



Judgement's



CLASSIC WOW SCARLET MONASTERY



QUEST GUIDE ALLIANCE



Introduction

Scarlet Monastery is a 4-wing dungeon located in Tirisfal Glades intended for players level 30-43. The four wings of SM are in order of level: Graveyard, Library, Armory and Cathedral.

Armory and Cathedral have a locked door in front of the instance portal, in order to open it you need to get The Scarlet Key which you can find in a chest in the same room as the last boss Arcanist Doan in the Library. Rogues can also pick the locks with a skill of 175.

SM only has two quests for Alliance players but the main quest gives a very good weapon reward, as well as plenty of other very powerful items dropping from the bosses in SM, it's one of the most popular dungeons to do while leveling.

Quests and Preparation

If you are going for a full clear of all wings I suggest your group being at least level 40, or Cathedral might cause you some problems. For more specifics see the guide about each wing below.

Because SM is located far away the fastest way to get there is to fly to Chillwind Camp in WPL and then run along the western mountain wall to Tirisfal Glades. If you are following my 1-60 leveling guide you should already have the flightpath when you will be doing SM so that will save you some time.

There are only two quests for SM, I recommend getting both before going.

[In the Name of the Light](#)
[Mythology of the Titans](#)

Desolace/Southshore
Ironforge

Dungeon Guide

Graveyard

The Graveyard wing is the easiest and lowest level. You can quite easily clear it with a group of level 30s. It has two bosses and the possibility of having an additional three rare bosses. The rare bosses can drop some really powerful items for their level and you will often see groups farming the Graveyard over and over for the chance of getting them. Most groups tend to skip the Graveyard wing altogether because it's not a part of the main quest and the group is usually higher level so the amount of XP they will receive is very low.

1. Clear the first corridor and enter The Chamber of Atonement.
2. To your right you will find the first boss, **Interrogator Vishas**.
3. Clear the room and continue, after the next corridor you go up some stairs and come to the open graveyard area.
4. There are many ghosts and zombies around here. This is also the area where all of the three rare bosses can spawn, so keep an eye out for them. (**Ironspine, Fallen Champion & Azshir the Sleepless**)
5. Continue forward and enter Honor's Tomb.
6. Work your way to the bottom of the tomb and you will find **Bloodmage Thalnos**.
7. You are now done with SM: GY, head back out and continue to the Library.



Library

Library is the second wind of SM and the difficulty from GY is already noticeably harder. Enemies here will be around level 34-36 with the last boss Arcanist Doan being 37. Some of the enemies will also have stuns, knockdowns and interrupts which will make it harder.

1. Clear the first corridor and you will come to an open square area.
2. Be careful with pulls here and use line of sight to your advantage to avoid pulling several packs at the same time.
3. Go right and follow the wall until you come to the next room, here you will find **Houndmaster Loksey**.
4. Go back and continue to the next door, take the stairs down and follow the next corridor.
5. Take a right and fight your way through the next corridor.
6. Before you enter the next rooms you need to be careful, there are enemies both to you left and right as well as patrols walking around. If you would just run into the next room you will pull up to 10 enemies and most likely wipe the group.
7. Stand in the door opening and pull one side at the time, when it clear of enemies you can enter the room.
8. To your left on the floor next to a stone bench you will find the book Mythology of the Titans which you need for one of your quests.
9. After this room there is another one just like it, clear it the same way and then you have one more corridor and another room before you arrive at the last boss.
10. **Arcanist Doan** has a few mechanics that are worth looking out for. He will polymorph random party members and do an AoE silence. But the main thing he does what can wipe an unsuspecting group is when he gets to around 50% he will get an immunity shield and start casting a big blast wave that does a lot of damage. Best way to avoid it is to run out of his room or hug the walls.
11. After you kill **Arcanist Doan** you can loot the Scarlet Key in a small box in his room. You need the key for entering Armory and Cathedral as well as a door in Stratholme to enter the living side.

ENTRANCE

**MYTHOLOGY OF
THE TITANS**



LOKSEY

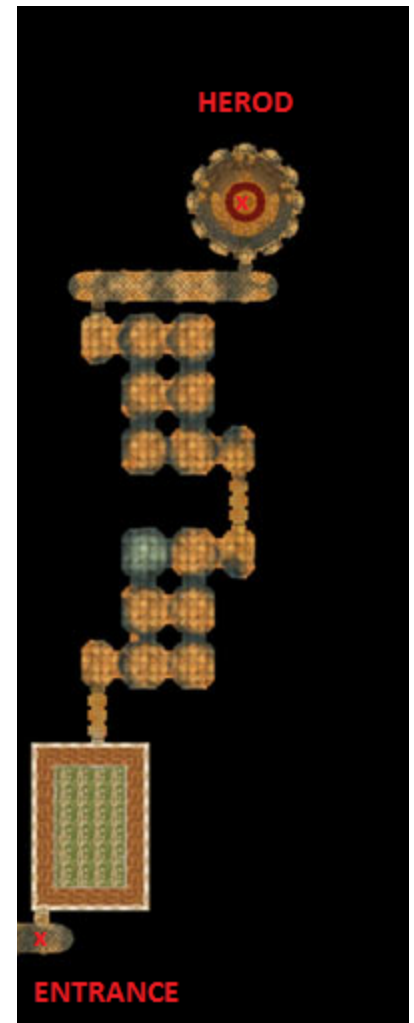
DOAN

Armory

Armory is the third wing and harbors only one boss, Herod. This wing is very popular among warriors and Paladins since Herod drops four very good items for them. The enemies in Armory is around level 36-38 with Herod being level 40.

Armory is fairly straightforward, it's just a bunch of corridors and rooms after each other filled with scarlet members. If you are running dungeons only for XP Armory is probably the best to do in SM with mostly melee enemies and small layout.

1. In the first open area stick to your left and you can avoid a few packs in the middle and to your right, but be careful of patrols.
2. Go down the stairs and enter the armory area.
3. Now you will just come to a bunch of rooms after each other filled with scarlet members. Work through the area and you will finally come to the last corridor and a locked door.
4. Use the Scarlet key to open the door and **Herod** will be waiting for you.
5. **Herod** does a cleave and a whirlwind ability. When he does the whirlwind he will also be immune to all damage, so just avoid it and wait for it to end.
6. When **Herod** dies, a whole lot of Scarlet Trainee's will storm in from above, these have a small chance of dropping the Tabard of the Scarlet Crusade.



Cathedral

Cathedral is the last and hardest wing of SM. There are two bosses in Cathedral as well as one mini boss. The enemies in Cathedral is between level 38-40 while the bosses are 42.

1. Clear the first tunnel and you will come to the open courtyard area.
2. Go right and take the stairs up to the next level.

3. Clear everything around the big Cathedral door and open it with the Scarlet Key.
4. Because of the layout in the Cathedral and how tightly mob packs are it's wise to stay outside and pull packs one by one until you have cleared the first area to avoid unnecessary wipes.
5. Mograine will stand in the center, be careful not to aggro him before you clear all the trash, or they will aggro! This includes the rooms to the left and right.
6. In the room on the right side there is a secret door you can open by clicking on a torch on the wall.
7. In the secret room you will find the mini boss **High Inquisitor Fairbanks**, he usually drops a couple of greens.
8. Return to the main room and start the fight with **Mograine**. After you defeat him **Whitemane** will come running and you need to fight her, when she goes down to around 50% she will bubble and resurrect **Mograine**.
9. Now you have to fight both of them at the same time.
10. And that was the last boss of SM, hope you had a good time and found this guide helpful.

