Nogg for a fine selection of rewards.



VICTIMS OF THE POISONED CITY

NPC	LEVEL	NPC	LEVEL	NPC	LEVEL	NPC	LEVEL
Added Leper	24-25	Caverdeep Reaver	27-28 Elite	Holdout Medic	29-30 Elite	Leprous Assistant	28-29
Notes: Battle Stance, Hamstring, Heroic Strike		Notes: Arcing Smash (Cleave Effect), Flees		Notes: Alliance Friendly		Notes: Very Social, Ranged, Low Hit Points	
Frequent Drops: Silk, Wool, White Punch Card (Quest Item)		Frequent Drops: Silk, Grime-Encrusted Object (Quest Item), Robo-Mechanical Guts (Quest Item), Wool		Frequent Drops: Silk, Grime-Encrusted Object (Quest Item), Wool, Heavy Stone, Tin, Battered Junkbox, Coarse Stone		Frequent Drops: Silk, Wool, Robo-Mechanical Guts (Quest Item)	
Arcane Nullifier X-21	32-33 Elite	Corrosive Lurker	28-29 Elite	Holdout Technician	29-30 Elite	Leprous Defender	28-29 Elite
Notes: Dispels Debuffs		Notes: Slimes		Notes: Alliance Friendly		Notes: Very Social	
Frequent Drops: Robo-Mechanical Guts (Quest Item), Heavy Access Card, Copper Modulator, Bronze Tube, Bronze Framework		Frequent Drops: Robo-Mechanical Guts (Quest Item)		Frequent Drops: Silk, Wool, Grime-Encrusted Object (Quest Item)		Frequent Drops: Silk, Grime-Encrusted Object (Quest Item), Wool, Robo-Mechanical Guts (Quest Item)	
Caverdeep Ambusher	25-27	Crowd Pummeler 9-60	32 Elite	Holdout Warrior 29-30 Elite		Leprous Machinestmith	29-30
Notes: Fast Movement, Patrols, Flees		Notes: Arcing Smash (Cleave), Trample		Notes: Alliance Friendly, Strike		Notes: Very Social, Ranged Weapons (Wrench), Machine Channeling	
Frequent Drops: Silk, Grim-Encrusted Object (Quest Item), Robo-Mechanical Guts (Quest Item), Wool		Frequent Drops: Robo-Mechanical Guts (Quest Item), Gnomebot Operating Boots (Leather Boots 68 Armor +8 STA/+3 SPI), Manual Crowd Pummeler (2H Mace 29.0 DPS +16 STR/+5 AGI, Use: +50% Attack Speed for 30 Seconds), Heavy Blasting Powder, Bronze Tube		Frequent Drops: Silk, Grime-Encrusted Object (Quest Item), Wool		Frequent Drops: Silk, Grime-Encrusted Object (Quest Item), Wool, Robo-Mechanical Guts (Quest Item)	
Caverdeep Burrower	25-27 Elite	Dark Iron Agent	32-33 Elite	Irradiated Horror	28-29 Elite	Leprous Technician	29-30
Notes: Defensive Stance, Sunder Armor (-180 Armor), Flees		Notes: Flees		Notes: Elemental Immunities		Notes: Very Social, Ranged Weapons (Wrench), Machine Channeling, Low Hit Points	
Frequent Drops: Silk, Grime-Encrusted Object (Quest Item), Wool, Robo-Mechanical Guts (Quest Item)		Frequent Drops: Silk, Grime-Encrusted Object (Quest Item), Grim-Encrusted Ring (Quest Item), Wool, Robo-Mechanical Guts (Quest Item)		Frequent Drops: Bubbling Water, Robo-Mechanical Guts (Quest Item), Elemental Water		Frequent Drops: Silk, Grime-Encrusted Object (Quest Item), Wool, Robo-Mechanical Guts (Quest Item)	
Caverdeep Invader	25-26 Elite	Dark Iron Ambassador	33 Elite	Irradiated Invader	24-26 Elite	Mechanized Guardian	31-32 Elite
Notes: Radiation Bolt, Radiation Aura (Light Damage), Flees		Notes: Rare Spawn, Flees		Notes: Radiation Aura, Poisoned Blood (Spreads Radiation to Nearby Troggs Upon Death)		Notes: Mechanical Immunities, Electrified Net (Root)	
Frequent Drops: Silk, Grime-Encrusted Object (Quest Item), Wool, White Punch Card (Quest Item), Robo-Mechanical Guts (Quest Item)		Frequent Drops: Glass Shooter (Gun 17.9 DPS), Wool, Emissary Cuffs (Leather Bracers 47 Armor +5 Arcane Resistance, Additional Stats Chosen at Random), Grime-Encrusted Object (Quest Item)		Frequent Drops: Silk, Grime-Encrusted Object (Quest Item), Wool, Robo-Mechanical Guts (Quest Item), White Punch Card (Quest Item)		Frequent Drops: Silk, Wool, Robo-Mechanical Guts (Quest Item), Heavy Blasting Powder, Fused Wiring, Coarse Blasting Powder, Copper Modulator	
Caverdeep Pillager	24-25 Elite	Gnomeregan Evacuee	24-25	Irradiated Pillager	25-26 Elite	Mechanized Sentry	28-29 Elite
Notes: Gouge (As Rogue Ability), Enrage (When Health is Low), Flees		Notes: Alliance Friendly		Notes: Radiation Bolt, Radiation Aura, Poisoned Blood (Spreads Radiation to Nearby Troggs Upon Death)		Notes: Mechanical Immunities, High Hit Points	
Frequent Drops: Silk, Grime-Encrusted Object (Quest Item), Wool, White Punch Card (Quest Item)		Frequent Drops: Silk, Wool, Battered Junkbox		Frequent Drops: Silk, Grime-Encrusted Object (Quest Item), Wool, Robo-Mechanical Guts (Quest Item)		Frequent Drops: Silk, Robo-Mechanical Guts (Quest Item), Wool, Heavy Blasting Powder, Coarse Blasting Powder	
				Irradiated Slime	27-28 Elite		
				Notes: Radiation Cloud			
				Frequent Drops: Robo-Mechanical Guts (Quest Item)			



NAMED MOBS

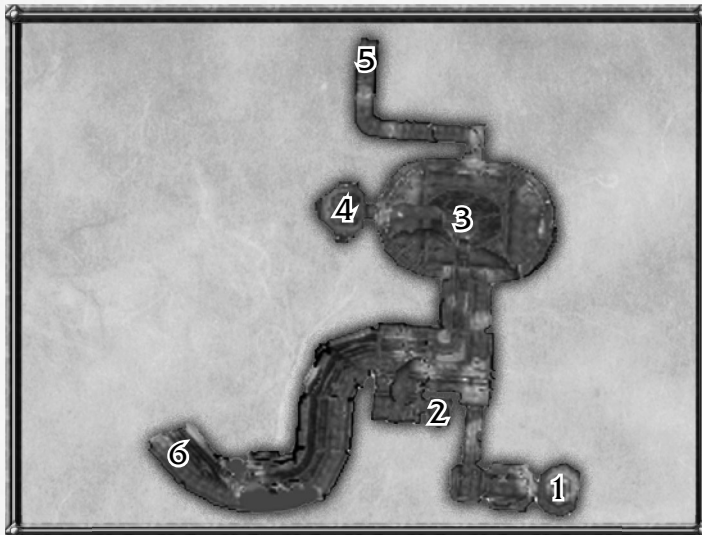
NPC	LEVEL
Mechano-Flamewalker	30-31 Elite
Notes: Flamespray (Cone Effect Fire Attack), Fire Nova (Point Blank, Instant AoE), Mechanical Immunities	
Frequent Drops: Silk, Wool, Robo-Mechanical Guts (Quest Item), Heavy Blasting Powder, Fused Wiring, Coarse Blasting Powder	
Mechano-Frostwalker	31-32 Elite
Notes: Ice Shield, Hailstorm (AoE that Damages Over Time), Ice Blast (Instant, Point-Blank AoE), Mechanical Immunities	
Frequent Drops: Silk, Wool, Robo-Mechanical Guts (Quest Item), Fused Wiring, Heavy Blasting Powder, Copper Modulator	
Mechano-Tank	29-30 Elite
Notes: High Hit Points, High Armor, Mechanical Immunities	
Frequent Drops: Silk, Wool, Robo-Mechanical Parts (Quest Item), Heavy Blasting Powder, Copper Modulator, Coarse Blasting Powder	
Peacekeeper Security Suit	30-31 Elite
Notes: Pacify (Stun), High Hit Points, Mechanical Immunities	
Frequent Drops: Robo-Mechanical Guts (Quest Item), Fused Wiring, Heavy Blasting Powder, Bronze Tube, Coarse Blasting Powder, Bronze Framework, Copper Modulator	

NPC	LEVEL
Electrocutioner 6000	32 Elite
Notes: Megavolt, Shock	
Frequent Drops: Workshop Key, Robo-Mechanical Guts (Quest Item), Spidertank Oilrag (Cloth Bracer 20 Armor +7 AGI), Electrocutioner Lagnut (Ring +4 STA/+9 SPI) Silk, Electrocutioner Leg (MH Sword 22.1 DPS Chance on Hit: Deal 10-20 Nature Dmg), Wool, Heavy Blasting Powder, Fused Wiring	
Grubbis	32 Elite
Notes: Has Pet (Chomper)	
Frequent Drops: Silk, Grime-Encrusted Object (Quest Item), Grubbis Paws (Mail Gloves 144 Armor +6 STR/+5 AGI/+9 SPI), Wool	

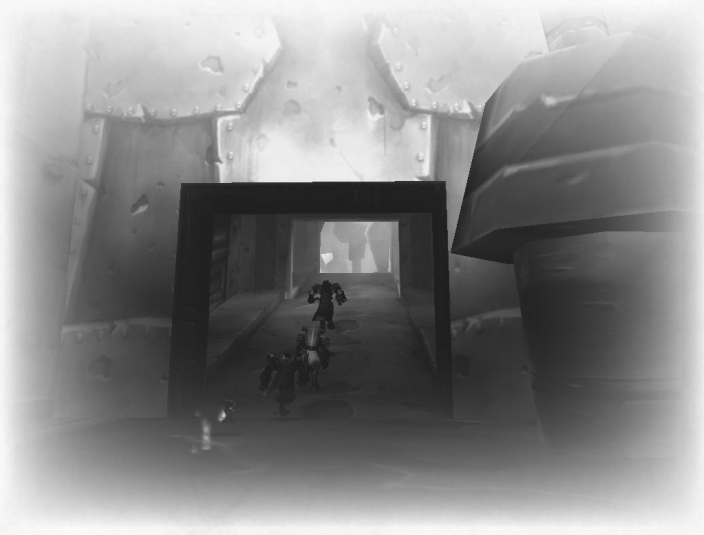
NPC	LEVEL
Mekgineer Thermaplugg	34 Elite
Notes: Knock Away, Activity Remote Bombs, High Hit Points, Mechanical Immunities, High Damage	
Frequent Drops: Robo-Mechanical Guts (Quest Item), Thermaplugg's Central Core (Shield 795 Armor 18 Block +3 SPI, 5% Chance to Inflict 35-65 Nature Dmg When Hit), Thermaplugg's Safe Combination (Quest Item), Thermaplugg's Left Arm (2H Axe 32.6 DPS +18 STR/+7 STA), Electromagnetic Gigaflex Reactivator (Cloth Helm 44 Armor +15 INT/+12 SPI Use: Bolt that deals 147-167 Nature Dmg to all Enemies in front, 10 Second Barrier Forms), Charged Gear (Ring +5 Arcane Res/+5 Nature Res, Additional Random Stats), Copper Modulator, Fused Wiring	

NPC	LEVEL
Techbot	26 Elite
Notes: Lag, Battle Net (AoE Root), Mechanical Immunities	
Frequent Drops: Techbot's Memory Core (Quest Item), Techbot CPU Shell (Shield 475 Armor 9 Block), Robo-Mechanical Guts (Quest Item), Heavy Blasting Powder, Bronze Tube, Coarse Blasting Powder	
Vicious Fallout	30 Elite
Notes: Elemental Immunities	
Frequent Drops: Bubbling Water, Acidic Walkers (Cloth Boots 34 Armor +4 AGI/+8 INT/+7 SPI/+5 Nature Res), Toxic Revenger (1H Dagger 20.5 DPS Chance on Hit: Deal 5 Dmg Every 5 Seconds to any Enemy in 8 Yard Area for 15 Seconds), Hydrocane (Staff 21.6 DPS, +15 Frost Resist, Equip: Grants Underwater Breathing), Elemental Water	

INTO THE GNOMISH CAPITAL



LEGEND	
1	Entrance via Dun Morogh Elevator
2	Goblin-Controlled Teleporter to Booty Bay (Horde)
3	Train Depot
4	Loading Room (Techbot)
5	Workshop Entrance (Requires Key/High Lockpicking)
6	Standard Instance Entrance



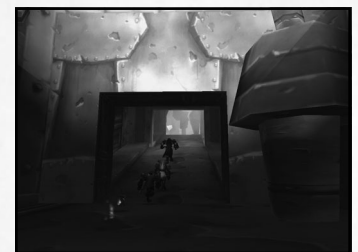
DIFFERING STARTING POINTS

Alliance players must begin outside Gnomeregan, but Horde players get to start inside (due to the teleporter).

OUTER REACHES OF GNOMEREGAN

The tunnel leading into Gnomeregan is filled with non-elite Gnomes. At first, you face the Leper Gnomes (Level 9ish), who cannot begin to harm anyone in your party. Push these aside and battle down toward the elevator at the base of the tunnel. There are Addled Lepers when you start to get down a ways, but these are also very low-level and non-elite. Gather them into clumps and dispatch them en masse for a faster set of fights. You may notice some Evacuees in the tunnel, especially around the elevator; these are friendly to Alliance characters and are non-targets for the Horde. Let the Evacuees pass and get onto the elevator. This takes groups down to the outside part of Gnomeregan (before the instance itself).

Fight the group of Addled Lepers in the first room, at the bottom. Again, fight them in clusters to make things go as quickly as possible. This gives you an idea for the future as well. Gnomeregan is about fighting groups far more often than dealing with single enemies. In fact, pulling just a lone target is so rare in Gnomeregan that the few fights of that nature stand out! Get used to having a solid tank gather aggro and guide your group carefully, even though these fights are quite easy. This practice is essential, since later fights take you against Level 30 Elite enemies in groups of four to six targets.





AGGRO DUTIES

There are two sides to the aggro wars in a group. Warriors, Druids, and Paladins are often the classes on one side of the equation. Their duties involve gathering targets onto themselves, keeping those targets locked in battle, and reducing damage to the party in various ways.

Other members of the group are just as important for keeping aggro on your lead tank. Early healing in a fight peels everything off of a tank who is still working on cementing aggro. Doing too much damage on any single target peels that enemy onto a person as well. Make sure that every person in the group understands what they should be attacking. Designate a group member and put all /assist macros onto them. This ensures that people don't start grabbing the wrong targets in heavy melee situations.

If you're chosen as a group leader for targeting enemies, be very careful about switching targets during a fight. You must not divvy up the group's damage (this makes aggro harder to maintain and slows the kill rate of your group). If you hit Tab or right-click and accidentally get a target that you weren't planning for, consider that it might be better to accept the mistake, kill that foe, and move on from there. Otherwise, half of your group may end up on one target (and half on the other).

It's very easy to find **White Punch Cards** from the creatures you fight in this area. These security cards are a running gag throughout the dungeon. Take these and read them (they contain merely a long string of 0s and 1s). These actually are messages written in binary. There are programs online designed to translate these if you don't want to do the codework yourself. Though the messages won't assist you in completing Gnomeregan, you might certainly enjoy the humor in their content.



THE TELEPORTER AREA

The tunnel out of the initial area heads west before turning north. A room ahead has several points of exit, and there are elite enemies to fight there; Caverndeepp Pillagers are tougher than the weak Gnomes you've been facing. These Troggs have been damaged by radiation. Irradiated Invaders (there's one nearby) have an Aura of Radiation. This infects other Troggs when the radiated ones are slain.

Kill the elite enemies in small groups, but don't worry too much, as they are low-level for this area and cannot threaten a persistent group. When the room is clear, look at the various exits. The rooms to the south of this area have the Teleporter to Booty Bay (Note: This is where Horde characters enter the pre-instance). To the west is a tunnel of enemies that terminates in the standard instance entrance. Or, to the north is the hallway toward the Train Depot (and Techbot). A backdoor to the deep part of the instance is up there as well, though it requires a Workshop Key or a very high-level Lockpicker.

PVP SERVER SKIRMISHES

Horde and Alliance characters mix a fair bit in the pre-instance area. This is especially poignant by the Teleporter area. Be prepared to face your factional enemies as well as the Troggs and Gnomes. Stay with the group, be alert for bodies and other signs that your foes may be near, and hurry off to the instance zone if you think your group is outgunned.





NORTHERN HALL TO THE TRAIN DEPOT

Walk up the northern hallway into the Train Depot and fight down the tiny, western corridor of the room for a somewhat safe trip to the bottom. The lower section of the Depot has several places of importance; the western room there has **Techbot**, a quest target for the Alliance. There are also card readers at the northern lip of the room, by another passage. These Matrix Punchograph 3005s turn White Punch Cards into Yellow ones.

The Addled Lepers in the lower area continue to train your party in slightly larger pulls because they are well-linked (even ranged pulls do little to curb the size of the fights, though it prevents future adds).

One piece of good news is that Techbot is off on his own. Charging into the Loading Room keeps you from having to worry about the Gnomes joining in to help the damaged machine. Sunder Techbot's armor and bring him down. Even high-DPS characters can unload, since a good tank should still be able to use Taunt abilities to bring Techbot's attention back when it peels.

The northern corridor is useless the first time you enter the dungeon, unless you have someone who have Pick Locks with over a 180 skill. The door there is locked via the Workshop Key (found deep inside the instance, on the Electrocutiener 6000).



WESTERN HALLWAY INTO THE INSTANCE

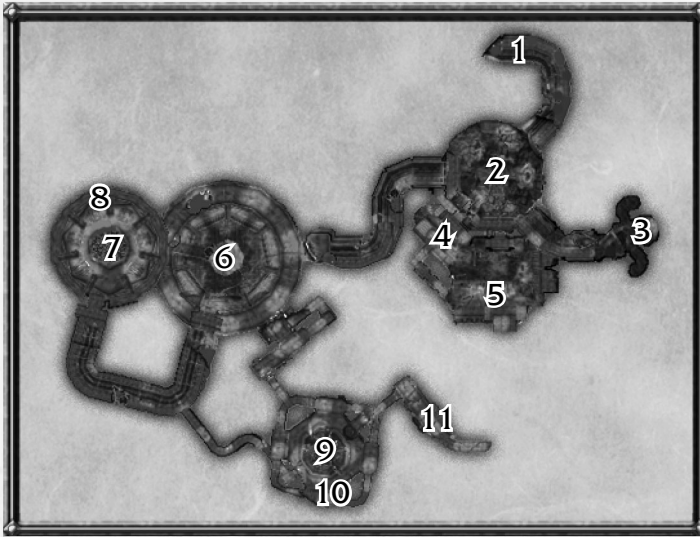
Troggs cover the western route into the instance. There are Pillagers and Invaders throughout the hallway. Pulling at range avoids the wandering mobs, and leads to small and simple encounters. If you retreat slightly during the battles (while still fighting), it provides more than enough room to dispatch any foes before patrollers get close enough to add.

Then, at the end of the west hall, is the portal into the proper instance. Take this when you wish and get ready for the real challenges. Gnomeregan is a very tough instance for its level, and it tests a group's ability to cooperate. At this point, if you have developed serious doubts about a pick-up-group's ability to function as a team, perhaps suggest that everyone refocus their efforts (because the fights aren't going to get easier).





INTO THE GNOMISH CAPITAL



LEGEND

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| 1 Standard Entrance to Instance | 7 Tinker's Court (Mekgineer Thermaplugg) |
| 2 Hall of Gears | 8 Safe w/ Blueprints |
| 3 Damaged Tunnel | 9 Engineering Labs |
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THE CLOCKWERK RUN AND THE HALLS OF GEARS

Enemy levels jump slightly as soon as you enter the instance. The Caverndeep Burrowers in the first hall are in their high 20s, so they take a bit more damage before falling. Be sure to use movement debuffing to limit the Troggs' ability to run off and cause further trouble during encounters.

You should see some of the Caverndeep Ambushers as you move into the huge chamber at the end of the Clockwerk Run. These seem laughably weak at first, being lower in Level and non-elite. Don't underestimate what the Ambushers can cause; these fast Troggs are small and obnoxious. They patrol over decent areas and love to wander into your group during existing battles. Kill these wanderers quickly and don't allow them to engage you when there are other Troggs to link.

The Hall of Gears is so massive that it takes up two tiers. Don't try to jump down onto the lower floor (you can reach it easily enough later on). Clear the pathway around the top ledge of the room and pause, as needed, to contend with the patrollers. Luckily, Troggs don't link nearly as well as the Gnomes, so there is more tolerance for mistakes up here.

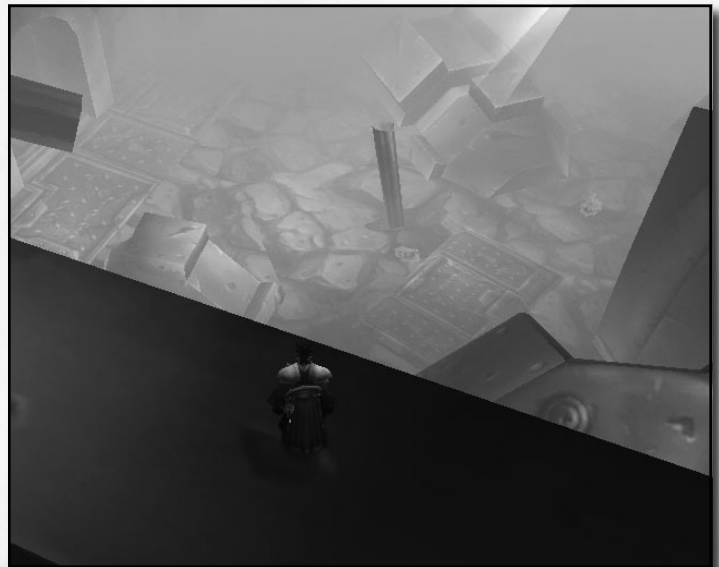
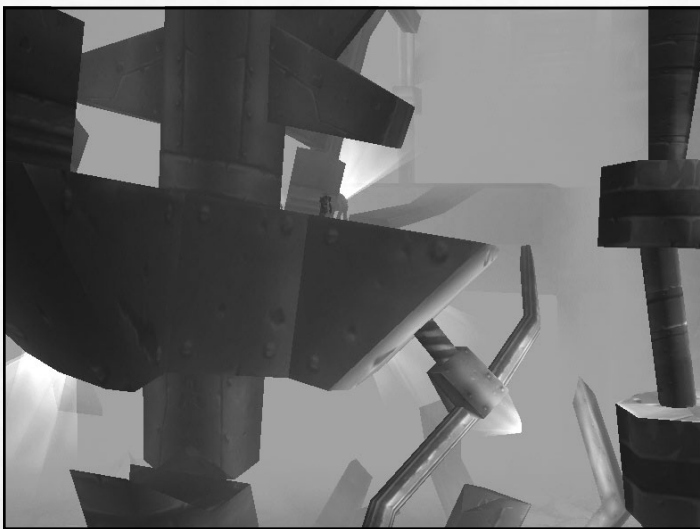
The Pillagers use Radiation Bolts at range, so they make better targets when you go against groups of Troggs up on the ledges. These Troggs are also slightly faster to bring down, compared to their somewhat beefier companions.

FAST RESPAWNS IN GNOMEREGAN

This instance is not slow to respawn its defenders. Groups cannot retreat over large distances and still expect to find the way clear. Because of this, it's wise to choose your paths ahead of time, decide which quests are being worked on, and get the job done. Trying to clear the same, large rooms multiple times can lead to runs that take four full hours. That is some serious time to spend in one instance and some groups lose a bit of cohesion by the end of that period.

If you're trying to get all of the treasure that Gnomeregan has to offer, clear the entire ledge and use the bridge on the west end to reach the center part of the room (there is a locked, Large Iron Chest there and a Box of Assorted Parts for Engineering goodies).

There are two safe exits from the upper Hall of Gears. For heavy fighting and a way down to the lower level, take the southwestern passage (this takes you to either the Dormitory or Clean Zone). Or, for a single treasure-fight, use the southeastern hallway into the ruined part of Gnomeregan. Either of these options have their place, but to keep things simple we'll deal with the shorter option first.





THE DAMAGED TUNNEL

The southeastern path from the upper Hall of Gears has seen better times. This area was almost destroyed, and future cave-ins seem almost certain. Fortunately, there aren't too many enemies as you first approach the end of the area. Instead, there is a stranded Alliance worker named Blastmaster Emi Shortfuse; you know that this person is in bad shape because she's perfectly willing to accept Horde assistance. Her goal is to do some blasting and stop the new flow of Troggs from entering Gnomeregan; this won't get you an experience award, but the fighting is fine (and there is a guaranteed treasure drop at the end).

To help Emi, talk to her and get her started on her blasting route. She walks west a short ways, back where you came, and looks at the south wall. After a moment, Troggs start to break out of the wall and boil into the corridor.

While Emi sets charges to seal this gap, fight off the waves of non-elite Troggs. Tanks: Don't worry about losing individual targets aggro-wise. Instead, be sure to use AoE abilities to grab group aggro.

Emi seals the southern breach before long, but the northern wall doesn't look so great either. Sure enough, here come the Troggs! This batch contains a few elite members, though their arrival is spaced out enough for your group to eliminate them in turn. At the end of the rush, two interesting characters join the fray. Grubbis (a tougher, Elite Trogg) and his Basilisk "Chomper" attack. This isn't too rough a fight, and you are certain to get some treasure from Grubbis when he falls! That done, Emi is able to rest a bit easier. Return to the Hall of Gears and continue your greater quests.



THE CLEAN ZONE

The southwest hall from the upper Hall of Gears has quite a number of the same Troggs you've been facing. More Burrowers and Pillagers are there, and you're forced to choose whether to travel north or south. North leads down some stairs into the Alliance-Friendly Clean Zone. The Gnomes there only attack Horde characters. Or, to the south is one of the entrances into the Dormitory (where legions of Troggs roam).

Most of the time, people are going to take the northern route, into the Clean Zone (since there isn't too much of interest in the Dormitory). Even Horde characters need to enter the Clean Zone at some point; this is where characters find the **Sparklematic 5200**. Grime-Encrusted Objects and Rings are brought here to be cleaned.

If you're in a Horde group, stay on the stairs and pull various Gnomes back to you until the room is clear enough to safely enter. Alliance players can wander in without a care in the world, but the machines there operate just as well for either faction. Only one of the Sparklematics is still in full, operational order, so don't fret if your grimy loot doesn't do anything in the first machine you try.

The bottom exit from the Clean Room takes a group into the Dormitory from its lower area.





THE DORMITORY

There are Troggs all over the place inside the Dormitory. The sheer numbers are enough to make any group wary, but their smaller link area for Troggs keep these fights from becoming pure nightmares. Pull at range, use corners to avoid problems, and ambush the Troggs when they arrive. Be calm and methodic. Don't try to scout around with stealth (this area has many ways to bounce a person out of stealth, and being aggroed by a couple groups of Troggs without group support leads to a sticky demise).

There are Matrix Punchograph 3005-B readers on the lower part of the Dormitory. These convert Yellow cards into Blue ones.

The first substantial concentration of Reavers is found here. These Warrior Troggs have the Cleave ability, and they take a bit longer to bring down. Try to hurry through softer targets while staying enough away from your group tank to limit the Cleave options of these foes.

Your goal while fighting through this area is to reach the northern area (the lower tier of the Hall of Gears). Irradiated Slimes are there. Though more powerful than the Troggs, the enemies there are quite isolated. Use single, ranged pulls for fast and easy fights. Clear the way to the northern section of the Hall, and practice your techniques against the poisoned Water Elementals in that part of the room. The generic ones of these are called Irradiated Horrors. As with all Elementals, they scoff at a number of class abilities (such as Rend and a number of additional DOTs). Use physical damage and non-nature attacks to kill these.

When the group has its feet wet with the Elementals, pull the more powerful Viscous Fallout from the northeast. This Elemental is high on hit points and deals substantial damage. Though troublesome and slow to defeat, this enemy is certain to drop one of several good items when it dies, so groups should stop to kill it each time they go through the instance (unless they are entirely bypassing the eastern part of the dungeon).





WEST, INTO THE LAUNCH BAY

The western passage from the lower Hall of Gears leads into the deeper areas of Gnomeregan. Again, the fights increase in difficulty, and groups soon face the tougher machines and larger pulls that characterize this instance. This western corridor has two tiers (the upper one has more fighting and somewhat less room to do it). For an easier push, take the lower path and stay on the right edge of it while advancing.

There are non-elite Gnomes and elite, powerful machines in many of the fight ahead. This standard configuration makes for an ugly fight if people are having aggro trouble. The best technique for most parties is to focus on single



Gnomes early on (bringing them down very quickly), then to hit the elite machines once the chaos has died down. It takes just as much time to kill one machine as it does to trash the entire group of Gnomes, so this method reduces aggro dangers and incoming damage at a much faster rate!

Stay and watch some of the Sentries and Gnomes at range to get a feel for the patrols of this area. There's quite some danger for getting involved in a fight that is too large for your group to handle. Longer pull ranged help, but there is danger even then.

MOBILE ALERT SYSTEM ARE YOUR BANE!

Small machines move quickly up and down the halls, blinking and whirring their way through life. These Mobile Alert Systems have almost no hit points, die quickly, and seem almost innocuous. Yet, they are one of the most evil inventions ever devised. Not only do these machines call for help over a large area when they detect your group, they also spawn two Mechanical Sentries of their own if left unmolested for too long. Even during an existing battle, peel off to destroy Mobile Alert Systems if they wander into your area!

In case you are wondering, ranged attacks and spells that destroy these systems in a single shot are still not enough to silence their call. Mobile Alert Systems are best thwarted by waiting for them to approach an already-cleared area and ambushing them.

THE LAUNCH BAY

The Launch Bay is another room with immense dimensions. Again, this place has two tiers and dozens of foes (much like a meaner version of the Hall of Gears). Your group first enters the upper tier of the room. West from your location is a central ledge with the Electrocutoner 6000, but it takes some fighting to reach the necessary walkway.

Before going anywhere, look at the size of the Gnomes/Machine clusters around the tier. Fights with groups of four or five enemies are now going to be normal. Linking is such in the Launch Bay that you cannot avoid get a swarm if you touch anyone who's remotely close to their allies. As always, wait for patrollers to come all the way to you to keep them from adding during the already intense fights.

Because many of the weaker Gnomes have ranged attacks (Technicians and later Machinesmiths), it takes some extra time to set up the fights (be ready to pull the groups back, engage the melee enemies, and drag them back to the ranged Gnomes who have still had to approach your group). This way, you still get the ranged enemies to come forward, but you also get to cluster the enemies together and disrupt those ranged attackers without risking further adds.

This is where you start to see the Peacekeeper Security Suits as well as the Peacekeeper Sentries and Mechanized Sentries. All of these are quite powerful and have limited combat control, so the fights against them are slow. Continue to target Gnomes first to eliminate soft targets at high speed, then go after the Mechs when the Gnomes aren't there to support or repair them.

The bridge to the central area is only lightly guarded compared to the rest of the room, but the reasoning for that is soon revealed; the Electrocutoner 6000 is more than capable of defending itself. When fully healed, rested, and buffed, attack this machine with full force. Use armor and damage debuffing as early as possible, and make use of the wide battle space on the ledge to spread out your group. Have the prime tank on one side of the Mech, other melee allies on the opposite side, and keep ranged buddies away from the fight entirely. This gives the lead tank considerable time to regain aggro when it is lost.

Loot the Electrocutoner 6000 for the Workshop Key (this lets you use the secondary instance entrance and bypass many of the early fights if you

ever wish to return to Gnomeregan). Also on the center ledge is a Matrix Punchograph 3005-C to turn your Blue Punch Cards into Red ones.

The southern ramp, on the upper ledge, leads down to a lower tier of the area. Fighting cools down slightly while you are on the ramp itself, though there are still Sentries and Leprous Defenders. The easier part is that these are smaller fights, and simple ones as well.

You're given a choice at the hallway. Either take the hallway northwest and move back into the Launch Bay (this is the direction for heading toward Mekgineer Thermaplugg) or, push farther down the hall to the west and make for the Engineering Labs. Either way, it's important to be wary of the patrollers in the hall. There are Peacekeepers and Mobile Alert Systems. Stay on guard, and keep your fights out of the way (back on the ramp even), until there is enough room to safely fight.





LAUNCH BAY - LOWER TIER

The lower floor of the Launch Bay has similar Gnomes, but they're supported by Mechano-Tanks! These machines are very sturdy, and there are enough Gnomes around that it can be challenging to attack them when they aren't going to have Gnomes around. Look for smaller pockets and use these for safer clearing of the room. Fighting west around the circle is the faster way to get where you want. This way soon opens into a descending hall.

The southern hall is guarded by a different enemy; there are many Dark Iron Agents out there. They have a chance to drop the **Grime-Encrusted Ring** for both Horde and Alliance characters. This offers a short quest chain for either faction, so it's certainly nice to find! Another nice thing about the Dark Iron Dwarves is that they aren't as well linked as the Gnomes, so the fights are tough without being quite as hectic. The Agents try to set Mines during the battles, but these take 10 seconds to arm (so you can pull the battles back and away from them in time to avoid trouble). Also, characters can peel from battle to destroy them, if that is your wish instead.

Another interesting development is the introduction of Arcane Nullifiers to the fight. These machines are capable of dispelling negative effects, so it's hard to land and keep debuffs going when they're in the battles. Though the Arcane Nullifiers aren't fast kills, nothing in this hallway is super fast to bring down, so going after the machines before the Dwarves may be useful for some groups (especially those that count on DOTs and other non-nuke magic during battle).

There are several parts to the hallway. A thin ledge that offers little space for the battles is on the left side. Its advantages are that it meets an adjoining hall that connects to another Engineering Lab passage. You can also continue down the upper part of the ramp until it reaches the bottom. The lower route on the same ramp is wide enough to give groups greater room while fighting. Yet, the action is a tad thicker there. There's another upper ledge above to the right, but it can only be reached from the bottom of the ramp.

Look around while fighting for a rare Dwarf to be here; the Dark Iron Ambassador drops some interesting equipment if you are lucky enough to spot him and bring the foul creature down.

When the trip to the bottom is done, rebuff your allies and prepare for the final couple of battles to end Mekgineer Thermaplugg's rule over this wounded city.





TINKER'S COURT

The door into Tinker's Court, though it doesn't take any effort to open the way. Beyond it is a final line of defense before the Gnome traitor himself faces you. The fight, which you must take en masse, is against 5 non-elite Gnomes (Machinesmiths), an Arc Nullifier, and a Mechanized Guardian. Since none of these can be pulled away from the others, it's better to charge forward and begin the fight on your terms.

Kill the Machinesmiths with all due haste to remove their slight damage and their support for the machines. Once isolated, the Nullifier and the Guardian won't be able to do nearly as much to your group. Take down the Nullifier next, then finish with the Guardian (a slug-fest by that point). Rest and rearm yourself once that battle is done, since an even greater challenge await!

Mekgineer Thermaplugg stands at the center of the large chamber (or sits, as the case may be). He is positioned inside a large battlemech. This device adds a heavy serving of armor and hit points to the Gnome, and that isn't all that he has going for him in Tinker's Court. The six statues around the room aren't for decoration (they are machines that spit forth deadly bombs once the battle begins). Thermaplugg engages these in a random sequence, and the bombs head in toward the party without much delay.



Before worrying about how to defeat Thermaplugg (who is actually the lesser challenge here), you must develop a plan to keep the bombs from ravaging your group. If you have a high-level person with keen ranged power, it is possible to have them intercept the bombs en route. This gets very challenging later in the battle, when there are almost always two of the incoming in a short span.

The more dependable tactic is to disarm the machines as they come online. Take two members of the group (not healers), and have them focus on each side of the room. One takes the left, one takes the right. Stay fairly close to the center machine (this way, no matter what activates it won't be a long run), and push the red, candy-like buttons that are found on the lower parts of the devices. This stops the bombs.

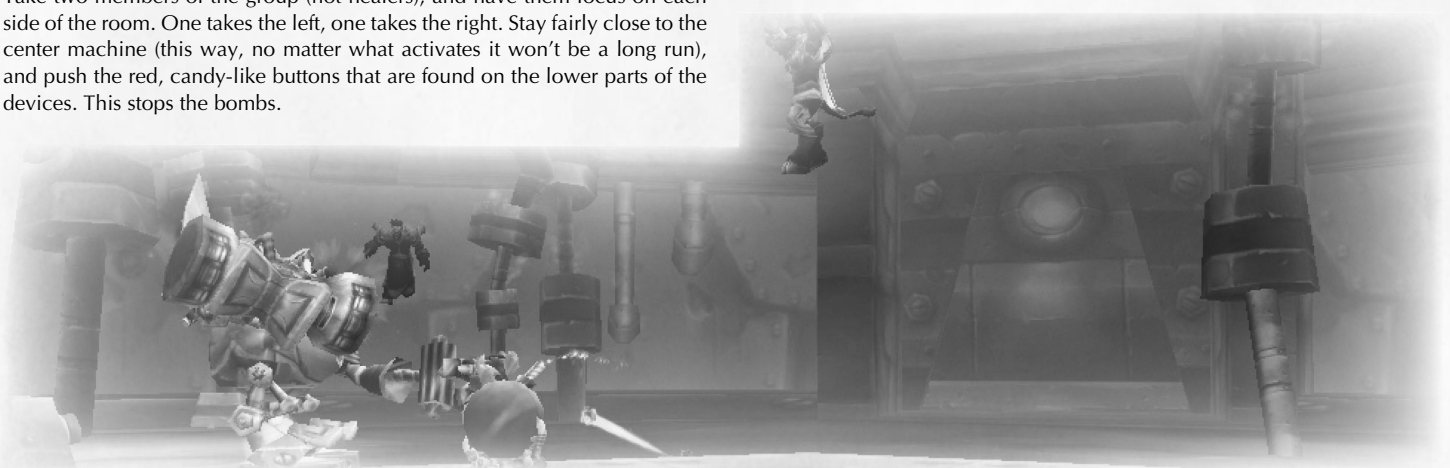
A few are going to pop out anyway, since the first bomb is very fast to engage, but the runners can quickly shoot/hit the bombs to steal their attention and keep them from trashing the rest of the group. As long as your runners each have a Healing Potion ready, they shouldn't even need healing from the main group (since no single bomb does enough damage to be too vicious when hitting a single target).

As for the central battle, Thermaplugg isn't so tough when the bombs aren't blasting the party to shreds. Keep your lead DPS person, tank, and healer on the big battle, and have them use their proper long-term abilities. Have the tank in front, the other two behind the Mech, and make sure to let your tank hold that aggro solidly. Try to heal and use heavy damage around the same time, so if Thermaplugg peels, he can be Taunted back instantly.



Eventually, it'll all be over. With a sound strategy, this is not a vicious fight (though if the group loses cohesion everything kind of melts). Loot the foul Gnome and pat yourselves on the back. For Horde characters, the safe that you seek is on the northern side of the room (inside are the **Blueprints** that Nogg requested). You are done!

Yet, there is one section of Gnomeregan that we haven't gone over. Rewind a bit and deal with the Engineering Labs. The reason these are saved for the end of the walkthrough is because they are most often seen by groups returning for a second run through the instance. These labs connect the Launch Bay, the ramp by Tinker's Court, and the backdoor of the instance (the Workshop Door). The Labs are important because they allow groups to bypass quite a large number of the early fights. Characters of higher level can skip straight to battles that are worth more experience to them and offer greater rewards!





THE ENGINEERING LABS

First off, look on the map and see the three entrances to the Engineering Labs. You can approach from the west (via the small passage on the ramp to Tinker's Court). You can come from the north (by taking the hallway southwest from the Launch Bay). Or, you can come into the instance using the Workshop Key and fight your way west into the Labs.

No matter which way you choose, there are many fights, but these are challenges that you have mostly dealt with before. The distinct aspect of the Engineering Labs is that they have two Mechs that aren't found elsewhere in the dungeon. Mecho-Flamewalkers and Mechano-Frostwalkers are found in this area, and they are both exciting and dangerous to fight.



These elemental machines have cone attacks and point-blank AoEs. Keep ranged characters back to avoid the excess damage, while even melee combatants should divide and stay on different sides of the machines to avoid the cone sprays at least. Fights in and around the labs are somewhat dangerous, but they are more resource intensive than anything else.

There are several items of interest inside the actual labs. The elevator that connects the upper and lower tiers of the room is on the northeast side. Also, the Matrix Punchograph 3005-D is in the room (this is the final Punch Card upgrader, and gives you a Prismatic Punch Card). Finally, the upper tier has a loot boss that you can fight without engaging other enemies. This enemy is the Crowd Pummeler 9-60. Though a melee boss, this machine deals damage to groups at high speed, using its version of Cleave and Trample with high frequency.

While clearing the way around the upper tier, be wary and note the Mobile Alert Systems and other patrollers that litter the ledge. Even experienced groups should stay organized and avoid getting involved with a large fight while patrollers are incoming.

With that boss defeated, your group has seen all that Gnomeregan has to offer. With the Workshop key and your experience in the dungeon, it should take substantially less time to clear important parts of the dungeon in the future (you can hit the bosses in the western part of Gnomeregan without having three hours setting everything up). Not only is that useful for you if you wish to farm loot; taking allies in to kill Thermaplugg is great if they still have a quest to do that but aren't interested in doing everything that the dungeon has to offer.

So, keep that Workshop Key in your bank for at least a few levels while leaving the option open to return whenever you like.

