



RAZORFEN DOWNS



A bastion of power for the Quilboar sits in southern Barrens. Or is it? Skeletons and spirits wander the passages alongside the Quilboar. Have they been infected with the Plague? Have they learned necromancy? Either option is a danger to all in Kalimdor.

Leave daylight behind and find what has happened to the Quilboar and stop it—if you can.



DUNGEON INFORMATION

Location

Southern Barrens

Territory

Horde

Quests

Alliance / Horde

Suggested Levels

35-40

Primary Enemies

Quilboar, Undead, Elementals

Time to Complete

2-2.5 hours

GETTING TO RAZORFEN DOWNS



The western entrance to Razorfen Downs is northeast of The Great Lift in Southern Barrens. It's directly across the road from Razorfen Kraul.

The southern entrance can be found through the Grimtotem camps on Darkcloud Pinnacle in the Thousand Needles. The southern entrance is close to both Horde and Alliance flight points (Freewind Post and Thalanaar respectively) and bypasses The Great Lift. The time saved by using this entrance makes it ideal.

While forming your party, consider bringing someone who can cure diseases (Priest, Shaman). The Quilboar have forged an alliance with the Scourge. You'll be afflicted with many diseases as you travel through Razorfen Downs and having the ability to cure them makes this assault easier, even possible to some groups.



QUESTS FOR RAZORFEN DOWNS

ALLIANCE QUESTS

BRING THE LIGHT

Quest Level: 39 to obtain

Location: Stormwind (Cathedral District)

Person: Archbishop Bendictus

Goal: Kill Amnennar the Coldbringer

Max Experience Gained: 4,300

Reward: Vanquisher's Sword (1H Sword, 26.6 DPS, +16 Attack Power) or Amberglow Talisman (Neck, +1 AGI, +10 SPR)



The Scourge have found allies in the Barrens. The Quilboar of Razorfen Downs have joined forces with the Scourge. A Lich by the name of Amnennar the Coldbringer is leading the Quilboar and building an army. The Scourge must be stamped out whatever the cost, wherever the threat. Kill Amnennar for the sake of Azeroth.

HORDE QUESTS

BRING THE END

Quest Level: 43 to obtain

Location: Undercity (Magic Quarter)

Person: Andrew Brownell

Goal: Collect the Skull of the Coldbringer

Max Experience Gained: 4,300

Reward: Vanquisher's Sword (1H Sword, 26.6 DPS, +16 Attack Power) or Amberglow Talisman (Neck, +1 AGI, +10 SPI)



The initial scouting of Razorfen Downs did not worry the Horde. With undead showing up, a new assessment was made. The Quilboar of Razorfen Downs have formed an alliance with The Scourge. This cannot be allowed to continue. The Scourge should have no foothold this close to the people of the Horde. Amnennar the Coldbringer is The Scourge's link to Razorfen Downs. Bring the Skull of the Coldbringer to Andrew Brownell as proof that the link is no longer.

AN UNHOLY ALLIANCE

Quest Level: 32 to obtain

Location: Undercity (Royal Quarter)

Person: Varimathras

Goal: Collect Ambassador Malcin's Head

Max Experience Gained: 3,500

Reward: Zealot's Robe (Cloth Chest, 48 Armor, +12 STA, +4 INT, +3 SPI) or Nail Spitter (Gun, 14.7 DPS) or Skull Breaker (Mainhand Mace, 18.7 DPS, +3 STA, +5 Int)



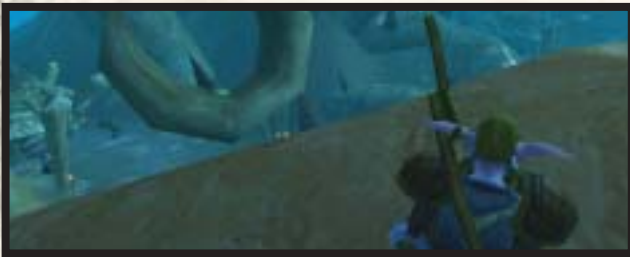
The Scourge are working to solidify their power in Razorfen Downs. They have sent Ambassador Malcin to see to this. Bring his head to Varimathras and send a message to The Scourge to collect your reward.



SHARED QUESTS

A HOST OF EVIL

Quest Level: 28 to obtain
Location: Southern Barrens (Razorfen Downs Entrance)
Person: Myriam Moonsinger
Goal: Kill 8 Death's Head Cultists, Razorfen Thornweavers, and Razorfen Battleguards
Max Experience Gained: 3,450
Reward: Silver



Myriam Moonsinger has been observing the Quilboar. Problems are stirring quickly and help may not arrive in time. You are asked to slow the Quilboar by slaying a number of them. Return to Myriam when you have slain the appropriate enemies.

SCOURGE OF THE DOWNS

Quest Level: 32 to obtain
Location: Razorfen Downs
Person: Belnistrasz
Goal: Give Belnistrasz an Oathstone
Max Experience Gained: 30
Reward: None



During his imprisonment, Belnistrasz has had time to see how the Quilboar are attaining their new power and needs your help to do it. Return his oathstone to him to receive the **Extinguishing the Idol** quest.

EXTINGUISHING THE IDOL

Quest Level: 32 to obtain
Location: Razorfen Downs
Person: Belnistrasz
Goal: Escort and defend Belnistrasz
Max Experience Gained: 4,250
Reward: Dragonclaw Ring (Ring, +4 SPI, +10 STA)



Belnistrasz can stop the Quilboar from getting any more power from the idol, but he needs you to cut a path through the enemy to the idol and defend him while he works. When he is done, examine the brazier he leaves behind to collect your ring.





LEGIONS OF THE UNDEAD

UNNAMED

NPC	LEVEL
Battle Boar Horror	34-37
Frequent Drops: Boar Ribs	
Boneflayer Ghoul	38-39 Elite
Notes: Cleave, Ghoul Rot (Disease, Chance to hit reduced by 10%, 10 minute duration)	
Frequent Drops: Silk	
Death's Head Cultist	33-34 Elite
Notes: Shadow Bolt, Death and Decay (AoE, Curse of Blood effect), Curse of Blood (Damage taken increased by 36)	
Frequent Drops: Silk	
Death's Head Geomancer	35-36 Elite
Notes: Flame Spike (AoE, Fire), Slow, Fireball	
Frequent Drops: Silk	
Death's Head Necromancer	36-37 Elite
Notes: Shadow Bolt, Cripple	
Frequent Drops: Silk	
Freezing Spirit	38-40 Elite
Notes: Frost Nova, Chilling Touch	
Frequent Drops: Silk	
Frozen Soul	37-38 Elite
Notes: Silence	
Frequent Drops: Silk	
Razorfen Battleguard	32-34 Elite
Notes: Slam (Knockdown)	
Frequent Drops: Silk	
Razorfen Thornweaver	32-34 Elite
Notes: Thorns, Entangling Roots	
Frequent Drops: Silk	
Skeletal Frostweaver	37-38 Elite
Notes: Frost Bolt	
Frequent Drops: Silk	
Skeletal Shadowcaster	35-36
Notes: Shadowbolt	
Frequent Drops: Silk	
Skeletal Summoner	39-40 Elite
Notes: Curse of Weakness, Lightning Bolt, Summon Skeletons	
Frequent Drops: Silk, Mageweave	

NPC	LEVEL
Splinterbone Captain	39-40 Elite
Notes: Backhand (Knockdown)	
Frequent Drops: Silk, Mageweave	
Splinterbone Centurion	36-39
Notes: Thunderclap	
Frequent Drops: Silk	
Splinterbone Skeleton	34-35
Frequent Drops: None	
Splinterbone Warrior	36-38
Frequent Drops: Silk	
Thorn Eater Ghoul	37-38 Elite
Notes: Ravenous Claw, Ghoul Rot (Disease, Chance to hit reduced by 10%, 10 minute duration), Sunder Armor (-296 Armor, 6 Second duration)	
Frequent Drops: Silk	
Tomb Fiend	34-35
Frequent Drops: Thick Spider's Silk	
Tomb Reaver	37 Elite
Frequent Drops: Thick Spider's Silk	
Withered Battle Boar	34
Frequent Drops: Boar Ribs	
Withered Quilguard	35-36 Elite
Notes: Withered Touch (Disease, 100 Shadow damage every 10 seconds, 100 Mana leech every 10 seconds, 3 minute duration)	
Frequent Drops: Silk, Mageweave	
Withered Reaver 35-36 Elite	
Notes: Cleave	
Frequent Drops: Silk, Mageweave	
Withered Spearhide	34-35 Elite
Notes: Disease Shot (Disease, -27 Str and -27 AGI, 5 minute duration), Ranged Attacks, Enrages at 25% HP, Infected Spine (Damage taken is increased by 8)	
Frequent Drops: Silk	
Withered Warrior	34-35 Elite
Notes: Enrages at 25% HP	
Frequent Drops: Silk	

NAMED

NPC	LEVEL
Ambassador Malcin	36 Elite
Notes: Shadow Bolt, Thorns Aura	
Frequent Drops: Ambassador Malcin's Head	
Amnennar the Coldbringer	Boss
Notes: Frost Nova, Frost Bolt, Ice Armor, Summons 4 Frost Spectres at 66% HP and again at 33% HP.	
Frequent Drops: Coldrage Dagger (Dagger, 29.7 DPS, Chance on Hit: deals 20 – 30 frost damage and slows enemy movement by 50% for 5 seconds), Deathchill Armor (Mail Chest, 270 Armor, +20 SPI, +9 INT, +3 STA), Icemetal Barbute (Plate Head, 383 Armor, +15 STR, +7 SPI, +10 STA, +10 FR), Robes of the Lich (Cloth Chest, 64 Armor, +10 INT, +20 STA), Bone Fingers (Leather Hands, 73 Armor, +9 STA, +9 INT)	
Glutton	40 Elite
Notes: Disease Cloud, Enrages at 10% HP	
Frequent Drops: Glutton's Cleaver (1H Axe, 23 DPS, Chance on Hit: Wounds target causing 50 damage over 30 seconds), Fleshhide Shoulders (Leather Shoulders, 95 Armor, +5 STR, +6 AGI, +15 STA)	

NPC	LEVEL
Mordresh Fire Eye	Boss
Notes: Fireball	
Frequent Drops: Deathmage Sash (Cloth Waist, 33 Armor, +6 STA, +15 INT), Glowing Eye of Mordresh (Neck, +5 INT, +11 SPI), Mordresh's Lifeless Skull (Held in Off-Hand, +5 STA, +11 SPI)	
Ragglesnout	Boss
Notes: Rare spawn, Shadowbolt, Shadow Word: Pain, Heal	
Frequent Drops: Boar Champion's Belt (Mail Waist, 147 Armor, +15 STR, +6 STA), Savage Boar's Guard (Shield, 1287 Armor, 22 Block, +11 STR, +6 STA), X'caliboar (2H Sword, 37.3 DPS, +20 STR, +8 STA)	
Tuten'Kash	Boss
Notes: Virulent Poison, Curse of Tuten'Kash (Curse, reduces attack and casting speed by 15%, 15 minute duration), Web Spray	
Frequent Drops: Silky Spider Cape (Back, 30 Armor, +11 STA, +5 SPI), Arachnid Gloves of the Monkey (Leather Hands, 79 Armor, +10 Nature Resist, +10 AGI, +10 STA), Carapace of Tuten'Kash (Plate Chest, 373 Armor, +10 STR, +8 AGI, +15 STA)	





INTO THE TANGLE

THE THICKET

After crossing the bridge from the Grimtotem on Darkcloud Pinnacle, there is a ledge to the right that leads to our quarry.

The enemies are spread out and can be pulled singly or in small groups relatively easily. The Death's Head Cultists have an AoE attack that can disease your entire party, so be sure not to stand in it.

Move northeast past the first camp. As you come to the large boar-head construct, turn southeast and move up the hill. Perched above is Myriam Moonsinger, who will give you **A Host of Evil**.

Standing beside the hut to the south is Ambassador Malcin and a small party of Quilboar. Killing the Death's Head Cultist and Ambassador Malcin

quickly ensures that your party remains at high health. Finish the Razorfen Thornweaver and Battleguard. Horde parties should grab Ambassador Malcin's head to complete **An Unholy Alliance**.

Kill your way toward the West entrance to finish **A Host of Evil**. With this accomplished, return to Myriam Moonsinger then move north into The Boar's Mouth.

BEASTIARY

CREATURE	LEVELS
Ambassador Malcin	36 Elite
Death's Head Cultist	33-34 Elite
Death's Head Geomancer	35-36 Elite
Razorfen Battleguard	32-34 Elite
Razorfen Thornweaver	32-34 Elite
Withered Spearhide	34-35 Elite
Withered Warrior	34-35 Elite



THE BOAR'S MOUTH

There is a distinct change in the Quilboar as you move deeper. The Withered Spearhides and Withered Warriors are a definite sign that something isn't right. The Quilboar are still spread out and can be fought in small groups.

The withered Quilboar won't back down from a fight and actually become more dangerous near death. Have your damage dealers ready to the enemy down when they Enrage at 25% health.

The Death's Head Geomancers are far more dangerous than the Cultists. They have an AoE fire attack that can cause massive damage to your party. Have your interrupts ready and kill them as quickly as possible. Fight your way through the Quilboar to the Instance Portal. The path is short and direct.





THE ENEMY'S STRONGHOLD



LEGEND

- 1 Instance Portal
- 2 Gong
- 3 Murder Pens
- 4 The Idol
- 5 The Bone Pile
- 6 Glutton
- 7 Ragglesnout
- 8 Amnennar the Coldbringer

BEASTIARY

CREATURE	LEVELS
Amnennar the Coldbringer	Boss
Battle Boar Horror	34-37
Boneflayer Ghoul	38-39 Elite
Death's Head Geomancer	35-36 Elite
Death's Head Necromancer	36-37 Elite
Freezing Spirit	38-40 Elite
Frozen Soul	37-38 Elite
Glutton	40 Elite
Mordresh Fire Eye	Boss
Ragglesnout	Boss
Skeletal Frostweaver	37-38 Elite
Skeletal Shadowcaster	35-36
Skeletal Summoner	39-40 Elite
Splinterbone Captain	39-40 Elite
Splinterbone Centurion	36-39
Splinterbone Skeleton	34-35
Splinterbone Warrior	36-38
Thorn Eater Ghoul	37-38 Elite
Tomb Fiend	34-35
Tomb Reaver	37 Elite
Tuten'Kash	Boss
Withered Battle Boar	34
Withered Quilguard	35-36 Elite
Withered Reaver	35-36 Elite
Withered Spearhide	34-35 Elite
Withered Warrior	34-35 Elite

THE PROBLEM PRESENTS ITSELF

A glance down the southern passage will prove beyond any doubt that something is very wrong. There are undead in Razorfen Downs. A Skeletal Frostweaver, two Frozen Souls, and two Thorn Eater Ghouls guard the south passage. This is a fight should be left until later when your party is fully warmed up and working well together. Less dangerous targets can be found by taking the east passage. This gives your party time to figure out the best way to work together and helps fill your bags.





A couple single Withered Spearhides with wandering Death's Head Geomancers and Withered Warriors block the east passage. Attack the Withered Spearhides when the wanderers are from them and will not come to help. With the Spearhides dead, ambush the wanderers when they come back toward you. At the end of the passage are a Withered Spearhide and four Withered Battle Boars. Kill the Boars first as they are softer and makes your tank's life difficult if left alive. With the Boars dead, the Spearhide will not pose a threat.

A Withered Spearhide, a Withered Warrior and a Death's Head Geomancer are at the back of the room. This formation (ranged attacker, melee attacker, and caster) is common in the Downs. Your party should start practicing your battle plan. Casters should be brought down first due to their lower HP and higher damage output. Ranged attackers should be kept in close range, by snares or roots, to keep them from using their more powerful attacks.



In the next passage you'll find a Death's Head Geomancer and a Withered Warrior. A Battle Boar Horror runs up and down this passage. Its patrol speed is quick enough to come upon you in the middle of a fight. Keep an eye out for it as you clear the Quilboar and be sure to attack it away from the others. A Withered Spearhide and four Withered Battleboars guard the entrance to the next room. Dispatch them as you did before.

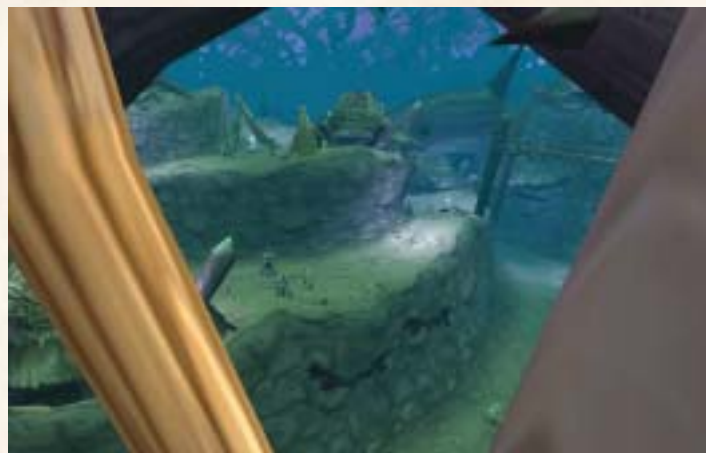
The room has an altar on the left side, and two groups of enemies on the far side. Each group consists of a Death's Head Geomancer, Withered Warrior, and Withered Spearhide. The groups are very difficult to pull separately. It's better to assume they will pull together. Start the fight by CCing the Withered Spearhides. They do high damage, but aren't your first targets. The Death's Head Geomancers need to be interrupted until they are dead. One party member should focus on keeping a Geomancer interrupted, while the rest of the party kills the other. This will keep you from suffering double AoEs. If the Spearhides are still CCed, kill the Warriors first.

The next room is heavily guarded. Two groups, consisting of a Death's Head Necromancer, Skeletal Servant, Withered Quilguard, and Withered Reaver, guard the two entrances to the room and another group of a Death's Head Necromancer, two Withered Quilguards, and a Withered Reaver guards the ledge to the right. Pull one group at a time into the hallway. Hiding around the tunnel walls will even force the casters to come to you.

FOR WHOM THE GONG TOLLS

A large Gong stands on the north side of the next room. Many groups of Quilboar guard the room and must be cleared before the Gong is used. Each group is made up of a Death's Head Necromancer, Skeletal Servant, Withered Reaver, and two Withered Quilguards. Pull them into the passage one at a time to keep the fighting controlled.

When the room is entirely clear, it's time for the Gong. Have your party stay to one side of the room. The Gong ringer should run back to the party immediately after ringing. The first hit brings two groups of five Tomb Fiends. This fight is fairly easy and your AoE members will enjoy it. The second ring brings two groups of two Tomb Reavers. You can fight these groups separate from each other and they shouldn't pose a threat to your group. The third ring brings Tuten'Kash. Your tank should grab Tuten'Kash's attention and keep him away from more fragile party members. Kill him and find the wonders he was carrying.



THE MURDER PENS

Kill the Withered Quilguards, Death's Head Necromancer, Withered Reavers and wandering Battle Boar Horrors on your way to the next room. The passage forward is clear while a Death's Head Necromancer, Skeletal Servant, Withered Reaver, and Withered Quilguard guard the ramp on the left. Clear the ramp as you ascend.

Another group similar to the first guard the second ramp. They are hiding on the right side to ambush any who come. Eliminate the group to gain access to the pens. In the left of the west pens stands Henry Stern. He can teach you the recipe for Goldthorn Tea if you have sufficient cooking skill. Goldthorn Tea can be extremely useful to casters as it restores 1344 Mana over 27 seconds and is made with Goldthorn and Refreshing Spring Water (one of each provides four Goldthorn Tea). In the north pen is Belnistrasz, who is involved with both the **Scourge of the Downs** and **Extinguishing the Idol** quests.





The way is clear for the escort part of **Extinguishing the Idol**. Simply follow Belnistrasz back to the altar. Guarding him is quite difficult. Multiple waves of enemies will spawn without leaving you time to rest between waves. Each wave has a Death's Head Geomancer, Withered Quilguard, and two Withered Battle Boars. Any group without strong AoE potential should avoid this fight as killing the enemies one at a time isn't fast enough and you will get overwhelmed. Should you guard Belnistrasz for the full five minutes, he leaves a bowl on the ground in which you can find your reward for finishing the quest.

THE END OF THE LIVING

There is little left alive in Razorfen Downs. Return to the Murder Pens and take the bridge to the Bone Pile. Another AoE opportunity presents itself. Dozens of Splinterbone Skeletons are gathered around a pile of bone on which stands Mordresh Fire Eye. Taking the fight to Mordresh will keep him from being able to cast on your party from afar. Warriors should charge and use recklessness to make sure all the Splinterbone Skeletons are wounded and in one spot so they can be killed by the party's AoE members quickly. Keep Mordresh interrupted and claim your treasure when he falls.



The eastern passage is filled with patrols. Thorn Eater Ghouls are paired with Skeletal Frostweavers or Frozen Souls. A pair of Splinterbone Skeletons runs along the passage. Clear each patrol when it is away from other patrols.

As the passage widens, groups of undead stand guard at regular intervals. The standard enemy formation is a Thorn Eater Ghoul, a Skeletal Frostweaver, and two Splinterbone Warriors. There is little deviation from this pattern. The Frostweaver should be kept interrupted while the DPS members of the party bring down the Splinterbones. The Frostweaver and Ghoul should follow.

Move with the passage as it curls south and begins to spiral in on itself. Fight each guard group as you have and watch for patrollers as you make your way around the spiral. Along the southwest wall Ragglesnout can sometimes be found. He is a rare-spawn loot mob and a skeleton may be standing by the hut instead.



Take the spiral slowly and carefully. You are very near your goal and eagerness may become carelessness. At the top of the ramp stand the final guards. A Skeletal Summoner, Splinterbone Captain, and four Splinterbone Centurions are your opponents. The fight will be hard on both your tank and healer as there will be a lot of damage coming in. Kill the Skeletal Summoner before it can bring more enemies, then move to the Centurions. A party with strong AoE potential should kill the Centurions all at once.



Amnennar the Coldbringer stands in a hut at the top of the spiral. When your party is rested, bring the end to Amnennar. Keep Amnennar interrupted to significantly reduce the damage your party takes. When Amnennar reaches 66% HP, and again at 33% HP, he summons four Frost Spectres. These creatures will dissipate when Amnennar dies. If your party is dealing damage quickly, ignore the ghosts and bring down the boss. If your party is dealing damage slowly (or has strong AoE potential) kill the ghosts.

Amnennar's demise will complete **Bring the Light** for Alliance parties while his skull will complete **Bring the End** for Horde parties. Head home knowing that the Scourge has one fewer bastions of power in Kalimdor.

A LUMBERING DANGER

Glutton wanders this section of the passage. Keep careful watch for him. If he begins moving toward a fight your party is engaged in, your party needs to move quickly. Kill the enemies and run or drag the enemies away from Glutton. His attacks, armor, and HP are immense and will make a dangerous fight alone and spell your party's destruction if he joins a fight in progress.



EVEN THE UNDEAD FEAR GRAVITY

If your party is being overwhelmed by the ghosts Amnennar summons, there is still hope. One party member should gain the aggro of the ghosts without gaining Amnennar's attention. This can be done with a low damage AoE attack (Frost Nova, Thunderclap, etc.). Once aggro is gained, the party member should drop off the ledge. The ghosts will take the spiral around to get to the party member and leave Amnennar to deal with the other four party members alone. This tactic should be used in the direst emergencies as the member who pulls the ghosts away may soon become one.