

BLACKFATHOM DEEPS



Those who desire to see rare sights, beautiful locations, and fight dire enemies must prepare themselves for the swim into Blackfathom Deeps. These ruins are almost lost to time because of the Naga, Satyrs, and Twilight Hammer cultists who live there. The increase in power of the Twilight Hammer has been linked with this set of ruins. Whether you are Horde or Alliance, these people are your enemies and must be stopped. Look below to find out what can be done and how to destroy the blossoming evil in this former place of Elven beauty.



DUNGEON INFORMATION

Location

Ashenvale

Territory

Contested

Quests

Alliance and Horde

Suggested Levels

25-30 (Full Group)

Primary Enemy Type

Humanoids, Aquatics

Time to Complete

2-2.5 Hours

GETTING TO BLACKFATHOM DEEPS

The approach to this dungeon is a simple one, and people of appropriate level can make it to the instance without even breaking a sweat. Search along the Zoram Strand in north-western Ashenvale. Along the northern end of the beach is a massive set of ruins that are darker than the surrounding pillars littering the beach. Look inside this structure and drop into the water below; there are rocky corridors flowing inward, and you won't have to stay wet for too long. Climb back up the other side of the passage and fight your way through elite Naga and Satyrs to reach the instance itself.

Be certain to have a group with combat control, many interrupts, and some good armor. There are some very large fights in the Deeps, and it isn't rare to have enemy casters involved. In fact, battles with multiple casters (with two healers) happen toward the end of the instance, so be prepared to run interference against such forces!



QUESTS

KNOWLEDGE IN THE DEEPS

Quest Level: 17 to Obtain**Location:** Ironforge (Forlorn Cavern)**Person:** Gerrig Bonegrip**Goal:** Find and Return the Lorgalis Manuscript**Experience Gained:** 1,650**Reward:** Sustaining Ring (+1 STA & +4 SPI)

This quest takes you into the instance of Blackfathom Deeps. The Manuscript that Gerrig needs is guarded by several foes under the water in the northern part of Ghamoo-ra's room. Swim toward the fully submerged cubby and fight the three Naga there (2 Myrmidons and 1 Sea Witch). The chest they're guarding has the Manuscript; return it to Gerrig for your experience and a magical ring!

SEEKING THE KOR GEM

Quest Level: 20 to Obtain (PALADIN ONLY QUEST)**Location:** Darkshore (Auberdine)**Person:** Thundris Windweaver**Goal:** Collect a Corrupted Kor Gem**Experience Gained:** 1,750

Speak with Thundris and learn of the Gem you seek and the Naga who possess it. Travel into Ashenvale and seek Blackfathom Deeps. Blackfathom Oracles, Sea Witches, and Tide Priestesses drop the Kor Gem, and this does not take much time to complete. Return to Auberdine to finish the quest (best done while completing a number of dungeon quests, since the travel time quickly eliminates the value of the experience reward unless you have other things to do in the dungeon).

RESEARCHING THE CORRUPTION

Quest Level: 18 to Obtain**Location:** Darkshore (Auberdine)**Person:** Gershala Nightwhisper**Goal:** Collect 8 Corrupted Brain Stems from Naga/Satyrs**Experience Gained:** 1,450**Reward:** Prelacy Cape (Cloak: 20 Armor & +5 SPI) or Beetle Clasps (Mail Wrists: 83 Armor +2 AGI & +5 STA)

When in Stormwind City, speak to Argos Nightwhisper; he lets you know that his brother has been seeking help. The real quest begins in Auberdine, where Gershala Nightwhisper is afraid of the twisting power of demonic magic. Knowing that use of evil sorcery twisted the Naga and the Satyrs into what they are, Gershala fears the fate of the Blood Elves. To learn more, he wants you to collect eight Corrupted Brain Stems from the elite Naga and Satyrs in and around Blackfathom Deeps. Lower-level groups can take the time to do this while fighting the outer enemies before the instance, while those doing higher-level quests can accomplish this simultaneously without worrying about farming these monsters. Return to Auberdine and give Gershala the ghastly items for your reward.

TWILIGHT FALLS

Quest Level: 20 to Obtain**Location:** Darnassus (Alchemist's Shop)**Person:** Argent Guard Manados**Goal:** Collect 10 Twilight Pendants**Experience Gained:** 2,550**Reward:** Heartwood Girdle (Leather Belt: 48 Armor, +4 STA & +4 SPI) or Nimbus Boots (Cloth Feet: 27 Armor, +3 AGI & +5 SPI)

All of the cultists in the Twilight Hammer are foul and dangerous, and it is clear that you need to kill them to stop their schemes. Manados understands this and wants you to wage war against the cultists deep inside Blackfathom Deeps. At the Moonshrine Ruins, there are many types of enemies (Acolytes, Reavers, Aquamancers, Loreseekers, Elementalists, and Shadowmages). All of these drop Twilight Pendants; collect ten such items and return to Manados to prove that you have successfully thwarted your enemy's plans.

HORDE QUESTS

ALLEGIANCE TO THE OLD GODS

Quest Level: 20 to Obtain

Location: Ashenvale (Zoram'gar Outpost)

Person: Je'neu Sancrea

Goal: Kill Lorgus Jett

Experience Gained: 3,175

Reward: Band of the Fist (Ring: +3 STR & +3 AGI) or Chestnut Mantle (Cloth Shoulder: 30 Armor, +2 STA & +6 INT)



This quest starts when you find a Damp Note (dropped with fair frequency by the Tide Priestesses in the pre-instance area). While returning from doing the other pre-instance quests, turn this note in to Je'neu Sancrea at the Zoram'gar Outpost. The second step of this is to kill Lorgus Jett, a follower of the Twilight Hammer cult. Lorgus is hiding out of the way inside a small, northern cubby east of Gelihas't's area. Kill him and tell Je'neu of this to receive your earned reward.

AMONGST THE RUINS

Quest Level: 21 to Obtain

Location: Ashenvale (Zoram'gar Outpost)

Person: Je'neu Sancrea

Goal: Retrieve the Fathom Core

Experience Gained: 2,750



Though the quest itself is a simple one, it won't be easy to get to the Fathom Core that Je'neu seeks. This history log of elemental activity in Blackfathom Deeps is in the water underneath the Moonshrine Ruins (fairly deep in the dungeon). Once you enter the cavern with this name, dive into the water and swim underneath the walkways above. The Fathom Core is down there, and there are elite creatures that swim about that should be cleared while heading in. Return to Zoram'gar with the Core when you are done.

There is a second aspect to this quest. Upon opening the Fathom Core, a large Water Elemental (Baron Aquanis) forms and attacks your group. As long as you have cleared the nearly elite creatures, this fight should be quite easy. A globe that is dropped by Baron Aquanis is turned in at Zoram'gar for additional experience and rewards.

THE ESSENCE OF AKU'MAI

Quest Level: 17 to Obtain

Location: Ashenvale (Zoram'gar Outpost)

Person: Je'neu Sancrea

Goal: Collect 20 Sapphires of Aku'Mai

Experience Gained: 1,800



Tsunaman, at Sunrock Retreat in the Stonetalon Mountains, asks that you seek Je'neu at the Zoram'gar Outpost in Ashenvale. When you speak with Je'neu, you learn of the Sapphires that the Naga are mining from Blackfathom Deeps. Travel to the dungeon and collect these gems from the walls of the rock corridors that lead toward the instance. You won't need to enter the proper dungeon to complete this task. Once you have 20 of these ground spawns, return to Je'neu.

SHARED QUESTS

BLACKFATHOM VILLAINY

Quest Level: 19 to Obtain
Location: Blackfathom Deeps (Inside Instance)
Person: Argent Guard Thaelrid
Goal: Slay Kelris and Collect His Head
Experience Gained: 2,400
Reward: Arctic Buckler (Shield: 642 Armor, 13 Block, +3 STA, +8 SPI & +5 Frost Resistance) or Gravestone Scepter (Wand: 29.0 DPS, +1 SPI & +5 Shadow Resistance)



A member of the Argent Dawn is in Blackfathom Deeps. Argent Guard Thaelrid is badly wounded and has hidden himself in a small part of Ghamoo-Ra's room. Swim to the southwestern cubby and up onto the rocks above. Thaelrid is there and asks that you slay Kelris (the local leader of the Twilight Hammers). Kelris is meditating inside the Moonshrine Sanctum. After killing this powerful foe, bring his head back to Dawnwatcher Selgorm. Selgorm is in northern Darnassus, in the upper part of the Alchemy Shop. Or, if you are a Horde member, take the head to Elder Rise in Thunder Bluff, where it can be turned in for the same rewards.

THE ORB OF SORAN'RUK

Quest Level: 20 to Obtain (WARLOCK ONLY QUEST)
Location: Central Barrens (Doan's Camp)
Person: Doan Karhan
Goal: Find 3 Soran'ruk Fragments and 1 Large Soran'ruk Fragment
Experience Gained: 2,550
Reward: Staff of Soran'ruk (Staff: 16.9 DPS, +6 DMG to Shadow Spells and Effects & +6 DMG to Fire Spells and Effects) or the Orb of Soran'ruk (Off-Hand: +3 DMG to Fire Spells and Effects, +3 DMG to Shadow Spells and Effects, Use: Restores 25 Health every 3 Seconds for 30 Seconds)



This difficult quest takes your Warlock into both Blackfathom Deeps and Shadowfang Keep. For dealing with the Blackfathom section of it, travel into the instance and hunt Twilight Acolytes. These enemies are found later in the instance, by the Moonshrine Ruins. Kill them until you have all three Fragments. For completing the quest, look for the Shadowfang Darksouls (commonly found in Shadowfang Keep and fighting as Level 20-21 Elite monsters). Return to Doan when you are done collecting these items.

ENEMIES IN THE DEEP

NPC	LEVEL
Aku'mai	28 Elite
Notes: High Damage, Poison Cloud, Enrage, Very High Hit Points	
Frequent Drops: Moss Cinch (Leather Belt: 59 Armor, +5 STA & +11 INT), Leech Pants (Cloth Legs: 42 Armor, +1 STA, +5 INT & +15 SPI), Strike of the Hydra (2H Sword: 25.6 DPS & Chance on Hit: Deal 7 Nature DMG every 3 Sec and add 50 Armor - 30 Sec Duration)	
Aku'mai Fisher	23-24 Elite
Notes: High Armor, Neutral	
Frequent Drops: Turtle Meat, Thick-Shelled Clams	
Aku'mai Servant	26 Elite
Notes: Elemental Immunities	
Frequent Drops: Can Drop Elemental Water	
Aku'mai Snapjaw	26-27 Elite
Notes: Aggressive, Very High Armor	
Frequent Drops: Turtle Meat, Thick-Shelled Clams	
Barbed Crustacean	25-26 Elite
Notes: Aggressive, Fast Moving	
Frequent Drops: Crawler Meat, Crawler Claws, Thick-Shelled Clams	
Blackfathom Myrmidon	22-23 Elite
Notes: Social, Warrior Class, Uses Disarm Frequently	
Frequent Drops: Thick-Shelled Clams	
Blackfathom Oracle	21-22 Elite
Notes: Social, Ranged Enemy, Frost Bolts/Nova, Flees	
Frequent Drops: Thick-Shelled Clams	
Blackfathom Sea Witch	23-24 Elite
Notes: Social, Ice Bolt, Blizzard (AoE Frost)	
Frequent Drops: Thick-Shelled Clams	
Blackfathom Tide Priestess	20-21 Elite
Notes: Social, Heal, Ice Bolt, Flees	
Frequent Drops: Thick-Shelled Clams	

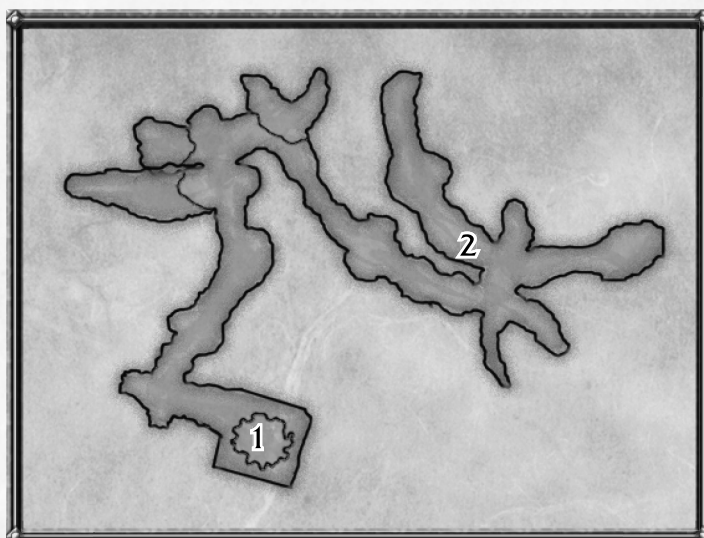
NPC	LEVEL
Blindlight Muckdweller	25 Elite
Notes: Social, Flees	
Frequent Drops: Murlac Parts, Thick-Shelled Clams	
Blindlight Murlac	22-23 Elite
Notes: Social, Flees, Sunder Armor (180)	
Frequent Drops: Murlac Parts, Thick-Shelled Clams	
Blindlight Oracle	25 Elite
Notes: Social, Flees, Smite	
Frequent Drops: Murlac Parts, Thick-Shelled Clams	
Deep Pool Threshfin	24-25 Elite
Notes: None	
Frequent Drops: Thick-Shelled Clams	
Fallenroot Hellcaller	24-25 Elite
Notes: Social, Bolts	
Frequent Drops: Wool, Linen	
Fallenroot Rogue	21-22 Elite
Notes: Social, Stealth	
Frequent Drops: Wool, Linen	
Fallenroot Satyr	20-21 Elite
Notes: Social	
Frequent Drops: Wool, Linen	
Fallenroot Shadowstalker	23-24 Elite
Notes: Social, Stealth	
Frequent Drops: Wool, Linen	
Gelihast	26 Elite
Notes: Social, Dual Wield, Nets (Root)	
Frequent Drops: Algae Fists (Mail Gloves: 133 Armor, +10 STR & +4 STA), Reef Axe (2H Axe: 18.3 DPS, +5 STA & +7 SPI), Murlac Parts, Thick-Shelled Clams	
Ghamoo-Ra	25 Elite
Notes: Very High Armor, High Hit Points, Trample	
Frequent Drops: Ghamoo-Ra's Bind (Cloth Belt: 22 Armor, +4 STA & +4 INT), Tortoise Armor (Mail Chest: 311 Armor), Turtle Meat, Thick-Shelled Clams	

NPC	LEVEL
Lady Sarevess	25 Elite
Notes: Social, Lightning Bolts, Frost Nova	
Frequent Drops: Darkwater Talwar (MH Sword: 13.4 DPS & On Hit: 25 DMG Shadow Bolt), Naga Battle Gloves (Leather Gloves: 61 Armor, +4 STR, +4 STA & +7 SPI), Naga Headpiercer (Bow: 10.6 DPS), Thick-Shelled Clams	
Lorgus Jett	26 Elite
Notes: Lightning Bolt, Lightning Shield, Decent Melee	
Frequent Drops: Silk, Wool	
Murkshallow Snapclaw	22-23 Elite
Notes: High Armor	
Frequent Drops: Thick-Shelled Clams	
Old Serra'kis	26 Elite
Notes: High Hit Points	
Frequent Drops: Bands of Serra'kis (Leather Bracers: 39 Armor, +4 STR & +2 STA), Glowing Thresher Cape (Cloak: 23 Armor, +3 STR & +8 SPI), Bite of Serra'kis (Dagger: 17.7 DPS & On Hit: Poison for 40 DMG over 20 Sec), Thick-Shelled Clams	
Skittering Crustacean	22-24 Elite
Notes: High Armor, Fast Moving, Flees	
Frequent Drops: Thick-Shelled Clams	
Twilight Acolyte	24-25 Elite
Notes: Social, Heal, Flees	
Frequent Drops: Wool, Linen	
Twilight Aquamancer	25-26 Elite
Notes: Social, Water Elemental Pet, Flees	
Frequent Drops: Wool, Linen	
Twilight Elementalist	26-27 Elite
Notes: Social, Shock, Flees	
Frequent Drops: Wool, Linen	

NPC	LEVEL
Twilight Lord Kelris	27 Elite
Notes: Social, Linked Allies, Flameshock, Sleep, High Hit Points, Strong Melee	
Frequent Drops: Rod of the Sleepwalker (Staff: 23.7 DPS, +11 INT & +10 SPI), Gaze Dreamer Pants (Cloth Legs: 36 Armor, +7 INT & +6 SPI), Wool, Linen	
Twilight Loreseeker	24-25 Elite
Notes: Social, Slow, Flees	
Frequent Drops: Wool, Linen	
Twilight Reaver	25-26 Elite
Notes: Social, Cleave, Decent Hit Points, Flees	
Frequent Drops: Wool, Linen	
Twilight Shadowmage	25-27 Elite
Notes: Social, Voidwalker Pet, Shadow Bolt, Flees	
Frequent Drops: Wool, Linen	

DANK, COLD, AND DANGEROUS: TRAVERSING BLACKFATHOM

RUINS OF BLACKFATHOM



LEGEND

1 Entrance to Area From Zoram Strand

2 Instance Portal to Blackfathom Deeps

MINI BESTIARY

CREATURE	LEVELS	CREATURE	LEVELS
Blackfathom Myrmidon	21-22 Elite	Fallenroot Rogue	21-22 Elite
Blackfathom Oracle	22-23 Elite	Fallenroot Satyr	20-21 Elite
Blackfathom Tide Priestess	20-21 Elite		

GETTING YOUR FEET WET

Once you leave Zoram Strand behind and drop into the waters of the outer Blackfathom region, you find that the enemies are now elite. There aren't



any soft targets on the way toward the instance, but the levels of the creatures are quite low. People with larger groups that gain little or no experience from fighting these can try to plow through the area quickly (especially when other groups are fighting and keeping the hallways somewhat clear).

Most of the route through this outer dungeon is very simple and leaves you with few choices. The passage turns north early on, taking you into the first monsters of Blackfathom. This outer area has both low level Satyrs and Naga. Alliance players can begin collecting **Corrupted Brain Stems** for the quest: *Researching the Corruption*. The Naga can also drop the **Kor Gem** for the Paladin quest: *Seeking the Kor Gem*.

Along the walls are bright, blue-white gems that can be collected by Horde characters. These **Sapphires of Aku'mai** are needed for the quest: *Essence of Aku'mai*. There are many spawn points for the sapphires, but entire groups working on this quest will take some time to gather enough, so start this one early instead of waiting for a serious run on the instance to complete it.

The first real intersection is at the northern end of the main corridor. The short cubby off to the west has a Giant Clam and a couple of enemies (often a Tide Princess is in there). However, the route to proceed is to the east (right). Turn in that direction and make another right to start moving south down the next, large passage.

GIANT AND THICK-SHELLED CLAMS

This is the best area for collecting Pearls and Clam Meat! Because there are Giant Clams in many of the areas outside and inside the instance, you're able to collect these goodies even outside of fights. Add the Thick-Shelled Clams dropped by Crabs, Murlocs, Turtles, and Naga, and the entire party should come away with Small Lustrous and Iridescent Pearls too!

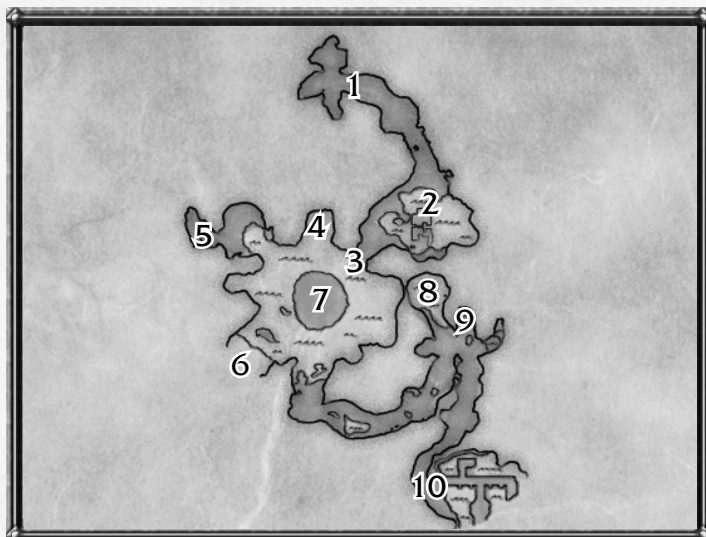
Start to organize the group at this stage. Even a higher-level group that is ready for the full instance should get some practice against these lesser monsters, unless you're fully certain that everyone knows what they are doing. Have a puller designate the targets, pull from range, and make sure people have their /assist macros set to the puller. This prevents confusion, consolidates damage, and allows the group to keep aggro on just the right people.

The south passage has more of the Fallenroot. The stealthing Rogues aren't nearly as tough as the similar Satyrs inside the instance, but they give you a good idea of what to expect in the near future. Don't travel too quickly; have higher-level folks in the front for a better chance to spot stealthers BEFORE they aggro.



The next junction has several pips that extend in each direction. The primary choice is to go north then west (into the bluish gateway that begins the instance). Besides a few monsters and more Sapphires to harvest, there is some Bruiseweed in the northern cubby.

THE SUBMERGED RUINS



LEGEND

1 Instance Entrance/Exit	6 Argent Guard Thaelrid
2 Drowned Sacellum	7 Ghamoo-Ra
3 Pool of Ask'ar	8 Gelihast
4 The Lorgalis Manuscript (Inside Chest)	9 Lorgus Jett
5 Lady Sarevess	10 Entrance to Moonshrine Ruins Area

MINI BESTIARY

CREATURE	LEVELS	CREATURE	LEVELS
Blackfathom Myrmidon	22-23 Elite	Gelihast	26 Elite
Blackfathom Sea Witch	23-24 Elite	Ghamoo-Ra	25 Elite
Blindlight Muckdweller	25 Elite	Lady Sarevess	25 Elite
Blindlight Murloc	22-23 Elite	Lorgus Jett	26 Elite
Blindlight Oracle	25 Elite	Murkshallow Snapclaw	22-23 Elite
Fallenroot Hellcaller	24-25 Elite	Skittering Crustacean	22-24 Elite
Fallenroot Shadowtalker	23-24 Elite		

ENTRY HALLWAY

Walk southeast now that you have passed through the portal and take stock of your new surroundings. The tunnels are wider inside the instance, and there are some larger caverns that your group must soon pass. For a short time, the enemy levels stay low, providing a little more elbow room to get everyone up to speed.

Fight through the Murlocs and Snapclaws as you approach the first room. These are not terribly troublesome opponents, but they provide incentive to learn who is doing the snaring in this dungeon.

SNARING OPPONENTS

Blackfathom Deeps has many enemies who run for help when they are injured. Some of the Crabs flee, just about all of the Naga and Humans do, and many of these foes are pulled from areas with an ample number of allies. This means that your group must have a person who snares each enemy during a fight. Warriors are a fair choice for this since Hamstring is cheap, instant, and draws aggro from enemies who haven't decided who to thump on yet.

Beyond this tip, hold onto any stuns until enemies are either casting or about to rush into a cluster of their buddies. Fleeing foes might not be a direct threat, but if they pull a couple of fresh opponents back to you, it could turn the tide of a fight. Stunning these cowards BEFORE they get into ally range is not a wasted move.

THE DROWNED SACELLUM

The first large chamber is the Drowned Sacellum. There are Murlocs on the ledges around the room and quite a few Crabs and Snapclaws in the water. There's no need to clear the entire room, since the low levels of these foes reduce their aggro range (and the Crabs are neutral anyway). Clear a path toward the south side of the room, where another rock ledge gets your party up onto the broken ruins sticking out of the water. From there, make a series of jumps between the broken walkways to reach the western part of the chamber, where there is solid and almost dry ground.

For those with a bit more time (or a wish to be extra thorough), the Sacellum has two Giant Clams on the eastern side of the room (under the water, of course). There is also some Stranglekelp in the water, in case any herbalists are interested.



The next tunnel has more concentrated Blindlight Murlocs and Snapclaws. Your pulling order and technique should be refined by this point. Try to keep pulls short and simple, and notice that the Snapclaws aren't linked to the Murlocs. Because of this, if these creatures are tangled with each other, it's safe to shoot and draw them out instead of approaching.

THE POOL OF ASK'AR

The massive chamber at the bottom of the stone ramp is partially submerged. There are a number of important quest targets here (for Alliance folks), and there are also a couple of bosses to fight for those with an interest in challenges and treasure. There's no enforced order for when you wish to take on the different entities in this room, so read the following paragraphs before deciding exactly where your interests lie.

Many groups of Naga are swimming in the water. Your group would be wise to clear these as you go and take on any that are even close to the areas you're approaching. Naga move about enough that you can bump into adds from behind if they're left alive. Beyond that, aquatic combat is frenzied enough when you intentionally pull creatures (having them suddenly attack increases the confusion and makes it more difficult for proper combat control). Giant Clams are littered throughout the area. There is also more Stranglekelp in here!

The room's central island has many neutral Turtles. Among these is a single, aggressive boss named Ghamoo-Ra. This foe has extremely high armor, substantial hit points, and can take a heavy beating.

To defeat him, use armor sundering abilities as much as possible and maintain that level during the fight (five sunder armors from a defensive Warrior not only cement aggro; they ensure that you actually get rage from hitting the beast).



The small pip of rock to the north of the island has three Naga (a Myrmidon and two Sea Witches). Try to pull two of these for an easier fight by waiting until the three aren't as close to each other. If you get all of the enemies at once, have a person ready to disrupt the second Sea Witch as often as possible (with interrupts, stuns, Polymorph, etc.). When the Naga are dead, Alliance members can search the chest in the water for the **Lorgalis Manuscript** to complete the quest: *Knowledge in the Deeps*.

The northwestern section of land involves swimming under a stone ceiling and coming up on the other side. More Naga, and even a treasure boss, await. Clear the room from the right to the left, allowing nothing to live behind or beside you. Stay far away from the tunnel beyond until the group has killed the Naga and rested. A simple Weapon Crate is in the area, and can be checked for at least some vendor bait.

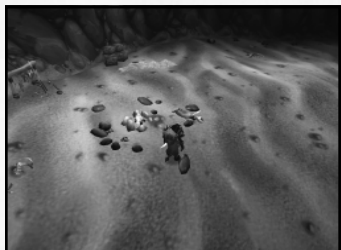
There's a Naga with powerful magic in the back area: Lady Sarevess. This caster is Level 25 Elite and calls upon lightning and frost magic. She casts Frost Nova to root people, then pulls back for safe casting. Having your group remain at range while a lone tank advances for the initial root works well (since she's likely to root the tank early and be exposed to the rush from everyone else).

INTERRUPT ORDER

It's best to have a plan ahead of time when facing powerful enemies. Interrupts are vital when beating down potent casters, and it's essential that a group doesn't just unload every interrupt they have the first time a caster starts to go.

Have an interrupt order prepared, and stick to it during fights with enemies like Lady Sarevess. These cannot be set in stone, since the chaos of combat may put someone out of action when it's their turn to interrupt a foe. The key is to know who tries to interrupt first and have the person next on the list be ready to jump in if said ability fails to disrupt the caster. Doing things this way, groups have many chances to stop both normal, elite, and boss casters from getting as many spells off.

Another place of importance for the Alliance is down by the southwestern cave. Swim under the rocks and into that cave to find the wounded **Argent Guard** who came here looking to slay Twilight Lord Kelris. Though he's wounded, weak, and out of commission, he asks who can take up the quest to slay Kelris. This is the Alliance quest: *Blackfathom Villainy*, which is turned in at Darnassus once you have completed the dungeon and slain Kelris.



THE SOUTH HALL

Leave the Pool of Ask'ar once you've defeated the two bosses and completed any quests that are pertinent for your group. Clear the Naga from the southern edge of the room and get back onto dry land when the way is clear. A long passage now extends to take you deeper into Blackfathom Deeps. The Satyrs are waiting just a bit ahead, and these foes are higher level. Also, there are plenty of patrols in the following section. Slow down, move carefully, and watch for stealthers.

Things get hairy around the eastern bend. Two Fallenroot Shadowstalkers patrol that hallway (and a single Twilight Reaver does as well). Combined with the set Blackfathom Myrmidons in that stretch of corridor, you could end up in a huge fight if someone pulls recklessly.

To avoid this, pull at range and fall back to the earlier part of the hall. Fight the small numbers there and repeat the process. Or, for greatest caution, simply wait at the western end of the hallway for the stealthers to come all the way to you and kill them then, when it's safest. This takes a minute or two of waiting, but slightly lower-level groups may prefer the certainty of it.

Farther down the hall are casters (Sea Witches in packets of two). As before, pull these back some distance before engaging. This limits the possibility of having a fleeing Naga grab two more casters. Pulling casters at range is difficult if you simply try to shoot and run back to the party. Instead, fire at maximum range and pull all the way past your group. This keeps the Naga from getting more than a single spell off and ensures that they come all the way to the party into melee range. Once your group attacks the Naga, the puller may return to join in the fray.

The dungeon's first Hellcaller is toward the northern bend. These Fallenroot casters are heavy hitters when you don't interrupt them early and keep them on the defensive. Don't let these foes add to fights. Pull them first when looking for targets and engage them before Myrmidons and other lower-priority targets.

The rest of the path north to the next intersection is consistently challenging but not troublesome for groups that maintain patience and order. No bosses wander the halls, and the patrollers who come around have already been dispatched by your group. Advance slowly until you reach the branches.

The small western divot has a couple Naga, but nothing important. Instead, it's the room to the north that has a more interesting battle.

Blindlight Murlocs, Muckdwellers, and Oracles control that room. Pull Oracles and kill them back in the hallway then finish off any of the lesser Murlocs who add to the encounters. Kill every foe in the room that isn't standing near the northwestern edge and then wait for the final couple to move far enough away from their large boss. Take them down when you have the shot.



When the room's clear, save for the final Murloc, go after him with fury. Gelihaast has nets to root you, but his best trick is to simply dish out damage at an alarming pace. This Murloc dual wields and can trash characters quickly. Give your tank enough time to consolidate aggro and be sure to heal/nuke in bursts if they are defensive Warriors (that allows them to immediately Taunt if

Gelihaast begins casting). If no one in the party has Taunt, stay light on damage/healing for the first few rounds to let your tanks consolidate Gelihaast's anger.

Don't leave the room after looting Gelihaast until everyone has clicked on the Shrine that the Murloc was guarding. This provides everyone with the Blessing of Blackfathom (+5 INT & +5 SPI buff) for 60 minutes.

THE EASTERN PASSAGE

Walk to the east to enter the next hallway. There are two more divots to explore here before moving south. The northern cubby has a Hellcaller, a Myrmidon, and **Lorgus Jett** (a Human who is the target for the Horde quest: *Allegiance to the Old Gods*). Pull the Hellcaller back and deal with him, then wait for the Myrmidon to wander down to kill it. This isolates Lorgus and keeps him from becoming difficult. Still, be ready for your tank to take a lot of damage, since Lorgus has a Lightning Shield and is no slouch in melee.

The eastern pip doesn't have any important monsters, but there are several standard enemies (a Shadowstalker hides near a Sea Witch early on, while another stealthier stands near the Myrmidon deeper in). The reward for killing these is to loot the chest hidden at the back of the passage.

Travel south while clearing the Sea Witches and Hellcallers first. There are Shadowstalkers here and there, so hold off on pulls for a few moments while everyone tries to spot any unexpected adds. Since the way behind you is clear, long and safe pulls are still the best way to get things done.

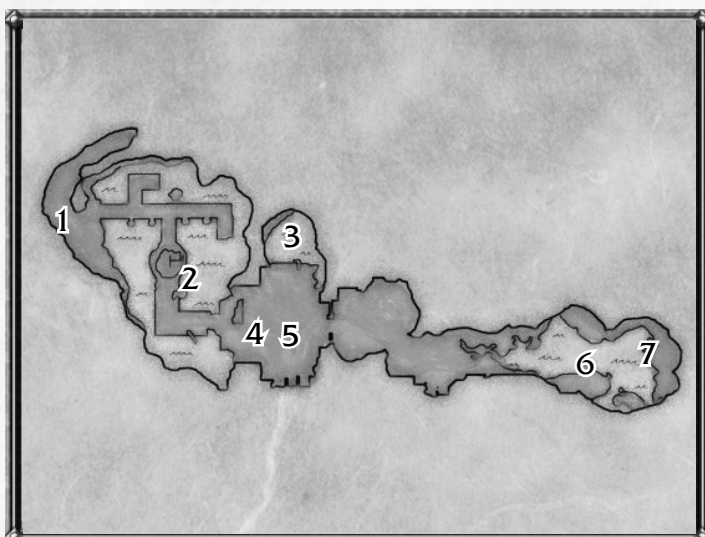


Also, pull from the left or right side first each time. Pulling from the center bears a slightly higher risk, since you might end up with adds from both sides if the timing turns foul.

Use interrupts wisely, since most of your enemies here have spells. Even the Shadowstalkers are able to debuff people (they use Curse of Weakness). The greatest threat is when Sea Witches add and are able to get Blizzard going. When that happens, pull the entire fight out of the AoE to prevent the group from suffering the full damage.

The Moonshrine Ruins, the final part of this dungeon, are at the bottom of the hallway.

MOONSHRINE RUINS



LEGEND

- | | |
|---|---------------------|
| 1 Instance Entrance/Exit | 5 Dark Altar |
| 2 The Fathom Core (Underwater, Beneath Ruins) | 6 Aku'mai |
| 3 Old Serra'kis | 7 Altar of the Deep |
| 4 Twilight Lord Kelris | |

MINI BESTIARY

CREATURE	LEVELS	CREATURE	LEVELS
Aku'mai	29 Elite	Twilight Aquamancer	25-26 Elite
Aku'mai Servant	26 Elite	Twilight Elementalist	26-27 Elite
Aku'mai Snapjaw	26-27 Elite	Twilight Lord Kelris	27 Elite
Barbed Crustacean	25-26 Elite	Twilight Loreseeker	24-25 Elite
Murkshallow Softshells	25	Twilight Reaver	25-26 Elite
Twilight Acolyte	24-25 Elite	Twilight Shadowmage	25-27 Elite

TWILIGHT CULTISTS ABOUND

The south hall ends when it empties into an immense, watery chamber. The ruins set above the water are mostly intact and still bear a sense of Elven majesty from lost times. Yet, this place is defiled by the Twilight Hammer cultists. Make yourself known to them through death and slaughter (a few at a time, at least).

If you must collect **Twilight Pendants** for the Alliance quest: *Twilight Falls*, this is the area to gather them. The cultists here drop them with fair frequency, so it shouldn't be hard to finish at least a couple people off in a single run. Also, the Acolytes in the outer area can drop **Soran'ruk Fragments** for the Warlock quest: *The Orb of Soran'ruk*.

Horde questers should swim under the ruins. There are some dangerous enemies in the darkness below, including Barbed Crustaceans and Deep Pool Threshfins. Pull these to your group and fight them at the top of the water to avoid drowning. A stone known as the **Fathom Core** is under the ruins; it needs to be examined to complete the goals for the quest: *Amongst the Ruins*. Swim back up to the western ledge when you've completed this.

There are Giant Clams and Stranglekelp in the water. Because everything in this area is aggressive, clear all the creatures away. This gives you a safe run at any of these items. For a somewhat hidden boss, swim under the ruins and continue east. There's a section, deep under the building, that bulges somewhat north. Old Serra'kis is back there (a powerful Threshadon). Shoot Old Serra'kis and swim back to a pocket of air for the long fight ahead. This beast drops some interesting items and is safe to defeat as long as your group clears the nearby Crabs first and stays above the waterline.

There are legions of Twilight cult members back on the path into the ruins. Acolytes are the healers, so they're some of your most important targets to tie up in larger fights. The Reavers are trained as Warriors (and have Cleave), so they dish out a solid DPS if you let them fight while close to any non-tanks. Aquamancers have Water Elemental pets, but are actually some of the weaker targets and are relatively easy to control. Finally, Loreseekers have a Slow effect and deal moderate damage.

The best battleplan is to destroy the Acolytes as soon as possible in any fight. After that, bring down Loreseekers and then Aquamancers. Keep Reavers away from soft members of your own party while they hack away at you, then attend to them when the more frustrating foes are dead. When there are double casters incoming, use heavy interrupts to keep them stymied.



After fighting the enemies along the area in front of the walkway, stop and watch the patrollers below. There are a number of Aquamancers and Reavers who wander far and wide. Don't let them make your life miserable. Chat and relax for a few moments while lone patrollers come into position and pull those for easy kills. This pays for itself once you head down the stairs into the lower area. Casters below can dish out the damage. After the wanderers are gone, use long pulls to extract the casters and other cultists from their spots.

There are two non-essential groups of enemies (one to the north just after you descend the steps and another at the end of the eastern walkway). The first group has a chest. It's up to you whether to kill them, but those working on *Twilight Falls* can use them to collect more Pendants.

The southern stairs move the group toward the central shrine. Take these and prepare for several challenging pulls. The enemies are packed very tightly, and even cautious pulls may bring three foes. Stay far enough back to prevent runners from getting more (because if they do, at least a couple more enemies are bound to enter the fight). Be doubly wary of the pillars, since they obscure sight of a few cultists.



Up close, the Aquamancers aren't difficult to control. However, they're a major pain when adding to a fight. Long pulls that bring the Aquamancers all the way to the group without allowing them to have free rein are wise.

MOONSHRINE SANCTUM

There are different cultists that appear in and around the shrine. Elementalists are damage dealers with Shock at their disposal and some decent melee. The Shadowmages bring Voidwalkers with them, and their bolts are damaging. As with the Aquamancers, pet classes do NOT have elite pets even when the enemies themselves are elite. The Voidwalkers go down fairly quickly once the party targets them.

Use the building entrance as a way to avoid caster bolts when pulling. Attack the Shadowmages and step outside; when you do this, the Warlocks end up running right into your party. Continue with that trick to blow through the cultists near the front of the building; the goal is to deplete as much of the room beyond as possible. Look at the pots along the walls once you slip inside (there are Shadowmages along the walls there, trying to be subtle). Kill them too!

Twilight Lord Kelris is in the center of the room. Kelris is linked to a couple of the casters behind him (though he won't always add to save them; since he's meditating, they come to his aid when he's pulled). Try to take them down before fighting Kelris, since this caster is the real danger.

When ready, charge the big guy and slap as many DOTs and debuffs onto him as possible. Kelris can cast Sleep and Flameshock, and he won't be shy about either. As long as you get Kelris without allies around (or with only a single buddy), it won't be too hard to win this fight. If other casters poke their heads out, kill them quickly and return to Kelris (he's a slow target to kill, and removing a fresh caster's DPS is necessary).



The door into Aku'mai's Lair won't open on its own. This is frustrating at first, but notice the incense burners beneath the statue that Kelris was kneeling before. Lighting these should open the way. DON'T light all four burners at the same time (unless you REALLY want to see an entire group of people panic and earn a beatdown later). This is certain to get everyone killed in a massive onslaught of elite and non-elite monsters.

Light the burners one-at-a-time, waiting until the monsters from each burner are slain before even thinking about lighting the next one. The fights that ensue from lighting these are as follows:

SPAWNS FROM LIGHTING THE BURNERS

- 4 Barbed Crustaceans
- 2 Aku'mai Servants
- 3 Aku'mai Snapjaws
- 10 Murkshallow Softshells

If done individually, these fights aren't too brutal on a skilled group. The Crustaceans are numerous, but their low level and moderate damage keeps them from being a dire threat. When they appear, rush to one side and fight the first two you see (the others come from the opposite part of the room). This gives you a little extra time to deal damage before the rest arrive.

The two Aku'mai Servants are both high-level Water Elementals. Luckily, you're only facing two enemies. Debuff their damage with things like Demoralizing Shout, focus on one target, and win the fight. It's not terribly hard compared to Kelris.

The Snapjaws come in a group of three. They are slow to kill but easy to defeat. Have the primary tank use any possible AoEs early on to grab the aggro and keep the beasts' attention where it should be.



The most exciting fight is against the ten Murkshallow Softshells. Before people realize that these are non-elite enemies, there's often a short burst of fear. Let people know ahead of time that a flood of weaker enemies is on the way. If you group has a ton of AoE potential, use that to bring this cluster of foes down (five appear from each side of the room).

Tank-oriented groups often end up dividing the aggro and having to slug things out against a couple at a time. DO NOT try to have a single person tank all ten foes. This forces the healer to dump mana into them; as a result, the healer will soon be tanking all ten creatures. That isn't good.

When the last enemy from the fourth fight dies, the doors open. You're almost done with Blackfathom Deeps!

AKUMAI'S LAIR

Pull the Snapjaws on the other side of the door. It's fairly simple to defeat them, especially since these can be taken as single fights. In fact, this is a short bit of downtime while people prepare for the final fight. Continue east, fighting Turtles as you go, then look into the last chamber. Aku'mai is there, patrolling the large cavern. He has plenty of heads to keep his eyes out for you; do not approach until you're ready.

Instead, let any Warriors build as much Rage as possible fighting against Turtles while the party prepares. Get some fast healing in after these skirmishes, then rush Aku'mai when he's alone. This won't make things easy, however, since the great Hydra is Level 29 Elite and unloads on anything that gets in his way. Expect Poison Cloud damage against close targets, massive melee damage (even more so once Aku'mai Enrages), and a slow fight. Layer on the DOTs and sunder the big guy's armor as early as possible.

Any loss of aggro to the main tanks must be met with Taunt/Challenging Shout/Mocking Blow from Warriors. Paladins should use their ability to heal allies as a way to save casters in danger AND pull the aggro back onto themselves. Don't even let the casters have a tiny moment of melee fun with Aku'mai, since even mail wearers don't stand up easily to those massive chomps.

Luckily, Aku'mai isn't immune to stuns, so those can be used to mitigate some of his DPS. After pulling the Hydra away from any remaining Turtles, it's even an option to spread out and bounce around his aggro between ranged characters in the event that your tanks are failing and need time for healing potions/healers to be ready again. This is not ideal, but neither is a wipeout.

Once Aku'mai falls, rejoice in the power of your group and happily roll for the fine loot that falls. Do not try to touch the Altar of the Deeps at the back of the cavern unless you're fully done with Blackfathom Deeps. That item teleports you to the water at the outside area, before the instance.

Good work! The Twilight Hammer won't recover from this anytime soon.

