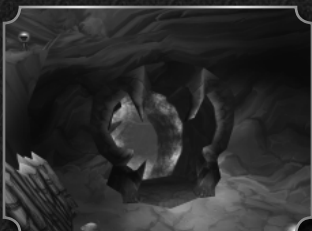




# RAGEFIRE CHASM: HORDE WORLD DUNGEON



This dungeon is located in the capitol city of Orgrimmar in the Cleft of Shadow. It is a beginning level dungeon for the Horde and is a great start for learning how to work as a team in instances. It is a small instance however has plenty to keep a party busy. There are some unsavory characters within that need taken care of.



## DUNGEON INFORMATION

| Location        | Suggested Levels               | Total Items 1 run                                            |
|-----------------|--------------------------------|--------------------------------------------------------------|
| Cleft of Shadow | 13-20 (Full Group)             | 14 Green                                                     |
| Territory       | Primary Enemy Type             | Recommended Party                                            |
| Horde           | Elemental, Beast, and Humanoid | Mage, Rogue, Priest, Warrior, Hunter                         |
| Quests          | Time to Complete               | Substitutions                                                |
| Horde           | 1-1.5 Hours                    | Shaman or Druid for Healing, Warlock with Voidwalker to tank |

## ENEMIES AND NPCs

| NPC                    | LEVEL       | NOTE  |
|------------------------|-------------|-------|
| Maur Grimtotem         | 14 Elite    | Quest |
| Earthborer             | 13-14 Elite |       |
| Molten Elemental       | 13-15 Elite |       |
| Ragefire Trogg         | 13-15 Elite |       |
| Ragefire Shaman        | 14-15 Elite |       |
| Oggdeflint             |             |       |
| Ragefire Chieftain     | 16 Elite    |       |
| Searing Blade Cultist  | 14-15 Elite |       |
| Searing Blade Enforcer | 13-14 Elite |       |
| Searing Blade Warlock  | 13-15 Elite |       |
| Voidwalker Minion      | 13-15 Elite |       |
| Taragaman the Hungerer | 16 Elite    |       |
| Jergosh the Invoker    | 16 Elite    |       |
| Bazzalan               | 16 Elite    |       |

## QUESTS

Quests can be obtained in three different locations: Undercity, Thunder Bluff and Orgrimmar.



| QUEST NAME                     | QUEST GIVER             | QUEST GIVER LOCATION        | QUEST RECEIVER          | QUEST RECEIVER LOCATION     | CHAIN? | QUEST REWARD                                                                                                                                                 | EXPERIENCE |
|--------------------------------|-------------------------|-----------------------------|-------------------------|-----------------------------|--------|--------------------------------------------------------------------------------------------------------------------------------------------------------------|------------|
| Testing an Enemy's Strength    | Rahauo                  | Thunder Bluff- Elder Rise   | Rahauo                  | Thunder Bluff- Elder Rise   | No     | 7                                                                                                                                                            |            |
| Hidden Enemies                 | Thrall                  | Orgrimmar- Valley of Wisdom | Thrall                  | Orgrimmar- Valley of Wisdom | No     | 2 50                                                                                                                                                         | 120        |
| The Power to Destroy           | Varimathras             | Undercity- Royal Quarter    | Varimathras             | Undercity- Royal Quarter    | No     | Ghastly Trousers (Cloth, 28AR, +2STA, +4INT), Dredgemire Leggings (Leather, 65AR, +2AGI, +2STA, +2SPI), Gargoyle Leggings (Mail, 141AR, +2STR, +2AGI, +2STA) |            |
| Searching for the Lost Satchel | Rahauo                  | Thunder Bluff- Elder Rise   | Maur Grimtotem's Corpse | Ragefire Chasm              | Yes    | N/A                                                                                                                                                          | 90-875     |
| Returning the Lost Satchel     | Maur Grimtotem's Corpse | Ragefire Chasm              | Rahauo                  | Ragefire Chasm              | Yes    | Featherbead Bracers (Cloth, 14AR, +3INT), Savannah Bracers (Leather, 33AR, +3STA)                                                                            | 1450       |
| Slaying the Beast              | Neeru Fireblade         | Orgrimmar- Cleft of Shadow  | Neeru Fireblade         | Orgrimmar- Cleft of Shadow  | No     | 8                                                                                                                                                            | 120-1150   |



## TESTING AN ENEMY'S STRENGTH

**Quest Level:** 12 to Obtain  
**Location:** Thunder Bluff- Elder Rise  
**Person:** Rahauro  
**Goal:** Kill 8 Ragefire Shaman, Kill 8 Ragefire Troggs  
**Experience Gained:** 90-950  
**Reward:** 7 silver pieces

Rahauro is located in Elder Rise in Thunder Bluff. He's in the main tent. Killing enough of the needed Troggs and Shaman is simple and straightforward.

## SEARCHING FOR THE LOST SATCHEL

**Quest Level:** 12 to Obtain  
**Location:** Elder Rise- Thunder Bluff  
**Person:** Rahauro  
**Goal:** Find Maur Grimtotem's Corpse and return anything that may be found on it.  
**Experience Gained:** 90-875  
**Reward:** Non

Maur Grimtotem's Corpse is in a small room up a ramp and is guarded by some Ragefire Troggs and Oggleslint the Ragefire Chieftain. Once they're dead, loot Maur Grimtotem's corpse.

## HIDDEN ENEMIES

**Quest Level:** 9 to Obtain  
**Location:** Valley of Wisdom Orgrimmar  
**Person:** Thrall  
**Goal:** Kill Jergosh the Invoker, Kill Bazzalan  
**Experience Gained:** 120-1400  
**Reward:** 2 Silver Pieces, 50 Copper Pieces

This quest takes you all the way to the end of the instance. Bazzalan is a little tricky to find unless you pay close attention to a path that climbs the back of the cave above Jergosh the Invoker. Both of the target mobs are near each other.

## RETURNING THE LOST SATCHEL

**Quest Level:** 12 to Obtain  
**Location:** Ragefire Chasm  
**Person:** Maur Grimtotem's Corpse  
**Goal:** Kill 7 Deviate Dreadfangs, 7 Deviate Shamblers, 7 Deviate Vipers and 7 Deviate Ravagers  
**Experience Gained:** 210-1250  
**Reward:** Featherbead Bracers (Cloth, 14AR, +3INT), Savannah Bracers (Leather, 33AR, +3STA)

After retrieving the satchel from Maur Grimtotem's corpse, return it to Rahauro in the Elder Rise in Thunder Bluff.

## THE POWER TO DESTROY

**Quest Level:** 10 to Obtain  
**Location:** Undercity- Royal Quarter  
**Person:** Varimathras  
**Goal:** Obtain the Spells of Shadow and the Incantations from the Nether and return them to Varimathras  
**Experience Gained:** 90-1250  
**Reward:** Ghastly Trousers (Cloth, 28AR, +2STA, +4INT) Or Dredgemire Leggings (Leather, 65AR, +2AGI, +2STA, +2SPI) Or Gargoyle Leggings (Mail, 141AR, +2STR, +2AGI, +2STA)

Varimathras is located in the Royal Quarter of Undercity. It's a secluded area off of the Apothecarium. The books for the quest can drop off of any of the Searing Blade Cultists toward the back of the instance. It's a random drop, but isn't extremely rare.

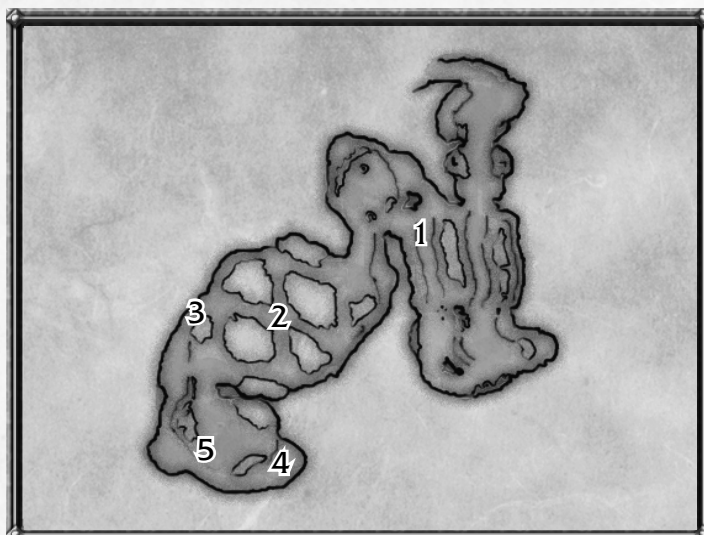
## SLAYING THE BEAST

**Quest Level:** 9 to Obtain  
**Location:** Orgrimmar Cleft of Shadow  
**Person:** Neeru Fireblade  
**Goal:** Kill Taragaman the Hungerer and get his heart  
**Experience Gained:** 90-1250  
**Reward:** 8 Silver Pieces

Taragaman the Hungerer is located at the center of the lava pools toward the end of the instance. Kill him and collect his heart.



## RAGEFIRE CHASM WALKTHROUGH



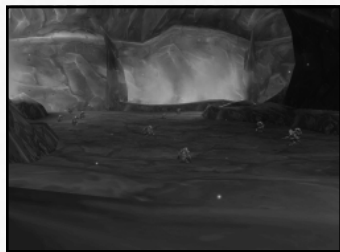
### LEGEND

- |                           |                       |
|---------------------------|-----------------------|
| 1 Maur Grimtotem's Corpse | 4 Bazzalan            |
| 2 Taragaman the Hungerer  | 5 Jergosh the Invoker |
| 3 Ramp up to Bazzalan     |                       |

Your party will come across two Earthborers and a Molten Elemental. Earthborers can poison with an acid that reduces your armor for a period of 30 seconds. Molten Elementals are strictly melee-only mobs and can be killed fairly easy.



The path leads down to a main crossroads section that is filled with Ragefire Troggs and Shaman. This is where you need a little bit of control and patience.



Having a ranged puller helps with pulling the right amount of mobs that the party can handle at once. The party Hunter should pull the closest and, if careful, only two Troggs should come. If they get too close, a third will come, but this additional mob can easily be sheeped.

There's a roamer to keep an eye on. Wait for him to be at a good spot to be pulled alone and pull him. Clear the way to the right. This is the first path that you need to take to get to **Maur Grimtotem's** corpse to retrieve the **Lost Satchel**. Have the mage sheep one or the rogue in the party sap one. Take out the two that come then kill the third. The party should be able to slip around into the right pathway without drawing agro from the three Troggs on the far left side. Be extra careful if you have the minimum level of 13 in the party. If they do aggro however, use the same basic tactics as you just did for the right side. Sheep or sap one then kill the third.



Along the right path, kill two mobs at a time. There are roamers, however that can turn a two-pull into a three pull. With care, you can avoid the situation, but the mage or rogue in the party should be prepared to neutralized adds. There are two Troggs standing guard outside the cave into the quest NPC you are looking for. Kill them and get ready to kill the mobs that are inside surrounding **Maur Grimtotem's** corpse.



Two unnamed mobs and also Oggleslint the Trogg Chieftain are standing over the corpse inside. It's easy to pull the two Troggs from outside the cave and then kill the Chieftain alone. The room is now clear to finish the first part of the quest. Don't forget to accept the second part of the quest and retrieve the satchel to return to **Rahauro** in Thunder Bluff.

### EXPECT A LONG RUN

If you die within Ragefire Chasm, expect a long run from Razor Hill.

Outside the cave you'll notice that there is a drop-off to another pathway below. This is just a pathway that leads back to the center area you just came from. Make your way back down the path you came up. Watch for the fast respawn that's waiting and clear any between you and the path to the right. This is the center path to take to get deeper into the dungeon.

There are two mobs guarding the way so clear them out and begin up the pathway. You'll find much the same thing as you did in the start of the dungeon. The Earthborers are solo along the way until you come to a larger area with Molten Elementals. Each of the Molten Elementals can be pulled one at a time and the area is fairly simple to control and move through safely.

There are a couple of options as to the direction you can take. If you're with a smaller party than the five, take the right path that leads up. You will encounter mobs that are easier to single pull, but the path is a bit longer than the straightforward path. Along the path straight ahead, you encounter more mobs to kill, but it's a more direct path to the center lava area where you'll encounter the Searing Blade.



## LAVA IS HOT

Do NOT walk on the lava here. It will most definitely kill you.

There is a lot of lava in this section and stone bridges that converge to a central high point. Taragaman the Hungerer is located there but to get to him you will need to do a bit of fighting.



Expect a bit of a fight here and hopefully your mage is quick on the trigger to sheep. There are seven Searing Blade members on each area. Most likely the first pull will be four mobs, one of which is a pet. Sheep and sap whom you can to minimize how many you fight at once and have the hunter pull. Keep an eye out for the **Spells of Shadow** and the **Incantations from the Nether** books for the *Power to Destroy* quest. They are individual drops off of the cultists.

After the initial pull of four, three are left. Keep an eye out for wanderers that patrol along the ramps in between the different areas. Time your pull and draw them back to a safer more controllable area to fight. Be patient in your bid to get to **Taragaman**. Once you have cleared the way to him, take the time to rest, get full health and mana and prepare to fight the big guy. While he doesn't have a lot of special abilities to use against you, he is a pretty tough cookie and you want to fight him dead center so that you do not aggro any of the surrounding mobs on the other areas.



**Taragaman** has a Fire Nova that AoEs those close to him as well as an Uppercut instant cast that he can use within 10 yards to inflict normal damage +50 and knock you back. Be careful that he doesn't knock you into the lava. The key with him is to have the warrior charge in to get him stunned right off then everyone unload on him with the casters and ranged classes keeping what distance they can back toward the area you cleared to get to him. If all goes well, you should be able to get his heart and prepare to move on.

The next pulls should be the same as getting to Taragaman. Take the route that leads up to Bazzalan first. (Number 3 on the map for the ramp entry point and number 4 for Bazzalan's location.) The Searing Blade are in small clusters as you make your way up. If you're careful, you can draw small pulls, sheep and sap to make your way to him safely. Bazzalan is a Satyr and is a rogue with Sinister Strike at his command.



Once you have killed him, make your way back down the ramp and to the right toward Jergosh the Invoker. There are three Enforcers that are stretched across the pathway blocking the way to the main area. Have the Hunter pull to bring two. Kill the third and start pulling singles from within the large area. You do not need to kill the left side of the cavern unless you wish to.

Timing is everything. You can pull a single cultist from in front of Jergosh the Invoker if you time it correctly. This creates the opportunity to pull him alone. However, be prepared for a cultist to add. Sheep the cultist and kill him first then finish up the cultist.



At this point you should have all of the quests complete and ready to turn in. Either fight your way back to the entrance through all the respawns or hearthstone out. If for some reason you have been unable to find both the books you need, there are plenty more Searing Blade's to kill until you finish.