



RAZORFEN KRAUL



Little is known of this stronghold of the Quilboar. All who enter are killed. Those who escape do so in such a state, that they never make it far before death catches up with them. Why do the Quilboar fight so fervently? What is Charlga Razorflank so adamant about defending?

Steel yourself and prepare for the hardships that wait.

DUNGEON INFORMATION



Location

Southern Barrens

Territory

Horde

Quests

Alliance / Horde

Suggested Levels

25-30

Primary Enemies

Quilboar

Time to Complete

2.5-3 hours

GETTING TO RAZORFEN KRAUL



Razorfen Kraul sits northwest of the Great Lift to Thousand Needles. Horde parties can form at either Camp Taurajo or The Great Lift before entering. Alliance parties will have a more difficult time approaching the entrance as it's deep within Horde territory. Gather your group at Theramore and make the run through Dustwallow Marsh to the Barrens. Hugging the mountains along the east side of Barrens keeps you out of eyesight of many of the Horde while you make your way to Razorfen Kraul.

THE GREAT LIFT

Alliance parties face a problem. One of the quests for Razorfen Kraul and a closer flight point are in Thousand Needles. The only way to Thousand Needles (The Great Lift) is guarded by two high-level Tauren. Watch the elevators a moment to understand the timing. As one elevator descends, run along the ramp to the other elevator. If you time it correctly, your entire party can get on the elevator without taking significant damage. If any party member becomes dazed or takes significant damage, they should jump off the cliff. It guarantees death, but the graveyard is very close and there aren't any enemies at the bottom.

Because of the multitude of Quilboars using magic and ranged attacks, having a party member who is familiar with the dungeon can make the assault easier. If the entire party is new to Razorfen Kraul, take it slow and have someone who is familiar with pulling casters and ranged attackers lead. Using terrain to pull enemies into melee range will keep the Quilboar from feasting on your corpses.



ALLIANCE QUESTS FOR RAZORFEN KRAUL

FIRE HARDENED MAIL (WARRIOR ONLY)

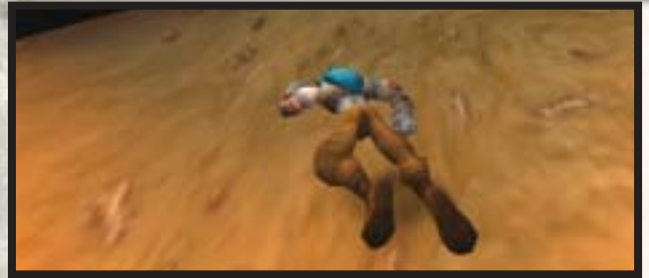
Quest Level: 20 to obtain
Location: Stormwind (Dwarven District)
Person: Furen Longbeard
Goal: Collect Vial of Phlogiston
Max Experience Gained: 2,300
Reward: Fire Hardened Hauberk (Mail Chest, 218 Armor, +5 STR, +14 STA, Use: Increases Rage by 30, Warrior Only)



This quest is Warrior only and can only be obtained after you have completed *The Shieldsmith*. One of the pieces Furen needs for your Warrior's Fire Hardened Hauberk is the Vial of Phlogiston. Only one person in the world can make the Phlogiston: Roogug in Razorfen Kraul. Kill him and take the Vial of Phlogiston and the other materials needed to Furen to claim your armor.

MORTALITY WANES

Quest Level: 26 to obtain
Location: Razorfen Kraul
Person: Heralath Fallowbrook
Goal: Find Treshala's Pendant and take it to Treshala Fallowbrook
Max Experience Gained: 3,050
Reward: Mourning Shawl (Cloak, 21 Armor, -3 SPI, +7 STA) or Lancer Boots (Leather Boots, 64 Armor, +5 STA, +6 Agi)



Finding a wounded ally is usually a sign of good fortune for them, but this is not the case when you find Heralath. With his last breaths, he asks you to retrieve the pendant his wife gave him when they were married. One of the Quilboars has taken it. His last wish was that Treshala receives the pendant and news of his death. Find Treshala's Pendant by killing the Quilboars en masse. Once you have it, return it to Treshala in Tradesman District in Darnassus. She's on the second floor across from the weapon shop.

THE CRONE OF THE KRAUL

Quest Level: 29 to obtain
Location: Thousand Needles (Thalanaar)
Person: Falfindel Waywarder
Goal: Bring Razorflank's Medallion to Falfindel
Max Experience Gained: 3,350
Reward: "Mage-Eye" Blunderbuss (Gun, 12.5 dps) and Berylline Pads (Cloth Shoulders, 39 Armor, +6 SPI, +5 STA, +10 Int) or Stonefist Girdle (Mail Waist, 234 Armor, +6 STR, +5 STA) or Marbled Buckler (Shield, 775 Armor, 17 Block, +5 AGI, +5 STR, +5 SPI, +5 STA)



Upon delivering Lonebrow's Journal (found in his dead hand on a hill near the bottom of the Great Lift in Thousand Needles) to Falfindel, you are asked to kill Charlga Razorflank. She is building an army in Razorfel Kraul and must be stopped. Tear the medallion from her corpse and return it to Falfindel as proof of your actions.





HORDE QUESTS FOR RAZORFEN KRAUL

BRUTAL ARMOR (WARRIOR ONLY)

Quest Level: 20 to obtain
Location: Barrens (Atop Thorn Hill)
Person: Thun'grim Firegaze
Goal: Collect Vial of Phlogiston
Max Experience Gained: 3,650
Reward: Brutal Hauberk (Mail Chest, 203 Armor, +5 STR, +14 STA, Use: Increases Rage by 30, Warrior Only)



This quest is Warrior only and can only be obtained after you have completed *The Trial at the Field of Giants*. One of the pieces Thun'grim needs for your Warrior's Brutal Hauberk is the Vial of Phlogiston. Only one person in the world can make the Phlogiston: Roogug in Razorfen Kraul. Kill him and take the Vial of Phlogiston and the other materials needed to Thun'grim to claim your armor.

GOING, GOING, GUANO!

Quest Level: 30 to obtain
Location: Undercity (Apothecarium)
Person: Master Apothecary Faranell
Goal: Collect the Kraul Guano
Max Experience Gained: 3,300
Reward: None



Master Apothecary Faranell needs help with an experiment. He needs some Kraul Guano, but is too busy overseeing the Apothecarium to get it himself. The Kraul Guano can be obtained by killing the Kraul Bats and Greater Kraul Bats at the back of Razorfen Kraul. Bring the Kraul Guano to him to open the Hearts of Zeal quest.

A VENGEFUL FATE

Quest Level: 29 to obtain
Location: Thunderbluff (Center Rise)
Person: Auld Stonespire
Goal: Remove Razorflank's Heart
Max Experience Gained: 8,100
Reward: Berylline Pads (Cloth Shoulders, 39 Armor, +6 SPI, +5 STA, +10 Int) or Stonefist Girdle (Mail Waist, 234 Armor, +6 STR, +5 STA) or Marbled Buckler (Shield, 775 Armor, 17 Block, +5 AGI, +5 STR, +5 SPI, +5 STA)



Not everyone leaves the past behind. Auld can't get over the conflicts of old. Only one thing will allow him to die in peace...the heart of his enemy. Tear Razorflank's Heart out and bring it to him.

AN UNHOLY ALLIANCE

Quest Level: 28 to obtain
Location: Razorfen Kraul
Person: Small Scroll
Goal: Take the Small Scroll to Varimathras in Undercity
Max Experience Gained: 2,100
Reward: 40 silver



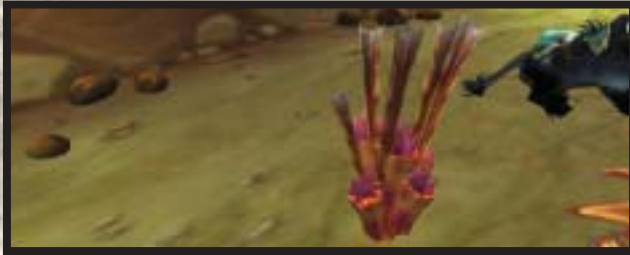
After killing Charlga Razorflank, take the Small Scroll from her body and read it. It seems there is more happening here than first presented itself. Take the scroll to Varimathras in Undercity. He should be alerted at once.



SHARED QUESTS FOR RAZORFEN KRAUL

BLUELEAF TUBERS

Quest Level: 20 to obtain
Location: Barrens (Ratchet)
Person: Mebok Mizzyrix
Goal: Collect 6 Blueleaf Tubers
Max Experience Gained: 420
Reward: A Small Container of Gems



Mebok is always on the lookout for some fast coin. He's willing to pay you handsomely if you help him with his latest scheme. He needs you to collect 6 Blueleaf Tubers from Razorfen Kraul. It sounds much easier than it really is. Before you head off to the Kraul, be sure to pick up the Crate with Holes, Snufflenose Owner's Manual, and the Snufflenose Command Stick that are beside Mebok. Take this time to familiarize yourself with how you are to harvest the Blueleaf Tubers. When you're ready, head to Razorfen Kraul and collect your tubers. As a hint, it may be best to clear any and all mobs from an area before trying to find any tubes.

WILLIX THE IMPORTER

Quest Level: 24 to obtain
Location: Razorfen Kraul
Person: Willix the Importer
Goal: Escort Willix out of Razorfen Kraul
Max Experience Gained: 3,050
Reward: Monkey Ring (Ring, +6 AGI), or Snake Hoop (Ring, +6 INT), or Tiger Band (Ring, +6 STR)



Willix is a shrewd fellow. Rather than coming up with his own idea, he listened to Mebok and tried to beat him to the tubers. He underestimated the danger of such an undertaking. Escort him out of Razorfen Kraul, and he'll make it worth your while.





THE DENIZENS OF RAZORFEN KRAUL

UNNAMED

NPC	LEVEL
Blood of Agamaggan	27 Elite
Notes: Curse of Blood (Physical damage taken is increased by 14. 10 minute duration)	
Boar Spirit	18-20 Elite
Notes: Summoned by Aggem Thorncurse	
Death's Head Acolyte	28-29 Elite
Frequent Drops: Silk, Wool	
Death's Head Adept	27-28 Elite
Notes: Chains of Ice (Root), Frostbolt	
Frequent Drops: Silk, Wool	
Death's Head Priest	26-27 Elite
Notes: Shadow Bolt, Heal	
Frequent Drops: Silk, Wool	
Death's Head Sage	29 Elite
Notes: Healing Ward V (Healing totem), Elemental Protection Totem	
Frequent Drops: Silk, Wool	
Death's Head Seer	28-29 Elite
Notes: Healing Ward V, Lava Spout Totem	
Frequent Drops: Silk, Wool	
Death's Head Ward Keeper	15
Notes: Maintains the ward holding Agathelos the Raging.	
Greater Kraul Bat	32 Elite
Notes: Sonic Burst (AoE Silence. 6 second duration)	
Frequent Drops: Kraul Guano	
Heralath Fallowbrook	25
Notes: Alliance Quest NPC	
Kraul Bat	30-31 Elite
Frequent Drops: Kraul Guano	
Quilguard Champion	30-31 Elite
Notes: Defensive Stance (-10% damage taken), Devotion Aura (AoE armor increase), Sunder Armor (reduces armor by 180 each)	
Frequent Drops: Silk, Wool	
Raging Agam'ar	25-26 Elite
Notes: Enrage	
Frequent Drops: Boar Ribs, Ivory Boar Tusk	
Razorfen Beast Trainer	28-29 Elite
Notes: Frost Shot (Reduces movement speed. 8 second duration), Ranged attack, accompanied by Tamed Boar or Hyena	
Frequent Drops: Silk, Wool	
Razorfen Beastmaster	30-31 Elite
Notes: Ranged attack, accompanied by Tamed Boar or Hyena	
Frequent Drops: Silk, Wool	
Razorfen Defender	27-28 Elite
Notes: Improved Blocking, Defensive Stance	
Frequent Drops: Silk, Wool	

NPC	LEVEL
Razorfen Dustweaver	28-29 Elite
Notes: Accompanied by Wind Howler	
Frequent Drops: Silk, Wool	
Razorfen Earthbreaker	30-31 Elite
Notes: Mind Tremor (reduces casting speed by 20%. 10 minute duration)	
Frequent Drops: Silk, Wool	
Razorfen Geomancer	25 Elite
Notes: Lightning Bolt	
Frequent Drops: Silk, Wool	
Razorfen Groundshaker	27-28 Elite
Notes: Ground Tremor (AoE knockdown)	
Frequent Drops: Silk, Wool	
Razorfen Handler	25-26 Elite
Notes: Accompanied by Tamed Boar or Hyena	
Frequent Drops: Silk, Wool	
Razorfen Quilguard	25-26 Elite
Notes: Thunderclap	
Frequent Drops: Silk, Wool	
Razorfen Servitor	23-24 Elite
Frequent Drops: Wool, Linen	
Razorfen Spearhide	29-30 Elite
Notes: Whirling Rage (AoE)	
Frequent Drops: Armor Piercer (Polearm, 19.8 DPS, +11 AGI)	
Razorfen Stalker	28-29 Elite
Notes: Stealth	
Frequent Drops: Silk, Wool	
Razorfen Totemic	29 Elite
Notes: Healing Ward V, Earthgrab Totem	
Frequent Drops: Silk, Wool	
Razorfen Warden	25-26 Elite
Frequent Drops: Silk, Wool	
Razorfen Warrior	24-25 Elite
Frequent Drops: Silk, Wool	
Stone Rumbler	21 Elite
Notes: Elemental Pet	
Tamed Battle Boar	22-23 Elite
Notes: Pet	
Tamed Hyena	27 Elite
Notes: Pet	
Ward Guardian	31 Elite
Notes: Heal	
Frequent Drops: Silk	
Wind Howler	25 Elite
Notes: Immune to DoT, Elemental Pet	

NAMED

NPC	LEVEL
Agam'ar	24-25 Elite
Frequent Drops: Boar Ribs, Ivory Boar Tusks	
Agathelos the Raging	33 Elite
Notes: Rampage (AoE knockdown), Enrage	
Frequent Drops: Ferine Leggings (Leather Legs, 87 Armor, +9 STR, +8 AGI), Swinetusk Shank (Dagger, 23 DPS, +6 STA, +4 SPI)	
Aggem Thorncurse	30 Elite
Notes: Battle Shout, Heal, Summons Boar Spirit	
Frequent Drops: Thornspike (Dagger, 15.6 DPS)	
Blind Hunter	32 Elite
Notes: Very rare spawn	
Frequent Drops: Batwing Mantle (Cloth Shoulders, 37 Armor, +3 AGI, +10 INT, +5 SPI), Nightstalker Bow (Bow, 16.2 DPS, +3 AGI), Stygian Bone Amulet (Neck, +4 STA, +8 SPI)	
Charlga Razorflank	33-34 Elite
Notes: Chain Bolt, Purity (Full mana restore), Renew (HoT)	
Frequent Drops: Small Scroll (An Unholy Alliance quest for Horde parties), Razorflank's Heart, Agamaggan's Clutch (Ring, +5 STA, +9 SPI), Heart of Agamaggan (Shield, 776 Armor, 17 Block, +7 STA, +8 SPI), Pronged Cleaver (Axe 1H, 24 DPS, +6 STR, +5 SPI), Razorflank's Medallion	
Death Speaker Jargba	30 Elite
Notes: Shadow Bolt	
Frequent Drops: Death Speaker Mantle (Cloth Shoulder, 32 Armor, +7 INT, +3 SPI), Death Speak Robes (Cloth Chest, 44 Armor, +3 STA, +8 INT, +6 SPI), Death Speaker Scepter (Mace Mainhand, 17.1 DPS, +1 SPI, Equip: Increases healing spells and effects by up to 10, Equip: Increases shadow damage by up to 5)	

NPC	LEVEL
Earthcaller Halmgar	32 Elite
Notes: Lightning Bolt, Earthbind Totem	
Frequent Drops: Whisperwind Headdress (Leather Head, 79 Armor, +3 STA, +7 INT, +7 SPI), Wind Spirit Staff (Staff, 26.7 DPS, +3 STA, +5 INT, +15 SPI)	
Overlord Ramtusk	32 Elite
Notes: Thunderclap, Battle Shout	
Frequent Drops: Tusken Helm (Mail Head, 168 Armor, +9 STR, +8 AGI), Corpsemaker (Axe 2H, 28.9 DPS, +15 STR, +8 STA)	
Roogug	28 Elite
Notes: Warrior Quest target, Lightning Bolt	
Frequent Drops: Vial of Phlogiston	
Rotting Agam'ar	28 Elite
Notes: Cursed Blood (reduces INT by 15. 10 minute duration)	
Frequent Drops: Boar Ribs, Ivory Boar Tusk	
Willix the Importer	27 Elite





THE VINES ENCROACH

LIGHT FADES



LEGEND

- 1 First Fork
- 2 Path to Roogug
- 3 Roogug
- 4 The Trenches
- 5 The Prison
- 6 Path to Razorflank
- 7 Aggem Thorncurse
- 8 Death Speaker Jargba
- 9 Overlord Ramtusk
- 10 Earthcaller Halmgar
- 11 Bat Cavern
- 12 Agathelos the Raging's Ward
- 13 Charlga Razorflank

BEASTIARY

CREATURE	LEVELS
Agam'ar	24-25 Elite
Agathelos the Raging	33 Elite
Aggem Thorncurse	30 Elite
Blind Hunter	32 Elite
Blood of Agamaggan	27 Elite
Boar Spirit	18-20 Elite
Charlga Razorflank	33-34 Elite
Death Speaker Jargba	30 Elite
Death's Head Acolyte	28-29 Elite
Death's Head Adept	27-28 Elite
Death's Head Priest	26-27 Elite
Death's Head Sage	29 Elite
Death's Head Seer	28-29 Elite
Death's Head Ward Keeper	15
Earthcaller Halmgar	32 Elite
Greater Kraul Bat	32 Elite
Heralath Fallowbrook	25
Kraul Bat	30-31 Elite
Overlord Ramtusk	32 Elite
Quilguard Champion	30-31 Elite
Raging Agam'ar	25-26 Elite
Razorfen Beast Trainer	28-29 Elite
Razorfen Beastmaster	30-31 Elite
Razorfen Defender	27-28 Elite
Razorfen Dustweaver	28-29 Elite
Razorfen Earthbreaker	30-31 Elite
Razorfen Geomancer	25 Elite
Razorfen Groundshaker	27-28 Elite
Razorfen Handler	25-26 Elite
Razorfen Quilguard	25-26 Elite
Razorfen Servitor	23-24 Elite
Razorfen Spearhide	29-30 Elite
Razorfen Stalker	28-29 Elite
Razorfen Totemic	29 Elite
Razorfen Warden	25-26 Elite
Razorfen Warrior	24-25 Elite
Roogug	28 Elite
Rotting Agam'ar	28 Elite
Stone Rumbler	21 Elite
Tamed Battle Boar	22-23 Elite
Tamed Hyena	27 Elite
Ward Guardian	31 Elite
Willix the Importer	27 Elite
Wind Howler	25

THE FIRST FORK

Fighting past the Razorfen Servitors to get to the entrance of Razorfen Kraul is quick and easy. Pull them one at a time or run past them and enter the instance.



There are a wandering a Razorfen Geomancer and a Stone Rumbler before the first intersection. Eliminate them when they wander away from the two Quilguards; once they're finished, take the Quilguards.

Parties have a decision to make here. If there are any Warriors in the party with the **Brutal Armor** or **Fire Hardened Mail** quests, then move west. Else, move east.



THE PATH TO ROOGUG

The route to Roogug is fairly short. Follow the tunnel west. There are roaming Razorfen Handlers with pets and a Razorfen Quilguard. Pull them one at a time to keep the fights simple. The real work is yet to come.

LINE OF SIGHT

The tunnel walls can hinder the enemy as much as they hinder you. They can be of great help when used correctly. When pulling casters or ranged attackers, pull around a tunnel corner. The enemy will rush around the corner to restore line of sight. This gives your party an opportunity to kill the enemy without having to charge into a room.

When the tunnel is clear, proceed across the large vine to Roogug's area. There are many enemies here. Death's Head Adepts, Death's Head Seers and Razorfen Quilguards fill the landing. Pull them in small groups and slowly clear the room.

Roogug, a Stone Rumbler, a Razorfen Defender, and a Death's Head Adept should be all that remain. These cannot be separated by anything short of death. The Adept's Chains of Ice will make the fight much more difficult by rooting your melee characters. Crush the Adept first. Keep the Stone Rumbler and the Defender away from any members of the party with light armor and bring down Roogug. After Roogug falls, it's just a matter of cleaning up the Rumbler and Defender. Loot Roogug for the **Vial of Phlogiston**.



DOWN IN THE TRENCHES

Return to the First Fork and take the east passage. There is a pair of Razorfen Defenders patrolling the next room. Wait for the Defenders to move away from the Death's Head Adepts and Groundshaker before pulling them. With the melee enemies dead, charge and eliminate the casters in the room. Move west into The Trenches.

The Trenches are filled with roaming Blood of Agamaggan, Rotting Agam'ar, Agam'ar, and Raging Agam'ar. Having someone who can remove curses makes this much easier, but it's not required. Fight the enemies individually as you move through The Trenches.

As you move, now is a good time to release your Snufflenoses to look for Blueleaf Tubers. Each party member needs 6 to complete the **Blueleaf Tubers** quest. Use the box to release your gopher, use the command stick to tell it to look for tubers, then defend it while it looks. The enemies love the taste of gopher apparently.

At the end of The Trenches is a ramp guarded by Quilboar. Pull the two Razorfen Warden's then kill the Death's Head Priests one at a time. Make your way to the hut at the top of the ramp. Remove the two Wardens at the hut to gain entrance. Alliance parties should speak with Heralath Fallowbrook first to receive the **Mortality Wanes** quest. Both factions can escort **Willix the Importer** to the entrance.





THE PATH TO RAZORFLANK

Once Willix has been escorted out safely, return to the entrance to The Trenches. Move north instead of west this time to find the leader of this dungeon.

The next room is more difficult as there are higher ledges on both sides. Keep your party moving down the middle to avoid drawing the attention of casters and ranged attacks above. Move down this room slowly. Kill the enemies in small groups to avoid being overwhelmed. At the end of the room is a ramp that leads in three directions. Pull as many of the enemies near the ramp down to you before ascending.

Move onto the southern ledge. There are two small huts with a Razorfen Groundshaker in each. These should be pulled separately as their Ground Tremor complicates fights enough. You don't need two of them knocking you down.

Moving up the ledge is more dangerous. There are many casters and no corners to pull them around. Rest up before engaging them as adds are likely. When your team is fully prepared, rush the first enemy. If a second add, kill the first and immediately attack the second. When there are no adds, be sure to rest before starting the next fight. Keep your position in mind if things start going sour. When more enemies than your party can handle join the attack, jump off the ledge and make a run to the entrance.



At the top of the ledge is a small pen. Two Razorfen Beast Trainers with pets and Aggem Thorncurse guard the pen. Pull the Beast Trainers and their pets before attacking Aggem. When the area is clear, Aggem's time ends. He will summon Boar Spirits to aid him in the fight. Kill these as quickly as possible. He can summon more than one at a time and can increase their attack power with his Battle Shout. If the Boar Spirits are ignored, you may find your party fighting an army.

With Aggem dead and the southern ledge clear, return to the ramp and look towards the northern ledge. Clearing your way to the top is quick as many of the enemies can be pulled singly. Be aware of the Razorfen Totemic and keep its totems down.



Overlord Ramtusk is flanked by two Razorfen Spearhides. This will be a difficult fight. All three have powerful melee attacks. Ramtusk is dual wielding fast weapons while the Spearhides have AoE attacks. Keep your casters well away from the fight. All enemies should be snared slow any enemies who charge your casters. These few precious seconds can give the melee party members a chance to gain aggro again. Keeping the enemy's attack power decreased can save your melee members and your healer. Your primary tank (if a warrior) should use Defensive Stance and hold Ramtusk's attention while the party kills the Spearhides. Once the Spearhides are dead, focus on Ramtusk.





THE PATH IS LONG

Once Ramtusk is dead, follow the lower passage west. There are many enemies in this room. Clearing them all slowly will keep from having unexpected adds. Pull back around the corner and force ranged and casting enemies to fight on your terms. With the Quilguard Champions always pairing and the Beast Masters having pets, you can bet on having at least two enemies each fight.

When all the cubbies are clear, take the two Quilguard Champions guarding the large vine. Move across the vine slowly. There is a lot of aggro on the next landing. A Razorfen Stalker, a Razorfen Totemic, a Razorfen Beast Tamer and it's Tamed Battleboar guard Earthcaller Halmgar. There is no way to split the group, so prepare for a large fight (restore health, mana, and buffs).

The Razorfen Totemic's low HP and ability to drop totems make it an ideal first target. Kill it quickly and move to Earthcaller Halmgar. Halmgar can also drop a rooting totem. These must be destroyed immediately. They will immobilize your group and allow Halmgar to run to casting range where you don't want him. After Halmgar falls, it's simply a matter of cleaning up. Keep your party healed and bring down the Beast Tamer, Battleboar and Stalker.

Keep your casters here while having your tank move to the next landing. There are two Quilguard Champions on the right that are hidden from view. When you tank proximity aggroes them, pull back to the center of the bridge and fight there.

Also on the landing are a Razorfen Earthbreaker, Death's Head Sage, and a Razorfen Stalker. Wait until the patrol pair of Quilguard Champions moves away, then charge the Earthbreaker. It has a 10 minute casting speed debuff that should be avoided if possible. Kill it before it can make your healer's life difficult. Bring down the Sage and it's totems next, then move on to the Stalker. Rest back on the bridge as the patrol should be nearing your position again.

When you are rested begin moving across the bridges. There are several pairs of Quilguard Champions along the bridges. These should be easier fights as there are only two with no casters. Kill them and cross the bridges to the Bat Cavern.





WHAT LIES AHEAD?

The ever present Quilboar are not to be seen in much of the Bat Cavern. Kraul Bats and Greater Kraul Bats wander aimlessly through this area. Pull the bats one at a time. Keep them away from your casters as the bats have an AoE silence that lasts 8 seconds. Horde parties collect the Kraul Guano for the **Going, Going, Guano!** quest. Each bat only drops one guano, but there are plenty of bats.

Clear the area and follow the southern wall. Quilboar guard a shimmering wall of energy that blocks off part of the cave. Is there something even the Quilboar fear in there?

Return to the Bat Cavern and continue making your way to Charlga Razorflank. As you clear the bats, keep an eye out for the Blind Hunter. He's a rare enemy that carries some nice equipment.

At the northwest edge of the Bat Cavern is a ramp guarded by more Quilboar. The first guards are a Quilguard Champion and a Razorfen Stalker. Pull the Champion to get the two to come to you. Pull the roaming Quilguard Champion next and kill the Razorfen Totemic and Earthbreaker last.

Move through the tunnel onto a landing with a stairs leading to a single hut. Within the hut is Charlga Razorflank, so now would be a good time to restore buffs and rest.



A Death's Head Seer and two Ward Guardians stand guard while two Death's Head Ward Keepers maintain the barrier. Focus on the three guards as the Ward Keepers are not aggressive. The Seer's Lava Spout Totem is something to be avoided. The best way to avoid it is to kill the Seer quickly. Once down, split your party to deal with the two Guardians. Both have armor, HP, and the ability to heal themselves or others. Have one party member keep a Guardian interrupted while the rest of the party kills the other. When only one stands, the fight can be finished.

Killing the two Ward Keepers brings the shimmering barrier down. Rest before entering the tunnel. At the back is Agathelos the Raging. Keep your casters back so they aren't hit by his Rampage (AoE knockdown). With good teamwork, he should fall easily. Have stuns ready when he reaches 25% HP. He will become Enraged and much more dangerous.



Charlga is content to stay in her hut, so your casters will need to move to the middle of the landing to have line of sight once the fight begins. A party member with an interrupt should start the fight. Get her attention and when she starts to cast, interrupt her and bring her down onto the landing. Her Chain Bolt makes puts a lot of pressure on your healer if it's not interrupted. Have an interrupt order to nullify her casting. When she gets low on health, she will cast Renew to slowly restore it. She will cast Purity to instantly restore her entire mana pool when she gets low on mana. Keep her interrupted and bring her down.

Remove Razorflank's Medallion or Heart depending on which faction you follow and return home with the knowledge that much good has been done this day.