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## Karazhan map guide

So after a month of writing I've finally completed the full Karazhan step by step guide. It includes two dedicated documents for healing and tanking Karazhan. Then there are inseparable guides for each and every boss, bliss, Attumen Huntsman and Midnight — the first and easiest Cara Boss.Moroos — a good test of coordinating their groups. The young woman of virtue - a woman at large, fortunately very easy to take down. Opera Event - one of three possible events you'll find? Curator - Karzahans first check the real gear. Shadow of Aron – Watch out for his IMBA mantra Ilhoof and Kil'rek – a warlock and his pet demon, and then about 100 other monsters! Chess event - a nice little mini-game to break a lonngg example! Netherspite - it's like Starwise, but with a big frigin dragon. Prince Malchezaar – Ruler of Karazhan, he's that big! Nitbane - What do you get if you make a monstrous cross with a large lizard? And there you have it, you need to get through one of the games the funniest raid example – Karzahani! Patch 7.1.0 Note: As of patch v7.1.0, Violet Eye Quest lines have been removed. I am retaining all the content about those discoveries for future generation purposes. First, for the quick bit of prestige with Violet Eye. I do the beginner's quest to get the master's key and some follow-up search. You can skip this part because it takes some time (now you don't need the master's key to get inside Karzahan), which includes running other examples, but if you want to get a representative with Lower City, Senarian Expedition, Time Keepers, Sha Tar, Thaalimar (Ferd) or Honor Hold (Alliance), I'll still do so. Master's Key Questline (click to appear) pre-requirements: The minimum level to enter Karazhan must be 68. DEPRECATED: For extra prestige with Lower City, Senarian Expeditions, Time Keepers and Shatar you want to be revered with the said factions and unlock heroic modes for examples of aukindnam, coliffeng reservoir, cave of time and bilizzard. Pick up mysterious disturbances and restless acivity from Archtable Alturus just outside Karzahan.2. Enter the first basement at 48.78. Inside the basement, unliving caretakers, sobbing ghosts, cursed souls and restless shadows kill and plunder their haunting essence until you have 10 of them. 3 | Continue through the basement, through the long hallway until you get into a large room. In that room, use your violet Scrying crystal near the small well. 4 | Leave the cellar and head into the basement at 47.78. Follow through the cave until you see a large pond. Use your violet Scrying crystal near the pond. 5 | Leave the dungeon and turn quest into Archtable Alturus.1. Pickup contact with Dalran from Archmage Alturus.2. Either use your hearth to go ironforge or undercity or fly to The Taren Mill in the Hillsbrad foothills and fly to the northern part of the Dalran crater in the north, 50.50.1 near Dalran to Arknamage Get in touch. Pick up Khadgar from Archmage Cedric.2. Pick up. To fly them to a capital city or through a flightpath.3. Take the portal to Blasted Lands near the city's portal trainer and go through dark portal.4. Take a flying path from the ladder of fortune to Shatrath City.5. 50.43.1 near Archamez turn the search into Khadgar. Archmage manuregr.2 enters The Groan pick. Fly down to the stonebreaker hold from Shath City then head down to Auchindun.3. Enter the shadow maze. You might want to discover this in heroic mode for the low city reputation (-2,700 reputations for full clear). 4 | Make your way through examples, to rave. Kill him and look for the mysterious container near 82.30.5. First use the container to egg the piece Guardian. Kill him and smash his first key piece. 6 | Make your way back to The Shathe City and turn the search into Archtable Khadgar. 1 | Pick the second and third pieces from archtable khadgar. 2 | Fly to the Swamprat Post (Crowd) or Telredor (Alliance) in Zangarmarsh and make your way to coliffang reservoir. 3 | Enter Steamvault. Since we won't need to run the whole example, you don't need to do this on heroic mode. Just make your way to the outside of hydromansar Thespia room.5. Jump into the water and look for the mysterious container near 53.24.6. Use the mysterious container to egg the other piece guardian. Kill him and smash his second key piece. 1 | Fly to Cumorlench in Netherstorm.2. Enter Arcatraz. This time you might want to do this part of the search on Veer because we will be making your way through about half of the example. 3 | Make your way over the stasis block: Find mysterious containers near Maximus and 59.24.4. Use the mysterious container to spawn the third piece Guardian. Kill him and smash his third key piece. 5 | Head back to Shathe City and turn the search into archmage khadger. 1 | Pick the master touch from Archtable Khadgar.2. Head down to the world's end tavern in Shatrath City and talk to Zephyr to transport to the caves of time. If you can't find the tavern, ask a guard where the inn is or go to 74.31 should you be revered with Keepers of the Time in order to use her teleport feature. 3 | Enter Black Morass. You might want to discover this in heroic mode for Keepers of Time Reputation (-1,725 reputations for full clear). 4 | Complete the example normally. Once you've completed the example, you'll be able to talk to Medihe. Talk to him and turn into quest.1. Pick back for Khadgar from Medivh.2. Head back to Shathe City and turn the search into archmage khadger. 1 | Pick violet eye from Archtable Khadgar. 2 | Head back to Karzhan at deadwind pass. The fastest way is to move the portal from the capital city to the blasted lands and fly to Dramul Hold in the north and fly straight west to the mountain. 3 | Archtable is the turn of discovery in Alturus.4. Pick an assessment of the situation from him. It's for the search outside of Karazhan (something later, but we'll get on that later), along with the release of Of Draenor, you no longer need to be in a raid group to enter old raids. Now we're inside Karazhan and it's time to start farming the reputation and make occasional discoveries along the way. The flooring below is evident through a left, spectral steelon, spectral charger and spectral stable hand in the rodeo. They don't do anything special, except sometimes charging that stuns you with a spectral charger. Include midnight. Midnight will sometimes use knockdowns that will knock you down for another.2. Once he reaches 95%, Attumen huntsman will spawn. Keep the dpsing at midnight. Once one of them reaches 25%, Attumen will mount at midnight. 3 | At this point, Attumen Huntsman will sometimes use abstract appearance on you, reducing your chance to hit by 50%. If you can overcome it, I will. Kill the Attumen Huntsman. If you're lucky, he'll leave the reins of the fiery warhorse. Grats if he did. 1 | Enter the area behind the attumen and clear the crowd. Talk to Koren and change in assessing the situation. Pick up The Log of Kiana from him. Later upon arriving when you reach honored with Violet Eye, you'll be able to use it as the seller/seller. Get up the stairs at the Liveri Rodeo above clearing through all the crowds. They don't hurt much and they won't be able to kill you too easily, so feel free to take many at once and aoe them down. 4. 4. Continue through in the skull and kill all of the crowds in there but don't go through the hall in the other room. Head back down to the entrance. Enter the small hallway on the opposite side of the rodeo, where Hastings is. Go through the servant's quarters, killing everyone. Once everything is dead, one of the animal owners will have eggs.1. One of the 3 potential animal owners will have eggs. Either Roquet the Bhanvar, Shadkiih Glider or Hikiis Duberak. They are not tough owners at all. Back in the burning crusade, they were often left as the gear they provided was weak and meant only to groups who were just starting Karazhan and in heroic gear.2. Find and kill whoever is born. Second and third floors.1. Go back to the entrance, this time go up the ladder in the banquet hall. It was always my favorite area because there are so many crowds and they all have very little health. Just run everything around aggressively and AoE them all down.3. Do the same in Moros' room. 1 | I prefer to kill all of my dinner guests first. One will lay 4 out of 6 possible eggs. They don't do a lot of damage, but some of them are annoying as some have hammer-like potential of justice, can disarm and fix some of them as well. 2 | Sometimes moro will disappear and reappear after a few seconds, which will apply you garot. His Garrote is still pretty bad, it will deal 107,000 losses over 5 minutes, though he should die by then. If you have a party pany, you can use the ice block to remove it and if you are a dwarf, you can use it can do away with. Kill him.1. Head back to the main section of the banquet hall and go through the bit Back and up stairs to Grand Ballroom.2. Do the same as you did in the banquet hall. Don't forget about the other side of the grand ballroom. 3 | Once we've cleared through this area, head to the room on the right, guest chambers.4. Kill everything including everything in the side room. In the other room on the left, you'll find a log of Keana, robbing it to get Keana's Log.6. Continue through the hallway until you get the maiden of virtuous room.1. He shouldn't be a problem unless you're very young. After 25 seconds he will put remorse. It will only hit you if you don't have a pet tanking him. 2 | A few seconds after that, he'll cast the Holy Land which you really shouldn't really hurt at all, but it will silence you for up to 1 second and it will break him repentant.3. Kill him. At this point you have 2 options. Keanna is turning into logs or continuing on. Turning into the quest will net you 250 reputations with Violet's eye. If this will push you into reputable. I suggest you go out and turn it into archtable alturus and pick up the Journal of The Mediv from it. I including information for this search line as we go. In the opera hall, go back to the grand ballroom and head through the gates with pillars. Clean up all the crowds there as you did with the previous rooms. Follow the path below, killing all the crowds. Once you go to Barnes, talk to him to start the opera event. You'll find one of 3 potential boss events. Wizards of Oz, Red Riding Hood and Romulo and Julian. Hope it's the Wizard of Oz, it's the easiest. Either way, it's not just a DPS race, you're supposed to do it as you do. Wizards of Oz: Kill Dorothy, Tito, Roar, Stroman and Tinhead. Nothing special, just kill them. Once they die, the krone will lay eggs. Kill him. Red Riding Hood: It can be quite difficult if you're not geared up and pulling important DPS and sucking when walking properly. Every once in a while the big bad wolf cast the little red riding hood, you'll turn into a little, destitute little girl. Run around the stage, right near the walls but not touching. Don't let him hit you as he can still kill you very easily. Once it's worn, DPSing continues until he's dead. Back when I started running Karazhan for prestige, when I was geared into lvl330, he killed me quite a few times. Romano and Julian: First of all, you will be fighting Julian, killing him. This will give eggs to Romulo. Kill him. Now you will be fighting both Romulo and Julian. They should die at relatively the same time otherwise they will be alive. This phase is similar to the core hound groups in magmedcal caverns in the molten core but nowhere near as annoying. If you are not very willing and able to overcome lovers, you may want to overcome Julian's devotion as it significantly reduces the time of his artists. Fourth floor and Up1. Now that we've finished the opera event, the second of the stage The door will open. Go through it and find Stairs to upper hall balcony .2. Kill everything. Once everything is dead, head through the small hallway to the lower broken staircase. Kill everything. A small door will open, it will allow you to enter Karzahan through the side entrance for the remainder of the lockdown. Note that you have to complete the nighttime before unlocking the door. Below the area, you'll find a ramp, a door of master terrace and the door to the upper grand ballroom, which is now unlocked. Don't bother to go to the master's roof, we can't call the nitbane yet. Then go to the ramp and hang one right and go out on the roof and follow it, hang a left and go to the adjacent roof. Follow the stairs all the way up.3. Continue through the broken ladder up to Mengeri. Kill everything (yet redundant?). If you're not robbing the crowd, I'd smash the mysterious anomaly as they drop Mote of mind which might be worth a decent amount on your server. 4 | Once you go to the hall of curators, be very careful to the crowd, as the curator has a very large agro radius. Now attach curator.2. If you have good DPS, just kill him, if not, you might want to kill his subtle flare that he eggs every 10 seconds or they will drown you. Kill him.1. Keep going to the Guardian Library, killing everything, including groups hidden between Bookshelves.2. If you picked Medivh's journal out of Karzahan, talk to Wraiven near 39.46 and turn into quest.3. Pick him in good hands. Go to Gradav near 29.46 and turn in that quest.4. Pick up the kassiss. Go to Kassis near 28.60 and change that search. Pick up Aron's shadow from him. 1 | Continue through the Guardian Library. 2. Stop.3 when you go to a stage with a bunch of shadow pilgrers and homunculus. The bookshelf is a hidden door head down teresian iluf. Use the bookshelf to open the door and head down the hallway. If you're not able to deal with at least 15k-17k+ DPS, I seriously suggest that if you're not a minion or paladin because you'll die. Attach Teresian Ilhoff.2. After 20 seconds he will sacrifice you, teleporting you in the middle of the room, calming you. The sacrifice lives up to monster chains, you or Teresian Ilhoof are dead. 3 | If you have a pet, keep your pet target and destroy monster chains for free you. If you are a party pany country, use your ice block to get out. If you're a Paladin, use your divine shield to get out. Kill him.1. Head back to the stage, continue on until you're on a fork. A big ramp and a small ramp for a door. We'll be going up the big ramp later, then get up smaller ramp.2. Go through the door. 1 | Attach the shadow of Aran.2. Sometimes he will pull you into using a massive magnetic pull and slow you down, while he puts arcane Explosion.At level 85, his abilities won't hurt you too much. Eventually he cast good old flame wreaths, of fire on his feet will create the ring. Must-have to be out of the ring of fire An explosion that will cause you up to 4,000 damage and launch you into the air. This magic back in the burning crusade was often a raid-wiper if people stepped out of the ring of fire, but now it's nothing. 4 | Kill him and smash his Medivh Journal. Nightbane Questline (click to appear) 1. Head back down to the main section of the Guardian Library and turn to Kamisiz.2 in the shadow of Aran. Pick the master's ceiling from him. 3 | Back down to the low broken staircase and head over to the master roof and use Medivh's journal. See here for the location of master terraces. 4 | Go out and turn into the master roof for Archtable Alturus.5. Pick up diggers past and go behind Karazan and smash the charred bone piece from the ground near 45.78.6. Archtable is the turn of discovery in Alturus.7. Pick up the help of a colleague. Head to field 52 at Netherstorm and turn the search into Kalyana Lathred at 32.63.2. Pick up Kalyana's request from her. 1 | Head down to Auchinam in Theroner Forest and enter Setek Hall This search should be done on heroic mode. 2 | Head to First Boss, Darkweaver Sith.3. Kill her and plunder her book named Forgotten. 1 | Head over hellfire citadel in hellfire peninsula and enter shattered halls. This search should also be done on heroic mode.2. First boss, Grand Warlock heads for Ethhechair.3. Kill him and smash your tome of the evening. 4 | Head back to field 52 at Netherstorm and turn in Kalyna's request for Kalyana Lathred.5. Pick up the nitbane from him. If you haven't at least fulfilled Kalyana's request on Nightbane Questline, skip this section, as you'll be unable to call Nightbane.1. Head back into Karzahan to make his way to the master's roof. 2 | In the master's roof, click up to summon Blackbane. See here (estimated) for the location of the black urn. Note that the urn is a very small object on the ground and it can be difficult to find. It is located near the crannelled parapet on the southwest side of the roof. If you haven't at least fulfilled Kalyana's request on Nightbane Questline, skip this section, as you'll be unable to call Nightbane.1. Attach nitbane. He may be a bit tough but he doesn't need to deal with significant damage to you. 2 | Just dps him until he goes into stage 2, his flying phase. If you're a ranging class, feel free to continue DPSing him. 3 | Say he can kill all of the eggs or they drown you, and don't forget to stay out of that cursed fire! 4. Once he's finished casting bones and smouldering breath rain he will land again. 5 | Kill him and smash his unconscious Arcane essence. Don't worry about killing him while he's in his flying stage. He will fall to the ground and be loatable. However it is possible for him to land at the top of the dome and not be loatable. Just make sure he's going to kill her before the path is over. This section only applies to those who completed the nightbe on Nightbane Questline.1. Go out and turn into the night for Archtable Alturus.2. Pick a monstrous appearance You don't already have it. The fastest route to Netherspite is to go through the main entrance of Karazhan.2. Talk to Berthold at the base of the staircase at the banquet hall and teleport him to the shadow of you Aran room.3. Go out of your room and follow the ramp up to the next room, killing everything. 4 | Keep following the path until you go to a round room full of ether. Kill them, after the room is a fork, up or down. Goes up to Netherspite, goes down to Gamesman Hall. 5 | Go upstairs. If you're not able to pull at least 8k DPS, go with the triple beam method. Single beam: Quickly head near 34.61, Agro Netherspite and DPS hard at him. Stand in front of the Nether portal - peace (green) beam second it eggs, otherwise I will recover Netherspite. Do not leave the beam. DPS him fast and hard. After 60 seconds of the portals being activated, they will become inactive and you will have Nether exhaustion, making you unable to take a peace beam when the portal phase resumes. At this point you have about 40 seconds until the exiled phase is finished and the beams do not fire. If he's not dead, you're screwed. Triple beam: For this one, you want to quickly get over in the middle of the room. Once all 3 beams fire, they should all hit you. HER DPS. You shouldn't have much trouble because you will now have to deal with too much damage, he won't be taking less and you'd rather be getting him healed. 1 | Now that he's dead, head back to the fork and get down this time. You can vendor and repair in Ythnar near 43.25.2. When you're ready, open the door to Gamesman Hall. It is by far the most annoying event in Karazahan because it involves quite a lot with going solo. Once you're ready, talk to and control the king pieces of your clique (Warchief Blackhand or King Lleen). The best way I've found to beat this event is to move 3 pieces (Orc Grunt or Human Footman) near the first King Piece 1 space. D2, E2 and F2 to D3, E3 and F3. This will give room for your major pieces to move if Medivh cheats. Echo of 3. Now control your queen piece (Orc Warlock or Human Conjurer) and use your main abilities against the anti-king piece. Echoing of Medivh 3 ways he can cheat, one of them you should avoid at all costs: Healing Cheat: King Slice and heal other pieces for absolute health. Cheating damage. You're controlling the piece to spawn down a ring of fire. Fearless cheat: Fearless a random piece, increasing damage, size and speed. Harm cheating is what you want to avoid. If you're controlling your King, Queen or Bishop piece when he uses this, let that piece go out of fire. If you're lucky, you'll kill the opposing king before you're killed. Now loot the dust-covered chest. Don't fret if you lose. I've lost the chess event many times than I've won it. I also gave up runs because I kept failing. 1 | Go through medivh chambers and all Kill. 2 | Get up the stairs in the power station and kill everything. 3 | Head up now Netherspace. It is Karazahan, the last owner of Prince Malchaseger.1. Prince Malchezaar engages. If you don't have a pet, just kill him but if you do, follow below. 2. Every once in a while he will cast Enfeeble.3. Stay at least 30 yards from him as he will eventually cast Shadow Nova, killing you. After being particularly careful he has called up some demons as they flutter Hellfire from time to time, dealing with damage to anything around it. 4 | Kill him.1. Go out of Karzon and turn into a monstrous appearance in Archmeaz Alturus.2. Pick new instructions.3. Head back to The Dalran Crater in the Hillsbrad foothills and turn archames into Cedric. Don't forget to pick up your ring from Archmej Leyda outside Karzahan near 47,75 because these quests also offer prestige. Booty (click to reveal) Roquet the Raverarvagar's wrist-legs of the foot-rapslinger of the Greavesgilder of the saratnagidier of The Barasreveweger's Bresservavagar-Rapsaglider Glider-Rapsaglider Bootshadillier's cordel Resbrais InarvencestyIhawk Crossbowhalewind Bresersvgen Claw Necklaces of Flowing Thommbris of Dare Schematics of the White Stagglers of The Centi Blessings of The Sibleshar Warhorse of Girdelker of Beltarker of The Belttar of The Lowerer : Bandsalavd Eke Forswalker longbuststagate of unbreakable faith brooch of indomitable amnesos' lucky pocket: The Watchshado-Cloak of The Vinsroyal Cloak of The Vinsroyal Cloak of The Vinsroyal Cloak of The Stable Atorium Skoprated Ripper: Magic Weapons - The weasel band of the indwellingbruns of the malicious of the malicious actions of justice Ueron Gau's disciplinants the hatillite red riding huddle of the Ojrubi SlipperBlue Diamond Witches ' faulty Wolfvolphslyser sniper's edisterboots of the Arrierbots' triedarads of the Trieds of the Arrits rifeed rifles. Riding Hood's Clokebig Bed Wolf's Pypbig Bed Wolf's Headromulo and Julianmasquarde Gown Romulo's Poison VialDespairBlade's UnilateralharedRibbon of SacrificeEarthsool LeggingsssBeastmaw PauldronsEternium GreathelmTrial - Fire TrousersMenegery Custodialdagran - Earthquake Shoulder The guards of the Pauldrons of Soles-Giver Verlin Dynasty Greensforest Wind Shoulderpadgarona the fallen defender of the everlivingstaff of the large shasticscad of the genocidial of impenetrable darkness weakened the genocidial breastplate of the infinite misteagles of fallen heronglavs. The portrides of urgency strangled the heart-riquer of the nightband imperand of the nightband impend of nature's sestensgilld thorium cloak of infusion sigardal. BaneMalific GirdleThe Lightning CapacitorFormula: Enchant Weapon - SoulfrostPauldrons of the Justice-SeekerAran's Soothing SapphireDrape of the Dark ReaversPendant of the Violet EyeSteelspine FaceguardJewel of the IncurrptSaberclaw TalismanTristral Wand of AscendancyMantle of the Mind FlayerShermanar Great-RingBoots of the Infernal CovenRapscaillon BootsFormula: Enchant Weapon - SunfireMithril Band of the UnscarredCowl of DefianceGirdle of TruthRip-Flayer LeggingsShining Chain of the AfterworldsSkulker's GreavesEarthblood ChestguardJewel of Infinite PossibilitiesMantle of AbrahamisPantaloons of RepentanceUni-Mind HeadressSpitelbladeBladed Shoulderpads of the MercilessHeadress of the High PotentateFiend Slayer BootsLegplates of the InnocentFierstord StridersGirdle of TreacheryHeart-Flame LeggingsMithril Chain of HeroismRing of RecurrenceTriptych Shield of the AncientsBattlescar BootsKing's DefenderNetherspace AbyssalMalchazeenNathrezim MindbladeStainless Cloak of the Pure HeartedAdornment of Stolen SoulsJade Ring of the EverlivingLight's JusticeFarstider WildercloakSorehovlRing of a Thousand MarksRuby Drape of the MysticantSunfury Bow of the PhoenixThe DecapitatorHelm of the Fallen HeroHelm of the Fallen DefenderBell of the TrackerBoots of ElusionDrape of the RighteousGrasp of the DeadGrips of DelfnessInferno Waist CordRing of Unrelenting StormsRitssyn's Lost PendantZierhut's Lost TreadsPhantom AttendantPattern : Soulcloth ShouldersPhantom StagehandFormula: Enchant Boots - SurefootedPhantom ValetPattern: Enchant Boots - SurefootedPhantom ValetPattern: Full Clear: +9,762 Violet EyeDEPRECATED: Questlines were removed in Legion 7.1.0.Base Reputation 1st Questline: +5,925 Violet EyeBase Reputation 2nd Questline: +4,345 Violet EyeBase Reputation Ring Questline: +1,300 Violet EyePer-Area BreakdownStables, Scullery, Grand Ballroom (Lower), Servant's Quarters, Banquet Hall: +3,378 Violet EyeGrand Ballroom (Upper), Guest Quarters, Opera Hall: +2,660 Violet EyeThe Broken Stair, Master's Terrace: +382 Violet EyeThe Menagerie: +366 Violet EyeGuardian's Library, Repository, Celestial Watch, Gamesman's Hall: +2,016 Violet EyeMedivh's Chambers, Power Station, Netherspace: +960 Violet EyeNot exact, सभी सूची में +/- कुछ खून अंक हैं | ऊँचापिच 7.1.0 अपडेट करने के लिए: इसके लिए +39,048 वायलेट आई के लिए कुल 4 चर और अतिरिक्त +2,952 वायलेट आईइमेजेट के लिए आंशिक स्पष्ट: सर्वदरलाइंस को सेना 7.1.0.एमफर्स्ट फुल क्लियर + ऑल व्हेट + समानित सिंग में हटा दिया गया था १४,६३२ वायलेट आई (२७,३६८ से ऊंचा) नूरार सन + श्रेदय अंगुठी: + १०,११२ वायलेट आई (१७,२५६ से ऊंचा) तीसरा सन: + १,७६२ वायलेट आई (७,४९४ टू कस्टेड) सीधा सन + ऊंचा अंगुठी: + २,२६८ वायलेट आई (७,८४४ ओवरकिंग) DEPRECATED: + प्रतिनिधि गिल्ड भर्त्ता WoD v6.0.2 में हटा दिया भर्त्ता के साथ पूर्ण साफ करता है/ 50 वायलेट आई +10% रक: +10,847 वायलेट आई +10% नरलीय: +10,847 वायलेट आई +10% नरलीय और +5% रक (+15%) +11,226 वायलेट आई +10% नरलीय और नरलीय +10% (+20%): +11,714 Violet Eyeelf if you don't want to wait for weekly reset, you can kill all the garbage up to the opera event. Unless you kill the Attumen Huntsman, Moroos or the Maiden of Virtue, the opera will respawn all the crowds before the event. You cant clear the opera event last without killing Moro and beating the opera event, however, though.