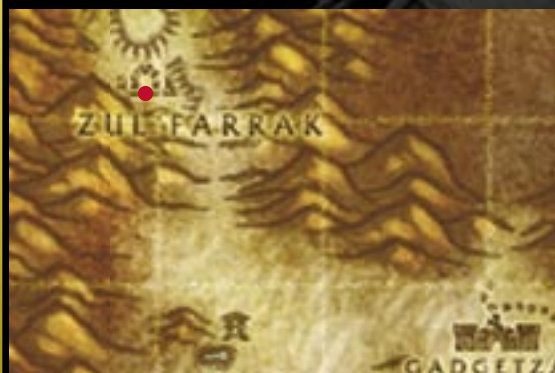


## ZUL'FARRAK



Zul'Farrak is an ancient place of worship where the Trolls of Tanaris fiercely guard the approach to their leaders and sacred beasts. Rumors have it that a Hydra of immense power dwells there and that the dead are brought back to life through ancient rituals. It lies west across the vast sands of Tanaris, past Gadgetzan and any vestige of civilization; this fortress of Trolls stands against both the Horde and the Alliance.



### DUNGEON INFORMATION

#### Location

Tanaris (NW Side)

#### Territory

Contested

#### Quests

Alliance & Horde

#### Suggested Levels

45-50

#### Primary Enemies

Trolls & Basilisks

#### Time to Complete

2 Hours

### GETTING TO ZUL'FARRAK

Getting the Tanaris flight point in Gadgetzan is the only issue here. Once a person has that, it doesn't take very long for a group to form. Have everyone fly down to Gadgetzan and move out to the west. Zul'Farrak is in the far northwest of Tanaris and the instance portal is practically out in the open (it's just inside a small set of ruins). Low-level, elite Trolls are found in the areas nearby and are good to hunt while preparing for a Zul'Farrak run.



### ALLIANCE QUESTS

| QUEST NAME         | QUEST GIVER       | QUEST GIVER LOCATION | QUEST RECEIVER    | QUEST RECEIVER LOCATION | CHAIN? | EXPERIENCE |
|--------------------|-------------------|----------------------|-------------------|-------------------------|--------|------------|
| Nekrum's Medallion | Thadius Grimshade | Blasted Lands        | Thadius Grimshade | Blasted Lands           | Yes    | 5,250      |

#### NEKRUM'S MEDALLION

**Quest Level:** 40 to Obtain

**Location:** NE Blasted Lands (Nethergarde Keep)

**Location Contact:** Thadius Grimshade

**Goal:** Slay Nekrum Gutchever and Loot His Medallion

**Max Experience Gained:** 5,250



Though killing Nekrum is easy, getting to him can be quite difficult. This Troll won't spawn unless you release the prisoners from the Troll pyramid at the northern end of Zul'Farrak. This starts a very long fight against dozens of elite and non-elite Trolls; Nekrum is one of the two final spawns during that encounter. This requires a full group all at a fairly high level for this instance, since the battle is quite long and brutal.



## SHARED ALLIANCE AND HORDE QUESTS

| QUEST NAME                                                                                                         | QUEST GIVER                 | QUEST GIVER LOCATION | QUEST RECEIVER              | QUEST RECEIVER LOCATION | CHAIN? | EXPERIENCE |
|--------------------------------------------------------------------------------------------------------------------|-----------------------------|----------------------|-----------------------------|-------------------------|--------|------------|
| Divino-matic Rod                                                                                                   | Chief Engineer Bilgewhizzle | Gadgetzan            | Chief Engineer Bilgewhizzle | Gadgetzan               | No     | 6,300      |
| Masons Fraternity Ring (Ring +13 AGI/+5 STA) or Engineer's Guild Headpiece (Leather Helm 113 Armor +23 INT/+9 SPI) |                             |                      |                             |                         |        |            |
| Gahz'rilla                                                                                                         | Wizzle Brassbolts           | Mirage Raceway       | Wizzle Brassbolts           | Mirage Raceway          | No     | 7,100      |
| Speedy Racer Goggles (Cloth Helm 53 Armor +14 AGI/+14 INT) or Carrot on a Stick (Trinket +3% Mount Speed)          |                             |                      |                             |                         |        |            |
| Scarab Shells                                                                                                      | Tran'rek                    | Gadgetzan            | Tran'rek                    | Gadgetzan               | No     | 3,900      |
| Tiara of the Deep                                                                                                  | Tabetha                     | Dustwallow Marsh     | Tabetha                     | Dustwallow Marsh        | No     | 6,050      |
| Gemshale Pauldrons (Plate Shoulders 334 Armor +10 STR/+9 STA) or Spellshifter Rod (Staff 35.7 DPS +6 STA/+16 INT)  |                             |                      |                             |                         |        |            |
| The Prophecy of Mosh'aru                                                                                           | Yeh'Kinya                   | Steamwheedle Port    | Yeh'Kinya                   | Steamwheedle Port       | Yes    | 5,250      |
| Troll Temper                                                                                                       | Trenton Lighthammer         | Gadgetzan            | Trenton Lighthammer         | Gadgetzan               | No     | 3,900      |

### DIVINO-MATIC ROD

**Quest Level:** 40 to Obtain  
**Location:** Tanaris (Gadgetzan)  
**Contact:** Chief Engineer Bilgewhizzle  
**Goal:** Retrieve the Divino-matic Rod  
**Max Experience Gained:** 6,300



The Chief Engineer needs the Divino-matic Rod back from the traitorous Sergeant Bly, who is currently in Zul'Farrak. Bly is a captive of the Trolls, but he's quite a cantankerous and dangerous fellow nonetheless. Bly and the other prisoners are kept in cages on top of the pyramid in the northern end of Zul'Farrak.

Kill the Troll Executioner that guards them and take out the nearby Basilisks; then release the group. A long fight ensues as the captives make their way to the bottom of the pyramid. Once this is done, talk to the Goblin to have him open the way to the Troll king, then talk to Bly and demand the Rod (Bly attacks your group, but he cannot survive this assault). Take the Rod when Bly is dead and return it to Gadgetzan. Or, if you want to avoid the large battle, talk to Bly and the Goblin repeatedly. Eventually, Bly turns hostile and can be released and killed.

### GAHZ'RILLA

**Quest Level:** 40 to Obtain  
**Location:** Thousand Needles (Mirage Raceway)  
**Contact:** Wizzle Brassbolts  
**Goal:** Slay Gahz'rilla and Collect his Electrified Scale  
**Max Experience Gained:** 7,100



This is not the easiest quest in Zul'Farrak and it takes more than a few minutes of setup time. Travel out to the Shimmering Flats and talk to Wizzle Brassbolts in the raceway. Wizzle wants Gahz'rilla's Scale to add extra power to his car. This involves summoning the great Hydra, and a random group wandering through Zul'Farrak isn't going to encounter this legendary beast.

Instead, you must travel to the Hinterlands and climb the Altar of Zul. Kill the elite Trolls there to receive the Sacred Mallet (take a group for this, since the fight contains many elite casters). Next, walk to the southeastern edge of the Hinterlands and ascend through the levels of Trolls to the top of the area, where the Sacred Mallet can be charged (use the Mallet on the Altar at the top of the city).

With the Mallet properly charged, return to Zul'Farrak and use this item on the Gong by the pool inside the Instance. This is on the western side of the area. Fully clear the room before activating the encounter and read the battle strategy later in the walkthrough. Collect Gahz'rilla's Electrified Scale from the body when the creature falls, and return to the Mirage Raceway for your reward.

*Note:* Only one party member needs to have the Mallet for Gahz'rilla to be summoned.



## SCARAB SHELLS

**Quest Level:** 40 to Obtain  
**Location:** Tanaris (Gadgetzan)  
**Contact:** Tran'rek  
**Goal:** Collect 9 Uncracked Scarab Shells  
**Max Experience Gained:** 3,900



There are non-elite and neutral Scarabs all over Zul'Farrak. These creatures have a fairly high chance to drop their shells for people on this quest. Hunting the eastern side of Zul'Farrak is best for quickly polishing off Scarab Shells since there is a room with many beetles.

## THE PROPHECY OF MOSH'ARU

**Quest Level:** 40 to Obtain  
**Location:** Tanaris (Steamwheedle Port)  
**Contact:** Yeh'kinya  
**Goal:** Collect the 2 Mosh'aru Tablets  
**Max Experience Gained:** 5,250



This quest is the second step in a chain of good errands. The first step takes you into Feralas, where you collect Screecher Spirits! In this step, you enter Zul'Farrak and need to kill two enemies—one on the east side and one of the west.

Theka the Martyr - a Troll who becomes immune to all physical damage when low on health - is to the east. Stack as many DOTs as possible on him before he reaches 1/3 health, use any high-powered melee moves at the last possible moment, and then have the casters in your group go to town on him. Loot his tablet afterward.

Hydromancer Velratha is to the west and she is needed for the **Tiara of the Deep** quest as well. Slay her and collect her tablet and the Tiara. There's no special strategy in taking her down, but just be sure not to pull too many other Trolls when you draw her out.

## TIARA OF THE DEEP

**Quest Level:** 40 to Obtain  
**Location:** Central Dustwallow Marsh  
**Contact:** Tabetha  
**Goal:** Slay Hydromancer Velratha and Collect the Tiara of the Deep  
**Max Experience Gained:** 6,050



The first part of this quest is simply to find Tabetha. She lives in the middle of Dustwallow Marsh, so it isn't terribly easy to reach her. She is east and a bit south of the Barrens entrance to the zone. Speak to her and receive the quest and then look in the western end of Zul'Farrak from Hydromancer Velratha; she's the only Hydromancer in the area by the pool. Slay this lone caster and take her Tiara.

## TROLL TEMPER

**Quest Level:** 40 to Obtain  
**Location:** Tanaris (Gadgetzan)  
**Contact:** Trenton Lighthammer  
**Goal:** Collect 20 Troll Tempers  
**Max Experience Gained:** 3,900



Trenton Lighthammer is a member of the Mithril Order, but he gives this quest to anyone willing to fight the Trolls of Zul'Farrak. All of the Trolls inside the world dungeon frequently drop the Troll Tempers. For low level characters, this quest can be safely (but slowly) completed by fighting the Trolls that guard the towers outside of Zul'Farrak. The drop rate is terrible for the Trolls outside, but they're at lower levels than the ones inside and can also be fought individually.

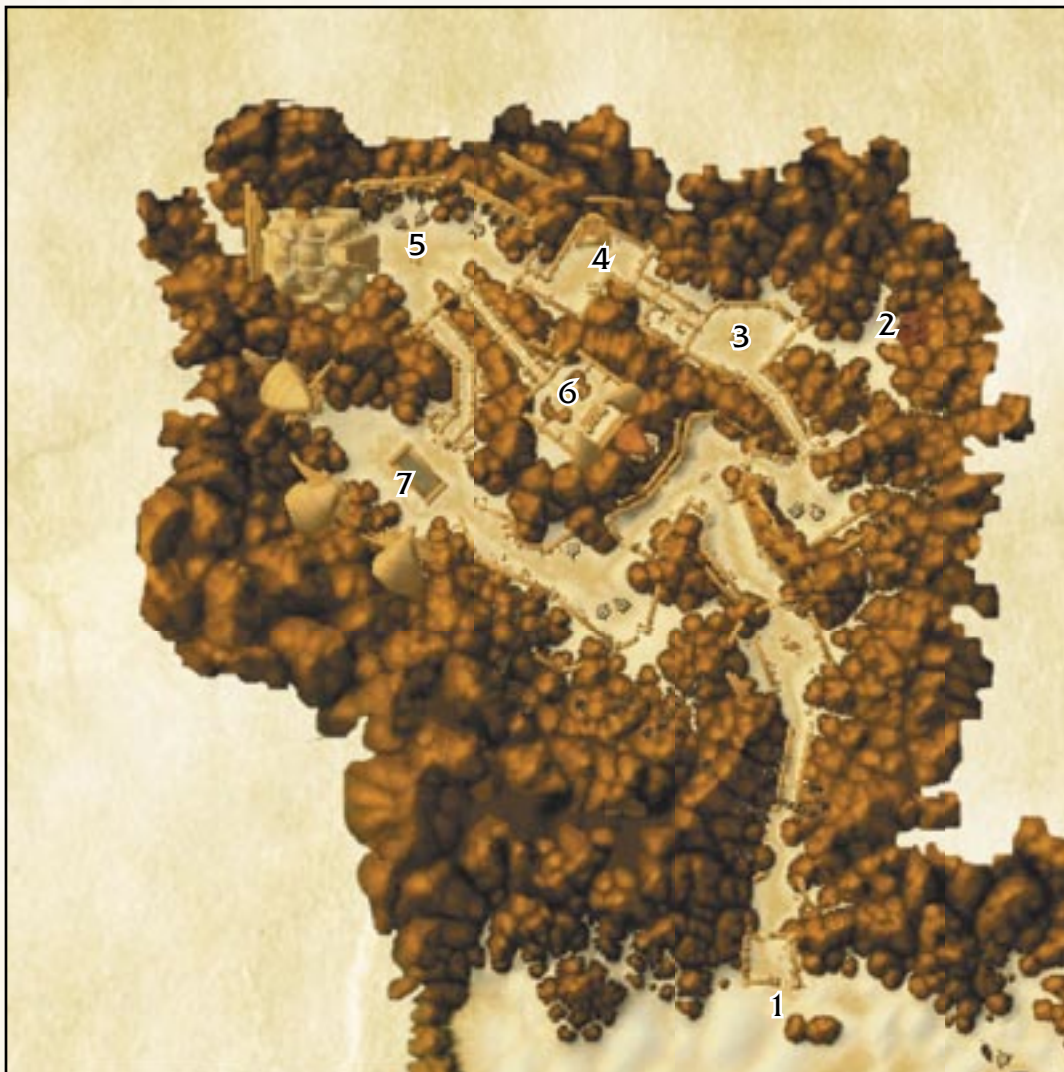
## NPCS

| NPC                                                                              | LEVEL       | NPC                                                                              | LEVEL       | NPC                                                                              | LEVEL       |
|----------------------------------------------------------------------------------|-------------|----------------------------------------------------------------------------------|-------------|----------------------------------------------------------------------------------|-------------|
| Sandfury Blood Drinker                                                           | 44-45 Elite | Sandfury Shadowhunter                                                            | 45-46 Elite | Sul'thuz Abomination                                                             | 47 Elite    |
| <b>Notes:</b> Leech Life (Steal Hit Points, AoE)                                 |             | <b>Notes:</b> Hex (Frog Polymorph), Ranged                                       |             | <b>Notes:</b> Petrify (Long-Duration Stun)                                       |             |
| <b>Frequent Drops:</b> Mageweave, Silk, Troll Temper (Quest Item), Flask of Mojo |             | <b>Frequent Drops:</b> Mageweave, Silk, Troll Temper (Quest Item), Flask of Mojo |             | Sul'thuz Brooding                                                                | 40 Elite    |
| Sandfury Cretin                                                                  | 43-45 Elite | Sandfury Soul Eater                                                              | 45-46 Elite | Sul'thuz Sandcrawler                                                             | 45-47 Elite |
| <b>Frequent Drops:</b> Mageweave, Silk, Flask of Mojo                            |             | <b>Notes:</b> Soul Bite, Low Hit Points, High DPS                                |             | <b>Notes:</b> Petrify                                                            |             |
| Sandfury Executioner                                                             | 46 Elite    | <b>Frequent Drops:</b> Mageweave, Silk, Troll Temper (Quest Item), Flask of Mojo |             | Zul'Farrak Dead Hero                                                             | 45-46 Elite |
| <b>Notes:</b> Uses Cleave                                                        |             | Sandfury Witch Doctor                                                            | 44-45 Elite | <b>Notes:</b> Undead Immunities                                                  |             |
| <b>Frequent Drops:</b> Mageweave, Silk, Troll Temper (Quest Item), Flask of Mojo |             | <b>Notes:</b> Heal, Healing Totem, AoE Fire Totem                                |             | <b>Frequent Drops:</b> Mageweave, Silk, Troll Temper (Quest Item), Flask of Mojo |             |
| Sandfury Guardian                                                                | 45-46 Elite | <b>Frequent Drops:</b> Mageweave, Silk, Troll Temper (Quest Item), Flask of Mojo |             | Zul'Farrak Zombie                                                                | 43-44 Elite |
| <b>Notes:</b> Tamable by Hunters, Very Social                                    |             | Scarab                                                                           | 44-46       | <b>Notes:</b> Undead Immunities                                                  |             |
| Sandfury Shadowcaster                                                            | 43-44 Elite | <b>Notes:</b> Plague Cloud (Disease, -1 STR/AGI/INT), Neutral                    |             | <b>Frequent Drops:</b> Mageweave, Silk, Troll Temper (Quest Item), Flask of Mojo |             |
| <b>Notes:</b> Shadow Bolts                                                       |             | <b>Frequent Drops:</b> Uncracked Scarab Shell (Quest Item)                       |             |                                                                                  |             |
| <b>Frequent Drops:</b> Mageweave, Silk, Troll Temper (Quest Item), Flask of Mojo |             |                                                                                  |             |                                                                                  |             |

## NAMED NPCS

| NPC                                                                                                                                                                                                                                                                                                                                                                                                                                       | LEVEL    | NPC                                                                                                                                                                          | LEVEL       | NPC                                                                                                                                                                                                                                                                                                                                                                                  | LEVEL    | NPC                                                                                                                                                      | LEVEL       |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|----------------------------------------------------------------------------------------------------------------------------------------------------------|-------------|
| Antu'sul                                                                                                                                                                                                                                                                                                                                                                                                                                  | 48 Elite | Gahz'rilla                                                                                                                                                                   | 46 Elite    | Ruuzlu                                                                                                                                                                                                                                                                                                                                                                               | 46 Elite | Theka the Martyr                                                                                                                                         | 45-46 Elite |
| <b>Notes:</b> Summons Basilisks                                                                                                                                                                                                                                                                                                                                                                                                           |          | <b>Notes:</b> AoE Throw (Massive Falling Damage)                                                                                                                             |             | <b>Notes:</b> High Hit Points, Assists Chief Sandscalp                                                                                                                                                                                                                                                                                                                               |          | <b>Notes:</b> Goes Immune to Melee and Shadow Damage at 1/3 Health                                                                                       |             |
| <b>Frequent Drops:</b> Lifeblood Amulet (Necklace +13 STA/+5 SPI), The Hand of Antu'sul (MH Mace 32.2 DPS Chance on Hit: Thunderclap for 7 Nature Damage and 10% Attack Speed Debuff), Vice Grips (Plate Hands 318 Armor +14 Attack Power/Variable Bonuses)                                                                                                                                                                               |          | <b>Frequent Drops:</b> Gahz'rilla Scale Armor (Mail Chest 290 Armor +10 STA/+23 SPI), Gahz'rilla's Fang (Dagger 28.1 DPS Chance on Hit: 10 DMG Nature Shield for 15 Seconds) |             | <b>Frequent Drops:</b> Mageweave, Silk, Troll Temper (Quest Item), Flask of Mojo                                                                                                                                                                                                                                                                                                     |          | <b>Frequent Drops:</b> First Mosh'aru Tablet (Quest Item), Mageweave, Silk, Troll Temper (Quest Item), Flask of Mojo                                     |             |
| Chief Ukorz Sandscalp                                                                                                                                                                                                                                                                                                                                                                                                                     | 48 Elite | Hydromancer Velratha                                                                                                                                                         | 46 Elite    | Shadowpriest Sezz-ziz                                                                                                                                                                                                                                                                                                                                                                | 47 Elite | Witch Doctor Zum'rah                                                                                                                                     | 46 Elite    |
| <b>Notes:</b> Wide Slash (Whirlwind Attack), Cleave                                                                                                                                                                                                                                                                                                                                                                                       |          | <b>Notes:</b> Moderate Hit Points, Wanders Alone                                                                                                                             |             | <b>Notes:</b> Appears After Pyramid Battle                                                                                                                                                                                                                                                                                                                                           |          | <b>Notes:</b> Neutral Until Approached, Low Hit Points, Calls Undead Allies                                                                              |             |
| <b>Frequent Drops:</b> Ripsaw (MH Axe 33.3 DPS Chance on Hit: Wounds for 75 DMG), The Chief's Enforcer (Staff 43.5 DPS Chance on Hit: Stun Target for 3 Seconds), Big Bad Pauldrons (Plate Shoulders 396 Armor +12 STR/+12 STA/+8 SPI), Embrace of the Lycan (Leather Head 118 Armor +8 STR/+16 STA/+5 SPI/+32 Attack Power), Skibi's Pendant (Necklace +5 STR/+13 AGI/+3 SPI), Mageweave, Silk, Troll Temper (Quest Item), Flask of Mojo |          | <b>Frequent Drops:</b> Tiara of the Deep (Quest Item), Second Mosh'aru Tablet (Quest Item), Mageweave, Silk, Flask of Mojo                                                   |             | <b>Frequent Drops:</b> Jinxed Hoodoo Skin (Leather Chest 144 Armor+8 STR/+10 STA/+20 SPI), Diabolic Skiver (Polearm 42.8 DPS Chance on Hit: Deal 160-180 Extra DMG), Jinxed Hoodoo Kilt (Leather Legs 126 Armor +10 INT/+24 SPI), Bad Mojo Mask (Cloth Head 54 Armor, +24 INT Adds up to 10 to Shadow Spells and Effects), Mageweave, Silk, Troll Temper (Quest Item), Flask of Mojo |          | <b>Frequent Drops:</b> Mageweave, Silk, Troll Temper (Quest Item), Flask of Mojo                                                                         |             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                           |          | Nekrum Gutchewer                                                                                                                                                             | 45-46 Elite |                                                                                                                                                                                                                                                                                                                                                                                      |          | Zerillis                                                                                                                                                 | 45 Elite    |
|                                                                                                                                                                                                                                                                                                                                                                                                                                           |          | <b>Notes:</b> Appears After Pyramid Battle                                                                                                                                   |             |                                                                                                                                                                                                                                                                                                                                                                                      |          | <b>Notes:</b> Rare Spawn                                                                                                                                 |             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                           |          | <b>Frequent Drops:</b> Nekrum's Medallion (Quest Item), Mageweave, Silk, Troll Temper (Quest Item), Flask of Mojo                                                            |             |                                                                                                                                                                                                                                                                                                                                                                                      |          | <b>Frequent Drops:</b> Sandstalker Ankleguards (Leather Boots 95 Armor +6 STR/+17 AGI/+3 SPI), Mageweave, Silk, Troll Temper (Quest Item), Flask of Mojo |             |

## WAR AGAINST THE TROLLS (DEFEATING ZUL'FARRAK)



### LEGEND

- 1 Entrance to Zul'Farrak
- 2 Cave of Antu'sul
- 3 Theka the Martyr (Scarab Area)
- 4 Witch Doctor Zum'rah (Graveyard)
- 5 Executioner's Area/The Pyramid
- 6 Chief Sandscalp
- 7 Pool of Gahz'rilla

## ENTERING THE SOUTH SIDE

Though there's no danger of attack at the portal itself, there isn't much lead in before the Trolls start to defend Zul'Farrak. From the beginning, your group can spot clusters of Trolls milling about. This linear route into the main junction of Zul'Farrak passes through about ten or so fight of these Trolls, so it's great to get your strategy honed here and now.

The majority of the fights at this stage of the Instance are against Trolls in groups of three. These come in a somewhat random mix of Blood Drinkers (melee Warriors with a life stealing ability), Shadowcasters (that love their Shadow Bolts), and Witch Doctors (who heal and drop damaging totems).

During most encounters, focus on the Witch Doctors first to remove their support from the enemy groups. Use stuns to interrupt them since it's tough to say during a casting whether they are dropping a totem or casting a heal spell and also because the Totems can't be interrupted with normal abilities. Tear through these foes while using your heartier group members to peel and use their interrupts on the Shadowcasters instead. Focus on the Blood Drinkers after the Witch Doctors and any remaining casters.

When there isn't enough room to charge forward and engage the enemies without fear of pulling two groups, have your allies stay back and use long, ranged pulls with standard group interception techniques. This area is linear, which makes it harder to find places to hide from the casters; although this makes the pulls longer, it's much safer than ending up in a fight with 4-5 casters at once!



### TOTEMS

The Witch Doctors love their Healing and Fire Totems. Destroy these with one of your group's faster attackers. The AoE damage from the Fire Totems is substantial over time and it's very hard to pull the Trolls away from the area without ending up getting the melee, but not the casters. Rogues are splendid at trashing Totems, though any fast attacker is suitable for this task (especially since you'll probably want the DPS from the Rogue instead).

The first open area to the north has no side passages. This place is merely an obstacle. Ignore the Scarabs, and try not to use AoEs during big fights (this will pull the neutral enemies into your encounter). If AoEs are being used heavily, feel free to pull the Scarabs ahead of time and clear them out of the area. Nothing shares a social faction with the Scarabs, so there's little danger. Cure the Plague Cloud disease that the Scarabs inflict on people, since it lowers STR, AGI & INT by 11!

By utilizing longer pulls, your group avoids the dilemma of having the wounded Trolls run into other parties when seeking help. However, the patrolling Trolls of Zul'Farrak are common sights and it's always wise to snare Trolls before they run just in case patrollers come near. Have a Warrior Hamstring targets or keep a Rogue up front with their Crippling Poison to slow enemies down.

Shadowhunters are at the end of the path into the main junction. These Trolls are extremely troublesome at times; they have a Hex ability that is even worse to face than Polymorph. The Trolls change you into a Frog and effectively control you without the issue of their spell breaking when you take damage. Unless you can dispel curses, this ability is an unpleasant fact of life when fighting the Shadowhunters.

The central junction allows parties to travel either east or west into Zul'Farrak. The eastern path is somewhat easier, so it makes a better choice if you're doing all of the quests. Either way, the route to the right has Theka the Martyr,

many Scarabs, and Antu'sul (Treasure Mob); it leads around to the northern area with slightly less fighting than the western route. Alternatively, the western route has Hydromancer Velratha and the gong to summon Gahz'rilla. For now, we'll face the eastern wing.



## EASTERN WING

The first room down the eastern path has many more Trolls, but no bosses or items of consequence. Clear a path to the northern side of the area and continue from there. The group quickly arrives at a massive pen of Scarabs; this infestation is better to ignore unless characters are working on **Scarab Shells**. If that's the case, stay here and collect these items quickly and efficiently. The only hostile Troll in the area is Theka the Martyr.

Theka is easily dealt with once a party knows his gameplan. This Troll does light damage, but he becomes immune to all melee damage once he reaches 1/3 health (he also is fully resistant to Shadow Magic at this point). To counter this, stack as many DOTs on the Troll when he reaches half health or so. These continue to deal damage after the immunity hits. Also, have casters hold back a bit on their damage early in the fight, then fully unload once Theka tries to save himself. It's a simple fight when handled in this fashion. Theka drops one of the two **Mosh'aru Tablets**.

Though the passages lead northwest from the Scarab Chamber, there is a hard-to-see path that leads east instead. This trickles over toward a cave where Antu'sul and a number of Basilisks and Trolls live. Do not approach the cave at first. Instead, use ranged attacks to pull all the Basilisks and Trolls outside. Kill everything you can, then fully buff and prepare for an ugly fight.

Antu'sul is a treasure mob, so he isn't needed for any quests. Low-level groups should avoid him entirely, but those with experience and skill need not worry.

Antu'sul summons a cluster of non-elite and elite Basilisks once he detects enemies coming toward his cave. Have everyone stay close to the primary tank so that your defender can quickly steal the attention of these incoming Basilisks. Immediately lay into the non-elite Basilisks for fast kills, then turn against the elites. Mage and Warlock AoEs work wonders here if done under the veil of a Warrior's Challenging Shout, and all characters in the group must focus on dealing high DPS early on. Also, having the entire region cleared means that Fear can be used without the specter of adds clouding the action.

### THROWN ABOUT

The elite Basilisks are able to throw characters quite a distance. Rushing into the cave limits this—the walls serve as a way to confine the flying party members. This changes the dynamic of the fight somewhat, however, because it places you against Antu'sul and his elites sooner while the non-elite Basilisks approach. These few seconds of difference make the battle kind of "all or nothing."

The reason for immediacy during the Antu'sul fight comes from the Basilisks. Those enemies have an *extremely* good stun. This takes your primary tank out of the fight from time to time; clearing a number of the Basilisks early makes it easier for the tank to reengage and snag aggro again after such an event. With high DPS, the six non-elite Basilisks die very quickly. Then, it's only the two elites and Antu'sul himself. Clear them with standard aggro management and combat techniques.





The way into the northern area, back from the Scarab Room, is filled with side rooms. Each of these contains similar Trolls to the ones you have already been facing. There are more Shadowhunters than before in this region, however, and the Soul Eaters are there as well. They can be brought down quickly and are good early targets for this reason.

If your group is high enough in level, it's possible to avoid these rooms and their encounters by going down the middle of the hall. However, lower level characters should clear everything to avoid drawing foes from the rooms during any other fights.



## NORTHERN STRUCTURES

The next open area is a graveyard where the Trolls leave their fallen to become Zombies. All these graves can be looted, though it's common for one or two Zombies to spawn during each such event. Don't allow characters to loot multiple graves at the same time, of course, and select a single person to loot if this is being done. There aren't many good items in these graves, but this is a good way to get more cloth and some money. Also, the Zombies and occasional Dead Heroes drop **Troll Tempers**, so this allows groups to complete the **Troll Temper** quest very easily.

Witch Doctor Zum'rah is inside the small shrine by the graveyard. Though he appears neutral, Zum'rah just wants to wait until characters come near before he attacks. For the easiest possible fight, clear all of the graves before attacking Zum'rah, but this is hardly necessary. Zum'rah summons the dead to aid him, but the fight is not a difficult one. For a fast kill, have everyone rush in and use their better melee attacks to slice Zum'rah down, then turn to face his allies when their leader is dead. Your main tank shouldn't have problems taking aggro from each of the adds when they arrive.

Note that any free-standing Undead in the area come to Zum'rah's aid when he's attacked. If someone is already looting the graves when Zum'rah aggro's, this can be quite bad! Also, there are Troll patrols from the north that come through the graveyard, so fight inside the shrine even if you're a caster (better than accidentally getting attacked from behind by a couple Soul Eaters). Loot Zum'rah and his chest before leaving.



The open plaza in the north is a buffet of Trolls. There are set groups of enemies, patrols (with Basilisks), and a leader to kill at the top of the far-standing pyramid. Kill every group that is close to the base of the pyramid, then wait for the patrols to come by and take them out as well. For the trouble ahead, it's wise to have everything cleared out.

The Sandfury Executioner is at the top of the pyramid; he is flanked by two Sul'lithuz Sandcrawlers (and their nasty petrify stuns). The great news is that the Executioner can be pulled and that won't bring the Basilisks with him! Kill this easy boss and eliminate the Basilisks afterward. The Executioner drops the key to the prisoners' cages. The proper way to deal with these folks is to release them (which is often needed for Divino-matic Rod and is always needed for the Alliance quest **Nekrum's Medallion**.)

The actual fight that triggers after the prisoners begin to escape is complex. Enemies spawn at the base of the pyramid and come up to your position. There are multiple goals while staying alive in this encounter; try to bring down elite Trolls first, since the non-elites are quite weak, protect the prisoners, and keep your HP/Mana as high as possible by using efficient abilities.

Stay at the top of the pyramid and DO NOT get onto the stairs until Bly says to start descending. Getting onto the stairs puts the fight into a constant mode that precludes the short periods of downtime that otherwise occur. Use downtime for bandages first, since a few seconds are sometimes all that you get. Then, use Food and Water afterward for continued rest.



Your primary tank is needed to grab the elites and casters off of the prisoners. Demoralizing Shout is great for this when Warriors are filling that role. Have someone else in the group call targets and let the other members assist that person with bringing down elites, then casters, then the rest of the Trolls that add into the fighting.

Once at the bottom, your group faces two named elites: Sezz'ziz and Nekrum Gutchewer. Go after Shadowpriest Sezz'ziz first, then finish off Nekrum (who drops the **Medallion** for the Alliance Quest). Rest with all the enemies dead, but keep a watch out for respawning patrollers. Then, ask the Goblin to blow up the door that blocks your way toward the Chief! Before leaving, speak with Bly and demand the Divino-matic Rod; Bly gets very angry and attacks your party. Kill the ingrate and take the **Divino-matic Rod** to complete the Gadgetzan Quest.

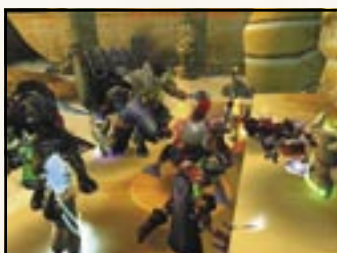


## SIEGING THE THRONE ROOM

Walk up the path toward the Throne Room of the Chief very carefully. There are two Basilisks - Sul'lithuz Abominations - and four Sandfury Guardians. These can be pulled in two fights without drawing the Chief and Ruuzlu, his ally, away from their areas. Have a sturdy character approach the room and shoot the Abominations if they don't automatically aggro, then repeat this later to kill the serpentine Sandfury Guardians.

Chief Ukorz Sandscalp and Ruuzlu are at the back of the room. When all is clear, race forward to attack Ruuzlu and focus all damage on him for the fast kill. If your group has a strong secondary tank, have that person pull the Chief away during this short stage of the fight and tank him while the other members slay Ruuzlu; the Chief's Wide Slash and Cleave grant him the ability to hit many targets, which is why it's useful to draw him away. Groups that only have one or two melee members can disregard this, of course.

All told, the fight against these two isn't as hard as the brawl by the pyramid or a couple of the other boss fights in Zul'Farrak. The rewards are wonderful as well, since the Chief has a number of useful drops! Decide who needs what, loot happily, and move on to the western side of the region.



## WESTERN EDGE—GAHZ'RILLA

There isn't much to do on the western side, since there's only one large room (the smaller southern area has nothing of importance or value, save for more Troll fighting). The room by the pool is where all the action comes together.

The first and most important action in Gahz'rilla's area is to clear *everything*. Kill all Trolls and make sure the patrols are down and out. This takes some time, but it's risky to take on the following challenges without having a ton of room. For the early fights, when the room is choked with Trolls and the potential for adds, have a puller attack from range and draw everything back to the hallway where your group waits.



Look for Hydromancer Velratha on the eastern side of the pool, and defeat her when none of the patrols are nearby (she is easy to slay, and she drops the **Second Mosh'aru Tablet** and the **Tiara of the Deep**).

The worst of the smaller encounters is in the northeast part of the room; there are five Trolls near each other who do not wander. It takes quite a bit of work to clear this fight safely. If your group is too low level to survive that much aggro at once, clear all of the other fights first, then use Fear and other risky CC (crowd control) abilities to make the attack manageable without the danger of adds.

At last, your group has done it! Gahz'rilla is the last challenge of Zul'Farrak. Those who took the time and energy to find the **Sacred Mallet** and charge it atop the altar in SE Hinterlands can unlock the encounter by hitting the Gong on the southern side of the pool. Gahz'rilla steps out along the north side of the water and waits for your party there - this is one of the reasons it's great to clear everything ahead of time.

Charge Gahz'rilla and have the melee characters keep the beast's attention. Don't have casters approach during this battle; the great Hydra periodically throws nearby characters into the air. The fall does massive damage, to the amount of 30-40% of each person's health. Even melee-capable classes, such as Shaman, are better off letting the plate wearers and Rogues get in there while casters hang back for healing and ranged damage.

Done without adds and by a party that anticipates Gahz'rilla's throws, the fight is quite fair and exciting! Gahz'rilla drops the **Electrified Scale** upon death and that is used for a fine turn-in up in the Shimmering Flats.

Congratulations everyone; this is another instance under your belt, and you are well on your way into the most fierce level of dungeons in the game.

