



THE DEADMINES: ALLIANCE WORLD DUNGEON



For Alliance members who are passing their 20th level and are interested in learning about complex grouping strategies and the greater challenges of World Dungeons, there's a place that provides all that and more: The Deadmines. In the town of Moonbrook, in southwestern Westfall, there's a place of infamy where the Defias Brotherhood launches its foul plans to disrupt Stormwind's fine Kingdom. Its leader is Edwin VanCleaf, a former man of esteem and respect who has turned to crime and murder most foul. To make a greater name for yourself, or simply to end his terror, gather four companions and seek the Deadmines!



DUNGEON INFORMATION

Location
Westfall
Territory
Alliance
Quests
Alliance

Suggested Levels
18-22 (Full Group)
Primary Enemy Type
Humanoid
Time to Complete
2-3 Hours

DISCOVERING THE DEADMINES

It doesn't take much work to reach The Deadmines. Characters are often in Westfall at earlier levels, so it's likely that you already have a fair bit of the map filled out. Even if you don't, the roads take you everywhere you need to go. Sentinel Hill (which is near the inn & flight point) is on the eastern side of the area, just off the road. From there, either take the road south then west until you reach Moonbrook or cut directly southwest from Sentinel Hill.

Once in Moonbrook, look for a somewhat small building on the southwestern side of town. There are Defias everywhere, but they're low level and no threat by the time a group is ready to take on this dungeon. Look inside the building in that corner of town and head into its depths. There is a somewhat substantial lead-in piece before you reach the instance itself, so warm up your group by fighting the enemies you aggro on the way in.

This lead-in area has many non-elite miners, a few patrolling elite foes, and at least four good spawns of ore (copper and tin); it's a decent place for folks to harvest material for Blacksmiths and Engineers.



QUESTS

There are only Alliance quests for Deadmines, and can be gathered from Stormwind City, Ironforge and Sentinel Hill in Westfall.

QUEST	QUEST GIVER	QUEST GIVER LOCATION	EXPERIENCE
The Defias Brotherhood	Gryan Stoutmantle	Sentinel Hill, Westfall	260-1600
CHOICE OF: 1 Chausses of Westfall (Mail Legs: 173 Armor, +11 STR & +5 STA) or 1 Tunic of Westfall (Leather Chest: 92 Armor, +11 AGI & +5 STA) or 1 Staff of Westfall (20.5 DPS, +5 INT & +11 SPI)			
Oh Brother...	Wilder Thistlenettle	Dwarven District, Stormwind	160-1550
REWARD: Miner's Revenge (Two-Handed Axe: 13 DPS & +6 SPI)			
Underground Assault	Shoni the Shilent	Tinker Town, Ironforge	160-1550
CHOICE OF: 1 Polar Gauntlets (Mail Hands: 109 Armor & +5 STR) or 1 Sable Wand (16.9 DPS)			
Collecting Memories	Wilder Thistlenettle	Dwarven District, Stormwind	140-1350
CHOICE OF: 1 Tunneler's Boots (Mail Boots: 111 Armor, +3 STA & +2 SPI) or 1 Dusty Mining Gloves (Leather Hands: 43 Armor, +3 STR & +2 AGI)			

THE DEFIAS BROTHERHOOD

Quest Level: 14 to Obtain
Location: Westfall
Quest Giver: Gryan Stoutmantle
Goal: Return with VanCleaf's Head
Experience Gained: 260-2600
Reward: Chausses of Westfall (Mail Legs: 173 Armor +11 STR/+5 STA), Tunic of Westfall (Leather Chest: 92 Armor +11 AGI/+5 STA), or the Staff of Westfall (20.5 DPS +5 INT/+11 SPI)



This is available at the end of a Westfall quest chain bearing the same, consistent name (*The Defias Brotherhood*). Talking to Gryan starts it off. First, fly to Lakeshire to speak with Wiley (upstairs in the Lakeshire Inn). Upon returning to Westfall, you're sent to Stormwind to talk with Mathias Shaw of SI:7 (in the Barracks in Old Town, Stormwind). The first difficult quest of the chain is given on your return: find and kill the Defias Messenger to snag an important letter.

This messenger is found between the road out of Moonbrook and the two Defias mines along the coastal cliffs of Westfall. It's a long patrol route, but it often doesn't take too long to find the Messenger (ask for help from others who may be looking and band together if you find such a group, since the drop item is shared by everyone).

The next stage is an escort quest between Sentinel Hill and a building deep in Moonbrook (the secret entrance to the Deadmines). The Defias Traitor stands near the tower on Sentinel Hill. Gather an ally or two and begin the quest. Stay close to the traitor and move along the road until you approach Moonbrook. At this point, get a bit ahead of the former Defias man and kill anything that gets in your way. Be especially quick to bring down the Defias Pillagers (they will kill the Traitor quickly if you cannot get their attention).

With the town cleared, the Traitor should arrive at the entrance to the Deadmines and show you where it is; your quest is complete. Return to tell Gryan and then gather a full force. It'll take everything that you have to enter the Deadmines and kill Edwin VanCleaf. He's at the very back of the dungeon, and he's guarded by many elite foes. Imagine a fight with five enemies (all elite between levels 20-22). If that sounds tough but possible, you're ready!

Follow the dungeon walkthrough to make your way back to VanCleaf, kill him, and bring proof of the kill back to Gryan for one of the three fine rewards he's offering.

RED SILK BANDANAS

Quest Level: 15 to Obtain
Location: Sentinel Hill at the Top of the Tower
Person: Scout Riell
Goal: Bring 10 Red Silk Bandanas to the scout
Experience Gained: 2,650



Collecting the red silk bandanas is a simple collection quest that you'll complete just by going through the mines. There are plenty of Defias in the Deadmines both before you enter the instance and within. If you have a full group of five in need of bandanas, consider clearing out as many Defias as possible even before entering the instance to increase your chances that everyone will complete this quest.

COLLECTING MEMORIES

Quest Level: 14 to Obtain
Location: Stormwind
Quest Giver: Wilder Thistlenettle
Goal: Retrieve 4 Miner's Union Cards
Experience Gained: 140-1350
Reward: Tunneler's Boots (Mail Feet: 111 Armor, +3 STA/+2 SPI) or Dusty Mining Gloves (Leather Hands: 46 Armor +3 STR/+2 AGI)



Go to the Dwarven District of Stormwind and walk to the tavern on the eastern side of the quarter (near the Hunter's Guild). Wilder Thistlenettle is in there and he gives two Deadmines quests to people who offer to help him.

This marks one of the easier quests to handle for the Deadmines, and it can be accomplished before you even enter the instance. Travel to the southern section of the mines and search the purple-colored section of the map for the many undead enemies who live there. Kill them and collect the Miner's Union Cards that drop. It should not take too long to get enough for any single member of your group. Do this while fighting back to kill the named mob for the *Oh Brother* quest.

OH BROTHER...

Quest Level: 15 to Obtain
Location: Stormwind
Quest Giver: Wilder Thistlenettle
Goal: Find Thistlenettle's Badge
Experience Gained: 160-1550
Reward: Miner's Revenge (Two-Handed Axe: 13.0 DPS +6 SPI)



As with *Collecting Memories*, go to the Dwarven District of Stormwind and walk to the tavern on the eastern side of the quarter (near the Hunter's Guild). Find Wilder Thistlenettle.

Wilder gives you this second quest. While you're collecting the Miner's Union Cards, he wants you to keep an eye out to learn what happened to his brother (who was an explorer). Sadly, his brother came to just as foul an end as the miners, and now walks the very southern part of the outer mine as an undead monster. Look for Foreman Thistlenettle, and give him peace by destroying his undead form. Retrieve Thistlenettle's Badge, and return that to his brother after you leave the mines.

It's far easier to complete *Oh Brother* and *Collecting Memories* with a lower level party than you'd take into the instance. A group of characters (17-18) that are interested in the quest rewards can fight to the back of the mine and complete these quests.

UNDERGROUND ASSAULT

Quest Level: 15 to Obtain
Location: Stormwind
Quest Giver: Shoni the Shilent
Goal: Retrieve the Gnomo Sprecklesprocket
Experience Gained: 160-1550
Reward: Polar Gauntlets (Mail Hands: 104 Armor +5 STR) or Sable Wand (16.9 DPS)



To begin this quest line, speak with Shoni, who lives in Stormwind and needs help with an important quest. Shoni is in the Dwarven District, standing a tad north of the Blacksmithing area.

Speak to Shoni and she'll explain what's needed to help the Gnomes keep their interesting machines up to spec. There's a functional Goblin Shredder in the Deadmines, and that means this device has an intact power supply. The Gnomes want it and Shoni wants you to retrieve it by hook or by crook.

The Goblin Shredder is inside the Deadmines instance, found about halfway through (in the Mast Room). As with the greater quest to find and kill Edwin VanCleaf, you need to have allies who are experienced and trustworthy to attempt this!

ENEMIES IN THE DEADMINES

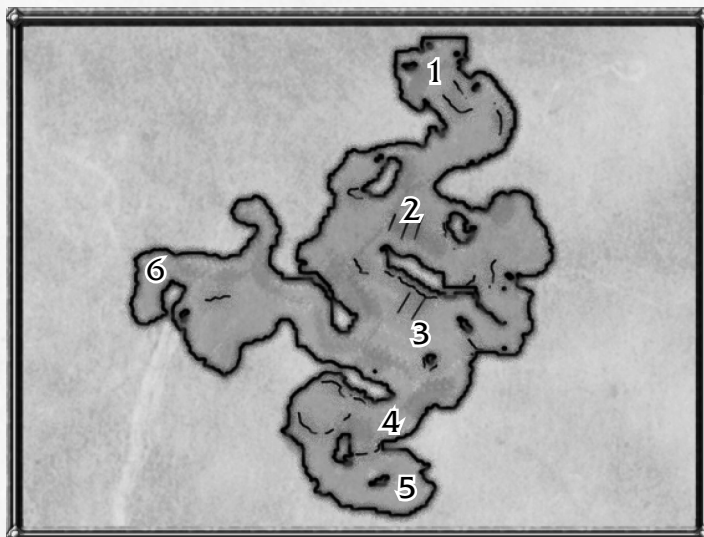
NPC	LEVEL
Captain Greenskin	20 Elite
Notes: High Hit Points, Cleave, Linked with Pirate Patrol	
Frequent Drops: Emberstone Staff (19.7 DPS +5 STA/+8 INT/+5 SPI)	
Cookie	20 Elite
Notes: Acid Splash (AoE 50 Damage/5 Seconds for 30 Seconds)	
Frequent Drops: Cookie's Stirring Rod (Staff: 22.3 DPS) & Cookie's Tenderizer (1H Mace: 10.5 DPS +3 STR)	
Defias Blackguard	19-20 Elite
Notes: Stealth, Linked with Mr. Smite and Edwin VanCleaf	
Defias Conjurer	15-16 Elite
Notes: Mage, Patroller	
Defias Evoker	17-18 Elite
Notes: Mage, Patroller	
Defias Henchman	15-16 Elite
Notes: Patroller	
Defias Magician	16-17 Elite
Notes: Mage, Patroller	
Defias Miner	17-18
Notes: Non-Elite, Set Location, Pierce Armor (50% Armor Debuff, 20 Seconds)	
Defias Overseer	17-18 Elite
Notes: Patroller	
Defias Pirate	19-20 Elite
Notes: Patrols, Has Pet (Defias Companion Level 15, Self-Enrage)	
Defias Squallshaper	19-20 Elite
Notes: Mage	
Defias Strip Miner	18-19
Notes: Non-Elite, Set Location, Pierce Armor (50% Armor Debuff, 20 Seconds)	
Defias Taskmaster	18-19 Elite
Notes: Patroller	

NPC	LEVEL
Defias Watchman	16-17 Elite
Notes: Patroller	
Defias Wizard	18-19 Elite
Notes: Mage, Patroller	
Defias Worker	16-17
Notes: Set Location, Sunder Armor	
Edwin VanCleaf	22 Elite
Notes: Linked with 2 Blackguards, Spawns 2 More Blackguards at Low Health, Dual-Wield, High Hit Points, Drops 2 Quest Items (The Defias Brotherhood & An Unsent Letter)	
Frequent Drops: Blackened Defias Armor (Leather Chest: 94 Armor +4 STR/+3 AGI/+11 STA), Cape of the Brotherhood (Cloak 21 Armor +6 AGI/+3 STA), Corsair's Overshirt (Cloth Chest 42 Armor +5 STA/+11 SPI)	
Foreman Thistlenettle	20 Elite
Notes: Undead, Drops Quest Item for Oh Brother	
Gilnid	20 Elite
Notes: High Hit Points	
Frequent Drops: Lavishly Jeweled Ring (Ring +2 AGI/+6 INT), Smelting Pants (Leather Legs: 69 Armor +5 STA/+4 SPI)	
Goblin Engineer	18-19 Elite
Notes: Have Ranged Weapons, Summon Pet (Remote Control Golem Level 18)	
Goblin Shipbuilder	19-20 Elite
Notes: None	
Goblin Woodcarver	17-18 Elite
Notes: Can Use Ranged Weapons, Cleave	
Marisa du'Paige	18 Elite
Notes: Drops a Random Green Item	
Miner Johnson	19 Elite
Notes: None	
Frequent Drops: Gold-Plated Buckler (Shield: 471 Armor 9 Block +2 AGI/+5 STA), Miner's Cape (16 Armor +3 STA)	

NPC	LEVEL
Mr. Smite	21 Elite
Notes: Linked with 2 Blackguards, Uses Multiple AoE War Stomps to Stun Group, Changes Weapons, High Hit Points, Can Stun w/ 2H Hammer	
Frequent Drops: Smite's Mighty Hammer (2H Mace: 19.7 DPS +11 STR/+4 AGI), Smite's Reaver (1H Axe: 11.1 DPS +2 STR/+1 STA/+1 Spi), Thief's Blade (1H Sword 11.2 DPS +3 AGI)	
Rhahk'Zor	20 Elite
Notes: High Hit Points	
Frequent Drops: Rhahk'Zor's Hammer (2H Mace: 11.9 DPS), Rockslicer (2H Axe: 13.8 DPS +7 STR)	
Skeletal Miner	17-18 Elite
Notes: Undead, Drops Quest Item for Collecting Memories	
Snead	21 Elite
Notes: Spawns when Snead's Shredder dies	
Frequent Drops: Taskmaster Axe (2H Axe: 19.6 DPS +8 STA/+8 Spi), Gold-flecked Gloves (Cloth Gloves: 22 Armor +4 STR/+3 INT)	
Snead's Shredder	20 Elite
Notes: Patrols, Uses Distracting Pain (-35% Casting Speed for 15 Seconds), Drops Quest Item for Underground Assault	
Frequent Drops: Buzz Saw (1H Sword: 10.4 DPS +2 STR/+2 AGI)	
Undead Dynamiter	17-18 Elite
Notes: Undead, Drops Quest Item for Collecting Memories	
Undead Excavator	17-18 Elite
Notes: Undead, Cast "Call of the Grave" (Short Casting Time 1.5, Deals Damage after 60 Seconds), Drops Quest Item for Collecting Memories	

WALKING THROUGH THE DEADMINES

THE OUTER MINES



LEGEND

- | | |
|--|--|
| 1 Entrance to Outer Area of Deadmines (Non-Instance) | 4 Entrance to Undead Area |
| 2 Central Cavern | 5 Location of Foreman Thistlenettle |
| 3 Depression, Marisa du'Paige (Loot NPC) | 6 Beginning of Formal Deadmines Instance |

The initial area that leads into the Deadmines is not an instance at all. First, you have to pass a number of miners (not elite), and a number of patrollers who are far more powerful but very low level compared to future challenges.

Miners in the area are always close to the walls and busy at work. Though it's a given that you are going to aggro many of them, these weaker enemies can be brought down quickly. The only time they pose a threat is when they join during fights against the patrolling, elite enemies in the region. Once the Miners (and future non-elite workers) in the mines join, they try to debuff people's armor, and that can be quite painful if there is already an elite Henchmen whacking you.

Try to clear Miners quickly and efficiently so that Henchmen who are wandering back and forth can be taken down when they're alone or only near a single Miner. At this point, a group that's serious about doing the entire Instance and all Deadmines quests shouldn't have any trouble killing several Miners and a Henchmen at the same time (future fights will be against much higher-level opponents). If your group is having problems, it's best to shoot for getting the *Collecting Memories* and *Oh Brother* quests done this time and wait a few levels before coming back.



MINING IN THE DEADMINES

There is tin and copper all over the place in this region, so feel free to take a whack at things here and there AFTER your group has dispatched the enemies in the various caverns.

Make sure to ask the group leader if they're comfortable with that before rushing off to grab those nodes, however, since some people aren't interested in sparing the time for such things. Go with the will of the group, since it's far more important to keep everyone happy than to cause dissent before even reaching the instance.

The approach to the central cavern doesn't take very long. Patrollers have long paths, the fights are short, and there aren't special enemies with which to contend. Clear the Miners and take a look around the large cavern that soon looms ahead. The eastern path is a longer one that isn't necessary. It's the western path (to your right) that doesn't take long to reach either the branch for the instance or the tunnel into the undead area.

It's at this time that you start to see a tad more variety in the enemies. Defias Conjurers patrol along with the Henchmen here. That provides more potential for a couple elites in the same fight and the problem of ranged opponents. Practice group dynamics here to minimize pulls and keep the fights in areas where you can see enemies approaching.



RANGED PULLING

It's always easier to pull enemies at range. This limits the problem of grabbing extra targets due to proximity aggro. Instead, only the creatures that link with the attacked target will head over to fight you (since they are covering the distance, you even have time to react if anything unexpected joins).

Though young Mages may be eager to pull at long range with their potent bolts, it's better to have someone tough use a simple, ranged attack to get a foe's attention. This way, it is easier for the group to assign aggro to the tanks instead of fighting to peel enemies off of a caster right from the start.

When a caster engages your group unexpectedly (perhaps by wandering down the tunnel when everyone is already engaged), consider having the person being attacked pull back and continue retreating until the Mage comes into the group attack range. This way, nobody has to run ahead and aggro extra Miners while trying to stop the caster. As long as the way behind you is clear, this tactic is very sound.



THE GREAT DEPRESSION

The second large cavern is dominated by a giant depression. This cavern has two Defias Magicians at the bottom of the depression and a woman named Marisa du'Paige (who drops random loot each time she is slain). Bring down the casters first if you wish to kill Marisa, then turn to her once the lower area is clear of these higher-DPS targets.



Another good rule that should be put into practice now, even though it isn't as important until later, is to wait each time you enter a large room and watch the enemies who are moving around. Because of the longer patrol ranges that enemies have in and around instances, a room may only have a fraction of its total defenders when you first enter it. Do these checks from time to time before advancing; once you're inside the instance, it's critical to take down patrollers BEFORE engaging in some of the larger fights, and waiting for them to come to you is the key.

UNDEAD MINERS: CHEAP LABOR!

If you're doing *Oh Brother* and *Collecting Memories*, avoid the next split to the right from the depression room (this is the tunnel that leads to the instance). Instead, take the passage on the far side of the room that leads south into the purple part of the map.

The fights are a tad more challenging in the undead area, and this makes it a bit bitter for ramping up your group (these battles are closer to what you'll see early in the proper instance). Try to interrupt the Undead Excavators when they try to cast their damage curses, and advance slowly to prevent fights from escalating in size. Pulls of two or three enemies should be quite manageable, and ranged attacks ensure that those numbers don't blossom.

Deeper into the southern part of the caverns are more concentrated undead. If there's anyone of slightly lower-level in the group, make sure they don't stay near the front of the party and accidentally aggro enemies in the tunnels.

While killing the undead, look for the Miner's Badges. They drop about one time for every four kills. If your entire group needs to do this quest, it may take some time to complete everything, which is why a number of people come here to do that quest before even considering going after VanCleaf.

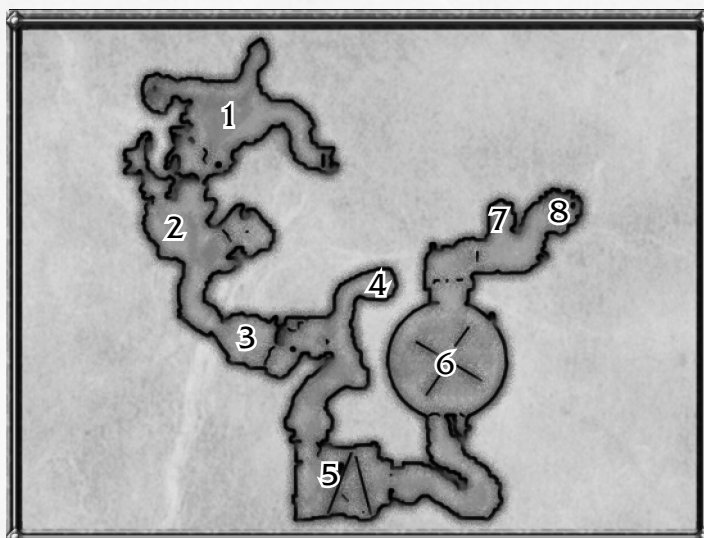


At the back corner of the undead section is a small, open area with Foreman Thistlenettle. It's pretty easy to grab him with only a single add. Killing this poor creature and looting it completes your requirements for *Oh Brother*...

TO THE INSTANCE!

There are Watchmen and Magicians patrolling the passage that heads west toward the instance. Take this route from the depression chamber and look down (to the right) when you come to a small bridge. The glowing, blue portal below is the gateway into the instance. Enemies can't follow you through that from either side, so it's perfectly safe to drop down and rush through if you want to avoid a couple encounters. Otherwise, slay the Defias Workers as you come to them and keep an eye out for the wandering casters.

THE INNER MINES



LEGEND

- | | |
|--------------------|--------------------------|
| 1 Entry Room | 5 Mast Room |
| 2 Open Chamber | 6 Goblin Foundry |
| 3 Rhahk'Zar's Room | 7 Defias Gunpowder |
| 4 Miner Johnson | 8 Doors to Hidden Harbor |

Patrols are more frequent, complex, and dangerous from this point forward. The higher-level elite and generic enemies inside the instance make it important to pay close attention to what's nearby. Add to this that there are specific points where patrols spawn behind you, and it's clear that your group needs to be serious from this point forward.

There are many Defias Miners in the entry. These are higher in level than the workers you fought previously, and their more powerful armor debuff adds immense pain to attacks if your lead tank is affected. Pull warily to create pockets of open area for safe fighting against patrols, then wait for the Overseers to come to you. Try to make even more room before going after Evokers, since they bring range and even more DPS to a fight.



The good news is that the way forward is linear, so you won't have to worry about taking the wrong path or making mistakes in that sense. Clear the first room, move on to the open chamber beyond, and repeat the process. Critters (rats to be specific) skitter around the floor, and can be used for rage or similar such benefits when between fights. The open chamber has three patrollers (two Overseers and an Evoker).



HE CERTAINLY ROCKS

The small, red room at the end of the long tunnel has a powerful Ogre living there. Rhahk'Zor is Level 19 Elite and has enough hit points to last for quite some time against similarly-leveled opponents, or even those who have substantially outleveled him. Notice that there are two Syndicate Watchmen here as well.

Bring down the Watchmen with concentrated attacks as soon as your tank has secured aggro, and make sure to eliminate their DPS from the battle quickly. Rhahk'Zor takes more time, and in this case that means he's better saved for last. Still, see that he's properly debuffed the whole way through (Demoralizing Shouts, a Thunder Clap, Curses, and any class stuns).

Rhahk'Zor may be tough, but he can't stand up forever once his allies are gone and he's isolated. Stack on as many DOTs as possible, since the fight is long and they provide efficient damage, then keep mitigating as much damage as possible. If your healers tap out of mana, shift aggro onto decent secondary tanks or even the poor leather wearers to keep from having your primary tank go down.

Once Rhahk'Zor dies, the door into the eastern hallway opens.



WATCH FOR PATROLS

This is a good time to wait for the patrol that's soon to come from behind while you gather your strength. The patrols often come just as you're heading into a new area after opening a door.

TOWARD THE MAST ROOM

There isn't much new material to worry about while you take the winding tunnel down to the Mast Room in the south. Yet, the small route on the left (halfway down) has a loot mob that is worth fighting. Look down this thick tunnel of Defias Miners and kill Miner Johnson, who is 19 Elite. The Evokers and Overseers in the area aren't terribly powerful compared to the fights ahead.

MOVEMENT DEBUFFS WORK!

The enemies are packed closer together in this hallway, and that raises the chance for a running opponent to find allies. Because of this, it's wise to debuff their run speed early and often. This doesn't take much rage or mana, and even a single case where it prevents an unwanted battle pays for the entire practice.

Down in the south, the hallway ends at a door than can simply be right-clicked to open the way. This reveals the first part of the Mast Room, a place of intense combat. Goblins are busy in here at all times, working on the many projects needed to keep VanCleave's ship in good repair. These Goblins have throwing axes and have learned to support each other well. Expect to fight multiple enemies simultaneously. Combine that with their ability to Cleave and your group suddenly is taking more damage than before; watch out!

Even the first fight in the room is tough because it's almost certain that you are going to fight three Goblin Woodcarvers at the same time. Have people in lighter-armor stand back to avoid being the Cleave targets, and (if at all possible) have the main tank hold aggro fiercely to prevent those guys from peeling onto your healers. If said tank is a Warrior, use AoEs early to grab aggro and build fast rage from the many incoming attacks (Demoralizing Shout, a single Thunder Clap, then move into Defensive Stance and immediately Taunt anyone who peels). For tanks with healing (Paladins, Druids, and very explorative Shamans), the use of healing to restore health and get back aggro is effective.

East in the room is the patrolling Shredder that people need to destroy for the Underground Assault quest. Sneed's Shredder is well-constructed, at Level 20 Elite, and can debuff casters with Distracting Pain for a 35% Casting Speed decrease.

Pull the Shredder when it's away from other Goblins (or pull the Goblins and entirely clear the room while the Shredder is away) then fight it in a cleared area. When the machine is destroyed, Sneed himself will pop out of it and attack your group. Easily killed, the Goblin may drop goodies. His Shredder has the Power Core that you seek. During the fight, use armor-reducing attacks heavily to improve melee damage against the Shredder, since it has both high hit points and armor. The far doors out of the Mast Room open after Sneed is killed.



THE GOBLIN FOUNDRY

Before reaching the large Goblin Foundry ahead, there are a few more Human patrols to eliminate. Heed this warning: there is a large patrol in front of you with Taskmasters and an Evoker. Yet, there is also a patrol with Overseers and an Evoker that spawns back before the Mast Room and comes down the tunnel behind you. Clear the early part of these passages and ambush the patrols (don't get caught fighting extra Strip Miners and let multiple wanderers hit you from both sides).

There's much more potential for ranged attacks in the enemies here, since there are Taskmasters, a few Goblin Woodcarvers, and some casters. That makes it all the more important to clear space and have tons of room before major battles. Debuff and ravage all fleeing opponents, as before.

The next door opens into the Foundry. The Goblin Craftsmen on the ramp down don't seem too tough when they aren't using Melt Ore on you, but that AoE hurts (140 damage over time AND a 30% movement debuff). Get a strong feel for these rascals as you move down the ramp, and resist any urge to simply jump down to the floor below. Fight ALL targets methodically and be patient. The Foundry seems simple, but the room is just waiting to have things go wrong for you.

Toward the floor, you start seeing the Goblin Engineers; those guys are pet users, and they bring Level 18 Remote Control Golems into the fray. Engineers also have guns to attack from range (and all of your enemies run when badly wounded). You're probably starting to see how things can go poorly in this room, since the enemies have AoE, range, go for help, and have plenty of backup. Take out the Engineers before even worrying about their pets! They'll just bring another pet to bear if you destroy their first one.



ENGINEERING SUPPLY CRATES

There are a couple spawn points for Engineering Parts boxes in the Foundry. Look for these while heading through for some free items!

Take out foes near the wall and up on the inner circle of the room and pull them back near the ramp each time (giving you more space to react when they flee). Use interrupts to prevent as many Melt Ore attacks as possible, and make your way around to the north end of the chamber.



JUST IN CASE

You probably don't need it, but there is a fully-functional forge and anvil in the Goblin Foundry. If anyone in the group needs a bit of extra equipment, ammunition, or whatever else made, this is the right time and place to deal with it. It also provides a perfect chance for ore collectors to open up a little space in their inventory if they're holding multiple stacks of the same type of ore.

Before the next set of doors is Gilnid the Smelter; this large Goblin brings whatever allies are close to him when pulled, but that won't be too bad as long as you cleared the area well beforehand. The fight itself isn't too bad.

ALMOST TO VANCLEEF'S HIDEOUT

Taskmasters and Strip Miners guard the last stretch of the formal mines. Pull the Taskmasters into cleared areas by having a single, tough character shoot and retreat past the group (as you practiced earlier in the dungeon). This prevents the Taskmasters from bringing a bunch of extra Strip Miners to each fight.

An especially deadly patrol with a Defias Wizard and two Defias Taskmasters is out there, so stay at high health and mana while drawing them forward. These three patrol the entire corridor; once you have a clear section, wait for them to come over to you. A single Overseer is also patrolling and should be stomped any time he is clear of major reinforcements.

WATCH YOUR BACK

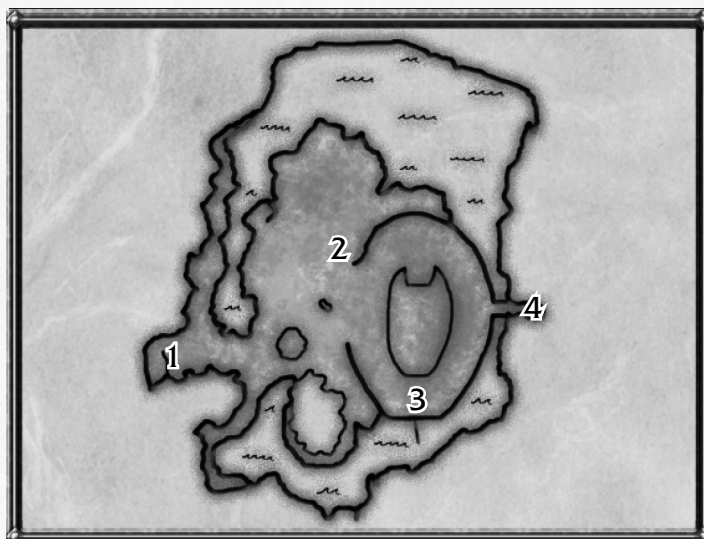
With larger patrols being around, it's better than ever to watch your back. This section of narrow corridor makes it impossible to avoid a wandering group that wants to pass through, and you certainly don't want them doing that when you are fully engaged. With the front part of this corridor cleared, wait and ambush all those patrollers before advancing.

The last set of doors is at the end of the tunnel. Though a Rogue can pick the locks there, it's more fun to use the cannon nearby. Search the northern cubby that is just a short run back from the door; there's a barrel of Defias Gunpowder there. Take the powder and have the person who steals it load the cannon at the end of the tunnel. The process is fun to watch and gets the door open in a serious fashion.



Two Defias Pirates rush to see what all the commotion is about when you open the doors, and this is a great time to see how they fight. The Pirates have Level 15 Companions that fight alongside their masters. These pets can Enrage and deal some damage, so it's not like they are a total joke (though the sounds they make are hilarious during the battles).

IRONCLAD COVE



LEGEND

- | | |
|-----------------------------|-------------------------------------|
| 1 Entrance to Ironclad Cove | 3 The Top Deck (and Edwin VanCleaf) |
| 2 Mr. Smite | 4 Secret Exit to Westfall |

Once you get onto the docks, it's quite easy to see where you're going. That said, there are a few enemies of interest to the sides if you desire to kill everything that moves in this dungeon. Up on the rocks are Goblin Shipbuilders (they are Level 19+ and aren't nearly as vicious as some of the other elites in the area).

Patrolling the piers are Pirates (with more birds) and Squallshapers (Mages with Frost Armor, Fire Blast, Frost Nova, and adequate hit points for casters). Stick with ranged pulling and move toward the end of the docks. There is a ramp onto the scaffolding around the ship. DON'T walk directly up to this yet. There are two stealthy Defias Blackguards standing by the base of this, and they are fully linked with the Tauren Warrior named Mr. Smite who stands at the top. Buff, restore all hit points and mana, and get any bombs or other goodies onto your quickbars before triggering this intense fight. Mr. Smite doesn't pull any punches.



SHORTCUT TO MR. SMITE

If you want to avoid the pier, simply drop in the water and swim as deep as possible and head to Smite's location. There's a piece of land that allows you to get back on the pier without having to deal with the pirates and their annoying little birds. Having a Warlock in the party casting Demon Breath is a great chance to avoid a bunch of battles if you're in a hurry.

MR. SMITE

Here's what to expect from the dark-furred Tauren when you begin to fight. Mr. Smite rushes down once the Blackguards are engaged, so hit those lower two with everything you have as quickly as possible. Try to kill the Blackguards without any delay, and let your primary tank grab Mr. Smite and the second Blackguard as soon as possible. Don't even try to deal damage to the big guy until the others are down, because he loves to use War Stomp and Stun hapless parties once he starts getting hurt.



With the Blackguards dead, stack DOTs, armor debuffs, and any other goodies onto Mr. Smite. He'll do his first AoE Stun and grab better weaponry after he's lost about one-third of his health. At this stage of the fight, unleash any extra Stuns, Bombs, and other items to make sure that Mr. Smite has fewer options. Then, when the Tauren is down to about one-third of his life, he'll Stun everyone again and grab his two-handed hammer. Now he can do cruel things. Do whatever it takes to finish off Mr. Smite without letting your healer go down. Trade aggro, use healing potions, and keep your fingers crossed.

There are still a few tough fights ahead, but only VanCleaf himself can rival the battle you just survived. Rest and cheer your group onward, because it's likely that everyone will succeed at this point. Climb the scaffolding and fight the remaining Pirates and Squallshapers. There are wandering Shipbuilders as well, but none of this is too bad as long as you look carefully before climbing each level of the scaffolds.

At the top level, parallel to the deck of VanCleaf's ship, there's another fight with these general, Defias troops. Try not to approach the ship itself while fighting, since Captain Greenskin wanders up there with two buddies. Stay away from that cluster while clearing the scaffolding, then wait for full rest before attacking Captain Greenskin.



The Captain has a Pirate and a Squallshaper with him. Attack the Squallshaper first, for the faster kill, then kill Greenskin second. He has tons of hit points and a Cleave that just isn't fun to see land. Stay away from the small structure on your right while fighting, since Edwin himself is in there, and the worst thing of all would be to draw him out prematurely (though there's enough room that it's unlikely to occur).

EDWIN VANCLEEF

VanCleaf is tough. Do not underestimate him or the damage he can withstand; this is a foe who can dish it out and take it as well. Beyond that, there are two Defias Blackguards at his side at all times; later on in the coming fight, two more will arrive, so there are considerable numbers to face here.

The battle itself is not as intricate as the skirmish against Mr. Smite, but there are ultimately five elite enemies involved and VanCleaf does enough damage to make this a battle of attrition. Make sure all potion cooldowns are completed and that your tanks are ready to do everything in their power to survive, hold aggro, and keep as little pressure on the casters as possible early in the fight.



Have secondary healers do the restorative work early in the battle unless things get dire while the tanks build momentum. Kill those two Blackguards first, since it's going to be a long haul and their damage WILL add up. Those who have damage-efficient DOTs and such should slap them on both Blackguards, and even VanCleaf as well (so long as the primary tank has solid aggro). This leads to a faster kill of the peripheral fiends.

After the Blackguards drop, turn all firepower onto VanCleaf. This is a dead run to kill the guy now, and even when he summons two more Blackguards (at one-third health or thereabout) it's worth sticking on him. Start with any good Stun effects early on, when there are all three targets, and use any additional Bombs/Abilities once the new Blackguards join the fight. When VanCleaf finally falls, turn to his second pair of defenders and kill them.

IT'S NOT PRETTY

In a worst-case scenario (where the group isn't going to be able to survive against VanCleaf and all four defenders), slay VanCleaf first and have everyone grab his head immediately to ensure that the quest is complete. That isn't a pretty way to get things done, and it's almost a certain way to end up with the wrong person getting a superior item drop, but an under-leveled group might have to make such a sacrifice if they feel like the battle is going to turn against them.

Search VanCleaf's body to take the Unsent Letter (involved with a Stockades quest chain for the future) and the head of this foul villain. This proves that your group was able to defeat VanCleaf and end his traitorous reign.



On the eastern side of the ship, the docks lead to the far side of the cavern. Few enemies are there, but one of the more amusing fights is against a Murloc (Cookie), who drops a very high-DPS staff or mace (you just HAVE to equip the mace). Though the fight is often short against this gurgling monster, his Acid Splash does more than enough damage to give people some pain if the entire group stands close enough to be affected by the AoE.

Once off of the docks, there is a small camp on the rocks below. More importantly, a tunnel leads east and back out of the instance. This dumps the group into a cave that is west from Moonbrook. You won't be able to return to the Instance through this exit, but that shouldn't be a problem because at this point you and your party have defeated VanCleaf and ended the Defias threat in Westfall. Thanks to you, the kingdom of Stormwind will sleep a little softer tonight. All hail!