

ULDAMAN: WORLD DUNGEON



Digging deep beneath the surface of the Badlands, the Dwarves of Ironforge discovered ruins more ancient than anything previously unearthed. Shortly after the discovery, Troggs invaded the dig sites with terrible ruthlessness. Now Shadowforge Dwarves are seeking to control the ruins. What lies buried that has so many warring so fervently? Descending into the darkness of the caves and tunnels is the only way to claim the treasures for yourself.



DUNGEON INFORMATION

Location

Badlands

Territory

Contested

Quests

Alliance/Horde

Suggested Levels

40-45

Primary Enemies

Humanoids, Golems

Time to Complete

2.5-3 Hours

GETTING TO ULDAMAN

The primary entrance into Uldaman is just south of the Loch Modan border in Badlands. It's easy to spot by the multitude of Shadowforge Dwarves roaming around the dig site. Fight past these into the tunnels.

BACK ENTRANCE

If you have been to Uldaman before, the back door is through a tunnel east of Hammertoe's Digsite. (See Map)

Having a party member with high armor and high HP is crucial for surviving this dungeon. Chain-wearing classes can handle the Shadowforge Dwarves and the Troggs, but when you reach the Golems, you'll need someone in plate. The Golems hit extremely hard and have very high health. Another necessity for Uldaman is including classes that have snare or root abilities. Many enemies flee when their health is low and there are always more enemies close by that may add.



ALLIANCE QUESTS FOR ULDAMAN

ALLIANCE QUEST CHECKLIST	
A Sign of Hope	
Agmond's Fate	
Amulet of Secrets	
Back to Uldaman	
Find the Gems	
The Hidden Chamber	
Lore for a Price	
The Lost Dwarves	
The Lost Tablets of Will	
Prospect of Faith	
Prospect of Faith (Part 2)	
Reclaimed Treasures	
Restoring the Necklace	
The Shattered Necklace	
Uldaman Reagent Run	



A SIGN OF HOPE

Quest Level: 35 to obtain
Location: Badlands (Hammertoe's Dig site)
Contact: Prospector Ryedol
Goal: Find Hammertoe Grez
Max Experience Gained: 2,750

This quest begins when you find a Crumpled Map in Hammertoe's Dig Site. Take the map to Prospector Ryedol. He explains that Hammertoe has been kidnapped by the Shadowforge Dwarves. Hammertoe is hiding in a small dead-end tunnel just east of the instance portal. Find Hammertoe and he offers you the *Amulet of Secrets* quest.

AGMOND'S FATE

Quest Level: 31 to obtain
Location: Loch Modan (Ironband's Excavation Site)
Contact: Prospector Ironband
Goal: Collect 9 Carved Stone Urns
Max Experience Gained: 2,850
Reward: Prospector Gloves (Leather Gloves, 65 Armor, +8 AGI, +7 INT)

With the news of Agmond's death, Prospector Ironband is worried. He believes the Carved Stone Urns found at the dig site incited the Troggs. To test this, he'll need some. The urns can be found in the tunnels or taken from the monsters.

AMULET OF SECRETS

Quest Level: 36 to obtain
Location: Uldaman
Contact: Hammertoe Grez
Goal: Find and return Hammertoe's Amulet
Max Experience Gained: 3,150

The Shadowforge Dwarves have already had their way with Hammertoe, and Magregan Deepshadow has Hammertoe's Amulet. This is a problem as it leads them to some highly sensitive scrolls. With these scrolls, the Shadowforge Dwarves plan on creating even more deadly Golems. Your mission is clear: find and slay Magregan, and return the amulet to Hammertoe. Magregan can be found in the southeast section of the tunnels outside the instance. Completing this quest leads to the *Prospect of Faith* quest.

BACK TO ULDAMAN

Quest Level: 37 to obtain
Location: Ironforge (Mystic Ward)
Contact: Talvash del Kissel
Goal: Find the previous owner
Max Experience Gained: 2,550



Talvash's current business luck is directly tied to the necklace you found. His competitor has spread rumors that the necklace cursed the Paladin who bought it. Talvash wants his name cleared and asks for your help. If he could reconstruct the necklace, he could prove that it isn't cursed. The Paladin who bought the necklace probably knows what happened to it.

Finding the Paladin is fairly easy, though not terribly cheerful. The Remains of a Paladin can be found just inside the instance in the second northern hallway. There's nothing you can do for the Paladin, but you can still help Talvash. Examining the Paladin's journal leads to the *Find the Gems* quest.

FIND THE GEMS

Quest Level: 37 to obtain
Location: Uldaman
Contact: Remains of a Paladin
Goal: Find the Shattered Necklace Ruby, Sapphire, and Topaz
Max Experience Gained: 3,600



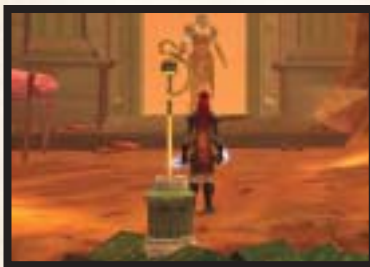
The Paladin did one final deed that makes your (and Talvash's) life easier. He jotted down information on the gems.

1. The Shattered Necklace Topaz is hidden in an Urn near Baelog.
2. The Shattered Necklace Ruby is stashed in the northern area of the dungeon.
3. The Shattered Necklace Sapphire is held by Grimlok, who can be found in the northern area of the dungeon.

When all the gems are found, contact Talvash using the Phial of Scrying he gave you. Contacting Talvash grants the *Restoring the Necklace* quest.

THE HIDDEN CHAMBER

Quest Level: 39 to obtain
Location: Uldaman
Contact: Baelog
Goal: Explore the Hidden Chamber
Max Experience Gained: 3,900



Baelog and his expedition are alive. They were cut off by Troggs before they could open a special room nearby. Baelog would like you to continue his work and explore the Hidden Chamber. His journal, which is on the table beside him, details how to open the door in the Map Room. You need the Gni'kiv Medallion and the Shaft of Tsol to open the door. The Gni'kiv Medallion is in Baelog's Chest on the table. The Shaft of Tsol is in the hands of Revelosh (he's in a room to the northwest). Combining the two items and inserting them into the building in the center of the Map Room opens the door to the Hidden Chamber. Defeat its guardian, explore the chamber, and return to Baelog for your reward.

LORE FOR A PRICE

Quest Level: 37 to obtain
Location: Ironforge (Mystic Ward)
Contact: Talvash del Kissel
Goal: Collect 5 Silver Bars
Max Experience Gained: 2,450



Talvash has fallen on hard times. He'll tell you about the necklace if you help him complete an order. He needs five Silver Bars to finish. The bars can be obtained from a miner or the Auction House. Giving him the bars opens the *Back to Uldaman* quest.

THE LOST DWARVES

Quest Level: 35 to obtain
Location: Ironforge
Contact: Prospector Stormpike
Goal: Find Baelog
Max Experience Gained: 341



The invasion of the Troggs was very quick. Stormpike believes that an expedition led by his friend (which left for the deeper part of the ruins the day before the invasion) may still be alive and cut off from aid. He charges you with finding them. Baelog and his expedition are indeed alive, and can be found through a whole in the south wall just inside the instance.

THE LOST TABLETS OF WILL

Quest Level: 38 to obtain
Location: Ironforge
Contact: Advisor Belgrum
Goal: Find the Tablet of Will
Max Experience Gained: 5,850
Reward: Medal of Courage (Neck, +9 STA, +3 SPI)

If you have completed the *Passing Word of a Threat* and *An Ambassador of Evil* quests, which stem from the *Prospect of Faith* quest, Advisor Belgrum has more work for you. The Shadowforge clan has been weakened by your efforts, but the Tablet of Will still resides in Uldaman. You need to get it before they do. The Tablet of Will can be found deep within Uldaman in the northwestern area.



PROSPECT OF FAITH

Quest Level: 36 to obtain
Location: Uldaman
Contact: Hammertoe Grez
Goal: Take Hammertoe's Amulet to Prospector Ryedol
Max Experience Gained: 2,350



The amulet is out of Magregan's hands, but the scrolls are still in danger. Hammertoe asks you to take his amulet to Prospector Ryedol. He's familiar with Hammertoe's work and can best determine the next course of action. Bringing Hammertoe's Amulet to Prospector Ryedol opens the next step of this quest chain.

PROSPECT OF FAITH

Quest Level: 36 to obtain
Location: Uldaman
Contact: Prospector Ryedol
Goal: Deliver Hammertoe's Amulet to Historian Karnik
Max Experience Gained: 3,150



It appears Ryedol wasn't as in touch with Hammertoe's work as was believed, but all is not lost. Hammertoe was working closely with Historian Karnik in Ironforge. Surely he'll know what should be done next. Speaking with Karnik unlocks the *Passing Word of a Threat* and *An Ambassador of Evil* quests in the Badlands.

RECLAIMED TREASURES

Quest Level: 33 to obtain
Location: Ironforge
Contact: Krom Stoutarm
Goal: Retrieve Krom's prized possession
Max Experience Gained: 3,600



Krom's story is a sad one. He was a digger in Uldaman when the Troggs invaded. To escape with his life, he abandoned his most treasured possession. He had it locked in a chest that the Troggs won't be able to open, but he can't get past the Troggs. You can. The chest is in the North Common Hall. It can be found in the southern area before the instance portal.

RESTORING THE NECKLACE

Quest Level: 38 to obtain
Location: Uldaman
Contact: Talvash del Kessel (via Phial of Scrying)
Goal: Find the Shattered Necklace Power Source
Max Experience Gained: 925
Reward: Talvash's Enhancing Necklace (Neck, +10 STA, +1 INT, +10 SPI)



Even with the gems collected, Talvash needs something to power the necklace. He suggests that you take the power source from the largest Construct you can find. The largest Construct is at the end of the dungeon. With as much power as it brings against you, it'll surely make a wonderful necklace.

THE SHATTERED NECKLACE

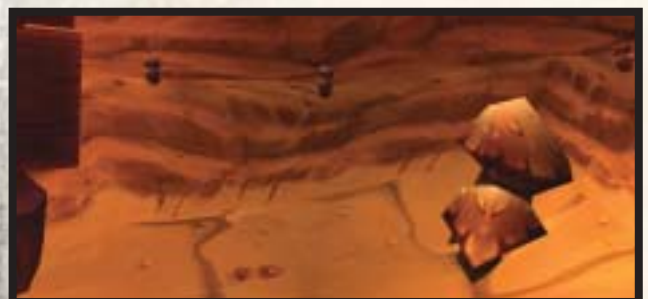
Quest Level: 37 to obtain
Location: Uldaman
Contact: Item begins quest
Goal: Return the Shattered Necklace to Talvash del Kessel
Max Experience Gained: 3,300



The Shattered Necklace drops from the dwarves outside the instance. A close inspection finds the initials TdK engraved on it. Talvash del Kessel can be found in the Mystic Ward in Ironforge and may want his necklace back. Returning the Shattered Necklace opens the *Lore for a Price* quest.

ULDAMAN REAGENT RUN

Quest Level: 38 to obtain
Location: Loch Modan (Thelsamar)
Contact: Ghak Healtouch
Goal: Collect 12 Magenta Fungus Caps
Max Experience Gained: 3,450
Reward: 5 Restorative Elixirs (Removes all negative effects)

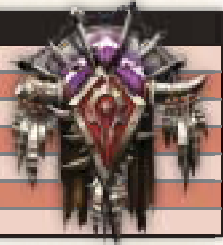


If you have completed the *Badlands Reagent Run*, Ghak has more work for you. Magenta Fungus Caps grow deep in the Uldaman site, and Ghak wants a dozen for alchemical research. The fungus can be found on the ground or taken from the many denizens of Uldaman.

HORDE QUESTS FOR ULDAMAN

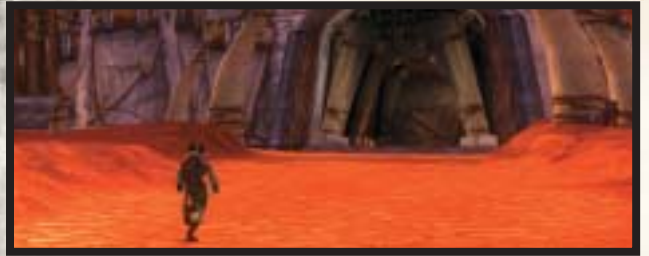
HORDE QUEST CHECKLIST

Necklace Recovery
 Necklace Recovery, Take 2
 Translating the Journal
 Translating the Journal (Part 2)
 Finding the Gems and Power Source
 Uldaman Reagent Run
 Reclaimed Treasures



NECKLACE RECOVERY

Quest Level: 37 to obtain
Location: Orgrimmar (The Drag)
Contact: Dran Doffers
Goal: Recover the Shattered Necklace
Max Experience Gained: 2,450



Rumors have reached Orgrimmar about a Paladin who died in Uldaman. This isn't uncommon and wouldn't be worthy of interest if he hadn't been wearing a rather expensive jeweled necklace. Dran, not willing to let an opportunity pass him by, would like you to retrieve the necklace for him. The Shattered Necklace can be found on one of the enemies in the entrance to Uldaman or in Uldaman itself. Recovering the Shattered Necklace opens the *Necklace Recovery, Take 2* quest.

NECKLACE RECOVERY, TAKE 2

Quest Level: 37 to obtain
Location: Orgrimmar (The Drag)
Contact: Dran Doffers
Goal: Find the Remains of a Paladin
Max Experience Gained: 2,450



The necklace was what held the jewels, and it's the jewels that Dran wants. He decides there is a good chance the jewels are still inside Uldaman. The first place to look would be on the Remains of a Paladin. This can be found shortly after entering the Uldaman instance. Finding the Remains of a Paladin will open the *Translating the Journal* quest.

TRANSLATING THE JOURNAL

Quest Level: 37 to obtain
Location: Uldaman
Contact: Remains of a Paladin
Goal: Translate the Journal
Max Experience Gained: 3,450



On the body of the Paladin is a journal. The only problem is that you can't read it. Before you can find the jewels, you need to get the journal translated. Kargath post is likely a good place to start. Bringing the journal to Jarkal Mossmeld in Kargath opens the next part in the *Translating the Journal* quest.

TRANSLATING THE JOURNAL

Quest Level: 39 to obtain
Location: Badlands (Kargath)
Contact: Jarkal Mossmeld
Goal: Allow Jarkal to borrow the Shattered Necklace
Max Experience Gained: 350



Jarkal is willing to translate the journal for you, for a price. He wants to study the necklace to learn how to make it. If you let him borrow the Shattered Necklace, he'll translate the journal for you so you can find the jewels. After studying the necklace, Jarkal will offer the *Find the Gems and Power Source* quest.

FINDING THE GEMS AND POWER SOURCE

Quest Level: 39 to obtain
Location: Badlands (Kargath)
Contact: Jarkal Mossmeld
Goal: Collect the Shattered Necklace Ruby, Topaz, Sapphire, and the Shattered Necklace Power Source
Max Experience Gained: 3,750



Jarkal has studied the necklace and can repair it if you bring him the parts. He needs the gems that were taken from the necklace and a power source. The journal mentions that the gems can be found in Uldaman.

- The Shattered Necklace Topaz is hidden in an Urn near Baelog in a southern tunnel near the entrance.
- The Shattered Necklace Ruby is stashed in the northern area of the dungeon.
- The Shattered Necklace Sapphire is held by Grimlok, who can be found in the northern area of the dungeon.
- For a power source, Jarkal suggests you find the largest Construct in Uldaman and destroy it. This will be in the final room of the dungeon.

ULDAMAN REAGENT RUN

Quest Level: 36 to obtain
Location: Badlands (Kargath)
Contact: Jarkal Mossmeld
Goal: Collect 12 Magenta Fungus Caps
Max Experience Gained: 3,450
Reward: 5 Restorative Elixirs (Removes all negative effects)



If you have completed the *Badlands Reagent Run*, Jarkal has more work for you. Magenta Fungus Caps grow deep in the Uldaman site, and Jarkal wants a dozen for alchemical research. The fungus can be found on the ground or taken from the many denizens of Uldaman.

RECLAIMED TREASURES

Quest Level: 33 to obtain
Location: Undercity (Near Bat Handler)
Contact: Patrick Garrett
Goal: Recover the Garrett Family Treasure
Max Experience Gained: 4,250
Reward: 60 silver



Patrick Garrett is tired of his lot in life. He tells of a time when his family worked as diggers in Uldaman. He also tells of a rather secure chest that has the Garrett Family Treasure in it. He's willing to give you what little he has made if you help him reclaim his birthright. The Garrett Family Treasure can be found in a chest in the North Common Hall in Uldaman. It's a large room on the southern side before the instance portal.

SHARED QUESTS FOR ULDAMAN



ALLIANCE AND HORDE QUEST CHECKLIST	
Indurium	
Power Stones	
Solution to Doom	
The Platinum Discs	
The Platinum Discs (Part 2)	

INDURIUM

Quest Level: 31 to obtain
Location: Badlands (Valley of Fangs)
Contact: Martek the Exiled
Goal: Collect 10 Indurium Flakes
Max Experience Gained: 2,750



If you have done the *Martek the Exiled* quest from Shimmering Flats, Martek will ask you to help him fill the order. He needs 10 Indurium Flakes to create the pistons for Fizzle's car. These can be mined in Uldaman or taken from the Stonevault Troggs in Uldaman or in Badlands.

POWER STONES

Quest Level: 30 to obtain
Location: Badlands (Valley of Fangs)
Contact: Rigglefuzz
Goal: Collect 8 Dentrinum Power Stones and 8 An'Alleum Power Stones
Max Experience Gained: 3,500
Reward: Duracin Bracers (Mail Bracer, 95 Armor, +7 AGI, +3 STA) or Energized Stone Circle (Shield, 678 Armor, 14 Block, +2 STA, +7 SPI) or Everlast Boots (Cloth Boots, 33 Armor, +11 SPI)



Rigglefuzz was kidnapped and taken to Angor Fortress to examine some stones found in Uldaman. He's been released and wants another opportunity to work with the stones. If you bring him some, he'll make you an item. The stones can be taken from Shadowforge Dwarves throughout Uldaman.

SOLUTION TO DOOM

Quest Level: 30 to obtain
Location: Badlands (Agmonds End)
Contact: Theldurin the Lost
Goal: Find the Tablet of Ryun'eh
Max Experience Gained: 3,150
Reward: Doomsayer's Robe (Cloth Chest, 53 Armor, -10 STA, +20 SPI)



Theldurin has foreseen a doom coming. He wants you to get the Tablet of Ryun'eh for him. It can be found in the center of the Sealed Hall in the southern area before the instance portal.



THE PLATINUM DISCS

Quest Level: 40 to obtain

Location: Uldaman (Final Room)

Contact: The Platinum Discs

Goal: Learn more

Max Experience Gained: 5,250



The Platinum Discs are found in the final room of Uldaman. After examining them, the stone watcher appears nearby. Speak with the stone watcher to learn more about the dungeon. After speaking with the watcher and learning everything you can, return to the discs to open the *The Platinum Discs* quest.

THE PLATINUM DISCS

Quest Level: 40 to obtain

Location: Uldaman (Final Room)

Contact: The Platinum Discs

Goal: Take the Miniature Platinum Discs home

Max Experience Gained: 5,250



After examining the discs again, you will find the Miniature Platinum Discs in your bags. It's time to tell your people what you have learned. Alliance characters will return the discs to High Explorer Magellas in Ironforge, while Horde characters will return the discs to Sage Truthseeker in Thunder Bluff.



ENEMIES OF ULDAMAN

NPC	LEVEL
Cleft Scorpion	34-35
Notes: Social, Poison, Skinnable	
Frequent Drops: Long Redwood Bow (Bow, 14.3 DPS), Mystery Meat	
Deadly Cleft Scorpion	41-43
Notes: Social, Skinnable	
Frequent Drops: Mystery Meat	
Earthen Custodian	43-45
Notes: Social, Fire Ball, Healing	
Frequent Drops: Mageweave, Silk, Moonberry Juice	
Earthen Guardian	43-45
Notes: Social, Melee	
Frequent Drops: Mageweave, Silk, Moonberry Juice	
Earthen Hallshaper	44-45
Notes: Social, Fire Ball, Healing	
Frequent Drops: Mageweave, Silk	
Earthen Rocksmasher	37-43
Notes: Social, Warrior, Strike (Enhanced melee attack)	
Frequent Drops: Mageweave, Silk	
Earthen Sculptor	38-43
Notes: Social, Flame Shield IV, Flame Buffet (+42 damage from fire spells)	
Frequent Drops: Mageweave, Silk	
Earthen Stonebreaker	41-45
Notes: Social, Melee	
Frequent Drops: Mageweave, Silk	
Earthen Stonecarver	43-45
Notes: Social, Melee	
Frequent Drops: Mageweave, Silk	
Jadespine Basilisk	39-40 Elite
Notes: Crystalline Skumber (Sleep), Skinnable	
Frequent Drops: Large Fang	

NPC	LEVEL
Obsidian Golem	38 Elite
Notes: Construct, High HP, High Armor	
Frequent Drops: Solid Stone, Deep Rock Salt	
Obsidian Sentinel	42 Elite
Notes: Construct, High HP, High Armor, Spawns 2 Obsidian Shards at 66% HP and again at 33% HP.	
Frequent Drops: Solid Stone, Deep Rock Salt	
Obsidian Shard	35
Notes: Construct, Spawns by the Obsidian Sentinel	
Frequent Drops: None	
Shadowforge Ambusher	43-44 Elite
Notes: Social, Backstab	
Frequent Drops: Mageweave, Silk	
Shadowforge Archaeologist	43-44 Elite
Notes: Social, Defensive Stance, Disarm	
Frequent Drops: Mageweave, Silk	
Shadowforge Darkcaster	43-44 Elite
Notes: Social, Spell Bomb (does 300 damage each cast, 10 second duration), Shadow Bolt, Shadow Bolt Volley	
Frequent Drops: Mageweave, Silk	
Shadowforge Digger	35 Elite
Notes: Social, Sunder Armor (-270 Armor), Defensive Stance	
Frequent Drops: Silk	
Shadowforge Geologist	40-41 Elite
Notes: Social, Fireball, Flame Spike (AoE)	
Frequent Drops: Mageweave, Silk	
Shadowforge Relic Hunter	39-40 Elite
Notes: Social, Heal Spell	
Frequent Drops: Mageweave, Silk	
Shadowforge Ruffian	36-37 Elite
Notes: Social, Gouge	
Frequent Drops: Silk	

NPC	LEVEL
Shadowforge Sharpshooter	42-44 Elite
Notes: Social, Ranged attacks	
Frequent Drops: Mageweave, Silk	
Shadowforge Surveyor	34-36 Elite
Notes: Social, Frost Shield, Fire Ball	
Frequent Drops: Silk	
Shrike Bat	38 Elite
Notes: Skinnable, Sonic Burst (AoE Silence)	
Frequent Drops: Severed Bat Claw, Large Fang	
Starving Buzzard	35-37
Notes:	
Frequent Drops: Long Tail Feather	
Stone Keeper	46 Elite
Notes: Construct, Minor Tremor (AoE Stun), Self Destruct (AoE damage on death), High Armor	
Frequent Drops: Solid Stone, Deep Rock Salt	
Stone Steward	44 Elite
Notes: Social, Construct, Self Destruct, Ground Tremor (AoE Knockdown)	
Frequent Drops: Solid Stone, Deep Rock Salt	
Stonevault Ambusher	33-35
Notes: Social, Fast moving, Wanders, Backstab, Flees	
Frequent Drops: Silk	
Stonevault Basher	39-40 Elite
Notes: Social, Flees	
Frequent Drops: Silk	
Stonevault Brawler	43-44 Elite
Notes: Social, Enrage, Flees	
Frequent Drops: Mageweave, Silk	
Stonevault Cave Hunter	36-37 Elite
Notes: Ranged attacks, Net, Flees	
Frequent Drops: Silk	

NPC	LEVEL
Stonevault Cave Lurker	37-39 Elite
Notes: Social, Stealth, Deadly Poison, Flees	
Frequent Drops: Mageweave, Silk	
Stonevault Flameweaver	44-45 Elite
Notes: Social, Fireball, Flame Shield, Flame Spike (AoE), Flees	
Frequent Drops: Mageweave, Silk	
Stonevault Geomancer	43-44 Elite
Notes: Social, Fireball, Flame Buffet (+43 damage taken from fire), Flees	
Frequent Drops: Mageweave, Silk	
Stonevault Mauler	44-45 Elite
Notes: Social, Very Large, Enrage	
Frequent Drops: Mageweave, Silk	
Stonevault Oracle	37-38 Elite
Notes: Social, Healing Ward (Healing Totem), Lava Spout Totem (AoE Fire Totem), Healing Wave, Lightning Shield, Flees	
Frequent Drops: Silk	
Stonevault Rockchewer	36-37 Elite
Notes: Enrage	
Frequent Drops: Silk	
Stonevault Seer	39-40 Elite
Notes: Social, Fire Ball, Flees	
Frequent Drops: Mageweave, Silk	
Vault Warder	45 Elite
Notes: Construct	
Frequent Drops: Solid Stone, Deep Rock Salt	
Venomlash Scorpion	39-40 Elite
Notes: Skinnable, Poison (On hit)	
Frequent Drops: Mystery Meat	

NAMED NPCs OF ULDAMAN

NPC	LEVEL
Ancient Stone Keeper	44 Elite
Notes: Construct, Harsh Winds (AoE Silence and slow), High Armor	
Frequent Drops: Cragfists (Plate Gloves, 300 Armor, +7 Defense, Random Enchantment)	
Annora	54
Notes: Master Enchanter	
Archaeas	Boss
Notes: High HP, High Armor, High Damage	
Frequent Drops: Archaeic Stone (Ring, Random Enchantment), Stoneslayer (2H Sword, 42.7 DPS, Chance on Hit: Increases damage by 10 per hit for 8 seconds), The Rockpounder (2H Mace, 42.7 DPS, +5 STR, +2% Critical Chance)	
Baelog	41 Elite
Notes: Social, Ranged Attack, Alliance Quest Giver	
Frequent Drops: Nordic Longshank (1H Sword, 29.3 DPS, +8 AGI, +5 STA)	
Digmaster Shovelphlange	38 Elite
Notes: Rare spawn	
Frequent Drops: Expert Goldminer's Helmet (Leather Helm, 95 Armor, +5 AGI, +6 STA, +7 Axe Skill), Shovelphlange's Mining Axe (1H Axe, 25.7 DPS, +6 STR, +10 Attack Power), Tromping Miner's Boots (Leather Boots, 73 Armor, +8 STR, +7 STA)	

NPC	LEVEL
Eric "The Swift"	40 Elite
Notes: Social, Increased movement speed, Intercept	
Frequent Drops: Horned Viking Helmet (Plate Helm, 303 Armor, +10 AGI, +15 STA, Use: Charge an enemy knocking it silly for 30 seconds. Also knocks you down, stunning you for a short period of time. Any damage will revive the target), Worn Running Boots (Leather Boots, 72 Armor, +11 AGI, +3 STA)	
Galgann Firehammer	Boss
Notes: Social, Flame Shock (Dot, Instant cast), Amplify Flames (+100 damage from fire spells), Flamelash (-26 Fire resistance), Fire Nova (AoE, Instant cast)	
Frequent Drops: Galgann's Firehammer (1H Mace, 27.5 DPS, Chance on Hit: Blasts target for 80-112 fire damage), Flameseer Mantle (Cloth Shoulders, 51 Armor, +10 SPI, Increases damage done by fire spells by up to 10), Galgann's Fireblaster (Gun, 25.4 DPS, +1-3 Fire Damage), Emberscale Cape (Cloak, 30 Armor, +12 STA, +3 SPI)	
Grimlok	54 Elite
Notes: Social, AoE Shrink (-32 STR, -32 STA, 3 minute duration), Lightning Bolt, Chain Bolt, Flees	
Frequent Drops: Grimlok's Charge (2H Polearm, 40.9 DPS, +10 STR, +15 AGI, +15 STA), Grimlok's Tribal Vestments (Cloth Chest, 68 Armor, +10 STA, +5 INT, +20 SPI)	

NPC	LEVEL
Hammertoe Grez	40
Notes: Alliance Quest NPC	
Frequent Drops: None	
Ironaya	Boss
Notes: Construct, Cleave	
Frequent Drops: Ironshod Bludgeon (Staff, 37.2 DPS, +8 STR, +20 STA)	
Magregan Deepshadow	38 Elite
Notes: Whirlwind, Cleave	
Frequent Drops: Silk	
Olaf	40 Elite
Notes: Social, Shield Slam (Knockdown)	
Frequent Drops: Olaf's All Purpose Shield (Shield, 1287 Armor, 22 Block, +11 STA, Use: reduces fall speed for 10 seconds), Oil of Olaf (+50 Armor for 1 hour)	
Revelosh	40 Elite
Notes: Social, Chain Lightning	
Frequent Drops: Revelosh's Spaulders (Leather Shoulders, 84 Armor, Random Enchantment), Revelosh's Gloves (Cloth Gloves, 33 Armor, Random Enchantment), Revelosh's Boots (Plate Boots, 206 Armor, Random Enchantment), Revelosh's Armguards (Mail Bracers, 101 Armor, Random Enchantment)	



INTO THE RUINS

WHILE THE WAY OUT IS STILL CLOSE



LEGEND

- 1 Entrance from Badlands
- 2 Excavation Center
- 3 Hammertoe 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

BESTIARY

CREATURE	LEVELS
Digmaster Shovelplange	38 Elite
Hammertoe Grez	40
Magregan Deepshadow	38 Elite
Obsidian Golem	38 Elite
Shadowforge Digger	35 Elite
Shadowforge Ruffian	36-37 Elite
Shadowforge Surveyor	34-36 Elite
Stonevault Cave Hunter	36-37 Elite
Stonevault Rockchewer	36-37 Elite

EXCAVATION CENTER

As the tunnel walls close around you, the escape routes narrow. The creatures on the way to the instance portal are not much more difficult than the ones outside. The big difference is the tunnels themselves. They provide the enemy with a quick route to friends while providing you few escape options. Now is a good time to practice the skills your group needs to make it through Uldaman. Pull from cleared areas, organize aggro, and prevent the wounded enemies from fleeing.

LINE OF SIGHT

The tunnel walls can hinder the enemy as much as they hinder you. They can be of great help when used correctly. When pulling a group with a caster (or a caster only), pull around a tunnel corner. The caster will rush around the corner to restore line of sight. This gives your party an opportunity to kill the caster without having to fight an entire room.

The way forward is blocked by groups of Shadowforge Dwarves. They're very social and difficult to pull separately. Be sure to keep the Ruffians in front of you as they have backstab. The Surveyors should be killed fairly quickly. The Diggers should be killed last.

There is little of importance in this room. Clear the upper ledge to avoid a messy fight before you head through the tunnel on the lower level.

A small cave along the right wall reveals a Dwarf sitting by a fire. He's alone, wounded, and obviously not Shadowforge born. Alliance parties will recognize him as Hammertoe Getz who they were asked to find in **A Sign of Hope**.



SNARING OPPONENTS

Few of the humanoid enemies in Uldaman don't fear death. When low on health, many make a run for help. Nearly all the Stonevault Troggs and Shadowforge Dwarves do this. It's important to make sure they don't get the chance to bring reinforcements. Having someone in your party who can keep each enemy snared makes the fights much easier. Warriors with Hamstring or Rogues with Crippling Poison are often good choices, with Hamstring being the more consistent of the two.

Characters' instant damage abilities, such as Arcane Shot or Moonfire, should be ready to bring down a fleeing foe if it escapes snaring.

DIG ONE

Following the tunnel brings you to an upper ledge of Dig One and reveals the Instance Portal. Don't make a run for the portal. There's still much to do.

Move east and continue clearing the groups of Shadowforge Dwarves. The Diggers along the left wall come in pairs when pulled at range and should be easy fights. Watch for the Surveyors that wander along the tunnels. Clear the room when the Surveyor is away, then attack the Surveyor when it returns.

Magregan Deepshadow also wanders the tunnels. When your party is prepared, deal with Magregan, and Alliance parties can finish **Amulet of Secrets**. Magregan is a vicious opponent if he closes on your party. His Whirlwind and Cleave attacks hit multiple people and can devastate any party members in light armor. Be sure to keep him away from your casters.

LOOKING FOR LOOT

Digmaster Shovelplunge wanders throughout the tunnels. He's tougher than most of the other enemies, but the items he carries are worth the fight. Keep an eye out for this walking treasure chest in the shape of a Dwarf.

Southeast is a room with more Shadowforge Dwarves and an Obsidian Golem. Pull the Dwarves back to the intersection to keep them from running back to friends. Once the Dwarves are clear, engage the Golem. It has high HP, high armor, and is immune to DoTs. Warriors make such fights much easier as they can lower the enemy's armor (Sunder Armor) while boosting the party's attack power (Battle Shout). Once the Golem is down, the Tablet of Ryun'eh can be taken for **Solution to Doom**.

NORTH COMMON HALL

The rough stone gives way to smooth tiles. Stonevault Rockchewers and Cave Hunters line the hallway. As before, pull the Cave Hunters around a corner to force them to close in on your party. The hallway should be quick work.

The North Common Hall has a number of Cave Hunters and would be quite a fight if your party charged in. Play it safe and pull them one at a time. Once the room is clear, Alliance Parties can get Krom Stoutarm's Treasure for **Reclaimed Treasures**. Backtrack a bit to Dig One and head west.

Move back to the spot where you felled Magregan, and take the southwest tunnel. The Stonevault Troggs have taken this area. Pull enemies around the corner to force the Cave Hunters, who have ranged attacks, to come to you. Keeping the fights small is important. The Cave Hunters have nets, and an immobilized party may quickly find itself in trouble.

EVERYONE WANTS ONE

Many of the enemies inside and outside the instance can drop the Shattered Necklace. This item starts *The Shattered Necklace* for Alliance groups and completes *Necklace Recovery* for Horde parties.



SOUTH COMMON HALL

After clearing the room in front of the instance portal, take the tunnel in the west wall. This tunnel is also infested with Stonevault Rockchewers and Cave Hunters. The tunnel is narrow and very twisted. This will make pulling the Cave Hunters to you easier. Clear the tunnel and move under the purple sculpture into the South Common Hall.

There are 6 Stonevault Cave Hunters scattered about the room. They are far enough apart that they can be pulling one at a time and dealt with. Grab the chest on the ledge for **Reclaimed Treasures** if your character owes allegiance to the Horde. All that is left is Uldaman itself.



LONG DEAD CIVILIZATION



LEGEND	
1	Instance Entrance/Exit
2	Hall of the Keepers
3	Baelog
4	Remains of a Paladin
5	Revelosh
6	Map Chamber
7	Obsidian Sentinel
8	Rear Entrance/Exit
9	Annora (Master Enchanter)
10	Temple Hall
11	Dig Three
12	The Stone Vault
13	Grimlok
14	Hall of the Crafters

BESTIARY

CREATURE	LEVELS
Ancient Stone Keeper	44 Elite
Annora	54
Archaeodas	Boss
Baelog	41 Elite
Cleft Scorpion	34-35
Deadly Cleft Scorpion	41-43
Earthen Custodian	43-45
Earthen Guardian	43-45
Earthen Hallshaper	44-45
Earthen Rocksmasher	37-43
Earthen Sculptor	38-43

CREATURE	LEVELS
Earthen Stonebreaker	41-45
Earthen Stonecarver	43-45
Eric "The Swift"	40 Elite
Galgann Firehammer	Boss
Grimlok	54 Elite
Ironaya	Boss
Jadespine Basilisk	39-40 Elite
Obsidian Sentinel	42 Elite
Obsidian Shard	35
Olaf	40 Elite
Revelosh	40 Elite

CREATURE	LEVELS
Shadowforge Ambusher	43-44 Elite
Shadowforge Archaeologist	43-44 Elite
Shadowforge Darkcaster	43-44 Elite
Shadowforge Geologist	40-41 Elite
Shadowforge Relic Hunter	39-40 Elite
Shadowforge Sharpshooter	42-44 Elite
Shrike Bat	38 Elite
Starving Buzzard	35-37
Stone Keeper	46 Elite
Stone Steward	44 Elite
Stonevault Ambusher	33-35

CREATURE	LEVELS
Stonevault Basher	39-40 Elite
Stonevault Brawler	43-44 Elite
Stonevault Cave Lurker	37-39 Elite
Stonevault Flameweaver	44-45 Elite
Stonevault Geomancer	43-44 Elite
Stonevault Mauler	44-45 Elite
Stonevault Oracle	37-38 Elite
Stonevault Rockchewer	36-37 Elite
Stonevault Seer	39-40 Elite
Vault Warder	45 Elite
Venomlash Scorpion	39-40 Elite

HALL OF THE KEEPERS

There are passages to the north and the south. Failure to clear both can lead to unexpected adds later on. Head north first. The hall is short and only has a handful of Stonevault Oracles and Rockchewers. The Oracles can cast healing spells and use totems. They can make the fights much longer if not brought down quickly. The Rockchewers can become enraged. Stun them to reduce the damage they can inflict. The hall ends with some debris blocking the way to a large room. You can backtrack to the southern hallway or jump over the debris.

HOW LONG IS THE LEASH?

Jumping over the debris can be dangerous to the party if a Warlock or Hunter is with you. The pet will not jump over the debris with you. It will instead run through the southern hall and through the room to get to you. It brings a great number of enemies with it.

To avoid this, Warlocks and Hunters should unsummon or dismiss their pets until the debris is traversed. Going around is the other option.

The southern hallway is almost a mirror of the northern. Clear it and make your way to the large room. Clearing the east side of this room is much like the hallways. Watch for the Stonevault Ambushers that patrol before trying to clear the west side of the room. The Ambushers are not elite but move quickly and call for help immediately when engaged. If one adds to a fight, things can go very poorly.

After clearing the room, clear the southern hallway of the Stonevault Rockchewers and Oracles. Keep watch behind you as there may be more Stonevault Ambushers patrolling. There is a tunnel broken in the wall. Your tank should move slowly toward the tunnel after the hallway is clear. There are stealthed Stonevault Cave Lurkers stealthed in the tunnel. Pull them one at a time and proceed through the tunnel.

Inside Dig Two are Stonevault Oracles and Cave Lurkers on the lower level and Baelog, Olaf, and Eric "The Swift" on the upper ledge. Clear the Troggs before approaching the Dwarves. Alliance parties can stroll up to the Dwarves and speak to them for **The Lost Dwarves**. Horde parties need to fight the Dwarves for loot and access to the chest on the table. Eric will keep your tank stunned if not dealt with promptly. Remove this annoyance, kill Olaf, then bring down Baelog. Loot their bodies and feel good about ridding the world of more aggressive Dwarves.

In the chest on the table is the Gni'kiv Medallion which you will need later. The urn nearby is the location of The Shattered Necklace Topaz for the Alliance quest **Find the Gems** and the Horde quest **Finding the Gems and Power Source**.

Taking the northern hallway reveals the Remains of a Paladin. **Necklace Recovery, Take 2** and **Back to Uldaman** for the Horde and the Alliance, respectively, are completed here. Revelosh and some Stonevault Rockchewers form a linked group. With that in mind, use the element of surprise and bring Revelosh down quickly. Revelosh can cast Chain Lightning, which hits multiple party members. After defeating Revelosh, finish his allies, and loot his body. The Shaft of Tzol should be picked up or given to the person in possession of the Gni'kiv Medallion. The two become the Staff of Prehistoria combined.



THE MAP CHAMBER

Two Stonevault Cave Lurkers are at the entrance to this chamber. Pull these into the Hall of the Keepers to kill them. There's a trap at the bottom of the stairs, so watch out. There are three Stonevault Ambushers on each side of the stairs for six total. You can pull them up the stairs or fight them at the bottom. Be sure to keep them snared as their run speed is high and their friends close.

The room has many groups of Stonevault Oracles and Cave Lurkers. These must be pulled slowly and carefully to avoid large fights. Once the room's clear, rest and place the Staff of Prehistoria in the model building. This opens the door to The Hidden Chamber and releases Ironaya.

Ironaya is quite a handful. She has high armor, high HP, and is immune to DoTs. Keep her facing the tank and away from the party to minimize the effect of her Cleave. Bring her down and collect your prize. Alliance parties should enter the room she came out of to complete **The Hidden Chamber**.



THE TUNNELS

The tunnels are more dangerous than anything you've found yet. The uneven walls and floor make it very difficult to see enemies lying in wait. The room north of the Map Chamber is an excellent example. There are eight Cleft Scorpids in a pit just to the right of the entrance. Entering the room will draw them to you, so leave any party members with low HP in the Map Chamber and pull the Scorpids back. If you have faith in your party's AoE capabilities, destroy the Scorpids all at once. Your tank should use attacks and/or taunts that affect multiple creatures to keep the healer from getting swarmed.



Once the Scorpids are dealt with, clear the room by pulling the Jadespine Basilisk and the Shrike Bats one at a time. Interrupt the Basilisk's cast to avoid having a party member sleep on the job. The Shrike Bat's Sonic Burst is something for casters to avoid if possible.

FIGHTING AT YOUR BEST

A number of the enemies in the deeper area of Uldaman have status ailments. Sleep, Silence, and others can keep your party from functioning at full power. Any time a character is afflicted with one of these during battle, they should let the party know so counters can be cast or tactics changed.

If a party member is still under the effect after the fight has ended, cure it or wait until it wears off. Continuing to pull when a party member isn't at full health/mana is a quick way to start a long corpse run.

Move north and clear the Shrike Bat and Basilisk from the room. This will be your base for a short while. The room immediately east contains another group of Cleft Scorpids, a Jadespine Basilisk, and a wandering Shrike Bat. Clear the Bat, then the Basilisk before engaging the Scorpids to avoid a massive battle that puts your party in peril.

Farther east, the tunnel splits north and south. Clear the Venomlash Scorpids and the patrolling Shrike Bat and move along the southern tunnel. The room has only eight Cleft Scorpids in it at first look. After clearing the Scorpids, Annora makes herself apparent. High level Enchanters become well acquainted with Annora as she is the only Enchanter Trainer that can train artisans.



Ignore the northern tunnel split for now and head back to your camp. The west tunnel soon splits to the north and south. Beyond the southern tunnel is another bastion of the Shadowforge Dwarves and the rear entrance/exit to the Badlands.

The Shadowforge Relic Hunters and Geologists can be pulled in small groups. Pull around a corner to bring the Geologists in melee range and bring them down quickly. The Geologists can cast Flame Spike (an AoE fire spell) and should be interrupted at all costs. After the Geologist is down, your party should make short work of the Relic Hunter.

FEET IN THE FIRE?

A few of the enemies can cast AoE spells that hit more than once. If an enemy manages to land this (the ground bursts into fire and continues burning), move! These spells hit several times over the course of several seconds and do substantial damage to anyone in the area. Standing in an AoE spell instead of moving out of the area makes your healer very unhappy.

The Shadowforge Dwarves can be killed without angering the Obsidian Sentinel at the back of the room. At first, the steps seem to provide an obstacle to any warrior wishing to begin the fight by charging. Move to the side to find an avenue of attack. The Obsidian Sentinel has the high HP, high armor, and DoT immunity common to the constructs of Uldaman. At 66% health, and again at 33%, the Obsidian Sentinel will spawn 2 Obsidian Shards. These are non elite, but make the healer's life much more difficult. Change targets and bring the Shards down before returning to the Sentinel.

Once the Sentinel is dead, the Back Door is clear. Keeping in mind where it connects to Badlands can make returning at a later time (for enchanting training or quest completion) easier than going through the front.



The northern split of the tunnel leads into a room of ledges with Shrike Bats on them. Careful pulling can keep your party from fighting more than one at a time. This is important as the multiple silences keep casters from doing anything and make the fights much harder.

There's another room farther to the north with a pit of Scorpids in it. This fight is more difficult than previous Scorpion pits. The Deadly Cleft Scorpids are higher level and can poison party members. There are also ten in this pit. Wade into the room and begin the fight. Secondary tanks should be extra watchful about casters getting aggro. The primary tank will have his/her hands full and won't be able to peel. The primary tank should keep the Scorpids in front of him/her whenever possible to make better use of Block and Parry.

Dig Three, through the west tunnel, is guarded by two Shadowforge Sharpshooters. Pull them around the corner toward the room with ledges you already cleared. Once you have them in melee range, they fall quickly. Keep fights along the west wall at all costs. The Troggs in the northern room are very social. Move into the tunnel where the Sharpshooters were and survey the room. Multiple groups of Shadowforge Darkcasters and Archaeologists populate the room. Pull them back to the ledge room one group at a time.

SOMEONE DROPS THE BOMB

The Shadowforge Darkcasters cast Spell Bomb. This is a 10 second effect that will inflict 300 damage to the target any time they cast a spell. If any of your casters, especially your healer, are affected with this, they must stop casting or risk death.

Once the Archaeologists and Darkcasters are cleared, take a rest and restore buffs. The next fight is brutal. Galgann Firehammer and two Shadowforge Geologists are waiting against the west wall. Combine the Flame Spike of the Geologists and the Fire Nova of Firehammer, and there's huge AoE potential your party must get through. The tank should start the fight to gain early aggro and keep Firehammer away from the rest of the party (Fire Nova is a PBAoE). Bring the Geologists down first. Have everyone concentrate fire and level them one at a time. Firehammer has a number of debuffs that increase damage taken from fire. Dispel these from the tank as quickly as possible. Once the Geologists are dead, heal the tank and kill Galgann.



The Shattered Necklace Ruby for **Find the Gems** and **Finding the Gems and Power Source** is hidden in a box along the northern wall, and **The Lost Tablets of Will** are laying against the western wall.

Head back to the camp room, several rooms back, and head north. There are strange, semi-dwarf looking creatures call the Earthen in this room. The Earthen are not elite, but these fights are always big. The Earthen Sculptors and Rocksmashers are linked. Each fight will bring several enemies. Wait for the Stone Steward to wander into the other room before you pull the Earthen.

PROGRAMMED?

The Earthen react in groups of five or six. There are always at least four melee and one caster in each group. This near perfect grouping across distances is eerie and very efficient. Having such patterns can be used against them. Bring down casters (the paler of the two types) as there are fewer of them, and then advance to the melee fighters.

Once you've cleared the Earthen, fight the Stone Steward. It has the typical high HP, high armor, and DoT immunity, but it also has Ground Tremor. This is a PBAoE knockdown that makes fighting them much more dangerous. They can also Self Destruct when low on health, causing damage to all party members near them.

The room to the east has another group of Earthen called the Temple Hall. Pull them around the corner and eliminate them as you have all other who have opposed you.

Further east is a much larger room with many Earthen, two Stone Stewards wandering amongst the rooms, and an Ancient Stone Keeper against the north wall. Pull the Earthen on the hill and beside the Ancient (you can pull them without it adding) when the Stewards are away. When the Earthen are clear, pull the Stewards one at a time. Keep away from the ledge the Ancient is on as it moves forward occasionally.



The Ancient Stone Keeper fights much like the Stone Stewards. It's only bigger and a bit meaner. Bring it down with much the same strategy.

Move through the tunnel to the west. Stick close to the southern wall as you make your way back to the room where you killed the Deadly Cleft Scorpids. The Troggs have lived long enough.

The room to the north, The Stone Vault, has many Stonevault Brawlers and Geomancers. Pull them around the wall to bring the Geomancers to you. Fighting in The Stone Vault before significant clearing is folly. Slowly clear the way to the north wall. Once clear, move to the platform and clear the room to the north.

Pull the Stonevault Brawlers and Geomancers from the hallway to the east back to the room. You can hide behind the doorway to bring the casters to you. Clearing the hall sets the stage for a fight with Grimlock. He stands at the end of the hall with a Jadespine Basilisk, Stonevault Brawler, and a Stonevault Geomancer.



Grimlock has many abilities and spells that could spell the doom for your party. Kill him before he can use his AoE Shrink spell or his Chain Bolt. After he falls, the Geomancer should be your next target, then the remaining two. Pry The Shattered Necklace Sapphire from his dead hands to complete the **Find the Gems (Alliance)** and **Finding the Gems and Power Source (Horde)** quests.

Moving through The Stone Vault east is dangerous as the tunnel is filled with Stonevault Flameweavers and Maulers, which can inflict heavy damage to your party. Pull and kill them away from adds. Bringing the Flameweavers down before they can cast their AoE fire spell will do wonders for your party's health.

Clear the room and head north into the Hall of the Crafters. Camp in the small room, and pull the Earthen from the larger room. They will attack in groups of four Stone Breakers, one Stone Carver, and one Stone Steward. The Steward is the only Elite in the group. Bring the others down, then focus on the Steward. There are three groups in the room.

Once the Earthen are cleared, rest and restore buffs. There is an altar surrounded by four statues in the center and a locked door to the north. At least four party members must activate the altar to move forward. One of the Stone Keepers will awake and attack the party. Its AoE knockdown and level makes it a difficult fight. Move back to the smaller room as you fight. Keep lower HP characters away from it when it nears death. When near death, the Stone Keeper can Self Destruct and do significant damage to all party members nearby. When it dies, the next awakens and attacks the party. Use the few seconds it takes for the enemy to travel to restore health and mana. Once you have the second down, the third awakens, and again for the fourth.



With the death of the final Stone Keeper, the doors to the north open. The way forward is blocked by several groups of Earthen with support from Stone Stewards. Pull them as you have been. These fights are enough to keep you from relaxing and prepare you for the final engagement.



Entering the Final Room reveals a huge statue in the center of the room, a circle of six smaller statues, many statues ringing the walls and two large statues on the sides of the room with an altar in the center. Again, you will need most of your party to activate the altar to begin the fight. Rest and restore buffs first.



When the altar is activated, Archaedas will awaken and attack the party. His high HP, high armor, and high damage ensure a long fight. He's not willing to fight you alone, however. Periodically through the fight, he will awaken one of the Earthen Hallshapers along the walls. The burst DPS of the party should bring these non-elites down quickly. If one person can't bring them down before Archaedas awakens another, everyone except the tank and healer should break off Archaedas and kill the Earthen.

When Archaedas drops to 66% health, he awakens the six Earthen Guardians around him all at once. The tank needs to grab aggro quickly so the softer party members don't go down. Kill the Guardians and resume the previous tactic.

A WARRIOR'S PLAYGROUND

The waking of the Earthen Guardians provides a moment where the warrior can truly shine. Battle Stance warriors should use Challenging Shout then Retaliation to grab and maintain aggro while the party slaughters the enemies. Defensive Stance warriors should use Challenging Shout and Demoralizing Shout to grab aggro and Shield Wall and Shield Discipline (if available) to make the enemies attacks amusing instead of damaging.

Archaedas isn't out of tricks. At 33% health, he awakens the two Stone Keepers against the walls. These head straight for your healer. The tanks must grab aggro quickly. Once aggro is drawn, concentrate all party fire on Archaedas. The Keepers deactivate once he falls.

Congratulations. Your party has accomplished a mighty feat. Remove The Shattered Necklace Power Source from Archaedas. It's needed in the **Restoring the Necklace** quest for Alliance parties and **Finding the Gems and Power Source** quest for Horde groups.

With Archaedas dead, the door at the back of the room opens to reveal a treasure vault. In the center of the room stand **The Platinum Discs**, and a coffer sits to one side. The coffer holds a wealth of equipment, and the Discs hold a wealth of knowledge. Learn what you can, and access the Discs again to get your own copy.

The people of your homeland will want to see these for sure!