



MARAUDON: WORLD DUNGEON



From the demon-infested Mannoroc Coven, to the Kodo Graveyard, Desolace is a barren land; yet it's the original home to all centaurs of Kalimdor. Maraudon is considered the holiest of ground to these centaurs, and their fiercest warriors guard its secrets. The measures taken by the centaurs, plus the appearance of demons in Maraudon's depths, have piqued curiosities all over the continent, and there are many people willing to reward an adventurous group's foray into the depths—so long as the group doesn't return empty-handed.

DUNGEON INFORMATION



Name
Maraudon
Location
Desolace
Quests
Alliance & Horde

Suggested Levels
40-52 (Full Group)
Time to Complete
5-6 Hours
Enemy Types
Elemental, Demon, Giant, Humanoid, Beast, Plant



GETTING TO MARAUDON

Tucked away in the Valley of Spears in Desolace, Maraudon has every type of centaur guarding it: scouts, wranglers, windchasers, and even the spirits of fallen warriors. The Valley of Spears is west of the Kodo Graveyard and north of Shadowprey Village; the entrance to Maraudon is in the deepest part of the valley, marked by immense stone doors. The centaurs on either side of the doors shouldn't pose any problem to a group ready to face the perils of Maraudon.





ALL ALLIANCE AND HORDE SHARED QUESTS



QUEST CHECKLIST

- Shadowshard Fragments
- The Pariah's Instructions
- Seed of Life
- Vyletongue Corruption
- Twisted Evils
- Legends of Maraudon
- Corruption of Earth and Seed

SHADOWSHARD FRAGMENTS

Quest Level: Obtained at level 39
Location: Dustwall Marsh (Alliance) / Ogrimmar (Horde)
Quest Giver: Archmage Tervosh (Alliance) / Uthel'nay (Horde)
Goal: Collect 10 Shadowshard Fragments
Experience Gained: 350-3450
Reward: Prodigious Shadowshard Pendant (Neck, +10 INT) or Zealous Shadowshard Pendant (Neck, +20 Attack Power)



The Scourge have found allies in the Barrens. The Quilboar of Razorfen Downs have joined forces with the Scourge. A Lich by the name of Amnennar the Coldbringer is leading the Quilboar and building an army. The Scourge must be stamped out whatever the cost, wherever the threat. Kill Amnennar for the sake of Azeroth.

THE PARIAH'S INSTRUCTIONS

Quest Level: Obtained at level 39
Location: Desolace
Quest Giver: Centaur Pariah
Goal: Obtain the Amulet of Union
Experience Gained: 50-5450
Reward: Mark of the Chosen (Trinket, When struck in combat, 2% chance of all stats increasing by 25)



The Centaur Pariah is found in the southernmost part of Mannoroc Coven. After obtaining the quest, head inside Maraudon and take on the Nameless Prophet, found near the stone door entrance. He drops The Amulet of Spirits, which is needed to pick a fight with the spirits of the khans.

SEED OF LIFE

Quest Level: Obtained at level 40
Location: Maraudon
Quest Giver: Zaetar's Spirit
Goal: Seek out Remulos in Moonglade and give him the Seed of Life
Experience Gained: 1200-6100
Reward: Money only



After defeating Princess Theradras, Zaetar's Spirit appears and offers this quest. Druids should have an easier time completing this quest than others who have yet to visit Moonglade.



VYLETONGUE CORRUPTION

Quest Level: Obtained at level 41
Location: Desolace
Quest Giver: Talendira (Alliance) / Vark Battlescar (Horde)
Goal: Heal 8 plants
Experience Gained: 525-5250
Reward: Branchclaw Gauntlets (Plate Hands, 284 Armor, +12 STR) or Sagebrush Girdle (Leather Waist, 71 Armor, +15 Agility) or Woodseed Hoop (Ring, +5 STA/+9 INT)



The orange crystal pool needed to fill the Coated Cerulean Vial is just past Cavindra. Once it's full, enter the Ambershard side of the instance and look for small, green plants with an orange-red color at the base of their leaves. When you use the Filled Cerulean Vial near one of these plants, one Noxxious Essence and a few Noxxious Scions spawn. Killing the Essence cleanses the plant.

TWISTED EVILS

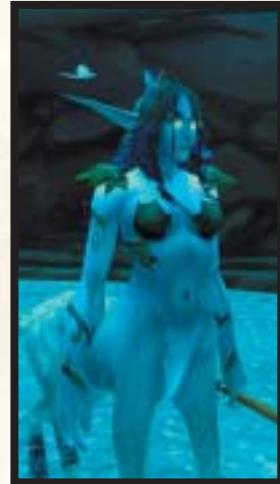
Quest Level: Obtained at level 41
Location: Desolace
Quest Giver: Willow
Goal: Collect 25 Theradric Crystal Carvings
Experience Gained: 525-5250
Reward: Hulkstone Pauldrons (Plate Shoulder, 341 Armor, +5 STR/+13 STA) or Relentless Chain (Mail Chest, 258 Armor, +10 STA/+10 INT, Equip: +20 Attack Power) or Sprightring Helm (Leather Head, 103 Armor, +15 AGI/+10 STA) or Acumen Robes (Cloth Chest, 61 Armor, +20 INT)



The Theradric Crystal Carvings drop from elite enemies inside Maraudon. With 25 to collect for each person in the group, expect this quest to take most of the run for everyone to complete.

LEGENDS OF MARAUDON

Quest Level: Obtained at level 41
Location: Maraudon
Quest Giver: Cavindra
Goal: Obtain the Celebrian Rod and Celebrian Diamond, and find a way to speak with Celebras.
Experience Gained: 340-3400
Reward: Scepter of Celebras



Look for Cavindra in the Ambershard side of Maraudon. Obtain the Celebrian Rod by defeating Noxxion in the Ambershard side of the instanced portion of Maraudon. Lord Vyletongue in the Shadowshard side holds the Celebrian Diamond.

After obtaining these two parts, you must find and defeat Celebras the Cursed in the Poison Falls area. His spirit appears afterward and provides further instructions about combining the Rod and Diamond.

CORRUPTION OF EARTH AND SEED

Quest Level: Obtained at level 45
Location: Desolace
Quest Giver: Keeper Marandis (Alliance) / Selendra (Horde)
Goal: Slay Princess Theradras
Experience Gained: 1200-6100
Reward: Verdant Keeper's Aim (Bow, 28.2 DPS, +1-4 Nature Damage) or Resurgence Rod (Staff, 45.8 DPS, Restores 8 mana/2 health every 5 seconds) or Thrash Blade (1H Sword, 35.2 DPS, Chance on hit: grants 2 attacks on next swing)



This is a straightforward quest to kill a powerful enemy. Princess Theradras is deep inside Maraudon, in Zaeter's Grave. The encounter against Princess Theradras is covered in greater detail in the "Zaeter's Grave" section of this text.



ENEMIES IN MARAUDON

ELITES INSIDE MARAUDON BUT OUTSIDE INSTANCE

NPC	LEVEL
Ambereye Basilisk	40 - 41 Elite
Notes: Petrify	
Ambereye Reaver	41 - 42 Elite
Notes: Petrify, Cleave	
Ambershard Crusher	41 - 42 Elite
Notes: Crush Armor	
Ambershard Destroyer	42 - 43 Elite
Notes: Earth Shock	
Rock Borer	40 - 41 Elite
Notes: Tunneler Acid	
Rock Worm	41 - 42 Elite
Notes: Acid Spit	
Shadowshard Rumbler	40 - 41 Elite
Notes: Trample	
Shadowshard Smasher	41 - 42 Elite

ENEMIES INSIDE INSTANCE

NPC	LEVEL
Corruptor	43
Notes: Noxious Catalyst, Corruption	
Poison Sprite	42 - 43
Notes: Poison Bolt	
Deeproot Stomper	43 - 44 Elite
Notes: War Stomp	
Deeproot Tangler	44 - 45 Elite
Notes: Entangling Roots	
Putridus Satyr	43 - 44 Elite
Notes: Gouge, Sinister Strike, Putrid Breath	
Putridus Trickster	44 - 45 Elite
Notes: Thrash, Poison, Putrid Breath	
Putridus Shadowstalker	43 - 44 Elite
Notes: Stealth, Evasion, Hamstring, Putrid Breath	
Barbed Lasher	44 - 45 Elite
Notes: Thorn Volley, Thrash, Entangling Roots	
Constrictor Vine	45 - 46 Elite
Notes: Entangling Roots	
Celebran Dryad	45 - 46 Elite
Notes: Throw, Slowing Poison, Dispel Magic	

NPC	LEVEL
Sister of Celebran	46 - 47 Elite
Notes: Throw, Strike	
Creeping Sludge	45 - 46 Elite
Notes: Poison Shock	
Vile Larva	45 - 47
Notes: Larva Goo, appears in linked groups	
Noxious Scion	42
Notes: spawns during Viletongue Corruption quest, Noxious Catalyst, Corruption	
Noxious Essence	42 Elite
Notes: spawns during Viletongue Corruption quest, Noxious Catalyst, Corruption	
Spewed Larva	46 Elite
Notes: Catalyst	
Noxious Slime	46 - 47 Elite
Notes: Emits noxious cloud when killed	
Cavern Lurker	45 - 46 Elite
Notes: Knockdown	
Cavern Shambler	46 - 47 Elite
Notes: Wild Regeneration, Knockdown	

NPC	LEVEL
Deep Borer	46 - 48
Notes: appears in linked groups	
Stolid Snapjaw	46 - 47
Notes:	
Corrupt Force of Nature	44
Notes: linked to Celebras	
Subterranean Diemetradon	46 - 48 Elite
Notes: Sonic Burst	
Theradrim Guardian	47 - 48 Elite
Notes: Knockdown, divides into Theradrim Shardlings when health depleted	
Theradrim Shardlings	46
Notes: Strike	
Pimordial Behemoth	48 - 49 Elite
Notes: Trample, Boulder	
Thessala Hydra	46 - 47 Elite

NAMED ENEMIES

NPC	LEVEL
Nameless Prophet	41 Elite
Notes: Curse of Blood, Earth Shock, drops Amulet of Spirits	
Razorlash	48 Elite
Notes: Cleave, Puncture	
Frequent Drops: Chloromesh Girdle (Cloth Waist, 37 Armor, +20 Nature Resistance), Bruselhlide Leggings (Leather Legs, 118 Armor, +11 STA/+15 INT/+10 Nature Resistance), Phyloskin Spaulders (Leather Shoulder, 111 Armor, +16 AGI/+10 STA/+10 Nature Resistance), Vinerot Sandals (Cloth Feet, 50 Armor, +12 INT/+12 SPI/+12 Nature Resistance)	
Noxxion	48 Elite
Notes: Toxic Volley, Uppercut, spawns smaller versions of self	
Frequent Drops: Noxxion's Shackles (Plate Wrist, 235 Armor, +5 STA/+15 Nature Resistance), Heart of Noxxion (Trinket, +10 Nature Resistance, Use: Remove 1 poison effect), Noxious Shooter (Wand, 50.0 DPS, +7 STA/+5 Nature Resistance)	
Meshlok the Harvester	48 Elite
Notes: Rare spawn, War Stomp, Earth Shock, Harvester Strike	
Frequent Drops: Bloomsprout Headpiece (Mail Head, 249 Armor, +18 STA/+10 Nature Resistance, Equip: +36 Attack Power), Fungus Shroud Armor (Leather Chest, 148 Armor, +25 AGI/+10 STA), Nature's Embrace (Cloth Chest, 73 Armor, Increase Holy spell effects by up to 22, Restores 8 mana every 5 seconds)	

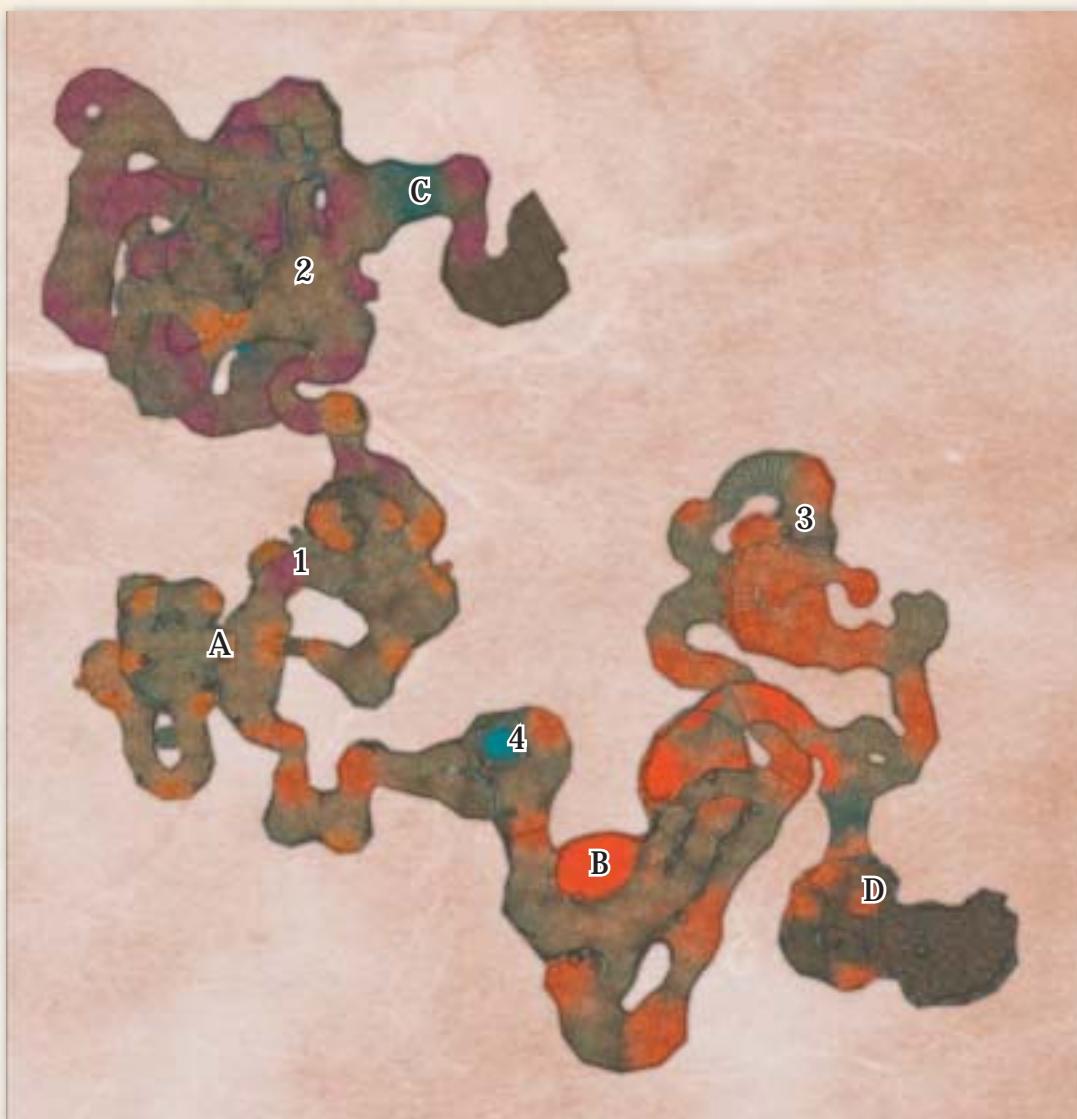
NPC	LEVEL
Celebras the Cursed	49 Elite
Notes: Curse of Celebras, spawns additional Corrupt Forces of Nature	
Frequent Drops: Claw of Celebras (Off Hand Fist, 34.4 DPS, Chance on hit: Poisons target for 9 Nature damage every 2 seconds), Grovekeeper's Drape (Cloak, 37 Armor, +12 STA/+10 Nature Resistance), Soothsayer's Headpiece (Leather Head, +7 STA/+25 INT/+8 SPI)	
Lord Vyletongue	49 Elite
Notes: Shot, Multishot, Smoke Bomb, Blink	
Frequent Drops: Infernal Trickster Leggings (Mail Legs, 263 Armor, +20 AGI/+9 INT, Equip: Bows +4), Satyr's Lash (Dagger, 33.2 DPS, Chance on hit: Shadow Bolt for 55 to 85 Shadow Damage), Satyrmane Sash (Cloth Waist, 40 Armor, +10 STA/+15 INT/+10 Shadow Resist)	
Landslide	50 Elite
Notes: Trample, Knock Away, spawns Theradrim Shardlings	
Frequent Drops: Helm of the Mountain (Plate Head, 683 Armor, +10 Nature Resistance, Equip: Defense +10), Cloud Stone (Off Hand, +10 INT/+10 SPI/+10 Arcane Resistance), Rockgrip Gauntlets (Mail Hands, +10 STA/+10 INT, Equip: +28 Attack Power), Fist of Stone (MH Mace, 35.3 DPS, +11 STA/+5 SPI, Chance on hit: restores 50 mana)	
Rotgrip	50 Elite
Notes: Puncture, Fatal Bite	
Frequent Drops: Rotgrip Mantle (Cloth Shoulder, 57 Armor, +17 INT/+11 SPI), Albino Crocscale Boots (Leather Feet, 105 Armor, +20 AGI/+5 STA, +5 Nature Resistance), Gatorbite Axe (2H Axe, 45.8 DPS, Chance on Hit: wounds target for 230 damage over 30 seconds)	

NPC	LEVEL
Tinkerer Gizlock	50 Elite
Notes: Dragon Goblin Gun, Shoot, Bomb	
Frequent Drops: Gizlock's HyperTech Buckler (Shield, 1835 Armor, 32 Block, +5 STA/+10 INT, Equip: restores 4 mana every 5 seconds), Inventor's Focal Sword (1H Sword, 35.2 DPS, +6 INT, Equip: improves chance to get critical strike with spells by 1%), Megashot Rifle (Gun, 27.4 DPS, +5 Arcane Resistance, Equip: +19 Ranged Attack power)	
Princess Theradras	51 Elite
Notes: Dust Field, Repulsive Gaze, Boulder (silences)	
Frequent Drops: Bracers of the Stone Princess (Mail Wrist, 141 Armor, +6 STA/+5 INT, Equip: +30 Attack Power), Blackstone Ring (Ring, +6 STA, Equip: +20 Attack Power, Improves your chance to hit by 1%), Princess Theradras' Scepter (2H Mace, 46.5 DPS, Chance on hit: Wounds target for 160, lowers their armor by 100), Elemental Rock Leggings (Plate Legs, 496 Armor, +20 STR/+18 STA/+10 Nature Resistance), Gemshard Heart (Neck, +10 STA/+10 INT/+6 SPI), Eye of Theradras (Cloth Head, 63 Armor, +13 STA/+20 INT/+11 SPI), Charstone Dirk (Dagger, 35.9 DPS, +11 INT, Equip: restores 2 mana every 5 seconds)	





BEYOND THE STONE DOORS



LEGEND

A	Entrance from Valley of Spears
B	Orange Crystal Pool
C	Shadowshard instance entrance
D	Ambershard instance entrance
1	Spirit of Kolk, the First Khan
2	Spirit of Gelk, the Second Khan
3	Spirit of Magra, the Third Khan
4	Cavnidra

The path to follow beyond the stone doors through the initial area is fairly straightforward. The single noteworthy encounter here is with the Nameless Prophet, who has Curse of Blood and Earth Shock at his disposal. There are a few shortcuts available (usually by jumping off staircases instead of following them down), but all paths lead to a pair of centaur statues.

The path that runs between the statues ends at the stationary Spirit of Kolk, the first Khan. While the five khans equip different weapons, none of the encounters are particularly challenging or radically different. The small room behind Kolk becomes functional with a Scepter of Celebras (obtained after completing the Legends of Maraudon quest) as a shortcut to Earth Song Falls. Going north from the centaur statues leads to the Shadowshard area, while south leads to the Ambershard side.



INVENTORY AND QUEST SPACE NEEDED!

With multiple collection quests, and a few quests to pick up after entering Maraudon, don't start a run until after you've created room in your inventory and quest log. Expect a long run with no spot to sell off vendor trash cluttering your inventory.

RESOURCES FOR GATHERERS

The resources found inside Maraudon are sparse. While Ghost Mushrooms are common, few other herbs appear. Look for some Blindweed in Earth Song Falls, Stranglekelp in Zaetar's Grave; and some of the plant-like enemies drop herb odds and ends. There are a handful of Mithril nodes punctuated by the rare Truesilver spawn. Skinners should stay busy in the Ambershard area outside the instance and again when venturing deep inside Maraudon, but there's a large gap between these two areas.



SHADOWSHARD SIDE

The Shadowshard area is essentially a deep pit with a spiral path that winds through a handful of caves. The Spirit of Gelk, the Second Khan, is about halfway down the path, almost directly underneath where your group first overlooks the pit.

The Shadowshard Rumblers and Smashers needed to complete the Shadowshard Fragments quest are found throughout this area, mixed in with two types of giant worms. Both worm types have a ranged attack: Acid Spit inflicts nature damage, while Tunneler Acid reduces armor and stacks with itself in a manner similar to Sunder Armor. Shadowshard Rumblers are the least threatening of the elite enemies since their only special skill is Trample. Shadowshard Smashers are far more dangerous with both Knockdown and Knock Away. Knockdown is mostly an annoyance (until a big heal is interrupted), but Knock Away is extremely dangerous. It throws characters a good distance, so work to keep your back to a wall while fighting these rocky foes.



AMBERSHARD SIDE

The enemies waiting to greet you amongst the orange crystals include Ambereye Basilisks and Reavers, both with the Petrify ability. Reavers also employ Cleave, so keep your healer behind (away from Petrify) and back from (away from Cleave) the action.



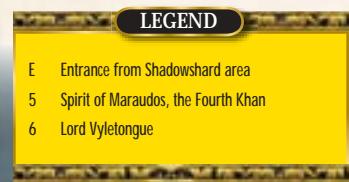
There are two pools of note in this area. The first holds Cavindra, who offers the quest Legends of Maraudon. The second pool is used to fill the vial for the Vyletongue Corruption quest.

The entrance into the Ambershard side of the instance is buried in the back of the area. On the way to the entry, you encounter the Spirit of Magra, the Third Khan, near a small alcove filled with orange crystals.





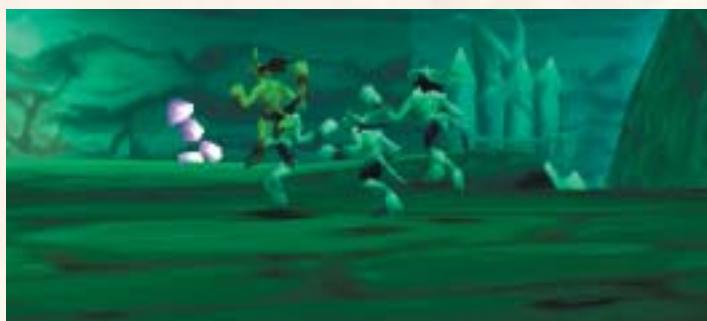
INSIDE THE INSTANCE: SHADOWSHARD



THE WICKED GROTTO

The Wicked Grotto is the initial area inside the Shadowshard instance area and is filled with multiple types of demons. The smallest are not elite and are typically found in small groups. These Corruptors and Poison Sprites stay back and attack with ranged abilities that inflict status effects.

The Putridus Satyrs and Tricksters mingle with these groups, while the Putridus Shadowstalkers patrol the area, often stealthed, looking to surprise unprepared groups. Rogue abilities are divided between these three Putridus species, but they share the Putridus Breath attack.



The elementals that roam the area are Deeproot Stompers and Deeproot Tanglers. The enemy's name gives you a clue about the attack you should expect from them. Deeproot Stompers use War Stomp, similar to the Tauren racial ability. Deeproot Tanglers emulate the Druid ability, Tangling Roots.



Drop, or fight, down to the bowl-shaped area, then follow the path that leads out of bowl, and away from the waterfall. The Spirit of Maraudos, the Fourth Khan, makes a slow circuit of this area.





VYLETONGUE'S SEAT

Multiple Putridus Shadowstalkers patrol this area, so never rush ahead without first checking for their stealthy presence. The deeper your group moves into the area, the larger the number of elites per pull. The best way to handle these more difficult encounters is to focus on the non-elite enemies with the higher DPS classes while your designated tank keeps the elites occupied. Once the non-elites and their ranged skills are eliminated, move the pile back toward the area already cleared by your group. This reduces the chance of a stealthed roamer entering the battle at an inopportune time.



Lord Vyletongue appears to be alone, but don't believe what you see; there are two sets of stealthed guards. The first two guards are just inside the hallway and can be pulled individually with a careful ranged attack. The second pair of guards is linked with Lord Vyletongue, so you have a messy boss battle ahead.

Lord Vyletongue has both Shot and Multishot to fight at distance, then he uses Smoke Bomb and Blink to create space when he feels threatened. He should be the primary target since he's the most mobile enemy, and has an AoE ranged attack. Once he's down, take out his guards, then restore mana and health. The fun is just about to start!

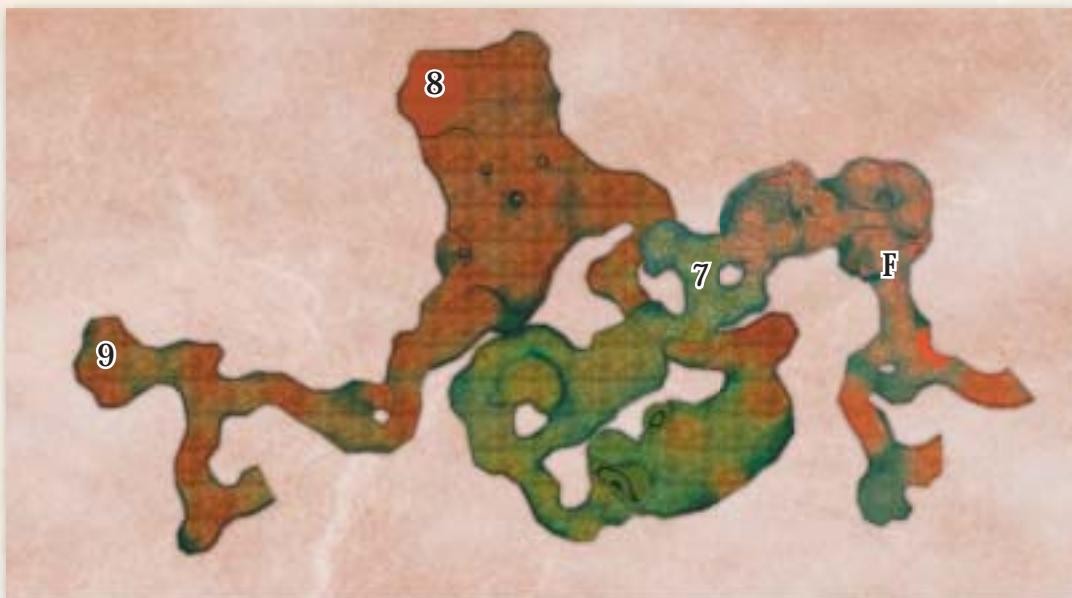


If your next destination is Foulspore Cavern—which is only necessary to complete quests or farm Razorlash and Noxxion—you have the option of pushing ahead to the Poison Falls or exiting the instance through the portal in the Shadowshard area, then reentering the instance through the portal in the Ambershard side. (Unlike Scarlet Monastery, Maraudon is one contiguous instance with multiple entry points.) Either choice leads to the same general area, so the difference maker (assuming you must complete quests) is likely to be how much your group wants avoid fighting more demons, or how eager they are to face giant plants.





INSIDE THE INSTANCE: AMBERSHARD



LEGEND

- 1 Entrance from Badlands
- 2 Excavation Center
- 3 Hammer toe Grez
- 4 Dig One
- 5 Magregan Deepshadow
- 6 Tablet of Ryun'eh
- 7 North Common Hall
- 8 South Common Hall
- 9 Instance Portal to Uldaman

FOULSPORE CAVERN

Tests of patience and group coordination await your team in Foulspore Cavern. Expect to face up to four elite plants in a single encounter, with a Hunter's Freeze Trap being the only means to keep an enemy out of commission for an appreciable amount of time. Constrictor Vines are the smaller enemies, and they use Entangling Roots to hold one target in place while they dash off to attack someone else. Barbed Lashers are the greater threat with Entangling Roots, Thrash (grants an extra attack), and a sweeping attack called Thorn Volley, which knocks down as well as damages.

The only break you can expect from the plant fights in the early portion of Foulspore Cavern is the widely wandering Spirit of Veng, The Fifth Khan.

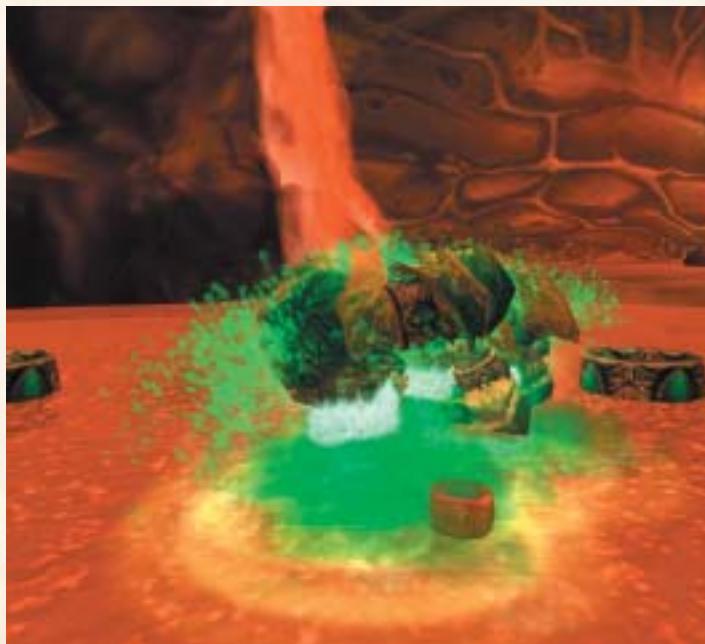


Beyond the Constrictor Vines and Barbed Lashers, linked groups of non-elite Vile Larva blanket the cavern's floor. Pull a group at a time and use AoE skills to efficiently clear the way. Look for the Larva Spewer and any Spewed Larva that emerge from it. The larger larva are elite enemies and cover ground quickly. Use the Larva Spewer (you should get the bronze gear pointer on a mouseover) to shut down its production.





Noxxion patiently awaits your party in the back of a pool, beyond the Vile Larva. Noxxion is a necessary battle when you're trying to complete the Legends of Maraudon quest. Noxxion has a sweeping attack with Toxic Volley, and a knock away skill in Uppercut. At certain points in the fight, Noxxion temporarily splits into smaller versions of himself. While it's not necessary to pull Noxxion out of his pool, it will make finding these smaller spawns easier. When these smaller versions are defeated, Noxxion reforms and the fight continues until his health is depleted.



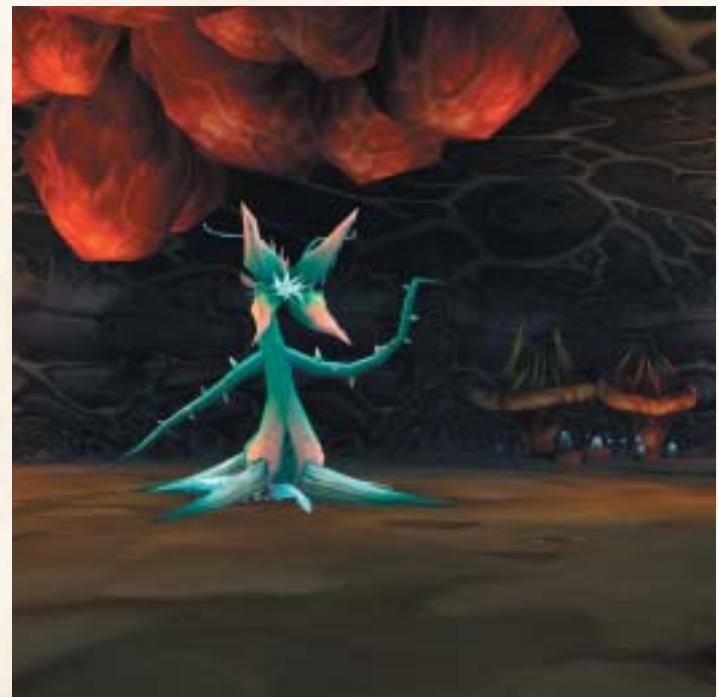
A single named enemy is left in Foulspore Cavern, the stationary Razorlash. Razorlash isn't part of any quest, so skipping the fight is an option. However, considering his loot table, you should prepare to deal with a possible mutiny from the cloth and leather wearing contingent of your group should someone suggest avoiding him.

Razorlash has a nasty bag of tricks, including a brutal DoT called Puncture. Keep the casters well away from the action since Razorlash's Cleave has monstrous range. Fortunately, he appears alone and backed into a cave, so there's essentially no chance for additional enemies to wander into this fight.

After dealing with Razorlash, there are a few more encounters to clean up before reaching Poison Falls. However, the closer your group comes to Poison Falls, the greater the chance that a roaming duo of Celebrian Dryads and/or Sister of Celebrian blunders in your fight.

FINALLY! HUMANOIDS AND BEASTS

While the enemies aren't any easier from this point forward, the appearance of the more familiar humanoids and beasts opens up many more crowd control methods.





THE FALLS



LEGEND	
G	Entry from Wicked Grotto
H	Entry from Foulspore Cavern
I	Entry through use of Scepter of Celebras
10	Meshlok the Harvester
11	Celebras the Cursed



POISON FALLS

The enemies previously encountered in Foulspore Cavern and the Wicked Grotto appear in small pockets near the entry points to their respective areas. Near the Wicked Grotto entry point, Creeping Sludges mindlessly discharge Poison Shock, so stay wide of them if you're trying to stealth through to scout ahead. These enemies are brutal in close quarters, but they move at the proverbial snail's pace. Pull them from maximum range, then pour it on as they crawl to your position. By the time they reach your location, they should be close to dead. The Noxious Slimes that appear closer to the Foulspore Cavern side are linked and emit a poisonous cloud when they're killed.





You can skip some of the enemies though the Poison Falls possible by running through the water or by sticking to land. The elemental Cavern Lurkers and Shamblers that appear in the water are easier to deal with than the slimes and centaurs that appear on dry land. Lurkers have a single-target knockdown, while Shamblers do them one better with an AoE knockdown and Wild Regeneration to restore lost health.

MESHLOK THE HARVESTER

Wandering the fouled water of the Poison Falls is the rarely spawning Meshlok the Harvester. There's little to distinguish him from the Cavern Lurkers and Shamblers that appear here, so check the names of each enemy that appears before continuing.



The edge of the Poison Falls is marked by Celebras the Cursed and the few Corrupt Force of Natures that appear with him. Fortunately, these guardians are not elite, but they continually spawn while Celebras is alive. Celebras has a nasty Curse and uses Wrath to strike at a distance. Celebras must be eliminated first, then it's a matter of cleaning up any Corrupted Forces that appeared during the fight.



After defeating Celebras, his redeemed spirit appears and shows the members of your group with the quest how to create the Scepter of Celebras. This is an extremely significant event as you're able to use the Scepter outside the instance to open a portal into the next section of Maraudon, Earth Song Falls, and bypass the demons and plants in future runs.





EARTH SONG FALLS

Beyond Celebras the Redeemed is Earth Song Falls, and there are two ways to reach the bottom. The first way involves taking the long path down and fighting the linked, non-elite Deep Borers. There's also the smart way, which consists of running to the edge of the waterfall and jumping into the giant pool of water below.

Whichever path you choose to take, your next destination is the same. Head south through the pool to the point marked by the large, yellow-flowered plants. The Thessala Hydra that appear here use Thrash to gain an extra attack, and they also have Water Jet to blast away opponents and interrupt spells and skills. The greatest danger is being thrown into another of the wandering beasts and suddenly finding a tougher fight than expected.



A soon-to-be-familiar sight greets you just past the yellow flowers: Subterannean Diemetradons come in two colors, and encounters with them must be handled carefully. Every group encountered is linked, so don't waste any time trying to pull them singly. Casters should stand well back from the action to avoid the AoE silence skill these beasts possess.



While advancing through this area and taking on the dinosaurs, keep a close eye on the patrolling rock Elementals. The large ones are Theradrim Guardians, which split into the smaller Theradrim Shardlings when their health is depleted. Some patrols are a mix of both types, and all patrols cover a large area. These enemies have a bad habit of reappearing just as you're sure they aren't coming back.

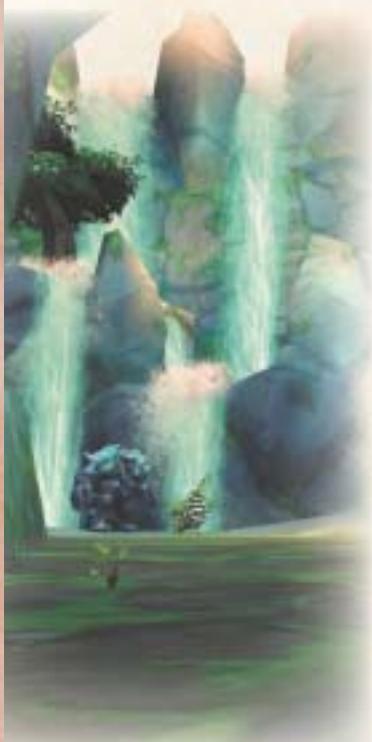




LANDSLIDE AND ZAETAR'S GRAVE



LEGEND	
12	Landslide
13	Tinkerer Gizlock
14	Rotgrip
15	Princess Theradras



ZAETAR'S GRAVE

After a few uphill Diemetradon and rock patrol encounters, you reach a flat area, at which point, you face a choice. Taking an easterly course leads down to an encounter with the deranged goblin, Tinkerer Gizlock. Heading west continues the upward climb to encounters with the giants, Landslide, and Princess Theradras.

To avoid excess backtracking, first head west and upward to Landslide's location. The Primordial Behemoths are large, but so long as they're pulled

solo (rock patrols persist here!) and kept away from the soft, cloth-wearing casters, they aren't an insurmountable obstacle. Communication is key here as these giants don't always move location to switch targets, opting instead to use Boulder, and when you're fighting up close, your view may be limited to ankles and kneecaps. Casters, if you're being hit, say something! Don't assume the tank is immediately able to tell that he's lost aggro.





Up in the highest point of the area is the named giant, Landslide. His skills are similar to the Primordial Behemoths already encountered, but he has an additional pair of tricks. Knock Away shouldn't be difficult to deal with since he appears in an enclosed area; just keep the fight deep in his alcove. The nastier skill is Summon Theradrim Shardlings, which stuns anyone too close. These Shardlings despawn once Landslide is defeated.



A causeway guarded by Primordial Behemoths is all that remains between your group and Princess Theradras. Once they're cleared, take a few minutes to organize and position your group, because this is not an encounter to rush into blindly.

Before engaging the Princess, move the group to the back of the cavern. Princess Theradras has multiple attacks that drive away anyone engaged with her, so fighting her near the narrow causeway and waterfall is asking for trouble. The aptly named Repulsive Gaze is a Fear that scatters people in all directions. Having a Dwarf Priest (Fear Ward) is a great help, as are the Warrior abilities Recklessness (although risky due to the increased damage taken) and Berserker Rage (which cancels a Fear effect when activated).

Dust Field is her other skill, which pushes away the pesky gnats who dare engage her. It also damages, so if you're at all able to deal ranged damage, stay out of Dust Field's area of effect! Since Princess Theradras has two skills that move the pile of battle, you should take a moment to assess any new location before continuing the fight. There are a handful of turtles in the water who will contentedly watch the battle, but if they're hit with an attack or AoE skill, they're coming after you. The Princess is tough enough; she doesn't need the help.



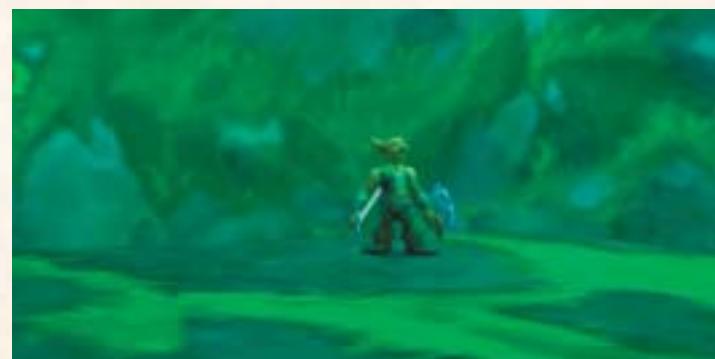
Once Princess Theradras is defeated and you've checked in with the Spirit of Zaetar, look over the edge of the waterfall for a slow-moving, large, white island and a few Hydras. That island is actually the giant crocolisk, Rotgrip, your next foe, making a slow circuit of the entire pool at the base of Zaetar's Grave.

Drop into the water away from the Hydras and engage Rotgrip in an area where you're safe from adds in the middle of the fight. Rotgrip has powerful attacks that match its incredible size. Puncture goes through health as quickly as an overeager Mage does mana, and it's a DoT. Most importantly, don't let anyone's health get too low as a single Fatal Bite could reduce your group's number by one before anyone realizes it.



There's one more named enemy left standing in Maraudon, but he's not the most stable of individuals. To reach Tinkerer Gizlock after defeating Rotgrip, exit the pool (there's only one way out), and follow the path back up to the lower bridge that spans Rotgrip's pool. This eventually brings you back to the flat area described previously, where you could go east or west. This time, take the downward path heading east.

The path to Gizlock leads through clusters of non-elite worms and one final Elemental patrol. Do not start the fight against the Tinkerer until this patrol has been dispatched! Gizlock's attacks include the ranged Shot (single target), Bomb (AoE), and Dragon Goblin Gun (fire-based cone attack). He's a mobile enemy for the most part, so use skills to hamper his movement. When the flamethrowing Goblin Gun is used, scatter to keep it from hitting more than one target.



With all of Maraudon explored and its artifacts in your possession, it's time to travel and claim your rewards. There are multiple stops for members of the Horde and Alliance to make, and for many adventurers, their first trip to Moonglade lies ahead. However, a lingering question remains: Is all the interest in Maraudon strictly for knowledge of the past, or is there something sinister darkening the future?