

THE STOCKADE



There's corruption in the heart of Stormwind. Those loyal to the people and the crown have tried to lock it away in the darkness beneath the city, but evil festers and grows in such places. The city jail, called simply The Stockade, has been overrun by its prisoners. Primarily those loyal to the Defias, these evil folks have murdered some of the guards and chased out the others. They're in full control now, and it's all that the Warden can do to keep them from spilling into the city. You and other good adventurers are needed to quell this rebellion and stop the Defias by any means possible.



DUNGEON INFORMATION

Location

Stormwind City

Territory

Alliance

Quests

Alliance

Suggested Levels

24-29

Primary Enemy Type

Humanoids Only

Time to Complete

1-1.5 Hours

GETTING TO THE STOCKADE

Finding the Stockade is easy. Travel to Stormwind City and bind at an inn. Following that, gather a group and form at the large building between the Park and the Mage's Quarter. There is certainly time to collect the local quests from the city, which as discussed below, but more distant quests should be gathered ahead of time (there are additional Stockade quests in the Wetlands, Redridge Mountains, and Duskwood). Going into the blue portal at the bottom of the fortified building zones your group into the formal instance, and that's where the fun begins.



QUESTS FOR STOCKADES

QUEST	QUEST GIVER	QUEST GIVER LOCATION	QUEST RECEIVER	QUEST RECEIVER LOCATION	CHAIN?	QUEST REWARD	EXPERIENCE
Crime and Punishment	Councilman Millstipe	Darkshire	Councilman Millstipe	Darkshire	No	Darkshire Mail Leggings (Mail Legs 163 Armor +6 STR/+6 SPI) or Ambassador's Boots (Leather Boots 59 Armor +4 AGI/+4 STA)	2,100
Quell the Uprising	Warden Thelwater	Stormwind Stockade	Warden Thelwater	Stormwind Stockade	No	None	2,650
The Color of Blood	Nikova Raskol	Stormwind Old Town	Nikova Raskol	Stormwind Old Town	No	None	2,650
The Fury Runs Deep	Motley Garmason	Dun Modr, Wetlands	Motley Garmason	Dun Modr, Wetlands	Yes	Belt of Vindication (Leather Belt 50 Armor + 4 AGI/+2 STA) or Headbasher (2H Mace 17.6 DPS + 8 STR/+3 STA)	2,750
The Stockade Riots	Warden Thelwater	Stormwind Stockade	Warden Thelwater	Stormwind Stockade	Yes	None	2,350
What Comes Around	Guard Berton	Lakeshire, Redridge	Guard Berton	Lakeshire, Redridge	No	Hardened Root Staff (Staff 16.8 DPS +1 STR/+8 SPI) or Lucine Longsword (MH Sword 12.8 DPS +4 STA)	2,000

ALLIANCE QUESTS

CRIME AND PUNISHMENT

Quest Level: 22 to Obtain

Location: Duskwood (Darkshire)

Person: Councilman Millstipe

Goal: Bring Back the Hand of Dextren Ward

Experience Gained: 2,100

Reward: Darkshire Mail Leggings (Mail Legs 163 Armor +6 STR/+6 SPI) or Ambassador's Boots (Leather Boots 59 Armor +4 AGI/+4 STA)



The honorable councilman of Duskwood, Sir Millstipe, asks that justice be done in the name of Darkshire. Dextren Ward was caught stealing bodies for the most foul of purposes, but Stormwind City whisked him away for imprisonment there instead of allowing him to be executed in Darkshire (as the people there requested). Travel to the Stockade and bring justice to this foul man and return with his hand as proof of the deed.

THE COLOR OF BLOOD

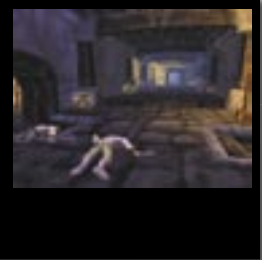
Quest Level: 22 to Obtain

Location: Stormwind City (Old Town)

Person: Nikova Raskol

Goal: Collect 10 Red Wool Bandanas

Experience Gained: Gained: 2,650



Nikova Raskol wanders the streets of Old Town, a grim look found often on her aged face. She bears the weight of her grandson's deaths; the young lad was killed in the Stockade when he reprimanded the Defias members for showing gang colors. Nikova wants vengeance, and she isn't shy about asking for it. Slay enough Defias inside the prison to collect ten Red Wool Bandanas and take those to her. This is all that she asks. All of the Defias in the prison are able to drop these with a moderate chance, so even a full group can finish the quest without much more than a single run through the instance.

QUELL THE UPRISING

Quest Level: 22 to Obtain

Location: Stormwind City (Outside the Stockade)

Person: Warden Thelwater

Goal: Slay 8 Defias Insurgents, 8 Defias Convicts, and 10 Defias Prisoners

Experience Gained: 2,650



The Warden is not the most competent man in Stormwind, and it seems that much has turned against him of late. He is trying to keep word of the uprising as quiet as possible, but that won't stand for long if things continue. To silence the Defias, he asks that you hurry into the prison and kill a fair number of the rioting Defias. With a full group, this won't be a lengthy task; he believes it will serve to end the uprising and return the Stockade to Stormwind control. Return to the Warden when the requisite numbers of Defias are slain.

THE FURY RUNS DEEP

Quest Level: 25 to Obtain

Location: Wetlands (Near Dun Modr)

Person: Motley Garmason

Goal: Return With Kam Deepfury, Minus His Body

Experience Gained: 2,750

Reward: Belt of Vindication (Leather Belt 50 Armor +4 AGI/+2 STA) or Headbasher (2H Mace 17.6 DPS +8 STR/+3 STA)



To get this quest, you must first complete The Dark Iron War for Motley (a Level 25 Kill Quest in Dun Modr). That quest also requires that you kill elite enemies, so taking a group up there is essential for success. After those vicious Dwarves are slain, Motley gives you the task of killing Kam Deepfury for his part in the attack on Thandol Span. Travel to the Stockade and search the eastern wing for Kam. After killing him and retrieving his head, return with it to Motley for your reward.

THE STOCKADE RIOTS

Quest Level: 16 to Obtain
Location: Stormwind City (Outside The Stockade)
Person: Warden Thelwater
Goal: Return with the Head of Bazil Thredd
Experience Gained: 2,350



This is yet another step in a very long chain of quests. The whole thing starts when you kill Edwin VanCleaf (the final boss of the Deadmines instance). He drops a Strange Letter that implies worse things for the future of Stormwind. That letter must be taken to Baros Alexston (a city architect for Stormwind in City Hall—Cathedral District).

Baros sends you on to the Stockade where you should talk to Warden Thelwater there; he'll give you permission to speak with Bazil. The rub is that the uprising has blocked access to all prisoners. You must go into the prison and get your information by force, then kill Bazil and bring back his head as proof of your loyalty to Stormwind.

From there, the quest continues for some time as you gather more information about VanCleaf, his allies, and the corruption that is prevalent in certain areas of Stormwind.

WHAT COMES AROUND

Quest Level: 22 to Obtain
Location: Redridge Mountains (Lakeshire)
Person: Guard Berton
Goal: Return With the Head of Targorr the Dread
Experience Gained: 2,000
Reward: Hardened Root Staff (Staff 16.8 DPS +1 STR/+8 SPI) or Lucine Longsword (MH Sword 12.8 DPS +4 STA)



Targorr the Dread is an Orc with a dark reputation in Redridge Mountains. The things that he did to the defenders there while serving under Gath'Ilzogg have to be answered for, yet a noble in Stormwind has placed a hold on the execution of this fiend. Guard Berton of Lakeshire smells treachery, and he pleads for you to find Targorr and enact justice before this honorless Orc has a chance to escape punishment. Return to Berton with the head of Targorr to receive your reward.

HOST OF THE REBELLION

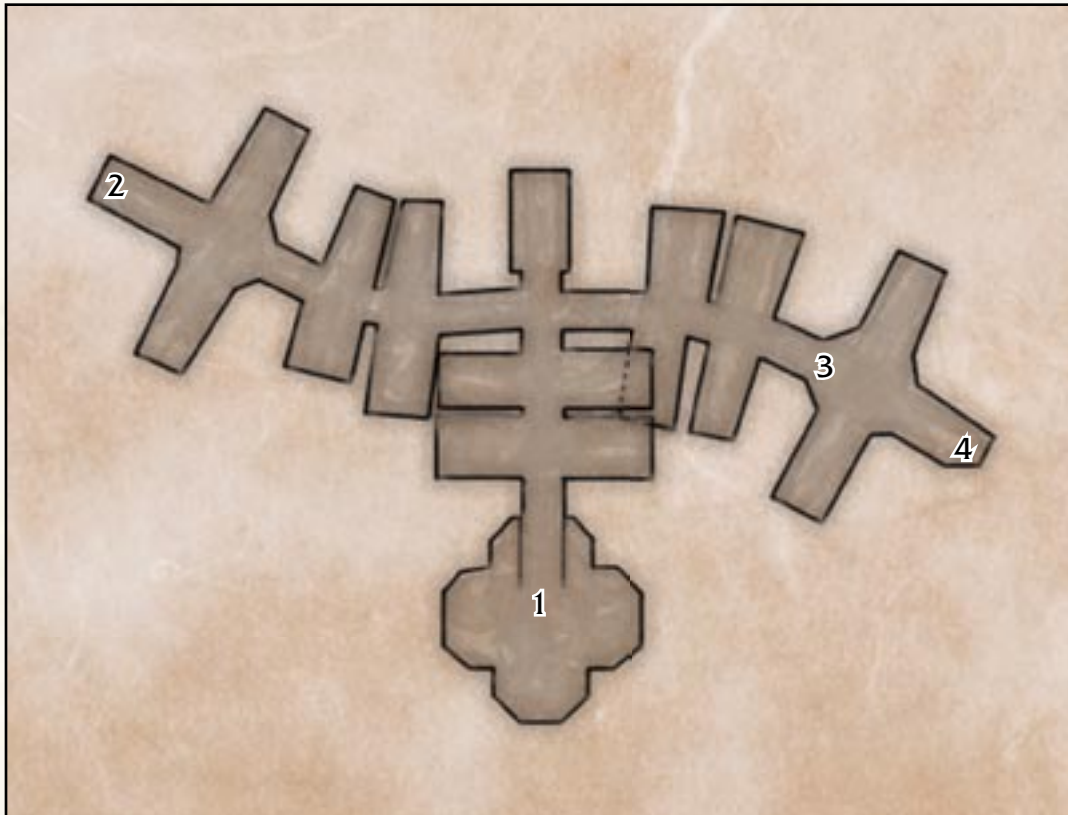
NPC	LEVEL
Bazil Thredd	29 Elite
Notes: Dual Wields Swords	
Frequent Drops: Silk, Wool	
Bruegal Ironknuckle	26 Elite
Notes: Extremely Rare Spawn	
Frequent Drops: Jimmied Handcuffs (Mail Bracer 89 Armor +3 STR/+7 STA), Iron Knuckles (Fist Weapon 16.5 DPS On Hit: Chance to Pummel for 4 DMG + Interrupt), Prison Shank (1H Dagger 16.7 DPS +5 AGI/+2 STA), Silk	
Defias Captive	23-24 Elite
Notes: Backstab, Infected Wound (+5 to Physical Damage Taken for 5 Minutes)	
Frequent Drops: Wool, Linen	
Defias Convict	24-25 Elite
Notes: Backhand (Knockdown + Stun), Infected Wound (Increased Physical Damage Taken), Rend	
Frequent Drops: Wool, Linen	
Defias Inmate	24-25 Elite
Notes: Rend	
Frequent Drops: Wool, Linen	

NPC	LEVEL
Defias Insurgent	25-26 Elite
Notes: Demoralizing Shout, Battle Shout	
Frequent Drops: Silk, Wool	
Defias Prisoner	23-24 Elite
Notes: Disarm	
Frequent Drops: Wool, Linen	
Dextren Ward	26 Elite
Notes: Battle Shout, Intimidating Shout, Heroic Strike	
Frequent Drops: Silk, Wool	
Hamhock	28 Elite
Notes: Chain Lightning, Bloodlust, Low Hit Points	
Frequent Drops: Silk, Wool	
Kam Deepfury	27 Elite
Notes: Defensive Stance, Shield Slam, Shield Wall, High Armor	
Frequent Drops: Silk, Wool	
Targorr the Dread	24 Elite
Notes: Dual Wield Swords	
Frequent Drops: Wool, Linen	



SEIZING THE PRISON

ENTERING THE STOCKADE



LEGEND

1	Instance Entrance	3	Hammock
2	Dextren Ward	4	Bazil Thredd

THE MAIN HALL

There isn't any fighting until you enter the instance, but there are certainly enemies waiting for you just a short run after the zone edge. At the base of the ramp is the main hall of the prison; there are three halls in total, so this isn't a very large area to explore.

Don't rush ahead. Each hallway has both static guards and patrollers. Combine this with 3-4 foes inside every room along the sides and there is a huge potential for a simple pull to go sour. Linking can bring people who are close to the doorways inside a room, and fleeing Defias are likely to run into clusters of their buddies. As with earlier instances, ranged pulling by tanks is highly suggested. A Warrior who isn't even well-experienced with a bow or gun still serves ideally here. Or, a Druid who pulls at range and switches to Bear form can accomplish the same thing.



Determine who's pulling, who everyone is following target-wise (set your assist macros now), and divvy out debuff work. Movement debuffs are an instance staple, and it's no different here. Running Defias are your bane. Many of these fights are entirely simple UNLESS a fleeing target escapes the group. Snare early and often.

The main hallway has five rooms (a set of two across from each other, a second such set, and a final room at the end of the passage). There are also about half-a-dozen Defias waiting in the hall. Pull the ones at the bottom of the ramp first, when the patrollers aren't close enough to link. Wait for the wanderers and do the same to them before targeting enemies in either room. Then, use more ranged pulling to bring targets from one room out and back to the ramp. Deal with them there to keep adds from either the hall or the back of the room from attacking.



MULTIPLE LOCATIONS

Some of the targets in the Stockade are not set; they may be found in any number of rooms. Targorr the Dread and Kam Deepfury are like this. One of them may appear as early as the first room on the right, or they may be deep in the wings of the prison. It's wise to clear all rooms as you go, since that allows for a wide combat area without fear of adds. So, this isn't a problem, but it's good to know.

Clear the rooms as you pass, attempting to empty them in two pulls each. The Defias in the cell areas don't come all the way out of the rooms, but they do wander inside their areas. Be cautious while approaching the archways for the rooms, especially if your puller is lower in level (if that is the case, consider a higher-level person even if they aren't an ideal class). The reason for this concern is the possibility of proximity aggro from BOTH rooms if there are Defias close to the door when you approach.

CHESTS AND LOOT

There are a couple of chests that spawn in the dungeon. The position for these moves around, just like some of the quest NPCs. Having a person with Blacksmith Keys or a Rogue to pick the locks is nice for scoring a bit of extra treasure.

This is doubly important for a dungeon that's otherwise sparse on treasure. The only NPC who drops consistently fine loot is very rare, and often won't be found in the instance. Though elite enemies drop decent treasure with higher frequency, goodies in the Stockade are still somewhat dearth.

ALLIANCE QUESTS

The split at the end of the hallway divides the prison into its side wings. To the left is the western wing (with Dextren Ward at its terminus), and to the right is the eastern wing (where Basil Thredd waits). If you're clearing the entire instance, it doesn't matter which hallway you choose first.



WESTERN WING

Two Defias Inmates block entry to the western side. Pull these back, kill them, then start to clear the rooms ahead. These rooms are quite full, with some having four Defias. There are Prisoners, Inmates, and Captives here. The add range for linking is high enough that solo pulls are nearly impossible at this point. With a full group and proper debuffs, that won't be much of a problem.

Continue along the hallway, methodically clearing the rooms. Cloth drops extremely well in the Stockade, so people with First Aid are free to compliment their group's healing with any drops. This reduces downtime and allows the healers to keep the group moving.

The large room at the end of the hallway has several foes, but won't take too long to clear. There are three more cells off this chamber. Four standard Defias wait in the left room (kill them first). The right chamber is an uglier prospect, possessing five enemies! Wait for one to approach the doorway and pull (better a fight with two or three than to end up with all five).

Finally, Dextren Ward is in the center room with five more opponents (two Inmates, two Captives, and a Prisoner). Though it would sure be nice to have Dextren come on his own, even a patient pull is going to bring several foes. The best bet is to shoot the Defias closest to the front and let Dextren add.



Ward is a mysterious foe, and his abilities are not what you would expect to look at him (he has Warrior abilities, with Battle Shout, Demoralizing Shout, and Heroic Strike). Because of this, Dextren adds quite a bit to his allies. Eliminate the side targets early in the fight, then focus on Dextren (he isn't a higher-damage boss, so this is a fair tactic).

Once Dextren is dead, people can collect their proof of the dead and return to the central corridor. If there's a chest in Ward's room, be sure to open that for some well-deserved loot as well.

EASTERN WING

A lone Insurgent patrols the early part of the eastern wing; he can wander quite a way up the ramp toward the main hallway. Pull him, then wade into the Convicts below. The rooms down this hall aren't quite as populated as the ones in the other side of the prison, but most of them still have three targets. Kam Deepfury is likely to be in one of these rooms, if you haven't already encountered him. That Dwarf can take quite a bit of damage, so debuff his armor early, lay on the DOTs, and be sure to clear side targets before cutting into him.

The real fighting comes in the larger room at the end of the hall. As with the western wing, this is an open room with three cells adjoining it. In the center is Hamhock, an Ogre with magical powers. Pull Hamhock directly and use the doorframe for cover as he approaches. Have EVERYONE jump onto Hamhock when he attacks (the main tank should ensure that the two Insurgent adds who link don't go after any allies, but otherwise all damage should go toward Ham). The Ogre casts Chain Lightning and uses Bloodlust to deal fair melee damage as well. Luckily, his hit points are low. As long as your group unloads quickly, Hamhock won't be so fierce.



Once the open room is clear, clean the two side cells. There are four Defias in each (and one of their wanderers will practically enter the room from time to time). Shot for pulls of two enemies per fight. It won't be long until you're ready for the central cell. Rest fully, restore buffs ahead of time, then look inside. Luckily, Basil Thredd has fewer allies than Dextren Ward. There are only three people in the room (Basil, an Inmate, and a lone Insurgent).

Wait for a short time and watch the closer enemy (the Inmate). He'll wander enough for a solo range pull if you are patient and very fast to fire once the poor bloke gets into the right position. This means that Basil is practically alone when you go after him (charge full in at that point, since it's a full fight either way).

Debuff Basil's damage as much as possible, since he cuts into people fairly well. Being a dual-wielder, Basil is especially affected by anything that reduces damage per hit (good thing for him Shaman don't often enter the Stockade). In any event, Basil is tough, but he can't pull down an entire group without having more buddies. Trade aggro as your tank is about to go down, and that should provide enough time for the group to slay Basil.

That's it for the Stockade. Though there are a full six quests in this small instance, it doesn't take very long to get everything done. The people of Stormwind shall hold you in high regard for keeping the peace.

