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**Hello and thank you for taking interest in my guide.  
This is the 20-60 section of the leveling guide  
This section covers 20-60 no matter what race or class you are playing**

I have been updating and tweaking my guide for the past year now. I am currently working on getting ready for WotLK, the new WoW Expansion. Any class can use this guide.

**PLEASE READ THE TIPS BELOW**

**To the left you'll find a clickable index that you can use to jump to any section of the guide.**

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## Some Tips For Everyone

- 1) First I would really like to thank [Joana/Mancow](#) for making the horde guide that was similar to this one. He inspired me to write this. He has a great guide and I wanted to make one like it for alliance.
- 2) Some abbreviations you might see throughout this guide are as follows: **GY= Graveyard Darn= Darnassus SW= Stormwind IF= Ironforge FP= Flight Point**. Directions such as NW NE SW SE are usually obvious in their wording but of course mean northwest, northeast, southwest, and southeast
- 3) I suggest you use some type of mods if you don't already. They greatly help with everyday things. Here is what I suggest you get:
- 4) [CT Raid](#) Lot of nifty options in and out of raids also shows coordinates on the map
- 5) [Scrolling Combat Text](#) (shows any combat stuff you want around your body like final fantasy) better than the built in one. It even shows you when certain abilities are ready. I.E. Rogues Riposte, Hunter's Mongoose Bite, etc
- 6) [Other Ace Mods](#) Get Fubar off of this site. This puts a nice bar atop your screen that shows anything you set it to. There is a list of many addons for fubar here. Very helpful with cords. You need the one that is called fubar then the rest can be added on to it. Lots of play here depending on what you want. I highly suggest you get questfu and xpfu then toy around with others depending on your play style
- 7) Whenever you see something on the guide surrounded by a box like this, it represents being in a town. Not all little encampments are considered a town even though it has a flight point. I usually tried to make sure it had an Inn and a FP
- 8) As of patch 2.3 nearly every item that you will pick up will sparkle like a corpse does. All npc's with a quest or a quest turning now show on your mini map. All objects that are not npc's also have an exclamation or question mark over them so they are easy to spot
- 9) Since you're probably going to do this on a new server, a smart idea is to pick up skinning and mining or herbalism because you won't have a main to cheese money off of. But at least skinning. You can start making pretty good money for just killing stuff. Mining can be kind of hard to use with hunters because you can't look for mines and track at the same time and the same goes for herbalism. All other classes won't have that problem. I think herbalism is much easier to level and you can find herbs a lot more than mining.
- 10) If you don't want to do any tradeskills until you hit max level then pick up mining and herbalism. This is for questing reasons where you may need a special item that can be tracked with one or the other
- 11) Whenever you hit 15/25/35/45 etc, get the newest water and food you can have. It will greatly help downtime.
- 12) Whenever you hit 10/25/40 etc upgrade your ammo for the best damage you can do. At 52 something you can get thorium ammo, but it's crafted so could be hard to get especially on a new server when you're ahead of everyone
- 13) Before I go out hunting or questing, especially in spots I can't buy the highest-level ammo or food/water, I always make sure I have about 60 food/water or more depending on how long I may be out or just in case you forget next time you can get more. This way you can hunt for hours before you have to go out of your way to restock

- 14) The more you level up to 70 the better, and faster you become with or without using this guide. Just like anything else in life.
- 15) It's extremely important that you know what you're going to do next. If you don't you could forget something and run half way across the map and then have to run back. It's also important if you have 2 quests to do in the same spot or near the same spot, to do them at that time because it can be easy to forget. This is one reason a quest tracker comes in handy
- 16) Always have an alt for your character that you're leveling to sell stuff in the Auction House. This saves tons of time, especially if you're nowhere near an AH. Constantly send your skins, bars, and anything else you want to sell to the AH alt. You can also send stuff that you want to keep but can't use till later. Send it to the alt, then just hit return and let it sit in your mailbox till you need to use it. This won't work for some people because they can't stand seeing that mail icon.
- 17) If you ever find yourself running from any monsters, strafe left and right very fast. The monster follows the same path you do so when you turn or go left, it does too. This really slows them down and will almost always allow you to get away. This is also how you train mobs because they can't keep up with you unless they're really fast. To do this easily just tap Q and E (the default strafe keys) very fast while you are on auto run. This is a huge lifesaver.
- 18) I personally loot every mob from about 20-25 on up. The reason being is you'll never know if a blue or purple item drops. I found quite a few blue items that went for 50g and up. I had almost 300g after I bought my mount. That's almost half way to your epic mount by the time you got your first one. Between drops and skins etc you can easily have 500g by the time you hit 60. Most drops are luck and just vary. Mobs loot is determined when they spawn not when they're killed
- 19) I use hearthstones and dying so I resurrect at the GY near town through out the game. This saves a lot of time and can help you get a better total time. If your hearth isn't up, logging out will still count it down and not waste your /played. Do note that the guide is not based on logging out in this manner while everything was charted.
- 20) I don't do instances while I level up except Uldaman. The reason being is it really slows leveling down to do every single one, even if you get a killer group. You can do them if it's your first time playing or if you want a specific reward. Instances do give good gear but gear really makes no difference until you hit 60 and start really tweaking. If you know you got a good group then do them. But if you don't blow through it in 1 time it can greatly hurt your final /played so make sure no one is a noob. Plus on new servers you'll be far ahead and can't do most of them if you speed run.
- 21) The most annoying mobs are ones that can heal. If you see a mob starting to heal, then use a stun type move to stop it if your class has one.
- 22) If you play on a PVP server it will slow you down some. I always have played on PVP servers and it is unstoppable that you are going to get ganked at any level by anyone from your level on up to 60. Once you are 48 you're free honor to a 60. PVE realms will help you get the fastest /played and avoid being ganked and corpse camped
- 23) People ask why I chose a Night Elf rather than another race, I don't like Gnomes, humans are ok, Dwarves are close to gnomes but look better. But truly I love NE because they look

the best IMO. Plus NE rogues have an extra level of stealth because of meld, and hunters can meld and their pet can prowl so you can both be hidden from mobs or other players. I think being able to hide is the best racial

- 24) Just because your inventory is full doesn't mean you have to go back to town. Destroy low, useless items to make room. This is where lootlink helps out so you can see what an item is worth to a vendor and destroy useless items.
- 25) NOTE: Don't abandon quests anymore if it's a grab x item quest because they will vanish upon abandoning the quest.
- 26) When it comes to mid to high levels, stick with one weapon type, or 2 if you dual wield different types. This only really applies melee. The reason being is it's tough to level up melee skills vs high-level mobs. Ranged for a hunter is not the same since it levels much faster. You can still try and use any weapon but it could slow down your time. If you do decide to use a new weapon type, using special skills will make it level up faster.
- 27) In your video options, lower your ui scale to fit your needs. This makes it look better and can help you out.
- 28) Some stuff may be harder for non-hunters to solo. If you don't start at level 1 or around 15 you may wonder why you have to grind a lot, you just missed stuff I did or you could have done quests that I didn't do yet and vice versa.
- 29) Make sure you hotkey your spells. This is extremely helpful. Before I did this, my rogue would die more because I couldn't click vanish or evade in time.

More tips will be added if I ever get new ones but these are the ones you need to know if you don't already.

## 20-21 Darkshore (Draenei Meet Up)

- 1) First thing, fly to Darnassus or Exodar and get your new Skills
- 2) In the center of Auberdine, under the gazebo, at Gershala accept "[Researching the Corruption](#)"
- 3) Go south to 43,76 and turn in "[Onu](#)" accept "[The Master's Glaive](#)"
- 4) Go SW to 39,85 it should say you found Master's Glaive (complete) now use the phial of scrying. Click it turn in "[The Master's Glaive](#)" accept "[The Twilight Camp](#)"
- 5) Click the Book at 38,86 turn in "[The Twilight Camp](#)" accept "[Return to Onu](#)"  

- 6) Accept "[Therylune's Escape](#)" (escort) at 38,87 and just get her out. Real easy
- 7) Go west to 35,83 and turn in "[The Absent Minded Prospector pt.1](#)" accept "[The Absent Minded Prospector pt.2](#)" then escort him down below and back up. You can wait until you're 21 to make it a bit easier
- 8) Go west to 31,83 and 31,85 and then just north of the last one and accept "[Beached Sea Turtle](#)" at all 3
- 9) Go north to 32,81 and grab another sea creature
- 10) You should have hit 21 by now whether you did the prospector quest or not
- 11) Go north to 35,74 and do "[WANTED: Murkdeep!](#)" you have to clear the camp and wait about a minute. Then you will have 3 level 13 murlocs come out of the ocean. Once they die you have 2 level 15 murlocs. You can take a break if you need to between fights. Then Murkdeep comes out with a 17. Very easy
- 12) Go back east to 43,76 and turn in "[Return to Onu](#)" accept "[Mathystra Relics](#)"
- 13) Accept "[The Sleeper Has Awakened](#)" (escort) the sleeping bear behind Onu. Hotbar his horn because he falls asleep every minute or so. This quest will bring you into Ashenvale. Horn is in the box beside him. If you don't go on the road and just run through the grass you will not get ambushed at all

## 21-23 Ashenvale

- 1) Continue following the road south to 26,36 Maestra's Post and you will see the complete message for "[The Sleeper Has Awakened](#)" then go turn it in straight ahead in the house to Moonriver.
- 2) Go to Delgren and turn in "[The Tower of Althalaxx pt.3](#)" accept "[The Tower of Althalaxx pt.4](#)"
- 3) From Broadleaf accept "[Bathran's Hair](#)"
- 4) Kill mobs to the north around 31,31 in The Ruins of Ordil'Aran for "[The Tower of Althalaxx pt.4](#)" If you don't find it after clearing the camp once then go to the next step and try this again on the way back
- 5) Go further north and grab plant bundles for "[Bathran's Hair](#)" at 31,21 in Bathran's Haunt. They're lying around on the ground. Herbalists can pick these up on radar



- 6) Go south back to Maestra's Post to Delgren at 26,38 and turn in "[The Tower of Althalaxx pt.4](#)" accept "[The Tower of Althalaxx pt.5](#)"
- 7) Turn in "[Bathran's Hair](#)" to Broadleaf accept "[Orendil's Cure](#)"
- 8) Go SW to the Shrine of Aessina to the dryad at 22,51 and turn in "[Therylune's Escape](#)" and you should now be at least 50% through 21

- 9) Follow the road east into Astranaar at 33,48 and get FP
- 10) From Shindrell Swiftfire accept "[The Zoram Strand](#)" right as you enter town
- 11) On the house to the right and from Palanaar SKIP "[A Helping Hand](#)" we will grab it later
- 12) SKIP the 2 quests sending you to Stonetalon "[Journey to Stonetalon Peak](#)" and "[On Guard in Stonetalon pt.1](#)"
- 13) In the Inn at Raene turn in "[Onward to Ashenvale](#)" then accept "[Raene's Cleansing pt.1](#)" and "[Culling the Threat](#)"
- 14) Make Astranaar your home and hunters stable your pet
- 15) Turn in "[Orendil's Cure](#)" at the last house to Whitemoon accept "[Elune's Tear](#)"

- 16) Go west out of town up into the NW of the zone to The Zoram Strand. Stop at Talen at 14,31 accept "[The Ancient Statuette](#)"
- 17) Hunters tame a Clattering Crawler lvl 20 to get Claw Rank 3 give it Growl 3
- 18) Kill the naga around here for their heads, 100% drop rate, for "[The Zoram Strand](#)"
- 19) Grab the statue on the ground at 14,20 for "[The Ancient Statuette](#)"



- 20) Keep going north to Blackfathom Deeps at 14,14 and go under the water into the cave and kill the naga and satyr for brainstems for "[Researching the Corruption](#)"
- 21) You should be 22 once you get out from underground
- 22) Go SE back to Talen at 14,31 and turn in "[The Ancient Statuette](#)" accept "[Ruuzel](#)"
- 23) Go NW to the small island at 9,15 and Kill Ruuzel for "[Ruuzel](#)" but note that you don't actually have to kill Ruuzel. Kill Lady Vespia. A 22 rare and doesn't have guards like Ruuzel. She seems to be a longer spawn because she is rare and isn't on a normal spawn timer. She wanders the coast line beside the island Ruuzel is on.

- 24) Go back SE to Talen at 14,31 and turn in "[Ruuzel](#)"
- 25) Go further SE to the lake at 20,42 and you'll see Teronis' Corpse in the center, turn in "[Raene's Cleansing pt.1](#)" accept "[Raene's Cleansing pt.2](#)" Then kill murlocs for the gem. The drop rate sucks so you'll probably end up grinding a bit on these. It may seem steep if you didn't have to grind these a lot for the glowing gem but you will be about 75% to 23 when you get done here if not farther.

- 26) Hearth back to Astranaar
- 27) Go to the bottom of the Inn to Raene and turn in "[Raene's Cleansing pt.2](#)" accept "[Raene's Cleansing pt.3](#)" and "[An Aggressive Defense](#)"
- 28) Near the FP at Swiftfire turn in "[The Zoram Strand](#)" SKIP "[Pridewings of Stonetalon](#)"
- 29) Hunters get your cat back out
- 30) Now depending on how hard it was to get that glowing gem you should be anywhere from 85-95%

- 31) Grind, if you're a little behind, otherwise run NE to Iris Lake at 46,46 and grab an Elune's Tear on the ground for "[Elune's Tear](#)" It's best to leave town directly NE as there is a path you can't really see just north of the graveyard. You can probably level or get really close to leveling by killing your way up here



- 32) Go south back towards the road and east to 49,56 then go north to Shael'dryn at the moonwell at 53,46 and turn in "[Raene's Cleansing pt.3](#)" accept "[Raene's Cleansing pt.4](#)"
- 33) You should definitely be 23 now and about 5% into it
- 34) If you need to clear your bags go south to Silverwing Refuge at 50,67 otherwise skip to step 33
- 35) SKIP "[Elemental Bracers](#)" for now, we'll do it when we come back later on
- 36) Go back north, south if you skipped step 31, to 55,61 and kill the mobs all around here for "[An Aggressive Defense](#)"

- 37) Run back to Astranaar
- 38) At the east house near the exit turn in "[Elune's Tear](#)" accept "[The Ruins of Stardust](#)"
- 39) In the Inn at Raene turn in "[An Aggressive Defense](#)"

- 40) Exit Astranaar out the east exit follow the south path till you are at 33,66 in the Ruins of Stardust and grab stardust covered bushes for "[The Ruins of Stardust](#)" also shamans need to fill the Bota bag in the center of the gazebo at the bird feeder thing for "[Call of Water](#)"



- 41) Run back up to Astranaar
- 42) At the first house turn in "[The Ruins of Stardust](#)" accept "[Fallen Sky Lake](#)"
- 43) Fly to Auberdine

## 23-24 Darkshore

- 1) Turn in all "[Beached Sea Turtle](#)" on the dock to Gwennyth
- 2) Make Auberdine your home
- 3) In front of the Inn at Glynda turn in "[WANTED: Murkdeep!](#)"
- 4) Turn in "[The Absent Minded Prospector pt.2](#)" to Hollee just outside the merchant house and accept "[The Absent Minded Prospector pt.3](#)"
- 5) In the center of town at Gershala under the gazebo turn in "[Researching the Corruption](#)"
- 6) Fly to Darnassus and go south to the Temple of the Moon to Greywhisker at 31,84 and turn in "[The Absent Minded Prospector pt.3](#)" accept "[The Absent Minded Prospector pt.4](#)"
- 7) Go inside of the temple and go up top to Valustraa and accept "[Travel to Astranaar](#)"
- 8) Get skills if you need them. If you need to go to Exodar then take the boat in Auberdine
- 9) You should be about 90-95% to 24
- 10) You can skip the 2 quests done here if you want because it is a long run but I don't advise doing so as you'll miss about 6k experience
- 11) Fly back to Auberdine. Shamans go back to Bloodmyst and turn in "[Call of Water](#)" at 33,19 to Aqueous accept "[Call of Water](#)" then go SW to around 25,40 and use the water on the barrels and then kill Tel'athion the Impure when he comes out. Turn it back in to Aqueous and accept "[Call of Water](#)" then turn it in at the Exodar to Nobundo at 31,28 and get your water totem. Once done boat back to Auberdine since you're near the boat



- 12) Follow the road way NE to 58,21 and collect the Mathystra Relics lying all over for "[Mathystra Relics](#)"



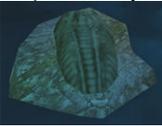
- 13) Go NW to the shore to 56,13 and accept "[Gyromast's Retrieval](#)" from Gyromast
- 14) Kill raging reef crawlers around here and murlocs north near the ship at 55,12 and kill foreststriders east of Gyromast to get all 3 key fragments for "[Gyromast's Retrieval](#)"
- 15) Go back to Gyromast and turn in "[Gyromast's Retrieval](#)" accept "[Gyromast's Revenge](#)"
- 16) Go SW along the shore to 55,18 and you'll see Threshwackonator 4100. Talk to it and turn the key. Now he'll follow. Just walk back to Gyromast and when you get there the robot will attack you. Kill him and turn it in. Once you turn it in you can discard the key. You'll get some water breathing elixirs that I highly suggest saving, unless you're an alchemist who can make them, for quests where you will need to be underwater for a while
- 17) Run all the way south to to Onu at 43,76 and turn in "[Mathystra Relics](#)"

- 18) Hearth to Auberdine
- 19) You should be roughly 20% through 24
- 20) Fly to Darnassus or Exodar and get new skills unless you were ahead and already 24 last time
- 21) Fly to Astranaar

## 24-24 Ashenvale

- 1) In the first house on the right at Palanaar turn in "[Travel to Astranaar](#)"
- 2) Go SW into Fire Scar Shrine, killing what is in your way there, and kill Ilkruk Mathrull at 25,61 for "[The Tower of Althalaxx pt.5](#)" He's up a path to the right as you head into the shrine. Take him out as fast as you can or stun him as he starts to summon them. He summons 2 voidwalkers if you take too long but luckily they're only level 17
- 3) Go back north of Astranaar and fight your way up between 35,33 and 36,36 and kill Dal Bloodclaw for "[Culling the Threat](#)" If he's in a camp just wait until he's in the open
- 4) If you're not about 40% through leveling then make sure you kill a few more guys as you head back south to the road
- 5) Go west on the road to Maestra's Post to Delgren at 26,38 and turn in "[The Tower of Althalaxx pt.5](#)" accept "[The Tower of Althalaxx pt.6](#)"
- 6) SKIP the escort "[Supplies to Auberdine](#)" unless you get someone to help as it gets tough when you get ambushed
- 7) Run back to Astranaar
- 8) Go into the Inn to Raene and turn in "[Culling the Threat](#)"
- 9) Go SE to the Silverwing Refuge at 49,67 and at Starstrike accept "[Elemental Bracers](#)"
- 10) Go in the lake behind the building and kill the elementals until you get 5 inact bracers, it doesn't show as a quest item when you pick it up, then use the scroll on them and then turn it back in. SKIP "[Mage Summoner](#)" This is where one of those water breathing elixirs you got earlier may come in handy
- 11) You should be about 70% to 25
- 12) Hearth to Auberdine
- 13) Go to the boat docks and get on the boat on the west side to Menethil Harbor.

## 24-27 Wetlands

- 1) Stop at the end of the docks at Karl Boran and accept "[Claws From the Deep](#)"
- 2) Go grab the FP just off the dock to the right
- 3) On the west side of town at James Halloran accept "[Young Crocolisk Skins](#)"
- 4) Go to the top of the castle in the middle of town to Stoutfist and accept "[War Banners](#)"
- 5) On the east side of town from Sida accept "[Digging Through the Ooze](#)" and be on the lookout for stray slimes that are in the wetlands. They drop Sida's Bag and any in the zone will drop it. Before you come back to town you'll either get it from a scattered one or in the tomb where there are lots.
- 6) In front of the Inn from Fitzsimmons accept "[The Third Fleet](#)" and "[The Greenwarden](#)"
- 7) Make Menethil Harbor your home and buy a flagon of mead from the Innkeeper
- 8) Go upstairs in the inn to Flagongut and turn in "[The Absent Minded Prospector pt.4](#)" accept "[The Absent Minded Prospector pt.5](#)"
- 9) Give the flagon of mead to Fitzsimmons outside the inn for "[The Third Fleet](#)" then accept "[The Cursed Crew](#)"
- 10) On the bridge outside of town at Rockweaver accept "[In Search of the Excavation Team pt.1](#)"
- 11) Kill Young Crocolisks just east of the bridge around 14,52 in the lake, north on the land of the lake for "[Young Crocolisk Skins](#)" If you're having trouble finding a lot just kill them in a bit along the road when you head east
- 12) Go north and kill Bluegill Murlocs and Gobbler at 18,40 for "[Claws From the Deep](#)"
- 13) Go east and enter the Excavation Site at 34,40
- 14) Run up the path on the left to the cave at 38,52
- 15) Outside the cave at Ormer accept "[Ormer's Revenge pt.1](#)"
- 16) Go inside the cave to Rockweaver and turn in "[In Search of the Excavation Team pt.1](#)" accept "[In Search of the Excavation Team pt.2](#)"
- 17) Pick up the fossil near the 2 npc's on the ground for "[The Absent Minded Prospector pt.5](#)"  

- 18) Go west and kill Mottled Raptors and Screechers for the stone of relu east of the crocs around 25,46 for "[The Absent Minded Prospector pt.5](#)" and for "[Ormer's Revenge pt.1](#)" If you don't find the Stone of Relu for the prospector quest in about 5 minutes after finishing getting 10 of each raptor then just go to the next step and you will get it from the raptors over the next quests.
- 19) You should hit 25 while killing raptors
- 20) Run back up to the cave at 38,52 to Ormer and turn in "[Ormer's Revenge pt.1](#)" accept "[Ormer's Revenge pt.2](#)"
- 21) In the cave from Whelgar accept "[Uncovering the Past](#)"
- 22) Now do both "[Ormer's Revenge pt.2](#)" by killing Scythclaw and Razormaw Raptors below, and "[Uncovering the Past](#)" relics for this are all around the raptors. There are 4 different ones that randomly spawn but each is in it's own shape which are: (Modr=Thin Red Vase) (Golm=Fat Yellow Vase) (Neru=Dirt Pile) (Ados=Tomb) If you're having trouble finding

the dirt, look behind the tree to the east of the entrance. Sometimes it's hidden there as shown here <http://thottbot.com/ss13541>



- 23) Go back up to Ormer at 38,52 and turn in "[Ormer's Revenge pt.2](#)" accept "[Ormer's Revenge pt.3](#)"
- 24) In the cave at Whelgar turn in "[Uncovering the Past](#)"
- 25) Do "[Ormer's Revenge pt.3](#)" atop the hill at 32,51 Sarltooth is a 29 But he's as easy as the others. Go turn it back in to Ormer near the cave when done
- 26) If you still have not found the Stone of Relu then go back west to the first sets of raptors and kill them until you get it
- 27) Go back to the road then east to 43,40 and then go south into the Angerfang Encampment and kill the dragonmaw for "[War Banners](#)" They're annoying because they like to net you and they run.
- 28) Run NE to Einar Stonegrip at 49,39 and accept "[Daily Delivery](#)"
- 29) Run straight East from here to the Greenwarden at 56,40 and turn in "[The Greenwarden](#)" accept "[Tramping Paws](#)"
- 30) Go south to the camp at 56,74 and kill mosshide gnolls and mongrels for "[Tramping Paws](#)" They're a fast respawn which is good but just don't get cornered. If you have trouble finding mongrels then head NE and there are more camps. Turn it back in to the Greenwarden north at 56,40 and accept "[Fire Taboo](#)" You should be 26 by now, if not you will be soon
- 31) Go west now and start killing the mosshides for "[Fire Taboo](#)" Any mosshides will drop the flints except the ones you just killed, The flints are easily dropped by the ones around 44,33 and the surrounding camps.
- 32) If you didn't find Sida's Bag for "[Digging Through the Ooze](#)" from killing any slimes you've seen so far, go north to Ironbeard's Tomb at 44,25 and kill the oozes until you get it.
- 33) Run back east to the Greenwarden and turn in "[Fire Taboo](#)" at 56,40 and accept "[Blisters on the Land](#)" Now this is one of those quests you just do as you go. Fen Creepers are stealthed elementals that lurk in the water. If you see one, kill it.
- 34) Hearth back to Menethil Harbor
- 35) Go upstairs to Flagongut and turn in "[The Absent Minded Prospector pt.5](#)"
- 36) Go north to Sida and turn in "[Digging Through the Ooze](#)" and get a 10 slot bag free
- 37) Go inside the castle upstairs to Stoutfist, turn in "[War Banners](#)" accept "[Nek'Rosh's Gambit](#)"
- 38) On the west side of town at Halloran hand in "[Daily Delivery](#)" and "[Young Crocolisk Skins](#)" accept "[Apprentice's Duties](#)"
- 39) Go on the dock to Karl Boran and turn in "[Claws From the Deep](#)" accept "[Reclaiming Goods](#)"
- 40) On the bridge leaving town at Rockweaver hand in "[In Search of the Excavation Team pt.2](#)"

41) You should be 26 and about 50-55% to 27 assuming you had to grind the normal amount that the majority of people do to get the few items earlier that were tough to get to drop  
42) Since you hit 25 while out questing make sure you get new food and water

43) Go north to the murloc camp at 13,41 and touch the damaged crate to turn in "[Reclaiming Goods](#)" accept "[The Search Continues](#)"



44) Go just north to the next camp at 13,38 and touch the sealed barrel and turn in "[The Search Continues](#)" accept "[Search More Hovels](#)"



45) Go north again to the camp at 13,34 and touch the half-buried barrel and turn in "[Search More Hovels](#)" accept "[Return the Statuette](#)"



46) Stop at the sunken ships around 14,28 and 14,25 and kill the undead on either ship for "[The Cursed Crew](#)". Try to stay on top of the ships if you can. It's very easy to pull only one at a time. Kill Snellig at the very bottom of the first ship near the shore. There is a big break in the side of the ship right on the land so you can just walk in. Kill him and he'll drop his box. You shouldn't need a underwater breathing pot

47) From here north and east you should be able to find Giant crocolisks for "[Apprentice's Duties](#)" as well as the fen dwellers stealthed in the waters all over this area for "[Blisters on the Land](#)". Both are really easy to find

48) I suggest stopping at the little house on the map at 26,25 and buying a bronze tube from Swiftgear the engineer supplier for later in duskwood in case the vendor there is out. Take note that this vendor has limited quantity of these but they should be available since this isn't a high traffic spot and is fairly hidden. Don't forget to sell if you need it.

49) Now once all you're all done head back SE to the greenwarden at 56,40 and turn in "[Blisters on the Land](#)"

50) You should be about 95% to 27 so kill a few crocs along the road as you head back to Menethil until you are 27

51) Run back west on the road to Menethil Harbor

52) Go to the west side of town at Halloran and turn in "[Apprentice's Duties](#)"

53) Next down to the docks at Karl Boran turn in "[Return the Statuette](#)"

54) Just outside of the Inn at Fitzsimmons turn in "[The Cursed Crew](#)" accept "[Lifting the Curse](#)"

55) Draenei will have to follow the Darnassus to Ironforge guide in the members area. Or simply follow the road back out and down to the SE part of the map and follow the caves up to Loch Modan and then look at your map and head to Ironforge

- 56) Fly to Ironforge, or Stormwind, and get new skills
- 57) Fly to Lakeshire, Draenei take the tram in Tinkertown to Stormwind and then run to the east of the zone outside into Redridge Mountains

### 27-28 Redridge Mountains

- 1) Right in front of the FP near the bridge at Guard Howe accept "[Blackrock Bounty](#)"
- 2) Over the bridge on the right side at Marshal Maris accept "[Blackrock Menace](#)" he will not have a ! over his head but the quest is green
- 3) Go in the town hall in to Conacher and accept "[Solomon's Law](#)"
- 4) Accept "[Wanted: Lieutenant Fangore](#)" outside the Inn on the wanted poster
- 5) Make Lakeshire your home
- 6) Just west of town at the house past the inn at Martie Jainrose accept "[An Unwelcome Guest](#)" then go behind her and kill Bellgrub at 16,49 then turn it back in
- 7) Follow the road NE into Render's Camp at 44,19 and kill the orcs here for "[Blackrock Menace](#)" while you head NW to the cave at 34,7 to kill champions for "[Blackrock Bounty](#)"
- 8) When you get to Keeshan you should be at least 40% through 27
- 9) Get the escort quest at the bottom of the cave at Corporal Keeshan at 28,12, "[Missing In Action](#)" and escort him out. He's a 25 elite so he won't die easy. Once you're out of the camp he starts running back to Lakeshire.
- 10) When you get back to Lakeshire turn the quest in right where you stop at Marshal Marris and also turn in "[Blackrock Menace](#)" accept "[Shadow Magic](#)" SKIP "[Tharil'Zun](#)"
- 11) Run over the Bridge near the FP to Guard Howe and turn in "[Blackrock Bounty](#)"
- 12) Go east to 66,43 and then go south on the road into Stonewatch
- 13) Kill shadowcasters for to get 3 midnight orbs for "[Shadow Magic](#)"
- 14) Go NE to 74,42 and kill the Gnolls for pendants for "[Solomon's Law](#)" then kill Fangore for "[Wanted: Lieutenant Fangore](#)" further east at 80,40. Kill all the ones that are near him or they will attack once you hit Fangore. Fangore and 2 of the patrollers are linked. Give Fangore all you have and run
- 15) You should be at least 80% to 28. If not kill a few things until you are or you won't level
- 16) Hearth to Lakeshire
- 17) Go in the town hall Conacher and turn in "[Solomon's Law](#)" and at Solomon turn in "[Wanted: Lieutenant Fangore](#)"
- 18) Go to the bridge to Marshal Marris and turn in "[Shadow Magic](#)"
- 19) You should now be 28
- 20) Run down to the SW corner of Redridge Mountains and take the path that forks south into Duskwood

## 28-29 Duskwood

- 1) Note on Duskwood, it has a few long, pointless chains that you only do a few parts of, and you will then SKIP the rest
- 2) Follow the road until you get to Darkshire and get FP on your left at 77,44
- 3) Go to the house just SE of FP at 79,47 and from Antras accept "[Look to the Stars pt.1](#)" you should have a bronze tube from back in the wetlands but if not then get one from the gnome engineer between this house and the one west at 78,48 and turn it back in and accept "[Look to the Stars pt.2](#)"
- 4) Go west to the center of town and next to the well at Calor accept "[Worgen in the Woods pt.1](#)"
- 5) Go in the house Calor is standing in front of to Elaine Carevin and accept "[The Hermit](#)" and "[Deliveries to Sven](#)"
- 6) Exit the house and go straight to the house across the street on the right to Madame Eva and accept "[The Legend of Stalvan pt.1](#)" and "[The Totem of Infliction](#)"
- 7) Go across to the Inn and make it your home
- 8) Right in front of the inn from Ebonlocke accept "[The Night Watch pt.1](#)"
- 9) Go in the town hall to Clerk Daltry and turn in "[The Legend of Stalvan pt.1](#)" SKIP the rest
- 10) Go west of town 64,46 and kill Nightbane Shadow Weavers for "[Worgen in the Woods pt.1](#)"
- 11) Go back to Calor and turn in "[Worgen in the Woods pt.1](#)" accept "[Worgen in the Woods pt.2](#)"
- 12) Go back west again around 64,46 and kill Nightbane Dark Runners for "[Worgen in the Woods pt.2](#)" There are a lot in the camps
- 13) Go back to Calor and turn in "[Worgen in the Woods pt.2](#)" accept "[Worgen in the Woods pt.3](#)"
- 14) Run SE to the house with Blind Mary at 81,59 turn in "[Look to the Stars pt.2](#)" accept "[Look to the Stars pt.3](#)"
- 15) You should be about 30% through 28
- 16) Go south to the Tranquil Garden Cemetary at 79,70 and kill the skeletons for "[The Night Watch pt.1](#)" and also collect the skeleton fingers for "[The Totem of Infliction](#)"
- 17) Get Mary's Looking Glass from the ghoul in the church here for "[Look to the Stars pt.3](#)"
- 18) Once done head SW to 73,73 and kill the worgen inside and out of the cave for "[Worgen in the Woods pt.3](#)" Be careful in the cave of the wandering level 32 boss
- 19) Run north back to Darkshire
- 20) In front of the Inn at Ebonlocke turn in "[The Night Watch pt.1](#)" accept "[The Night Watch pt.2](#)"
- 21) Go to Calor and turn in "[Worgen in the Woods pt.3](#)" accept "[Worgen in the Woods pt.4](#)" then go in the house he's in front of to Jonathan Carevin and turn it in
- 22) Go east to the house near the FP to Antras and turn in "[Look to the Stars pt.3](#)" accept "[Look to the Stars pt.4](#)"
- 23) You should be at least 70% to 29
- 24) Follow the road SW from Darkshire to the Vul'Gol ogre mound cave at 33,75. You can grind through to the cave or go around to the west side and drop down beside it. I

- suggest dropping beside it unless you're behind on xp. Once inside the cave follow it to the end by staying left the whole time and kill Zzarc' Vul for "[Look to the Stars pt.4](#)"
- 25)Exit the cave and go NW now to the front of Raven Hill Cemetary at 18,56
- 26)Run north into the southern part of the cemetery and kill skeletons for "[The Night Watch pt.2](#)" whatever spiders you find in here for "[The Totem of Infliction](#)" you don't need to get all the venoms yet since there are not a lot of spiders in the graveyard.
- 26)Kill ghouls in the northern part of the cemetery at 22,38 to get ghouf fangs for "[The Totem of Infliction](#)" you may need to kill quite a bit of them. If you come near the shack in the NE see 2 steps down
- 28)Kill black widow's east of the graveyard for the last part of "[The Totem of Infliction](#)"
- 29)You should hit 29 while killing ghouls or the spiders
- 30)Go to the shack NE of Raven Hill at 28,31 and talk to Abercrombie and turn in "[The Hermit](#)" accept "[Supplies From Darkshire](#)"
- 31)Go west to the grave that is just north of the house here at 17,29 and accept "[The Weathered Grave](#)"



- 32)Run west now towards the river on the west of the zone and at the camp talk to Sven Yorgen (I always think of Waynes World 2 when he's talking to Drew Barrymore as the Swedish girl) at 7,34 and turn in "[Deliveries to Sven](#)" accept "[Sven's Revenge](#)"
- 33)If you don't have the Westfall FP then take a quick run west and grab it before hearthing

- 34)Hearth to Darkshire
- 35)In front of the Inn at Ebonlocke turn in "[The Night Watch pt.2](#)" accept "[The Night Watch pt.3](#)"
- 36)Go in town hall to Sirra Von'Indil, turn in "[The Weathered Grave](#)" accept "[Morgan Ladimore](#)" then turn it in just out front of the town hall to Ebonlocke. SKIP "[Mor'Ladim](#)"
- 37)Go in the house east of the Inn to Madame Eva and turn in "[The Totem of Infliction](#)" and "[Supplies From Darkshire](#)" accept "[Ghost Hair Thread](#)"
- 38)Go in the house SE from the FP to Antras and turn in "[Look to the Stars pt.4](#)"
- 39)Run SE to the house with Blind Mary at 81,59 in "[Ghost Hair Thread](#)" accept "[Return the Comb](#)" then go back up to Darkshire and turn it in at the house east of the Inn to Madame Eva and accept "[Deliver the Thread](#)"
- 40)You should be about 37% through 29

- 41)Take the road south out of town and west until it forks south at 44,66 towards STV. Go down some and then head east to 49,77 between the barn and the house touch the pile of dirt and turn in "[Sven's Revenge](#)" accept "[Sven's Camp](#)"



- 42)Run up to the shack NE of Raven Hill at 28,31 to Abercrombie and turn in "[Deliver the Thread](#)" accept "[Zombie Juice](#)"

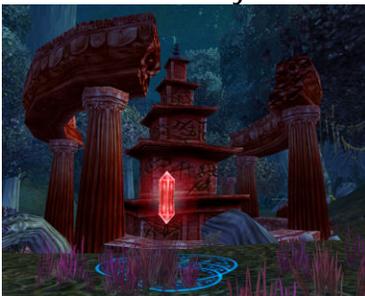
- 43) Go SW into Raven Hill again kill plagued spreaders just around here and down inside the catacombs at 23,35 for "[The Night Watch pt.3](#)" you probably won't get them all in 1 pass.
- 44) Grind your way back out then west near the river to Sven at 7,34 and turn in "[Sven's Revenge](#)" accept "[The Shadowy Figure](#)"
- 45) If your stone is up or you flew from Westfall last time use it, otherwise run to Westfall and fly to Darkshire
- 46) At Tavernkeep Smitts turn in "[Zombie Juice](#)" SKIP the rest
- 47) Outside the Inn at Ebonlocke turn in "[The Night Watch pt.3](#)"
- 48) Go in the house east of the Inn to Madame Eva and turn in "[The Shadowy Figure](#)" accept "[The Shadowy Search Continues](#)"
- 49) Go into the town hall to Clerk Daltry and turn it in and accept "[Inquire at the Inn](#)" and turn it in to the Tavernkeep Smitts in the Inn. SKIP the rest
- 50) You should be about 75% to 30
- 51) If you happened to find [An Old History Book](#) (drops off all mobs in Duskwood) use it to start the quest "[An Old History Book](#)" then Fly to SW and run up into Stormwind Keep and into the Royal Library at 74,7
- 52) Fly to Stormwind or Ironforge depending on where you need to train
- 53) Fly to Menethil Harbor
- 54) Take the boat to Auberdine
- 55) Fly to Ashenvale

## 29-31 Ashenvale

- 1) Talk to Vindicator Palanaar in the house west near the FP and accept "[A Helping Hand](#)"
- 2) Make Astranaar your home
- 3) Hunters stable your pet
- 4) Follow the road east towards Raynewood Retreat
- 5) Hunters tame an Elder Ashenvale Bear for Claw Rank 4 to the east of Raynewood Retreat around 61,55 and give it growl
- 6) Go NW to 55,35 and kill Withered Ancients until you get the Wooden Key for "[Raene's Cleansing pt.4](#)" then use the key on the chest sitting on the stone at 54,35



- 7) Run back south through Raynewood Retreat and then west and back up to Shael'dryn at 53,46 and turn in "[Raene's Cleansing pt.4](#)" accept "[Raene's Cleansing pt.5](#)"
- 8) Follow the road to the NE of the zone to Forest Song at 85,44 and at Kayneth Stillwind turn in "[Kayneth Stillwind](#)" accept "[Forsaken Diseases](#)" and "[The Lost Chalice](#)"
- 9) On the hill above him grab the FP
- 10) Go east to Frostshadow and accept "[The Howling Vale](#)" then beside her from Starshisper accept "[Report from the Northern Front](#)" and "[Agents of Destruction](#)"
- 11) From Vedaar accept "[Destroy the Legion](#)"
- 12) You should see Illiyana under the gazebo, she's a dryad. She can wander around but she'll give you "[Vile Satyr! Dryads in Danger!](#)"
- 13) Go to Architect Nemos and turn in "[A Helping Hand](#)" accept "[A Shameful Waste](#)"
- 14) From Gnarl, the walking tree ancient, accept "[Reclaiming Felfire Hill](#)"
- 15) Go SW into Satyrnaar to 81,48 and touch the red crystal for half of "[The Tower of Althalaxx pt.6](#)" also grab the tainted wood all over for "[A Shameful Waste](#)" Then in the middle, near the big red tower, is a chalice of elune at the base for "[The Lost Chalice](#)" it can be on any corner of the base



- 16) Go up a little bit NW now to Xavian at 78,45 and you'll see Anilia in the middle of the camp. Turn in "[Vile Satyr! Dryads in Danger!](#)" accept "[The Branch of Cenarius](#)" then just north, you'll see some satyr and then Geltharis, he's a purple one. Kill him



17) You should hit 30 after turning in "[Vile Satyr! Dryads in Danger!](#)"

18) Run out the entrance of here and across the road into Warsong Lumber Camp, look for the lumber piles for "[A Shameful Waste](#)" and kill the shredders, deforesters, and scouts for "[Agents of Destruction](#)" Beware of peons because they run when you hit them and get help. Gorthak is in the small building at 88,58 beside the big building that bosses are usually in



19) Go SW down the road through the camp and once you cross the bridge kill the demons for "[Destroy the Legion](#)" also look for fertile dirt mounds and plant seeds in them for "[Reclaiming Felfire Hill](#)" which will then blossom into little trees



20) You should have found a scroll called Diabolical Plans by the time you're done. If you didn't keep killing until you get it. It starts "[Diabolical Plans](#)"

21) Go west over the bridge and kill rotting slimes until a chest falls on the ground, not looted, for "[Raene's Cleansing pt.5](#)" it may take more than one chest to get the staff piece



22) Keep going SW to the table with the undead around it at 75,71 grab the poison on the table for "[Forsaken Diseases](#)" the guys here are very annoying and will stealth in combat and still hit you. They phase in and out.



- 23) Go SW across the road into the center island of Fallen Sky Lake at 66,81 kill the shadethicket oracle who will drop the Fallen Moonstone for "[Fallen Sky Lake](#)"
- 24) Go SW to the Silverwing Grove, the WSG entrance, to Sentinel Farsong at 61,83 and turn in "[Report from the Northern Front](#)" and the only reason I can see them adding this is to show you where WSG is, but you can do it from any major city
- 25) Go back up north near where we grabbed the key from the treants earlier into the cave at 52,37 to the other side and follow it to the big temple, on the table in front of it is the Tome for "[The Howling Vale](#)"



- 26) Go SE to Night Run at 66,56 and touch the crystal for the other half of "[The Tower of Althalaxx pt.6](#)"



- |   |
|---|
| <ol style="list-style-type: none"><li>27) Hearth to Astranaar</li><li>28) Go to the last house on the east of town to Whitemoon and turn in "<a href="#">Fallen Sky Lake</a>"</li><li>29) Go NE into the Moonwell to Shael'dryn at 53,46 and turn in "<a href="#">Raene's Cleansing pt.5</a>" accept "<a href="#">Raene's Cleansing pt.6</a>"</li><li>30) Go out of the moonwell and head south towards the road but hug the mountain and stay left. It will U turn back north and pretty much keep you going towards a path that goes up top to a tree with a shrine hidden inside of it at 56,49. Touch it to turn in "<a href="#">Raene's Cleansing pt.6</a>" accept "<a href="#">Raene's Cleansing pt.7</a>" then head back to the Moonwell at 56,46 and turn it in to Shael'dryn and accept "<a href="#">Raene's Cleansing pt.8</a>"</li></ol> |
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- 31) Run back to Astranaar
- 32) Go into the Inn to Raene and turn in "[Raene's Cleansing pt.7](#)" SKIP the rest but keep the rod, you can use it forever to transform for fun =P You can toss teronis' book
- 33) Run west on the road until you get to Maestra's Post at 26,38 and at Delgren turn in "[The Tower of Althalaxx pt.6](#)" SKIP the rest
- 34) Run back to Astranaar
- 35) Fly to Forest Song
- 36) At Kayneth Stillwind turn in "[Forsaken Diseases](#)" SKIP the next part also turn in "[The Lost Chalice](#)"
- 37) Go to Starwhisper near the first tent and turn in "[Agents of Destruction](#)" then to Frostshadow and turn in "[The Howling Vale](#)" accept "[Velinde Starsong](#)"
- 38) Go to Vedaar and turn in "[Destroy the Legion](#)" and "[Diabolical Plans](#)" SKIP the next part
- 39) Go to Illiyana under the gazebo, or wandering, and turn in "[Vile Satyr! Dryads in Danger!](#)" accept "[Satyr Slaying!](#)"
- 40) Look for Gnarl the giant tree ancient and turn in "[A Shameful Waste](#)" and "[Reclaiming Felfire Hill](#)"
- 41) Go back up to Xavian at 78,45 and kill the satyr for their horns. It's a good drop rate and the guys here respawn very fast so it should be easy. Once you're done turn it back in to Illiyana
- 42) You should now be 31 and about 45-50% through
- 43) Fly to Darnassus and train. If you need to go to Exodar just wait until you turn these quests in
- 44) Go to the east side of town, straight east out of the bank, to the Warrior's Terrace to Thyn'tel Bladeweaver at 62,40 and turn in "[Velinde Starsong](#)" accept "[Velinde's Effects](#)"
- 45) Go SE into the sentinel bunkhouse, it's up top so you have to go in the building on the other side and take the bridge up into it. You'll see Velinde's Locker open it and take the journal then turn it back in to Bladeweaver and SKIP "[The Barrens Port](#)" unless you want to hand it in at Ratchet
- 
- 46) If you accept it, just turn this in next time you get to Ratchet. I don't continue it from here because it's a lot of running around and sends you back to Duskwood which we don't need to go to again. It's up to you if you want to finish this up
- 47) If you need to go train at Exodar, or are a shaman, take the boat in Auberdine there.
- 48) Shamans go up to the ramp at 27,29 and at the top from Nobundo accept "[Call of Air](#)" Don't worry either because this is simple and easy unlike the water one sending you far away.
- 49) Exit Exodar and go north, but stay west along the mountains until you reach the murlocs near the water and keep hugging the mountain. It will turn into a path that goes up to the top

- 50) Once you get up top you will find Velaada in the cave at 24,35 and you should turn in "[Call of Air](#)" accept "[Call of Air](#)"
- 51) Straight out of the exit from the cave you will see a big wind elemental, Susurrus, standing near the edge of the mountain. Turn in "[Call of Air](#)" accept "[Call of Air](#)"
- 52) After you accept that, talk to him again and say you're ready to be flown down to Exodar and he'll make you fly around the mountain like superman right down to the Exodar entrance



- 53) Go to the stairs in the Crystal Hall at 27,29 and go up and at Nobundo turn in "[Call of Air](#)" and get your wind totem and some easy xp
- 54) Fly to Auberdine then get on the boat to Menethil Harbor
- 55) A quick note: If your class gets better armor at 40, from leather to mail or from mail to plate, then start holding on to pieces you find or get from quests and replace them with the better piece when you can so when you hit 40 you have at least a low set of new armor

### 31-32 Wetlands

1) Make Menethil Harbor your home

2) Go NW along the shore up to the sunken ship at 14,25 and kill Captain Halyndor for his key on top of the ship, the chest is in the very bottom of the ship. It appears they thinned out the amount of undead near the chest. If they didn't, then just run in and grab it fast, there is no open bar. Just try to pull as best you can. Touch the chest and turn in "[Lifting the Curse](#)" accept "[The Eye of Paleth](#)"



3) Run east into the Angerfang Encampment and touch the catapult at 47,47 to hand in "[Nek'Rosh's Gambit](#)" accept "[Defeat Nek'Rosh](#)" Just stay on the side away from the mobs and turn in the quest. At the worst just run in and turn it in fast and run



4) Go east to 53,55 and clear the left side, walk up and around the back, to pull Nek'rosh for "[Defeat Nek'Rosh](#)" he may come with a mage but the mage will be a low lvl

5) Hearth back to Menethil Harbor

6) Right in front of you is Glorin Steelbrow. Turn in "[The Eye of Paleth](#)" accept "[Cleansing the Eye](#)"

7) Just outside of the castle at the fallen down dwarf Harlo Barnaby accept "[Fall of Dun Modr](#)"

8) Go up top of the castle to Stoutfist and turn in "[Defeat Nek'Rosh](#)"

9) Follow the road out of town to the east until you hit the fork at 49,39 then go north to Dun Modr at 49,18 and turn in "[Fall of Dun Modr](#)" accept "[The Thandol Span pt.1](#)" "[A Grim Task](#)" and "[The Dark Iron War](#)"

10) Go north half way across the bridge to 51,8 and go in the door that leads down, look for the dead dwarf body and turn in "[The Thandol Span pt.1](#)" accept "[The Thandol Span pt.2](#)" and go back to the camp and turn it in to Rhag Garmason and accept "[The Thandol Span pt.3](#)"



11) Go back north to the bridge and jump off to your right. Go under the bridge and you should see a dwarf crushed under some stones. Grab the letter out of his hand and use it to start "[Sully Balloo's Letter](#)" Then swim up to the shore on the east and go up and destroy the explosives cart for "[The Thandol Span pt.3](#)" then run back to the camp and turn it back in to Rhag Garmason and accept "[Plea to the Alliance](#)"



12) Run SE to 60,27 and kill the dark irons in the camps for "[The Dark Iron War](#)" If you get short on finding some kill them back near the towns by the quest givesrs.

13) In the right camp out here you will see a warlock named Balgaras. Kill him for "[A Grim Task](#)"

14) Go back NW to Dun Modr and turn in "[A Grim Task](#)" and "[The Dark Iron War](#)" SKIP the next part

15) Run north into Arathi Highlands to Captain Nials in Refuge Point at 45,47 and turn in "[Plea to the Alliance](#)"

16) Grab the FP

17) You should be 32 now and 20% through it

18) Go south of town and follow the road west towards Hillsbrad Foothills

19) Stop at 27,49 and run south into Stormgarde Keep, at the first intersection go right and hug the wall around over the bridge, buy all 3 first aid books at 26,58

20) Continue heading west into Hillsbrad

### 32-32 Hillsbrad Foothills

- 1) Continue running west on the road into southshore at 49,52 and grab the FP
- 2) Stop at the barn east of the FP to Darren Malhew and accept "[Costly Menace](#)"
- 3) Go in front of the Inn to Phin Odelic and accept "[Hints of a New Plague](#)"
- 4) Go in the Inn, make it your home, then from Farren Orinelle accept "[Down the Coast](#)" and at Huraan, the draenei near the front, accept "[Missing Crystals](#)"
- 5) Go in the town hall to Henry Maleb and accept "[Syndicate Assassins](#)"
- 6) Go NE to the tower at 56,35 in between SS and TM and grab the unopened crate inside for "[Missing Crystals](#)" then go back to the Inn and turn it in to Huraan



- 7) Now go just SW of Southshore and kill the murlocs for "[Down the Coast](#)"
- 8) Go back to Southshore to the Inn to Farren Orinelle turn in "[Down the Coast](#)" SKIP "[Farren's Proof pt.1](#)"

### 32-33 Alterac Mountains

- 1) Hunters stable your pet and tame a level 32 mountain lion for prowl
- 2) Run north out of Southshore up past the yeti cave into Alterac Mountains near the AV entrance around 39,80 and kill lions for "[Costly Menace](#)" They're on the east and west of the path you came into Alterac from
- 3) There is a camp here east of AV that has some syndicate for "[Syndicate Assassins](#)" which you can kill but you mainly want to go NE across the road to the camp at 55,67 and kill the syndicate for it because that camp has quests you can grab near the tents on the table. Clear the camp and touch the syndicate document, accept "[Foreboding Plans](#)" and "[Encrypted Letter](#)"



- 4) Hearth to Southshore
- 5) Go into the town hall across from the Inn to Henry Maleb and turn in "[Syndicate Assassins](#)" and "[Foreboding Plans](#)" accept "[Noble Deaths](#)"
- 6) Go to the house north of the Inn to Loremaster Dibbs standing outside and turn in "[Encrypted Letter](#)" accept "[Letter to Stormpike](#)"
- 7) Go to the barn behind this building to Darren Malvew and turn in "[Costly Menace](#)"
- 8) You should be 85% to 33
- 9) Fly to Ironforge
- 9) Go to the NE hall of explorers at 69,20 in IF to Stonehammer and accept "[Reclaimers' Business in Desolace](#)" then go to Prospector Stormpike and turn in in "[Letter to Stormpike](#)" accept "[Further Mysteries](#)" and "[Ironband Wants You!](#)"
- 10) Go SE to the Military Ward and right after you exit Tinker Town you will see Sully Bulloo on the right. Turn in "[Sully Balloo's Letter](#)" accept "[Sara Balloo's Plea](#)"
- 11) Go SE to Pilot Longbeard in The Hall of Arms at 72,93 and accept "[The Brassbolts Brothers](#)"

- 12) Go NW to the king at 39,56 and turn in "[Sara Balloo's Plea](#)" accept "[A King's Tribute](#)"
- 13) Go SE to 38,87 and turn in "[A King's Tribute](#)" accept "[A King's Tribute](#)"
- 14) You should now be 33 or really close
- 15) Go train at your trainer or train when you go to SW
- 16) Go west to the Inn at 18,51 and make IF your home
- 17) Fly to Stormwind
- 18) Go NW to Archbishop Benedictus in the Cathedral at 39,27 and turn in "[Cleansing the Eye](#)"
- 19) Fly to Duskwood then run south out of town and follow the road west to to 44,66 and go south into STV

### **33-33 Stranglethorn Vale**

- 1) Run to the Rebel Camp west at 37,3 and grab the FP
  - 2) From Kaleb Accept "[Krazek's Cookery](#)"
  - 3) Go SW to Nesingwary's Expedition just south of the river at 35,10 to Barnil Stonepot and accept "[Welcome to the Jungle](#)" then turn it in behind you to Nesingwary. This opens the 3 quest givers here.
  - 4) Now from Nesingwary accept "[Raptor Mastery pt.1](#)" from Erlgadin accept "[Panther Mastery pt.1](#)" and from Rouack "[Tiger Mastery pt.1](#)" Don't accept the page-collecting quest until you have all the pages.
  - 5) Hunters go just west of Nesingwary's to 29,8 and tame a Stranglethorn Tiger for Dash Rank 1. Use this pet until you get to Booty Bay
  - 6) Go south of Nesingwary's and kill young stranglethorn tigers for "[Tiger Mastery pt.1](#)"
  - 7) Go east of Nesingwary's and across the river to 41,9 and kill panthers for "[Panther Mastery pt.1](#)" There are some on the west side of the river but not many.
  - 9) Go back SW to Nesingwary's at 35,10 to Erlgadin and turn in "[Panther Mastery pt.1](#)" accept "[Panther Mastery pt.2](#)" then at Rouack turn in "[Tiger Mastery pt.1](#)" accept "[Tiger Mastery pt.2](#)"
  - 10) Follow the river west to 29,10 and kill Stranglethorn Tigers for "[Tiger Mastery pt.2](#)" and the Panthers around here and a bit further south at 28,12 for "[Panther Mastery pt.2](#)"
  - 11) Go further south again around 26,15 and kill Stranglethorn Raptors for "[Raptor Mastery pt.1](#)"
  - 12) Go back NE to Nesingwary's at 35,10 and at Rouack turn in "[Tiger Mastery pt.2](#)" accept "[Tiger Mastery pt.3](#)" at Erlgadin turn in "[Panther Mastery pt.2](#)" accept "[Panther Mastery pt.3](#)" and at Nesingwary turn in "[Raptor Mastery pt.1](#)" accept "[Raptor Mastery pt.2](#)"
- 13) Follow the road all the way south into Booty Bay and get the FP.
  - 14) Hunters get your cat back out
  - 15) On the top floor of the Inn at Krazek turn in "[Krazek's Cookery](#)" accept "[Favor for Krazek](#)" and if you had some bloodstone ore turn it back in or try to get some off the AH then accept "[Return to Corporal Kaleb](#)" (this quest gives you your first helm) also accept "[Investigate the Camp](#)" and "[Supplies to Private Thorsen](#)"
  - 16) You should be close to 50% through 33
  - 17) Get on the Boat and go to Ratchet
  - 18) After you get off the boat follow the dock and turn right and grab the FP
  - 19) Now for a little bit of a run through horde territory.

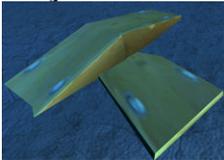
- 20) Run all the way south in the barrens to the great lift and take it down into 1k needles. Jump off if you get attacked since the GY is right at the bottom otherwise you have a long run if you die up top.

### 33-34 Thousand Needles (Shimmering Flats)

- 1) Just as you get off the right lift, straight ahead of the ramp is a dead guy holding a book, grab it to start "[Lonebrow's Journal](#)" It's not a fast respawn so if it's not there then someone grabbed it not long ago.



- 2) Now follow the road west and get the FP on the west side of this zone at 8,18, it's just inside Feralas. This will save a lot of time later on. Also at Falfindel Waywarder turn in "[Lonebrow's Journal](#)" SKIP the next part as it's for RFK
- 3) Run SE to the desert looking part of the zone into the Shimmering Flats
- 4) Go SE into the Mirage Raceway to Wizzle Brassbolts at 78,77 and turn in "[The Brassbolts Brothers](#)" accept "[Hardened Shells](#)" and from Fizzle accept "[Salt Flat Venom](#)"
- 5) Go a little beside these guys to the west to Kravel Koalbeard and accept "[Rocket Car Parts](#)" "[Wharfmaster Dizzywig](#)" and "[Hemet Nesingwary](#)"
- 6) Go east across the race track to Pozzik at 80,75 and accept "[Load Lightening](#)"
- 7) Go a little bit SE over the other race track to the Trackmaster Zherin next to the checkered sign at 81,77 and accept "[A Bump in the Road](#)"
- 8) Now the car parts for "[Rocket Car Parts](#)" are scattered all over the flats, so grab them as you run around questing and you should get them all no problem



- 9) Everything for all the quests out in this area is all over. There are little camps of everything which you will go to but just kill anything you see for the quests as you go around
- 10) Go south of the raceway to 76,87 and kill Saltstone Gazers and Crystalhides for "[A Bump in the Road](#)"
- 11) Go NW to 71,74 and kill scorpions around here for "[Salt Flat Venom](#)"
- 12) Go north of here and kill Saltstone Basilisks for "[A Bump in the Road](#)" and turtles for "[Hardened Shells](#)" mainly between 73,59 and 82,42
- 13) Go SE to the small camp at 86,66 and kill the scavengers for "[Load Lightening](#)"
- 14) You should have every quest in your log under Thousand Needles complete. If not just kill what you need for an uncomplete quest
- 15) By the time you have all the quests completed you should be 90% or more to 34
- 16) Go SW back to Mirage Raceway to Trackmaster Zherin at 81,77 and turn in "[A Bump in the Road](#)"

- 17) Go NW a tiny bit across the race track to Pozzik at 80,75 and turn in "[Load Lightening](#)" accept "[Goblin Sponsorship pt.1](#)"
- 18) Go west over the other race track to Wizzle Brassbolt and turn in "[Hardened Shells](#)" and at Fizzle turn in "[Salt Flat Venom](#)" accept "[Martek the Exiled](#)" and "[Encrusted Tail Fins](#)"
- 19) Go a little beside these guys to the west to Kravel Koalbeard and turn in "[Rocket Car Parts](#)"
- 20) Follow the road south into Tanaris and Grab the FP at Gadgetzan

- 21) Hearth back to IF
- 22) Go train
- 23) Fly to Menethil Harbor
- 24) On the dock accept "[James Hyal](#)"
- 25) Get on the boat to Theramore

### **34-34 Dustwallow Marsh (Red links will be added once on thottbot)**

- 1) By the fountain ahead from Amelyn accept "[This Old Lighthouse](#)"
- 2) to the right near the tents from Calia Hastings accept "[Traitors Among Us](#)"
- 3) Grab the FP
- 4) Go around looking for deserter agitators and talk to them. When they turn hostile kill them for "[Traitors Among Us](#)" and then turn it back into Calia Hastings accept "[Propaganda War](#)"
- 5) Go down into the southern most ship on the dock and fight your way down into the rear of the ship and touch the boxes there in the captains room
- 6) Go back to Calia Hastings and turn in "[Propaganda War](#)" accept "[Discrediting the Deserters](#)"
- 7) Go to 6 Theramore Guards and hand them a pamphlet
- 8) Go back to Calia Hastings and turn in "[Discrediting the Deserters](#)" accept "[The End of the Deserters](#)"
- 9) Go NE of Theramore to the Lighthouse at 72,47 and at Babs turn in "[This Old Lighthouse](#)" accept "[Thresher Oil](#)"
- 10) Go in the waters around the lighthouse and kill young murk threshers for oils. It's a low drop rate and a water breathing pot may be of help
- 11) Go back to the Lighthouse and turn in "[Thresher Oil](#)" accept "[Dastardly Denizens of the Deep](#)"
- 12) Go back to the boat dock and you'll see "Dirty" Michael Crowe near where the ramp to the boat is. Turn in "[Dastardly Denizens of the Deep](#)" accept "[Is It Real?](#)"
- 13) Go up top of the castle on the east of town to Clerk Lendry and turn in "[James Hyal](#)"
- 14) You should be 50% through 34
- 15) Now either fly to Astranaar or boat back to Menethil and take it to Auberdine and fly to Astranaar
- 16) Run SE to Talondeep Path at 42,71 and follow it into Stonetalon Mountains
- 17) Go SW to the fork at 59,71 and follow the road NW until you get to Stonetalon Peak
- 18) Go SW to 29,76 and enter Desolace

### 34-36 Desolace

- 1) Once you enter Desolace follow the road towards the east and go up into Nijil's Point at 64,10
  - 2) As you enter at Vahlarriell Demonslayer accept "[Vahlarriell's Search pt.1](#)"
  - 3) In front of you are 2 guys near the light post. From Melkins accept "[Centaur Bounty](#)"
  - 4) I SKIP both of the faction centaur quests from Captain Pentigast. It's just a useless grind for 2 quests that aren't worth it. It's optional to pick one and do the first quest along with "[Centaur Bounty](#)"
  - 5) Just beside the path up on your left at Ungor turn in "[Reclaimers' Business in Desolace](#)" accept "[Reagents for Reclaimers Inc pt.1](#)" and "[The Karnitol Shipwreck pt.1](#)"
  - 6) Go up the path and grab the FP
  - 7) Go into the Inn and make Nijel's Point your home
- 8) Go west to 56,17 and you should see a broken caravan. Open the Malem Chest laying next to it and turn in "[Vahlarriell's Search pt.1](#)" accept "[Vahlarriell's Search pt.2](#)"



- 9) Run past Nijil's to the east east to Sargeron at 75,20 and kill the hatefury for horns and claws for "[Reagents for Reclaimers Inc pt.1](#)"

- 10) Run back NW to Nijel's
- 11) When you enter to your left at Vahlarriell Demonslayer hand in "[Vahlarriell's Search pt.2](#)" accept "[Vahlarriell's Search pt.3](#)"
- 12) Just beside the path up on your left at Ungor turn in "[Reagents for Reclaimers Inc pt.1](#)" accept "[Reagents for Reclaimers Inc pt.2](#)"
- 13) You should be 83% to 35

- 14) Go just south of town and start killing scorpions for venom for "[Reagents for Reclaimers Inc pt.2](#)"
- 15) Go south to Kormek's Hut at 62,38
- 16) Once you're at Kormek's Hut talk to Bibbly F'utzbuckle and accept "[Bone Collector](#)"
- 17) Run east until you're at Kolkar Village at 72,45 and kill the centaurs for ears for "[Centaur Bounty](#)"
- 18) You should be 35 when you get all the ears
- 19) Go SW to Scrabblescrew's Camp at 60,61 to Smeed Scrabblescrew and accept "[Kodo Roundup](#)" This is a unique quest where you tame a kodo at the GY then bring it back to him
- 20) If you see the pack of aged kodo's running around kill the 3 of them for "[Reagents for Reclaimers Inc pt.2](#)" if not you can find some inside the kodo graveyard.
- 21) Go west to the Kodo Graveyard at 51,58 and use the Kodo Kombobulator on the kodo in the graveyard for "[Kodo Roundup](#)" and then take the kodo back east to Scrabblescrew. He will ask you to inspect it and all you have to do is right click it to get credit. If in a group each one counts for everyone

22) Loot the kodo bones lying around the graveyard for "[Bone Collector](#)" but be careful because sometimes a 38 kodo ghost will come out. It's not tough if you want to fight it, but I suggest just running away until it leaves you alone



23) Once you're done with "[Kodo Roundup](#)" turn it in to Scrabblescrew

24) Run NW of the GY towards the tower beside the ocean on the west coast at 38,27

25) To the north of the tower, down a bit, you will see Azore Aldamort standing near a fire who will give you "[Sceptre of Light](#)"

26) Go SW on the beach to 36,30 to the crashed ship

27) Open the Karnitol Chest and turn in "[The Karnitol Shipwreck pt.1](#)" accept "[The Karnitol Shipwreck pt.2](#)" then right beside the chest on a barrel is Rackmore's Log which gives "[Claim Rackmore's Treasure!](#)"



28) A breathing pot will be helpful here

29) In the water SW of the wreckage are Drysnaps that are the crab humanoids and they are mainly around the sunken ships. Kill them until you get the silver key for "[Claim Rackmore's Treasure!](#)"

30) Once you have the silver key go further north in the water and kill the naga for the golden key

31) Run east in to Thunder Axe Fortress at 56,29 and go in the main building in the center to Dalinda Malem at 54,26 and turn in "[Vahlarriel's Search pt.3](#)" accept "[Search for Tyranis](#)"

32) Run out and go up into the tower and kill a seer for "[Sceptre of Light](#)" and it should drop the sceptre of light

33) Go to the building west of the entrance at 53,29 and inside you will find Tyranis Malem who you need to kill for "[Search for Tyranis](#)"

34) Go back towards the big building and clear the way to the right back up to Dalinda because an escort is next. Once you get to Dalinda turn in "[Search for Tyranis](#)" accept the escort "[Return to Vahlarriel](#)"

35) DON'T attack anything unless it hits her or or she' may ignore it and keep walking. Once you take her out of the gates it completes shortly after.

36) Go SE to Kormek's Hut at 62,38 and at Bibbly F'utzbuckle turn in "[Bone Collector](#)"

37) Run back west to Azore Aldamort near the tower at 38,27 and turn in "[Sceptre of Light](#)" accept "[Book of the Ancients](#)"

38) Swim all the way NW on the map to Ranazjar Isle and open the chest at 30,9 for "[Claim Rackmore's Treasure!](#)" it's pretty well hidden between 2 trees that are beside the wall of the building on the island



39) Go to the back of the island and clear all around the serpent statue at 28,7 then click the gem in your inventory and then on the statue. Don't just click on the statue or it may not work. Lord Kragaru will come out who is 38 but super easy. He'll drop the book for "[Book of the Ancients](#)"



40) Swim back SE to Aldamort at 38,27 and turn in "[Book of the Ancients](#)"

41) Hearst to Nijel's Point

42) Hunters Stable your cat and when you leave town go around the Kodo GY and tame a lvl 34 scorplashi for claw rank 5. Or tame one north of 37,80 by the Gelkis Centuars

43) Go south of the Inn to Ungor and turn in "[Reagents for Reclaimers Inc pt.2](#)" SKIP pt.3 for now, and "[The Karnitol Shipwreck pt.2](#)" SKIP the rest.

44) Go south a bit more near the light post to Melkins and turn in "[Centaur Bounty](#)"

45) Just before leaving town at Vahlarriel Demonslayer turn in "[Return to Vahlarriel](#)"

46) You should be 36 now or really close

47) Head south into Feralas to get the FP, this will again save more time later on. The entrance into Feralas is all the way south at 41,95

48) Once in Feralas follow the path south to 43,42 and get on the Boat to Feathermoon Stronghold. After the boat docks there get off and grab the FP.

49) Hunters get your cat back out.

50) Fly to Ratchet

51) Go to the engineer hut in front of where you land to Gazlowe at 62,36 and turn in "[Goblin Sponsorship pt.1](#)" accept "[Goblin Sponsorship pt.2](#)"

52) Now go out on the dock to Dizzywig and turn in "[Wharfmaster Dizzywig](#)" accept "[Parts for Kravel](#)"

53) Get on the boat to Booty Bay

### 36-37 Stranglethorn Vale

- 1) As you get off the boat you will see Lozgil in front of you. Turn in "[Goblin Sponsorship pt.2](#)" accept "[Goblin Sponsorship pt.3](#)"
  - 2) Go in the Inn and make BB your home
  - 3) From Crank Fizzlebub next to the bar accept "[Singing Blue Shards](#)"
  - 4) Go upstairs to Kebok and accept "[Hostile Takeover](#)" and "[Bloodscalp Ears](#)"
  - 5) Next to him from Krazek accept "[The Haunted Isle](#)" and turn it in just outside the door to Baron Revilgaz and accept "[The Stone of the Tides](#)" and then turn in "[Goblin Sponsorship pt.3](#)" accept "[Goblin Sponsorship pt.4](#)"
  - 6) Go into the shop Tan-Your-Hide Leatherworks Shop to Drizzlik and accept "[Supply and Demand](#)"
  - 7) Fly to the Rebel Camp
  - 8) At Private Thorsen turn in "[Supplies to Private Thorsen](#)", If he's not here look south of the camp since he can go on patrol. If you save him when he patrols you can also get "[Jungle Secrets](#)" then u turn that in at the camp to Doren and get "[Bookie Herod](#)" He only goes on patrol about every 10 minutes.
  - 9) Go to Kaleb and turn in "[Return to Corporal Kaleb](#)" and get your helm, if you got the ore earlier. This is an optional quest so if you did it you should be ahead
  - 10) Go SE to 48,21 and Kill Shadowmaw Panthers for "[Panther Mastery pt.3](#)" It can be a pain since they're stealthed amongst the tigers
  - 11) Run west to the Venture Co. Base Camp at 43,18 and climb the Operations Tower behind the base and kill Foreman Cozzle for his key for "[Goblin Sponsorship pt.4](#)"
  - 12) Finish killing the goblins for what crystals you still need for "[Hostile Takeover](#)"
  - 13) Once you have all the crystals enter the tiny shack next to the base at 43,20 and open Cozzle's Footlocker to get the blueprints for "[Goblin Sponsorship pt.4](#)"
- 
- 14) Go SW across the river to 37,22 and kill Lashtail Raptors on both sides of the road for "[Raptor Mastery pt.2](#)"
  - 15) Go NW to 33,18 and kill Elder Tigers for "[Tiger Mastery pt.3](#)"
  - 16) Run NE to the river near Nesingwarys and kill the river crocolisks in the river and around it for "[Supply and Demand](#)"
  - 17) Once you have the skins go to Nesingwarys and you should get the complete message for "[Investigate the Camp](#)"
  - 18) Go up to Rouack and turn in "[Tiger Mastery pt.3](#)" accept "[Tiger Mastery pt.4](#)" at Erlgadin turn in "[Panther Mastery pt.3](#)" accept "[Panther Mastery pt.4](#)" and at Nesingwary turn in "[Raptor Mastery pt.2](#)" and "[Hemet Nesingwary](#)" accept "[Raptor Mastery pt.3](#)"
  - 19) You should be at least 40% through 36
  - 20) Run back SW on top of the hill at 32,17 and kill Sin'Dall for "[Tiger Mastery pt.4](#)" then run back NE to Nesingwary's to Erlgadin and turn it back in

- 21) Go south and travel between the Thaski Ruins at 32,17 and the Bal'lal Ruins at 29,19 and kill the Bloodscalp Trolls for "[Bloodscalp Ears](#)". The best spot to go if there are too many people or low drop is to the ruins in the NW of the map
  - 22) Go just west of Bal'lal Ruins and kill the basilisks on the mountain edge for "[Singing Blue Shards](#)"
  - 23) Once you have all the crystals go south to the haunted island at 20,23 and it will say complete for "[The Stone of the Tides](#)"
  - 24) Go east from the island until it says you're in The Vile Reef and you should see a city of murlocs below you. This would be another good spot for a water breathing pot unless you can pull them to the surface easy since you will only need 10 kills. Kill the murlocs for fins for "[Encrusted Tail Fins](#)"
  - 25) Once you have all the fins swim around and look for giant clams and collect 9 blue pearls for a later quest
  - 26) Once you're all done run back north to the Rebel Camp
- |   |
|---|
| <ol style="list-style-type: none"> <li>27) Fly to Booty Bay</li> <li>28) Go into the shop Tan-Your-Hide Leatherworks to Drizzlik and turn in "<a href="#">Supply and Demand</a>" accept "<a href="#">Some assembly required</a>"</li> <li>29) Go into the Inn to Fizzlebub and turn in "<a href="#">Singing Blue Shards</a>" SKIP the next for now</li> <li>30) Go upstairs to Krazek and turn in "<a href="#">Investigate the Camp</a>"</li> <li>31) At Kebok turn in "<a href="#">Bloodscalp Ears</a>" and "<a href="#">Hostile Takeover</a>"</li> <li>32) Go just outside to Baron Revilgaz and turn in "<a href="#">The Stone of the Tides</a>" accept "<a href="#">Water Elementals</a>" and turn in "<a href="#">Goblin Sponsorship pt.4</a>" accept and "<a href="#">Goblin Sponsorship pt.5</a>"</li> <li>33) You should be 37 now</li> <li>34) Throw away the Library Scrip unless you want more lore from the Stormwind Library</li> <li>35) Fly to Stormwind or Ironforge to get new skills then fly to Menethil Harbor</li> <li>36) Make Menethil Harbor your home</li> <li>37) Boat to Theramore</li> <li>38) If your first aid is at 225, which it probably is, go into the castle on the east side of town to Doctor Gustav VanHowzen on the bottom floor and accept "<a href="#">Triage</a>"</li> <li>39) It's really easy. The quest description explains it perfectly</li> <li>40) You get your other bandage skills from here when you skill up enough. Heavy Mageweave is at 240, Runecloth is at 260, and Heavy Runecloth is at 290</li> <li>41) Fly to Gadgetzan</li> </ol> |
|---|
- 42) Run north to the Shimmering Flats into the Mirage Raceway NE at 77,77 and talk to Kravel and turn in "[Parts for Kravel](#)" accept "[Delivery to the Gnomes](#)" then turn around and turn it in to Fizzle
  - 43) At Wizzle turn in "[Encrusted Tail Fins](#)"
  - 44) Go a little east across the race track to Pozzik and turn in "[Goblin Sponsorship pt.5](#)" accept "[The Eighteenth Pilot](#)" then hand it in to Razzeric 2 feet away and accept "[Razzeric's Tweaking](#)"
  - 45) Go back west over the track to Kravel and accept "[The Rumormonger](#)"
  - 46) Hearth to Menethil Harbor and fly to Southshore
  - 47) You should be about 15% through 37

### 37-37 Alterac Mountains

- 1) Go into the Inn and make Southshore your home
- 2) Just outside the Inn from Marshal Redpath accept "[Crushridge Bounty](#)"
- 3) Go to the Town Hall across from the Inn to Maleb and turn in "[Further Mysteries](#)" accept "[Dark Council](#)" and "[Noble Deaths](#)"
- 4) Make Southshore your home
- 5) Go north from Southshore to the yeti cave and collect 5 alterac granite for "[A King's Tribute](#)"
- 6) Run east from the cave towards Tarren Mill then go north into Alterac Mountains to 47,55 and kill ogres for knucklebones for "[Crushridge Bounty](#)"
- 7) If this area is camped or dry there are more ogres straight ahead on the road in the Ruins of Alterac
- 8) Go up the road NE from here to Strahnbrad at 60,43 and kill the syndicate and grab their rings for "[Noble Deaths](#)"
- 9) You can also kill shadow mages here for "[Dark Council](#)" which is easier than killing them in the camps later
- 10) Go way NW to the house at 39,16 killing any shadow mages if you didn't get them all before
- 11) When you get to the house, kill Nagaz for "[Dark Council](#)"
- 12) After you kill Nagaz you should see a chest in front of the fireplace he was standing near. Open it to grab an Ensorcelled Parchment which starts "[The Ensorcelled Parchment](#)"



- 13) You should be about 50% through 37

- 14) Hearth to Southshore
- 15) Run across from the Inn to Marshal Redpath and turn in "[Crushridge Bounty](#)" accept "[Crushridge Warmongers](#)"
- 16) Go into the town hall to Maleb and turn in "[Dark Council](#)" and "[Noble Deaths](#)"
- 17) Go to Loremaster Dibbs just north of the Inn and turn in "[The Ensorcelled Parchment](#)" accept "[Stormpike's Deciphering](#)"

- 18) Go back up into Alterac Mountains and into the Ruins of Alterac
- 19) Kill 10 warmongers in the main castle. There are some outside but most are inside. Keep an eye out for the wandering elite.

- 20) Return to Southshore
- 21) Go to Marshal Redpath and turn in "[Crushridge Warmongers](#)"
- 22) You should be about 90% to 38
- 23) Fly to Arathi Highlands

### 38-39 Arathi Highlands

- 3) Near the campfire from Kryten accept "[Worth Its Weight In Gold](#)"
- 4) From the wanted sign accept "[Wanted! Marez Cow!](#)" and "[Wanted! Otto and Falconcrest](#)"
- 5) From Captain Nials accept "[Northfold Manor](#)"
- 6) Run NE to 62,33 to the circle of rocks and touch the Shards of Myzrael and accept "[The Princess Trapped](#)"



- 5) Go just east of Hammerfall to 80,40. You'll notice there is a tree by a rock and behind it is a hidden path up to a cave. Go in the cave and kill kobolds for 12 Motes of Myzrael for "[The Princess Trapped](#)"



- 6) If you get them all before the end of the cave you have to continue to the end to turn it in by touching Iridescent Shards and accept "[Stones of Binding](#)"



- 7) You should be 38 after turning this in
- 8) Go to the west of Hammerfall to the circle of east binding at 66,30 and grab the cresting key from the stone of east binding in the center for "[Stones of Binding](#)" Save any cresting charms to instant kill a fire exiles at the circle of west binding later



- 9) Go slightly SW to Quae on the northern outskirts of Go'Shek Farm at 60,53 and turn in "[Hints of a New Plague? Pt.1](#)" SKIP "[Hints of a New Plague? Pt.2](#)" The courier walks between refuge and tarren mill. He is probably not soloable unless you can pull him far from the rest of the guards or have a group. It is said that when he meets up with the alliance wanderers that a war breaks out and you can take him on easy
- 10) Go SE from here to the cave at 68,74 and kill Shadow Hunters until you get the dagger for "[Worth Its Weight In Gold](#)" and once you have it go north into Witherbark Village at 67,69 and kill any troll for tusks and the witch doctors for medicine pouches
- 11) Go west to the circle of outer binding at 52,50 and grab the thundering key from the stone of outer binding in the center for "[Stones of Binding](#)" No reason to save any cresting charms since you won't need to go back to the water exiles



- 12) Go west into Refuge Point to Kryten and turn in "[Worth Its Weight In Gold](#)" then go to Skuerto near the forge and accept "[Wand Over Fist](#)"
- 13) Now for a little bit of running around
- 14) Go SE to Boulderfist Hall at 53,77
- 15) Stay left in the cave until the end and kill Kor'gresh Coldrage for "[Wand Over Fist](#)"
- 16) Run back to Refuge Point to Skuerto and turn it in and accept "[Trelane's Defenses](#)"
- 17) Go NW to Northfold Manor at 33,27 and kill the highwaymen and mercenaries for "[Northfold Manor](#)"
- 18) Go west to the circle of west binding at 25,30 and grab the burning key from the stone of west binding in the center. No reason to save any cresting charms since you won't be going back to the thundering exiles



- 19) Go back SE to Refuge Point to Captain Nials and turn in "[Northfold Manor](#)" accept "[Stromgarde Badges](#)"
- 20) Go SW to the circle of inner binding at 36,57 and touch the stone of inner binding and turn in "[Stones of Binding](#)" SKIP the rest



- 21) Go west on the road to 27,49 then go south into Stromgarde
- 22) Take your first right then the first left so you're going into boulderfist ogres. Kill shamans until you get an Azure Agate for "[Trelane's Defenses](#)"
- 23) Once you get it go back up towards the castle
- 24) There is a few things to do here. One is kill anything for badges for "[Stromgarde Badges](#)" Two is go up top of the castle and kill Otto and Falconcrest for "[Wanted! Otto and Falconcrest](#)" and Three you need to find and kill Marez Cowl for "[Wanted! Marez Cowl](#)" but she can be in a few different spots. When you get up by the fountain if Marez is not on the right please click the link to read it
- 25) Go SE to the path that leads behind Stromgarde at 31,64 follow it around to the cave path at 21,75
- 26) Follow the path down from the cave and swim straight ahead over Faldir's Cove to Lolo the Lookout and accept "[Land HO!](#)" then turn around and turn it in to Shakes O' Breen
- 27) Just beside you at Nilzlix accept "[Deep Sea Salvage](#)"
- 28) Go by the campfire to Steelgut and accept "[Drowned Sorrows](#)"
- 29) Beside him from Phizzlethorpe accept "[Sunken Treasure pt.1](#)"
- 30) This is a short and easy escort quest. Just escort him right behind you in the cave and 2 level 40 water elementals will run in. This is a difficult quest to solo. Stand about halfway into the cave and when the Water Elementals appear get them attacking you and move outside the cave. Concentrate on staying alive, not killing. This gives the good doctor the time to do his work and as soon as he does finish you should run for the docks. As soon as you get there the mobs will let you go and you will have completed the quest. When you

are done go back to the campfire and turn it in to Draxlegauge and accept "[Sunken Treasure pt.2](#)"

- 31) You should still have 1 of the elixirs of water breathing left which you will need to use
- 32) Go SW in the water to the first sunken ship at 24,84 and as you go down the stairs you will find the Maiden's Folly Log in the pile of barrels



- 33) The Maiden's Folly Charts is lying further in on this level, past the skinny connecting room into the last room on a big pole in the center of the ship. It's really easy to miss



- 34) Go to the next ship and down the stairs you will find the Spirit of Silverpine Charts next to the cannon

- 35) Spirit of Silverpine Log is at the very bottom level of the ship lying on the dirt



- 36) Once you have both logs and charts, put on the goggles you were given and keep an eye out on your radar for the yellow dots which are the Calcified Elven Gems for "[Sunken Treasure pt.2](#)" while you kill the Raiders and Sorcs for "[Drowned Sorrows](#)"



- 37) Once you're done head back NE to Faldir's Cove to Nilzlix on the dock and turn in "[Deep Sea Salvage](#)"

- 38) Go up next to the campfire to Steelgut and turn in "[Drowned Sorrows](#)" then at Draxlegauge turn in "[Sunken Treasure pt.2](#)" accept "[Sunken Treasure pt.3](#)"

- 39) Go over to Shakes O' Breen on the dock and turn that in and accept "[Sunken Treasure pt.4](#)"

- 40) You should be 39 and 5% into it

- 41) Hearth to Southshore
- 42) Fly to Refuge Point
- 43) At Captain Nials turn in "[Stromgarde Badges](#)" "[Wanted! Marez Cowl](#)" and "[Wanted! Otto and Falconcrest](#)"
- 44) At Kryten turn in "[Trelane's Defenses](#)" accept "[An Apprentice's Enchantment](#)" then turn it in to Skuerto and SKIP the rest and throw away the agate
- 45) Go NE to the Hall of Explorers to Stormpike and turn in "[Stormpike's Deciphering](#)" SKIP "[The Lost Dwarves](#)"
- 46) From Krom to the left accept "[Reclaimed Treasures](#)"
- 47) Get new skills
- 48) Go to 38,87 and turn in "[A King's Tribute](#)" accept "[A King's Tribute](#)"

- 49) Turn it in at the king north at 39,56
- 50) You should be 40% through 39
- 51) Fly to Menethil Harbor
- 52) Boat to Theramore

### 39-42 Dustwallow Marsh

- 1) If you hit 40 at anytime during this section and want to go get your mount before done then go ahead
  - 2) After you get off the boat swim to the boat docked on the tiny island east at 76,55 and down one floor to the rear of the ship and beat on Gavis Greyshield until he surrenders for **"The End of the Deserters"**
  - 3) Go back to Theramore and turn it in to Calia Hastings
  - 4) If your first aid is at 225, which it probably is, go into the castle on the east side of town to Doctor Gustav VanHowzen on the bottom floor and accept **"Triage"** this is if you didn't do it earlier
  - 5) Go to the top floor to Captain Vimes and accept **"Inspecting the Ruins"**
  - 6) Go towards the Inn to Guard Byron and accept "Tabetha's Farm"
  - 7) Go in the Inn and make Theramore your home
  - 8) Near the town entrance from Aden accept **"Mission to Mudsprocket"**
  - 9) Go to the castle behind the Inn to the 2nd floor, not the tower, to Captain Vimes and turn in **"They Call Him Smiling Jim"** This gives you hints about some quests at the old Inn near the Barrens.
  - 10) Follow the road NW out of Theramore to the first guard tower at 59,40 and in it from Captain Wymor accept **"Defias in Dustwallow?"**
  - 11) Go NE to the Island at 64,28 and Kill Garn Mathers who wanders the island for **"Defias in Dustwallow?"**
  - 12) Go back SW to the tower at 59,40 to Wymor and turn in **"Defias in Dustwallow?"** accept **"Renn McGill"**
  - 13) Go NW to Swamplight Manor to Jarl at 55,26 and accept **"Marsh Frog Legs"** then go to Mordant Grimsby in the house and accept **"What's Haunting Witch Hill?"**
  - 14) Beside the house, in what appears to be a tiny graveyard, is some loose dirt which will give you **"The Orc Report"**
- 
- 15) Go behind the house and start killing the giant marsh frogs for legs for **"Marsh Frog Legs"** and kill the risen huxts and spirits for **"What's Haunting Witch Hill?"** You just have to be kind of close when they die and it will count as gathering the info. Not all the ghosts seem to give info
  - 16) Go back to the house to Jarl and turn in **"Marsh Frog Legs"** accept **"Jarl Needs eyes"** then go in the house to Mordant Grimsby and turn in **"What's Haunting Witch Hill?"** accept **"The Witch's Bane"**
  - 17) Go back around the house and collect 9 witchbane growing near the water. Herbalist should be able to see it on the minimap

- 18) When you're done go back to Grimsby in the house and turn it in and accept "[Cleansing Witch Hill](#)"
- 19) Go to the end of the dock and plant the torch. Zelfrax, a level 36 bat, will come down and attack you. Nothing special about him. Once you kill him turn it back in
- 20) You should be about 85% to 40
- 21) Follow the road NW to the tower at 46,23 and at Sergeant Lukas accept "[Raptor Captor](#)"
- 22) Go north across the river and weaken up the raptors until they call for help or it says they look weak enough to capture and then stop attacking them and use the sturdy rope from your bag to capture them for "[Raptor Captor](#)". Sometimes if you have more than one raptor near you when you capture one it will capture them all. Not sure if this is a bug or intended
- 23) Once you finish capturing the raptors go to 46,17 and talk to Stinky and accept "[Stinky's Escape](#)" you have to escort him to his bogbean plant and then to the road where he runs off into the woods. Very simple to do if you just stay with him since you don't get ambushed



- 24) Once Stinky runs off, go NW on the road to Sergeant Lukas and turn in "[Raptor Captor](#)" accept "[Prisoners of the Grimtotems](#)" and "[Unleash the Raptors](#)"
- 25) Go NW to Blackhoof Village at 45,18 and kill the Grimtotems for 5 Grimtotem Keys to release the prisoners in cages throughout the camp for "[Prisoners of the Grimtotems](#)". Once you have 5 keys go to the center of town with the tiny windmill and lay the raptor bait for "[Unleash the Raptors](#)" and watch all the raptors come in and take out some guys for you
- 26) Run SW to the Darkmist Cavern at 35,21 and kill spiders outside the cave to get 20 eyes for "[Jarl Needs eyes](#)"
- 27) Go SE back to Lukas at 46,23 and turn in "[Prisoners of the Grimtotems](#)" and "[Unleash the Raptors](#)"
- 28) You should now be 40
- 29) Follow the road SW, a bit south of Brackenwall Village, to Mudcrush Durtfeet at 35,38 and accept "[Hungry!](#)"
- 30) Go SW right near the border into the Barrens to the shady rest inn at 29,47



- 31) At Inspector Tarem in front of the building turn in "[Inspecting the Ruins](#)"
- 32) In front of the Inn there are 2 hoofprints which gives you the quest "[Suspicious Hoofprints](#)"



33) Inside the building there are 3 pieces of wood laying on the ground and on the piece that is not touching the others is a Theramore Guard Badge which gives you the quest "[Lieutenant Paval Reethe pt.1](#)"



34) Above the fireplace is an easily seen shield which gives you the quest "[The Black Shield pt.1](#)"



35) Go SE to Tabetha's Farm at 45,57

36) Outside from Morlann accept "**Direhorn Raiders**" and "**The Zeppelin Crash**"

37) Go in the House to Tabetha and turn in "**Tabetha's Farm**"

38) From Garion accept "**The Grimtotem Weapon**" and "**The Reagent Thief**"

39) Go north of the farm and find a good location around some crocs and lay the captured totem down. When the crocs get near it they are put in a beam off the totem. When they die in this beam you get the credit for "**The Grimtotem Weapon**" and also kill the spiders for marsh venoms for "**The Reagent Thief**"

40) Go a little bit further north to 46,51 and kill 12 Grimtotem for "**Direhorn Raiders**" Inside the camp you should see Apothecary Cylla who will drop a sealed letter which starts "**The Apothecary's Letter**"

41) Go back south to Tabetha's Farm to Morlann outside and turn in "**Direhorn Raiders**"

42) Go inside to Garion and turn in "**The Grimtotem Weapon**" and "**The Reagent Thief**"

43) Go outside to the dock to Andello Porter and turn in "**The Apothecary's Letter**"

44) You should be about 40% through 40

45) Go east to Beezil's Wreck at 54,56 and at Moxie turn in "**The Zeppelin Crash**" accept "**Corrosion Prevention**" and "**Secure the Cargo!**"

46) On the east side of the ship pick up the gizmorium shipping crate for for "[Razzeric's Tweaking](#)"



47) Go around collecting cargo boxes for "**Secure the Cargo!**" and also make sure you're being zapped by a nearby Power Core Fragment and when you become energized from it use the ooze buster on 10 slimes for "**Corrosion Prevention**"

48) Once you're all done go back to Moxie and turn in "**Corrosion Prevention**" and "**Secure the Cargo!**" accept "**Delivery for Drazzit**"

- 49) Go SE through the mountains, you should see the path, and you will see a few islands. Go to the one with the tent at 58,60 and at Nat Pagle turn in "Is it Real?" accept "Nat's Bargain"
- 50) Go west towards the sunken ship and clear a little spot near it. Use Pagle's Fish Paste and a shark will come out. Just kill it and go back to Pat and turn it in and accept "Oh, It's Real"
- 51) Go back through the mountains the way you came follow the road west to 40,61 and then go south into Mudsprocket

- 52) Grab the FP to the left of the entrance
- 53) Enter the left building and go to Drazzit Dripvalve and turn in "Delivery for Drazzit" and "Mission to Mudsprocket"
- 54) On the wanted sign accept "WANTED: Goreclaw the Ravenous"
- 55) From Gizzix Grimegurgle accept "Catch a Dragon By the Tail"
- 56) Go inside the Inn to Brogg and accept "Bloodfen Feathers"

- 57) Run NW, may be safest to take the road close to it, to Bloodfen Burrow at 31,66 and kill the raptors for feathers for "Bloodfen Feathers" and then in front of the cave kill Goreclaw the Ravenous for "WANTED: Goreclaw the Ravenous"
- 58) Go east into the Stonemaul Ruins and on the east side it should say you're in the Dragonmurk, or you can go just east of Mudsprocket, around 48,66 where you want to collect wyrmtail plants for "Catch a Dragon By the Tail"

- 59) Go back to Mudsprocket
- 60) Go to Drazzit on the left and turn in "WANTED: Goreclaw the Ravenous"
- 61) Outside at Gizzix turn in "Catch a Dragon By the Tail"
- 62) Go in the Inn to Brogg and turn in "Bloodfen Feathers" accept "Banner of the Stonemaul" and "The Essence of Enmity"

- 63) Follow the road NW to The Den of Flames at 39,66 and make your way to the back of the cave keeping left the whole time. Kill the dragonkin along the way and use Brogg's Totem on their dead bodies for "The Essence of Enmity" and once you get to the back of the cave grab the stonemaul clan banner for "Banner of the Stonemaul"
- 64) Go back to Mudsprocket

- 65) Go in the Inn to Brogg and turn in "Banner of the Stonemaul" and "The Essence of Enmity" accept "Spirits of Stonemaul Hold"

- 66) Go NE to the Stonemaul Ruins and click on the ogre bones lying all over. When you do a ghost ogre will come out that you need to kill

- 67) Go back to Mudsprocket to Brogg and turn it in and accept "Challenge to the Black Flight"

- 68) Go east to Onyxia's Lair entrance at 52,75 and plant the stonemaul banner. Kill the 41 dragon Smolderwing who appears

- 69) Go back to Brogg and turn it in for a nice xp reward

- 70) You should be about 10% through 41

- 71) Fly to Theramore

- 72) Go east on the docks to Major Mills and turn in "Oh, It's Real" accept "Take Down Tethyr!"

- 73) Now Tethyr is going to appear in a moment. Marksmen are going to line all 3 sides of the dock. Your job is to use the mortars that are positioned on each side of the docks. It's

fastest and easiest to go back and forth between the one closest to where you start the quest and the one to the north in case you get blown back by Tethyr's blast. After going back and forth a few times he'll die and everyone will cheer. Turn it back in

- 74) Turn around to Captain Vimes and turn in "[Suspicious Hoofprints](#)" "[Lieutenant Paval Reethe pt.1](#)" accept "[Lieutenant Paval Reethe pt.2](#)" and turn in "[The Black Shield pt.1](#)" accept "[The Black Shield pt.2](#)"
  - 75) Turn around to Tesoran and turn in "[Lieutenant Paval Reethe pt.2](#)" accept "[Daelin's Men](#)" then turn around to Captain Vimes again and turn it in and accept "[The Deserters pt.1](#)"
  - 76) Go into the Inn to Morgan Stern and turn in "[Stinky's Escape](#)"
  - 77) Go towards the town entrance to Aden and turn in "[The Orc Report](#)" accept "[Captain Vimes](#)"
  - 78) Go west to the blacksmith house at 64,50 to Caz Twosprocket and turn in "[The Black Shield pt.2](#)" accept "[The Black Shield pt.3](#)"
  - 79) Go back to Captain Vimes and turn in "[The Black Shield pt.3](#)" and "[Captain Vimes](#)"
  - 80) You should be about 35% through 41
- 81) Run up NW to Swamplight Manor to Jarl at 55,26 and turn in "[Jarl Needs eyes](#)" accept "[Jarl Needs A Blade](#)"
  - 82) Go NE to 57,20 and on the walkway to the beach kill Razorspine for his sword
  - 83) Follow the path out to the beach and kill the murlocs for their heads for "[Hungry!](#)"
  - 84) Once you have all the heads go to the east of the little island in the water at 63,17 to Ren McGill and turn in "[Renn McGill](#)" accept "[Secondhand Diving Gear](#)"
  - 85) Go onto the Island near the tents and pick up the tools and diving gear and then turn it back in to Ren and accept "[Recover the Cargo!](#)"
  - 86) Now this is pretty easy. There are floating boards in the ocean that mark the cargo below. Swim down and mine it with the salvage kit. You may want to put on the deepdive helmet for water breathing
  - 87) Once you're done go back to Ren and turn it in and accept "[Jaina Must Know](#)"
  - 88) Go back to Jarl and turn in "[Jarl Needs A Blade](#)"
  - 89) Go SW to Mudcrush Durtfeet at 35,38 turn in "[Hungry!](#)"
  - 90) Go south to the Lost Point Tower at 35,53 and attack Balos Jacken, at 25% life he'll become friendly and you can turn in "[The Deserters pt.1](#)" and accept "[The Deserters pt.2](#)"
- 91) Hearth to Theramore
  - 92) Go into the castle behind the Inn and go upstairs to Captain Vimes and turn in "[The Deserters pt.2](#)" accept "[A Grim Connection](#)"
  - 93) Go to the top of the tower in the middle of town to Jaina and turn in "[Jaina Must Know](#)" accept "[Survey Alcaz Island](#)"
  - 94) Go down to the FP and talk to Cassa, the apprentice gryphon master, and take a flight
  - 95) Now for a little relaxing. Sit back and watch where you're taken to. The island looks pretty neat
  - 96) Go back up to the tower to Jaina and turn it in and accept "[Warn Bolvar!](#)" but don't ask her to make you a portal just yet unless you want to use the free trip to Stormwind to get your mount and train
  - 97) You should be about 75-80% to 42

- 98) Go NW to the second tower at 46,23 to Captain Darill and turn in "A Grim Connection" accept "Confirming the Suspicion" and "Arms of the Grimtotems"
- 99) Go NW to the Grimtotem camp at 45,18 and kill the elders and get 4 notes to combine for "Confirming the Suspicion" and pick up armaments lying around the camp for "Arms of the Grimtotems"
- 100) Go back SW to Darill in the tower and turn them both in and accept "Tabetha's Assistance"
- 101) Run down to Tabetha's Farm at 45,57 and turn it in and accept "Raze Direhorn Post!"
- 102) Go north to 46,51 and torch all 3 tents. You really don't have to kill anything if you go in from the east side and torch them from the back
- 103) Go back to Tabetha and turn it in and accept "Justice for the Hyals"
- 104) Run to Mudsprocket
- 105) Fly to Theramore
- 106) Go up to Captain Vimes and turn in "Justice for the Hyals" accept "Peace at Last"
- 107) Go just outside of Theramore to the graveyard on the right and lay the wreath down
- 108) Go back to Vimes and turn it in and finally get a close on the story of Shady Rest Inn
- 109) You should be 42 now
- 110) Fly to Gadgetzan
- 111) Run up to the Shimmering Flats to Razzeric in the Mirage Raceway at 80,76 and turn in "[Razzeric's Tweaking](#)" accept "[Safety First pt.1](#)"
- 112) Go back to Gadget and turn it in to Shreev on the NW side of town and accept "[Safety First pt.2](#)"
- 113) Go back into the Shimmering Flats to the Mirage Raceway again to Razzeric and turn it in
- 114) Draenei and Night Elves who still need their mount and skills should probably fly and get it before hearthing to Theramore
- 115) Hearth to Theramore
- 116) Go up to the tower to Jaina and have her port you to Stormwind and when you get there turn in "Warn Bolvar!" accept "Return to Jaina"
- 117) Go get your mount and train
- 118) Once you're ready go to the Mage Quarter of Stormwind to Malin at 39,81 and have him port you back to Theramore
- 119) When you get there turn in "Return to Jaina"
- 120) You should be about 20% through 42
- 121) Fly to Ratchet
- 122) Take the boat to Booty Bay

## 42-43 Stranglethorn Vale

- 1) Run towards the Inn and right where the dock goes up and down from First Mate Crazz accept "[The Bloodsail Buccaneers pt.1](#)"
- 2) Go up the dock and into the building next to the half upside down boat to MacKinley and accept "[Scaring Shaky](#)"
- 3) Go in the Inn and make it your home
- 4) Against the wall from Fizzlebub accept "[Venture Company Mining](#)"
- 5) Go upstairs to Krazek and turn in "[The Rumormonger](#)" SKIP "[Dream Dust In the Swamp](#)" and from Kebok accept "[Skullsplitter Tusks](#)"
- 6) Go outside, up here, to Fleet Master Seahorn and turn in "[Sunken Treasure pt.4](#)" SKIP the next
- 7) Fly to the Rebel Camp
- 8) Go SE between north of Mosh'ogg at 49,25 to just north of the ZG entrance at 48,17 and kill Bhag'thera for "[Panther Mastery pt.4](#)" She is the only panther that is not stealthed so it's pretty easy to spot her. If you don't see her she could have spawned to the west of the ogre mound
- 9) Go SW to the Ziata'jai Ruins at 42,37 and kill the skullsplitter trolls between here and Balia'mah Ruins just north of here for "[Skullsplitter Tusks](#)"
- 10) Go south to 41,41 and kill the Venture Co goblins for "[Venture Company Mining](#)"
- 11) Go west to 33,39 and kill jungle stalkers for "[Raptor Mastery pt.3](#)"
- 12) Go NE to the stream at 38,30 to the lake a bit more NE at 41,19 kill Snapjaw Crocolisks for "[Some assembly required](#)"
- 13) Run NW to the haunted island at 20,23 and collect 6 lesser water elementals bracers for "[Water Elementals](#)"
- 14) Run NE to Nesingwarys at 35,10 and at Nesingwary turn in "[Raptor Mastery pt.3](#)" accept "[Raptor Mastery pt.4](#)" and at Erlgadin turn in "[Panther Mastery pt.4](#)"
- 15) Run north to the Rebel Camp
- 16) Fly to Booty Bay
- 17) Go into the Tan-Your-Hide Leatherworks to Drizzlik and turn in "[Some assembly required](#)" accept "[Excelsior](#)"
- 18) Go into the Inn
- 19) At Crank Fizzlebub turn in "[Venture Company Mining](#)"
- 20) Go upstairs to Kebok and turn in "[Skullsplitter Tusks](#)"
- 21) Walk outside to Baron Revilgaz and turn in "[Water Elementals](#)" SKIP the next
- 22) You should be about 85% to 43
- 23) Go out of BB and turn left and go to the camp of pirates at 27,69 and touch the letter on the barrel and turn in "[The Bloodsail Buccaneers pt.1](#)" accept "[The Bloodsail Buccaneers pt.2](#)"  

- 24) Go just NE of BB now and kill gorillas around 32,65 for "[Scaring Shaky](#)" and save a gorilla fang you find for later on around when you come back
- 25) Run back to BB

- 26) Head towards the boat and just at the bottom of the entrance ramp at Shaky turn in "[Scaring Shaky](#)" accept "[Return to MacKinley](#)"
- 27) Follow the lower dock towards the Inn and at First Mate Crazz and turn in "[The Bloodsail Buccaneers pt.2](#)" accept "[The Bloodsail Buccaneers pt.3](#)"
- 28) Go up the ramp and into the house across from the half ship to MacKinley turn in "[Return to MacKinley](#)" accept "[Voodoo Dues](#)"
- 29) Go up to the top of the Inn to Deeg and accept "[Up To Snuff](#)"
- 30) Go just outside, up here, to Fleet Master Seahorn and turn in "[The Bloodsail Buccaneers pt.3](#)" accept "[The Bloodsail Buccaneers pt.4](#)"
- 31) You should have close to all the STV pages, if not buy the few that you need if you can. You don't need 1-27 they go in this order. 1,4,6,8,10,11,14,16,18,20,21,24,25,26,27 I will not require you do this for the guide but it is a bonus if you do have the pages
- 32) Fly to the Rebel Camp
- 33) Go SW to Nesingwary's and accept "[The Green Hills of Stranglethorn](#)" and then turn in each chapter and turn the whole quest back in. Remember this is an optional quest
- 34)
- 35) Go south to the shore around Grom'Gol and search the shore there for an elter saltwater croc for "[Excelsior](#)" stay away from the base or the guards will get you
- 36) Hearth to Booty Bay
- 37) Go into the shop Tan-Your-Hide Leatherworks to Drizzlik and turn in "[Excelsior](#)"
- 38) You should be 10% through 43
- 39) Fly to Loch Modan
- 40) Make Thelsamar your home
- 41) Hunters stable your pet and pull out another one or tame one until you tame another pet later
- 42) Go in the house to the east of the Inn to and accept "[Badlands Reagent Run](#)"
- 43) Run SE to 65,65 to Ironband's Excavation to Prospector Ironband and turn in "[Ironband Wants You!](#)" accept "[Find Agmond](#)"
- 44) Run SW down into Badlands at 46,76

### 43-44 Badlands

- 1) Go south to 53,43 and from Sigrun Ironhew accept "[Fiery Blaze Enchantment](#)" "[Mirages](#)" and from Ryedol accept "[A Dwarf and His Tools](#)"
- 2) Go SW to Martek the Exiled at 42,52 and turn in "[Martek the Exiled](#)" accept "[Indurium](#)"
- 3) From Rigglefuz accept "[Barbecued Buzzard Wings](#)" accept "[Power Stones](#)" and since you have the blue pearls accept "[Pearl Diving](#)" and turn it back in
- 4) Now there is only one area for buzzards to the west at 15,60 but some are just randomly around. So for "[Barbecued Buzzard Wings](#)" and "[Badlands Reagent Run](#)" just kill them whenever you see one
- 5) Go NW to Lotwil Veriatius at 25,44 and accept "[Study of the Elements: Rock pt.1](#)"
- 6) Go NW to 18,41 and kill the lesser rock elementals along the edge of the mountains for "[Study of the Elements: Rock pt.1](#)" and "[Badlands Reagent Run](#)"
- 7) Once done go back east to Lotwil Veriatius at 26,44 and turn in "[Study of the Elements: Rock pt.1](#)" accept "[Study of the Elements: Rock pt.2](#)"
- 8) Go NW of here to the area behind where you just killed the lesser rock elementals and kill the the rock elementals for "[Study of the Elements: Rock pt.2](#)" there are not many spawns of these but they have a 100% drop rate
- 9) Go back SE to Lotwil Veriatius at 26,44 and turn in "[Study of the Elements: Rock pt.2](#)" accept "[Study of the Elements: Rock pt.3](#)"
- 10) Kill buzzards SW around 15,60 and coyotes SE around 33,62 for "[Badlands Reagent Run](#)" and for "[Barbecued Buzzard Wings](#)" if you don't get them all after you clear it you can try later or kill random ones in the zone
- 11) Hunters tame a Ridge Stalker Patriarch for dash and prowl rank 2
- 12) Hearth to Thelsamar or if it isn't up run NE to 66,21 and continue with step 11
- 13) Hunters get your cat back out but don't dismiss the ridge stalker
- 14) Run back down to the Badlands

- 15) Go SE down to Camp Kosh at 66,21 and open the Excavation Supply Crate for "[Mirages](#)" take note that the crate moves to a different spot in the camp every time it is picked up



- 16) Grind SW Hammertoe's Dig Site at 53,29 and kill the dwarfs until Ryedol's Lucky Pick drops for "[A Dwarf and His Tools](#)"
- 17) On the west side of the hole at 53,33 there is a crumpled map on the ground beside the table which starts "[A Sign of Hope](#)"



- 18) Go south up on the hill to 53,43 and at Sigrun Ironhew turn in "[Mirages](#)" accept "[Scrounging](#)" and at Ryedol turn in "[A Dwarf and His Tools](#)" and "[A Sign of Hope](#)" accept "[A Sign of Hope](#)"
- 19) Go SE to Garek at 61,54 and accept "[Tremors of the Earth](#)" The ogres spawn just south at 62,70 and wander west up to 29,56 and then to 11,77 so kill them if you see them. The boss is easy to pull off the back while they are walking with the little ogre as an add at the

most or none at all. The longer they walk, the farther the boss gets from the pack but the little ogre sticks near him.



- 20) Go east up the path into the Lethlor Ravine and kill the scalding whelps until you get the black drake's heart for "[Fiery Blaze Enchantment](#)"
- 21) Go south to Camp Boff at 62,70 and kill ogres here for some of "[Scrounging](#)" and hopefully the boss is here or spawns
- 22) Go a little NW to the Battered Dwarven Skeleton at 50,62 turn in "[Find Agmond](#)" accept "[Murdaloc](#)"



- 23) Go just south to the gnoll camp and kill the bonesnappers and Murdaloc for "[Murdaloc](#)" and for indurium flakes for "[Indurium](#)"
- 24) Go north to 42,52 and at Riggelfuzz turn in "[Barbecued Buzzard Wings](#)" and at Martek turn in "[Indurium](#)" accept "[News for Fizzle](#)"
- 25) From here on start killing elder crag coyotes for teeth for "[Badlands Reagent Run](#)" until you get them all
- 26) Go SW down to Camp Cagg at 11,77 and kill ogres for "[Scrounging](#)"
- 27) Go south into the mountains at 14,88 and kill greater rock elementals for "[Study of the Elements: Rock](#)"
- 28) Go back NE to Lotwil Veriatus at 26,44 and turn in "[Study of the Elements: Rock pt.3](#)" then accept "[This Is Going To Be Hard pt.1](#)"
- 29) Go east to Sigrun Ironhew at 53,43 and turn in "[Scrounging](#)" and "[Fiery Blaze Enchantment](#)"
- 30) You should now be 44
- 31) Go SE to Garek at 61,54 and turn in "[Tremors of the Earth](#)"
- 32) Run north into Loch Modan
- 33) Go NE 65,65 to Ironband's Excavation to Prospector Ironband and turn in "[Murdaloc](#)" accept "[Agmond's Fate](#)"
- 34) Run up to Thelsamar beside the Inn to Ghak Healtouch and turn in "[Badlands Reagent Run](#)" accept "[Uldaman Reagent Run](#)"
- 35) Go back into Badlands and into Uldaman. Don't worry you're not going to be going in the instance like the previous guide. You will be doing some quests outside since the mobs are not elite
- 36) Now you should have 4 quests. You need to kill any guys in here for the power stones, keep an eye out for carved stone urns and magenta fungus caps lying around as they mainly spawn near fires and tents, and find the treasure. The first 3 can be anywhere but the next step will show you how to get the treasure
- 37) When you get to the spot where you can see the Uldaman portal go left into the cave. You should see humans on the left and gnolls on the right. Go towards the gnolls

38) Follow the gnoll section back until you get into the north common hall. It will have a tile like floor. In the bigger room with the tiles you will see the orange chest on the south wall  
39) Once done run SW to Rigglefuzz at 42,52 and turn in "[Power Stones](#)"

40) Hearth to Thelsamar

41) In the building next to the Inn turn in "[Uldaman Reagent Run](#)"

42) Go SE 65,65 to Ironband's Excavation to Prospector Ironband and turn in "[Agmond's Fate](#)"

43) Go back to Thelsamar

44) Fly to Ironforge

45) Go NE to the Hall of Explorers to Krom and turn in "[Reclaimed Treasures](#)"

46) Go train

47) Fly to Duskwood

48) Go towards the Inn to Sorigal and accept "[Supplies for Nethergarde](#)"

49) Follow the road east out of town into Deadwind Pass and keep going east until you get to the Swamp of Sorrows

50) Once in the Swamp continue following the road. At the first fork go right to 36,59 and then follow it south into the Blasted Lands

51) Go east to Nethergarde Keep and go to the barn to the quartermaster and turn it in for an easy 4k

52) You should be 50% to 45

53) Fly to Booty Bay

## 44-45 Stranglethron Vale

- 1) Go into the top level of the Inn to Krazek and accept "[Tran'Rek](#)"
  - 2) Make BB your home
  - 3) Next to you from Fizzlebub accept "[Zanzil's Secret](#)" and from Whiskey Slim near the door accept "[Whiskey Slim's Lost Grog](#)"
  - 4) Go near the Bank to Bloods and accept "[Akiris By the Bundle pt.1](#)"
  - 5) Under that boat outside from Fin Fizrocket accept "[Stranglethorn Fever](#)"
  - 6) Across from here go to MacKinley and accept "[Stoley's Debt](#)"
  - 7) Where the dock forks up and down go up and follow it near the forge to Dizzy One-Eye and accept "[Keep An Eye Out](#)"
- 8) Go out of Booty Bay and go to the right so you're on the beach and kill the buccaneers all around 31,79 for "[Up To Snuff](#)" and "[Keep An Eye Out](#)" don't go back to town until you complete both of these
  - 9) While you head down there, and on your way back, open half-buried bottles until you get a Carefully Folded Note which starts "[Message in A Bottle pt.1](#)" I know it's a level 45 quest that you will start and do when you're 45



- 10) Kill the swashbucklers around the two camps at 29,81 and 27,82
- 11) The Bloodsail Orders and charts move around. They can be at either camp or on the boat parked just off the shore from the camp at 27,82 for "[The Bloodsail Buccaneers pt.4](#)"



- 12) Run back up into Booty Bay and turn left inside
  - 13) Go To Dizzy One-Eye near the forge and turn in "[Keep An Eye Out](#)"
  - 14) Go up to the top of the Inn to Deeg and turn in "[Up To Snuff](#)"
  - 15) Go just outside to Fleet Master Seahorn and turn in "[The Bloodsail Buccaneers pt.4](#)" accept "[The Bloodsail Buccaneers pt.5](#)"
  - 16) You should be about 80% to 45
  - 17) Get the gorilla fang you saved from last time you were here
- 18) Go NW to around 25,63 and kill the naga for "[Akiris By the Bundle pt.1](#)"
  - 19) Once you're done go across the bridge near the north of the nagas and follow it NE until you get back to the main road. Cross the road and go to the cave at 34,63 to Witch Doctor Unbagwa for "[Stranglethorn Fever](#)" it will not turn in the quest but he will use the gorilla fang to summon 3 waves of 1 ape. Very easy
  - 20) Continue east to the ocean up to the Ruins of Aboraz and kill the Zanzil humanoids for "[Zanzil's Secret](#)" while you make your way to 40,58 and kill Chucky for his ring for "[Voodoo Dues](#)"
  - 21) Once you kill Chucky go up to the Ruins of Jubawal and kill Jon-Jon for his clubbed foot next to the fire at 34,51 and kill Maury for his golden spyglass to the north in the walls at 35,51 for "[Voodoo Dues](#)" and finish killing the Zanzil humanoids for the rest of "[Zanzil's Secret](#)"



- 22) Go NW behind the arena around 31,43 and kill Tethis for "[Raptor Mastery pt.4](#)" he doesn't spawn in the same spot every time
- 23) Go north to Nesingwary's at 35,10 and at Nesingwary turn in "[Raptor Mastery pt.4](#)" SKIP "[Big Game Hunter](#)"
- 24) You should be 45
- 25) Go NE to the Rebel Camp

- 26) Fly to Booty Bay
- 27) Go in the Inn to Fizzlebub turn in "[Zanzil's Secret](#)"
- 28) Go to the house in front of the half boat to MacKinley and turn in "[Voodoo Dues](#)" SKIP "[Cracking Maury's Foot](#)"
- 29) Go outside to Fin Fizrocket under the boat and turn in "[Stranglethorn Fever](#)"
- 30) Go down by the bank to Bloads and turn in "[Akiris By the Bundle pt.1](#)" accept "[Akiris By the Bundle pt.2](#)"

- 31) Go SE to Juergo Isle to 38,80 and at Princess Poobah turn in "[Message in A Bottle pt.1](#)" accept "[Message in a Bottle](#)"
- 32) Go SE a bit and kill the gigantic ape King Mukla and get the key and go turn it back in to the princess
- 33) Go SW to 33,87 and go down one floor to the nose of the ship and kill Captain Stillwater for "[The Bloodsail Buccaneers pt.5](#)"
- 34) Go west to the other 2 ships at 30,88 and enter the one on the east like before and go down one floor to the nose of the ship and kill Fleet Master Firallon then go to the final ship and kill Captain Keelhaul for "[The Bloodsail Buccaneers pt.5](#)"

- 35) Go to the top of the Inn to Fleet Master Seahorn and turn in "[The Bloodsail Buccaneers pt.5](#)"
- 36) You should be about 50% through 45
- 37) Get on the boat to Ratchet
- 38) Fly to Theramore
- 39) Go near the docks to Privateer Groy turn in "[Akiris By the Bundle pt.2](#)"
- 40) Fly to Gadgetzan

## 45-46 Tanaris

- 1) Go between the Inn and Bank to Bilgewhizzle and accept "[Wastewander Justice](#)" and from Luglunket accept "[Water Pouch Bounty](#)"
- 2) Make Gadget your home
- 3) Go to the wanted sign in front of the cage in the center of town and accept "[WANTED: Caliph Scorpionsting](#)" and "[WANTED: Andre Firebeard](#)"
- 4) In between the two north exits at Tran'Rek turn in "[Tran'Rek](#)" SKIP the next part
- 5) On the left side of town on the hill accept "[Gadgetzan Water Survey](#)"
- 6) Go into the Shimmering Flats
- 7) At Fizzle turn in "[News for Fizzle](#)"
- 8) Go east across the race track to Pozzik at 80,75 and accept "[Keeping Pace](#)"
- 9) Go to Zamek beside the building right here. Don't follow him he is going to set a diversion. Just run to Rizzles house at 77,77 and when he leaves to see what the noise was, grab the unguarded plans he is standing on and turn in "[Keeping Pace](#)" accept "[Rizzle's Schematics](#)" and turn it back in to Pozzik



- 10) Go back to Gadgetzan
- 11) Run east out to Steamwheedle Port at 66,22
- 12) Go to the house on the south side of the dock to Stoley and turn in "[Stoley's Debt](#)" accept "[Stoley's Shipment](#)" and behind you from Bilgewhizzle, yes it's the same guy as in Gadgetzan, accept "[Southsea Shakedown](#)"
- 13) Go on the other side of the dock to Haughty Modiste and accept "[Pirate Hats Ahoy!](#)"
- 14) Just to the right from Yeh'kinya accept "[Screecher Spirits](#)"
- 15) Go SW to Waterspring Field at 63,30 and kill the wastewanderers bandits and thieves for "[Wastewander Justice](#)" and any of them for "[Water Pouch Bounty](#)"
- 16) Keep an eye out for Caliph Scorpionsting for "[WANTED: Caliph Scorpionsting](#)" but beware since he travels with 2 stealthed guards. If you can't just kill him before you get pounded on, kill a guard, run away and heal, return and kill the other guard, run away and heal, and then kill Caliph
- 17) Run east to the cave at 68,41 and go through to Lost Rigger Cove
- 18) Start killing the pirates all back here for "[Southsea Shakedown](#)" and "[Pirate Hats Ahoy!](#)"
- 19) Kill Andre Firebeard at 73,47 for "[WANTED: Andre Firebeard](#)"
- 20) Go to west side of the town to the only 2-story house out here at 72,46 and upstairs grab the stolen wine from the cargo box for "[Stoley's Shipment](#)"



- 21) You may get some drops of [Pirate's Footlocker](#) which can hold [Ship Schedule](#) which starts "[Ship Schedules](#)" and can also contain the [upper middle](#) and [lower](#) map fragments which starts "[Cuergo's Gold](#)" and only do them if you find them. If you don't find them all then skip them or sell them on the Gadgetzan AH
- 22) You may also find the captain's key in a footlocker which will allow you open the chest inside the boat on the east of the town and get a descent item and some junk



- 23)Hearth to Gadgetzan
- 24)In between the bank and the Inn at Bilgewhizzle turn in "[Wastewander Justice](#)" accept "[More Wastewander Justice](#)"and turn in "[WANTED: Caliph Scorpionsting](#)" and
- 25)Next to him at Luglunket turn in "[Water Pouch Bounty](#)" and any 5 you have extra you can turn in now, and later when you get more
- 26)You should be 46
- 27)Run west to Sandsorrow Watch and next to the tower at the peanut shaped lake at 39,29 use the Untapped Dowsing Widget in the middle for "[Gadgetzan Water Survey](#)" but run once you get the sample because high 40's bugs appear and attack you
- 28)Run back to Gadgetzan and on the west side of town at Fizzledowser turn in "[Gadgetzan Water Survey](#)" SKIP "[Noxious Lair Investigation](#)"
- 29)Go SE around 60,35 and kill wastewander rogues, assassins, and shadow mages for "[More Wastewander Justice](#)"
- 30)Go NE to Steamweedle Port at 66,24 to the house on the south side of the dock to Stoley and turn in "[Stoley's Shipment](#)" accept "[Deliver to MacKinley](#)" and "[Ship Schedules](#)" if you found it
- 31)Behind you at Bilgewhizzle turn in "[WANTED: Andre Firebeard](#)" and "[Southsea Shakedown](#)"
- 32)Go on the other side of the dock to Haughty Modiste and turn in "[Pirate Hats Ahoy!](#)"
- 33)Go back to Gadgetzan or hearth if it's up
- 34)Go between the bank and Inn to Bilgewhizzle in "[More Wastewander Justice](#)"
- 35)Go to the NE side of town to Curgle Cranklehop and accept "[Handle With Care](#)"
- 36)You should be about 40% to 47
- 37)Fly to Feathermoon Stronghold

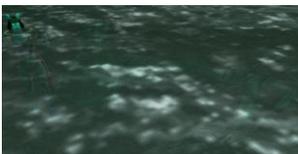
## 46-47 Feralas

- 1) Right beside the FP under the gazebo at Pratt McGrubben accept "[The Mark of Quality](#)"
- 2) Make Feathermoon Stronghold your home
- 3) Go into the big building south of the Inn to Latronicus Moonspear and accept "[The Missing Courier pt.1](#)" and from Shandris Feathermoon accept "[The Ruins of Solarsal](#)"
- 4) Go to the building just east to Troyas Moonbreeze and accept "[In Search of Knowledge](#)" and beside him from Angelas Moonbreeze accept "[The High Wilderness](#)"
- 5) Go upstairs to Ginro Hearthkindle and turn in "[The Missing Courier pt.1](#)" accept "[The Missing Courier pt.2](#)"
- 6) Go SW to the Solarsal Gazebo at 26,52 and turn in "[The Ruins of Solarsal](#)" accept "[Return to Feathermoon Stronghold](#)"



- 7) Go back NE to Shandris Feathermoon in the big building and turn in "[Return to Feathermoon Stronghold](#)" accept "[Against the Hatecrest pt.1](#)" turn around to Latronicus Moonspear and turn it in accept "[Against the Hatecrest pt.2](#)"
- 8) Go back SW to the Ruins of Solarsal at 26,54 and kill the hatecrest naga for scales for "[Against the Hatecrest pt.2](#)"
- 9) Go back NE to Latronicus Moonspear in the big building and turn in "[Against the Hatecrest pt.2](#)" accept "[Against Lord Shalzaru](#)"
- 10) Go SW down past Solarsal and across the water to the Isle of Dread and go into Shalzaru's Lair at 26,66 and go straight in to the back and kill Lord Shalzaru for "[Against Lord Shalzaru](#)"

- 11) Run back to Feathermoon
- 12) Go back to Latronicus Moonspear in the big building and turn in "[Against Lord Shalzaru](#)" accept "[Delivering the Relic](#)" then turn it in to Vestia Moonspear in this building
- 13) You should be about 70% to 47
- 14) Take the boat to the mainland
- 15) Go south of the dock and kill screechers and then use Yeh'kinya's Bramble on the corpse and talk to the spirit that appears for "[Screecher Spirits](#)"
- 16) Go south to the wrecked boat at 45,64 and turn in "[The Missing Courier pt.2](#)" accept "[Boat Wreckage](#)" the boat can be easily overlooked because it's fully underwater but it's right on the shoreline



- 17) Hearth to Feathermoon
- 18) Go in the little building across from the Inn next to the big building to the 2nd floor to Ginro Hearthkindle and turn in "[Boat Wreckage](#)" accept "[The Knife Revealed](#)"
- 19) Go up top of the tower to Quintis Jonespyre and turn in "[The Knife Revealed](#)" accept "[Psychometric Reading](#)"

20) Go back to the little building to 2nd floor to Ginro Hearthkindle and turn in "[Psychometric Reading](#)" accept "[The Woodpaw Gnolls](#)"

21) Take the boat to the mainland

22) Go SE into the yeti cave at 54,56 and kill yeti for "[The Mark of Quality](#)" you can get the skins by skinning or as loot

23) Go south through the hippogryphs to 53,74 and pick up the hippogryph egg. It's up on the hill beside the lake here.

24) Go NE to the Ruins of Isildien and kill the brutes, warlocks, and shamans between 59,66 and 60,56, for "[The High Wilderness](#)"

25) Go NE to Kindal Moonweaver at 65,45 and accept "[Freedom For All Creatures](#)" she's pretty hidden just NW of the camp entrance over a path that doesn't even look like you can walk on it.

26) Now she will follow you. Just kill the grimgolem until you get the bamboo cage key and open up the sprite cage and stick around killing tauren until it says you saved 6



27) Go back to Kindal Moonweaver and turn it back in and from Jer'kai accept "[Doling Justice pt.1](#)"

28) Go back into the grimgolem camp and kill naturalists, raiders, and shamans for "[Doling Justice pt.1](#)"

29) Go back to Jer'kai and turn in "[Doling Justice pt.1](#)" and accept "[Doling Justice pt.2](#)"

30) You should be about 10% through 47

31) Go SE to Woodpaw Hills at 73,56 and touch the Large Leather Backpacks on the big tree and turn in "[The Woodpaw Gnolls](#)" accept "[The Writhing Deep](#)"



32) You will now have a backpack called Undelivered Parcel which starts "[Thalanaar Delivery](#)"

33) Go south to the hive at 73,63 and go all the way down to the bottom and into the southern tunnel then stay right and you'll see a Zukk'Ash Pod there. Touch it and turn in "[The Writhing Deep](#)" accept "[Freed From the Hive](#)" then wait until it says complete before you run off. It's not an escort but you have to listen to his short comment.



34) Hearth to Feathermoon

35) Right beside the FP under the gazebo at Pratt McGrubben turn in "[The Mark of Quality](#)" accept "[Improved Quality](#)"

36) Go in the little building across from the Inn next to the big building to Angelas Moonbreeze and turn in "[The High Wilderness](#)" then go upstairs Ginro Hearthkindle and turn in "[Freed From the Hive](#)" accept "[A Hero's Welcome](#)"

37) Go to the big building west to Shandris Feathermoon and turn in "[A Hero's Welcome](#)" accept "[Rise of the Silithid](#)"

- 38) Fly out to Thalanaar, the spot between 1k needles and here at 89,46, and at Falfindel Waywarder turn in "[Thalanaar Delivery](#)"
- 39) You should be 50% through 47
- 40) Fly to Rut'theran Village
- 41) Follow the dock and go in the only house here to Eralas Ambersky and turn in "[Handle With Care](#)" and accept "[Favored of Elune?](#)"
- 42) Go upstairs to Daryn Lightwind and turn in "[In Search of Knowledge](#)" then go to the back of the house near the bookcase and on the floor is Feralas: A History. Open it and accept "[Feralas: A History](#)" turn it back in to her and accept "[The Borrower](#)"



- 43) Get new skills if you can, if you can't you can go to Exodar when done here
- 44) Go to the temple of the moon at 39,86 and up to the 2nd floor and turn left to Gracina Spiritmight and turn in "[Rise of the Silithid](#)" and at Tyrande Whisperwind turn in "[Doling Justice pt.2](#)"
- 45) Hearth to Feathermoon
- 46) Fly to Gadgetzan
- 47) On the NE side of town at Curgle Cranklehop turn in "[The Borrower](#)" accept "[The Super Snapper FX](#)"
- 48) Next to her at the Egg-O-Matic turn in your Hippogryph Egg and get an egg crate then turn in whatever egg you get to Curgle
- 49) Fly to Theramore
- 50) Take the boat to Menethil
- 51) If you couldn't train in Darnassus or Exodar then go to Ironforge and get new skills
- 52) Fly to Southshore
- 53) Run NE up to the path at 84,33 behind Durnholde Keep and you will see 2 griffins kind of guarding the path into The Hinterlands

## 47-48 The Hinterlands

- 1) Go up the first path
- 2) Grab the FP
- 3) Now go further back in the cave to Talonaxe and accept "[Witherbark Cages](#)"
- 4) Just outside the Inn to Ambassador Rualet in front of the big round archer tower and accept "[Featherbeard's Endorsement](#)" "[A Gesture of Goodwill](#)" and "[Preying on the Predators](#)"
- 5) Go into the Inn and turn right and at Fraggar Thundermantle accept "[Skulk Rock Clean-Up](#)" and "[Troll Necklace Bounty](#)"
- 6) Go way in the back of the Inn up top around 13,41 and make Aerie Peak your home.
- 7) While you're out here keep an eye out for wildkin feathers on the ground for "[Favored of Elune?](#)"



- 8) Go south to Featherbeard's Hovel at 13,55 and in front of the fireplace is his journal which will turn in "[Featherbeard's Endorsement](#)" and give you "[In Pursuit of Featherbeard](#)"



- 9) Start killing 10 mangy silvermanes for "[Preying on the Predators](#)"
- 10) Head east towards Zun'watha at 23,58 and clear most of the trolls out and open the the first and second cages for "[Witherbark Cages](#)"



- 11) Go SE to the cave at 25,66 and kill Witch Doctor Mai'jin and his pet spider Tcha'kaz for "[A Gesture of Goodwill](#)"



- 12) In between here and 31,57 on the next step you need to kill silvermane wolves for the rest of "[Preying on the Predators](#)"

- 13) Go NE to Hiri'watha at 31,57 and open the third cage for "[Witherbark Cages](#)"



- 14) You should also have 5 necklaces for "[Troll Necklace Bounty](#)" by now
- 15) Go NE to Agol'watha at 46,42 and kill the green sludges for "[Skulk Rock Clean-Up](#)" further in the back are some jade oozes but you probably won't get all of them here
- 16) If you found the [OOX-09/HL Distress Beacon](#) go NE to the little mound in the lake at 49,37 and turn it in but skip the escort
- 17) Go east to Skulk Rock at 56,41 and kill jade oozes for "[Skulk Rock Clean-Up](#)"
- 18) Go all the way east to the waterfall at 81,46 and dive into the water below

19) Go south along the shore and grab the Pupellyverbos Port bottles for "[Whiskey Slim's Lost Grog](#)"



20) Keep an eye out for a turtle named Gammerita, the only aggressive turtle out here, and take her picture for "[The Super Snapper FX](#)"



21) Hearth to Aerie Peak

22) Go to the front of the Inn to Fraggar Thundermantle and turn in "[Skulk Rock Clean-Up](#)" and "[Troll Necklace Bounty](#)"

23) In front of the Inn at Rualeth turn in "[A Gesture of Goodwill](#)" and "[Preying on the Predators](#)"

24) Go up past the FP to Talonaxe in the cave at 9,44 and turn in "[Witherbark Cages](#)" accept "[The Altar of Zul](#)"

25) You should be 48 and 10% into it

26) Go SE into Shandra'Alor and into the eastern temple at 37,72 and at Featherbeard's Remains up top turn in "[In Pursuit of Featherbeard](#)" and accept "[Reclaiming the Eggs](#)"



27) Now go looking around here for gryphon eggs, they're kinda like easter eggs because they're kinda hidden. You're given a paper that describes four locations of where to find them. The easiest spots to get them are at the altar in front of the lake, and up by Atal'al the Exile at 33,75. Once done you can throw out the map you're given



28) Go east to 48,68 and run up top of the Altar of Zul until it says complete and then run away for "[The Altar of Zul](#)" you can fight your way up if you want since the guys at the top are not elite and they drop the hammer that lets you summon the final boss in ZF once you enhance it

29) Run back to Aerie Peak

30) In front of the Inn at Rualeth turn in "[Reclaiming the Eggs](#)"

31) Go up past FP to Talonaxe at 9,44 and turn in "[The Altar of Zul](#)" SKIP "[Thadius Grimshade](#)"

32) Fly to Menethil Harbor, Ironforge if you can't train in Darnassus or Exodar

33) Take the boat to Auberdine

34) Fly to Rut'theran Village

35) Run to the only house here to Eralas Ambersky at 55,92 and turn in "[Favored of Elune?](#)"

- 36) Go upstairs to Daryn Lightwind and turn in "[The Super Snapper FX](#)" accept "[Return to Troyas](#)"
- 37) You should be 45% through 48
- 38) Go train
- 39) Fly to Feralas

#### 48-49 Feralas

- 1) Make Feathermoon Stronghold your home
- 2) Go across from the Inn to the 2 story house to Troyas Moonbreeze and turn in "[Return to Troyas](#)" accept "[The Stave of Equinex](#)" and from Angelas next to him accept "[The Sunken Temple](#)"
- 3) Swim or boat east to the dock
- 4) Beside the dock from Zorbin Fandazzle at 45,43 accept "[Zapped Giants](#)" and "[Fuel for Zapping](#)"
- 5) Make the Zorbin's Ultra-Shrinker a hotkey and go south along the shore and start zapping the elite giants so that they turn non elite and kill them for "[Zapped Giants](#)" and also kill water elementals for "[Fuel for Zapping](#)"
- 6) Go north back to Fandazzle at 45,43 and turn in "[Zapped Giants](#)" and "[Fuel for Zapping](#)"  
You can now do those again for rep and about 500 xp per turn in. Now he opens his store to you.
- 7) Go NE to 51,31 and kill the Rage Scar Yeti's east up near the cave for "[Improved Quality](#)" remember you can skin them for these as well just like earlier. Try to get a Pristine Yeti Hide to drop which starts "[Pristine Yeti Hide](#)" This only drops on the quest to get yeti hides here and it can be hard to find so if you don't get it after done you can skip the pristine
- 8) Go NW to Rockbiter at his camp at 42,22 and accept "[The Giant Guardian](#)"
- 9) Go NW into the Ruins of Ravenwind and get the Blytan Essence from the fire at 38,15 for "[The Stave of Equinex](#)"



- 10) Go NE and get the Samha Essence from the fire at 40,12 atop the ruined arch. To get to it go around back and hop up the broken rocks, it's not easily noticed



- 11) Go NW and Grab the Imbel Essence from the fire at 39,9



12)Go SW, ignoring Shay Leafrunner for right now, and get the Lahassa Essence from the fire at 37,12



13)Go east to the Equinex Monolith just over the cliff and use Troya's Staff next to it and then touch the Monolith and turn in "[The Stave of Equinex](#)" accept "[The Morrow Stone](#)"



14)Go back up near the previous flame to Shay Leafrunner in the gazebo at 38,10 and turn in "[The Giant Guardian](#)" accept the escort "[Wandering Shay](#)"



15)Grab the bell from the chest and hotkey it. This is similar to the sleeping druid quest back in darkshore in the 20's. She follows you and there are no ambushes, just run her back SE to Rockbiter at 42,21 and turn in "[Wandering Shay](#)" The trick is to keep ahead of her, if she's with you by your side she will wander off a lot more and the bell has a 1-minute timer

16)You should be 49

17)Hearth to Feathermoon Stronghold

18)Right beside the FP under the gazebo at Pratt McGrubben turn in "[Pristine Yeti Hide](#)" and "[Improved Quality](#)"

19)Take your 2 Elixirs of Fortitude out of your mailbox if you don't already have them on you.

20)Go across to the 2 story house to Troyas Moonbreeze and turn in "[The Morrow Stone](#)"

21)You should be 10% through 49

22)Fly to Gadgetzan

## 49-50 Tanaris

- 1) Just inside Gadget as you enter from the FP at Noggenfogger accept "[The Thirsty Goblin](#)"
  - 2) Make Gadget your home
  - 3) Go behind the Inn to Andi Lynn near the campfire and accept "[The Dunemaul Compound](#)"
  - 4) Go to Tran'rek between the 2 north entrances and accept "[Thistleshrub Valley](#)"
- 5) Ride SE over to Marvon Rivetseeker in Broken Pillar at 52,45 and turn in "[The Sunken Temple](#)" and accept "[The Stone Circle](#)" and "[Gahz'Ridian](#)"
  - 6) Now put on the Gahz'Ridian Detector Helm and yellow dots on mini map will show the pieces you need to get for "[Gahz'Ridian](#)". It's up to you if you want to wear this in fights.
- 
- 7) Run SW to the Dunemaul Compound to the cave at 40,58 and kill Gor'Marok the Ravager for "[The Dunemaul Compound](#)" make sure you kill about 5 of each ogre for the quest
  - 8) Head SE to the Eastmoon Ruins at 47,65 and finish killing the ogres for "[The Dunemaul Compound](#)" while gathering the rest of the artifacts for "[Gahz'Ridian](#)" there is a lot of them around the ruins
  - 9) If you need more ogres then go SW to the Southmoon Ruins at 42,72. Don't be afraid to go here because we have to go west after this anyway
  - 10) Go west to Thistlegrub Valley at 29,66 and kill Gnarled Thistlegrub and Thistlegrub Rootshapers for "[Thistleshrub Valley](#)" and the dew collectors for "[The Thirsty Goblin](#)"
  - 11) Look for the turtle Tooga and accept "[Tooga's Quest](#)" he should be at 29,73 near the zeppelin, but you can find him anywhere around this valley. He follows you so it makes it another easy escort
  - 12) Go far NE to Torta south of steamwheedle port and turn in "[Tooga's Quest](#)"
  - 13) Go into the hut on the south side of the Port to Yuka Screwspigot and accept "[Yuka Screwspigot](#)"
  - 14) On the north side of the Port at Yeh'kina at 66,22 and turn in "[Screecher Spirits](#)" SKIP the rest
- 15) Run back to Gadgetzan
  - 16) Go near the south entrance to Noggenfogger and turn in "[The Thirsty Goblin](#)" accept "[In Good Taste](#)"
  - 17) Go behind the Inn to Andi Lynn near the campfire and turn in "[The Dunemaul Compound](#)"
  - 18) Go between the north entrances to Tran'rek and turn in "[Thistleshrub Valley](#)"
  - 19) Go west to Sprinkle and turn in "[In Good Taste](#)" accept "[Sprinkle's Secret Ingredient](#)"
  - 20) Go on the hill behind the building to Fizzledowser and accept "[Noxious Lair Investigation](#)"
  - 21) You should be about 60% to 50
- 22) Go SW to the Noxious Lair at 37,40 and kill the centipaar for insect parts for "[Noxious Lair Investigation](#)"
- 23) Once you are finished go back to Gadgetzan and turn it in to Pestlezugg
  - 24) Go back up to Fizzledowser and accept "[The Scrimshank Redemption](#)"
- 25) Ride SE over to Marvon Rivetseeker in Broken Pillar at 52,45 and turn in "[Gahz'Ridian](#)"
  - 26) Run SE into the Gaping Chasm to the hive entrance at 55,70 and take the spiral down to the entrance to the north. At the first fork go right then after the circular room is another

fork and again go right. You will enter a big square room and should now hug the right wall to 55,71 and grab the survey gear for "[The Schrimshank Redemption](#)"



- 27)Hearth to Gadgetzan
  - 28)Go to the hill on the west side of town to Fizzledowser and turn in "[The Schrimshank Redemption](#)" accept "[Insect Part Analysis pt.1](#)"
  - 29)Go to the house on the NW part of town to Alchemist Pestlezug and turn in "[Insect Part Analysis pt.1](#)" accept "[Insect Part Analysis pt.2](#)"
  - 30)Go back up on the hill to Fizzledowser and turn in "[Insect Part Analysis pt.2](#)" accept "[Rise of the Silithid](#)"
  - 31)Get any mageweave you have out and build up first aid as much as you can
  - 32)Fly to Theramore and train higher bandage skills if you can at the doctor
  - 33)Fly to Ratchet
  - 34)Next to the dock there is a hut. Just outside is a Marvon's Chest. Open it and get the stone circle for "[The Stone Circle](#)"
  - 35)Inside the hut accept "[Volcanic Activity](#)"
  - 36)Get on the boat to Booty Bay
  - 37)Go up towards the Inn to MacKinley and turn in"[Deliver to MacKinley](#)"
  - 38)Go in the Inn and turn in "[Whiskey Slim's Lost Grog](#)"
  - 39)Fly to Ironforge
  - 40)Go NE to Karnik at 77,11 and accept "[Passing the Burden](#)"
  - 41)Go NW to Tymor in the Mystic Ward at 31,4 and turn in "[Passing the Burden](#)" SKIP "[Arcane Runes](#)" and "[An Easy Pickup](#)"
  - 42)You should be 50 now
  - 43)Get new skills
  - 44)Go to the Inn and make Ironforрге your home then accept "[Assisting Arch Druid Staghelm](#)"
  - 45)Get 15 silk cloth from your bank or buy some
  - 46)Fly to the Thelsamar
- 47)Run down into the Badlands
  - 48)Run all the way west to 1,62 and enter the Searing Gorge

## 50-51 Searing Gorge

- 1) Go SW to the wooden outhouse at 65,62 and accept "[Caught!](#)"



- 2) Since you already have the toilet paper, silk cloth, just below into the digsite and kill the geologists for the rest of "[Caught!](#)" there is usually never 8 of them so kill what you can and do the escort in the next step
- 3) Clear all the mobs and at the bottom of the little pit and from Dorius Stonetender accept "[Suntara Stones pt.1](#)" escort him to NE 74,19 and when he dies grab the signed letter he drops which turns this in and starts "[Suntara Stones pt.2](#)"



- 4) Run back south near the outhouse at 65,62 and get the last of your geologist kills if you need them and at the wooden outhouse turn in "[Caught!](#)" SKIP "[Ledger From Tanaris](#)"
- 5) Run SE down to 71,72 and kill Margol the Rager and grab Margol's Horn off him which starts "[The Horn of the Beast](#)" this gives you the searing gorge key, useless now that there is a FP here but good XP
- 6) Run NW to Kalaran Windblade at 39,38 and accept "[Divine Retribution](#)" then talk to him until completed and turn it in and accept "[The Flawless Flame](#)"

- 7) Run north up to Thorium Point at 38,26
- 8) Off the wanted sign accept "[WANTED: Overseer Maltorius](#)" "[STOLEN: Smithing Tuyere and Lookout's Spyglass](#)" and "[JOB OPPORTUNITY: Culling the Competition](#)"
- 9) Near the tower from Hansel Heavyhands accept "[Curse These Fat Fingers](#)" "[Fiery Menace!](#)" "[Incendosaurs? Whateverosaur is More Like It](#)"
- 10) Under the tent from Burninate accept "[What The Flux?](#)"
- 11) Grab the FP
- 12) Fly to Ironforge
- 13) Go NE to Thorius in the Hall of Explorers at 71,16 and turn in "[Suntara Stones pt.2](#)" accept "[Dwarven Justice](#)"
- 14) Fly to Thelsamar
- 15) Run SW to Mountaineer Pebblebitty 18,83 and turn in "[The Horn of the Beast](#)" accept "[Proof of Deed](#)"
- 16) Hearth to Ironforge
- 17) Go NE to Thorius in the Hall of Explorers 71,11 again and turn in "[Proof of Deed](#)", accept "[At Last!](#)"
- 18) Fly to Thelsamar

- 19) Run SW to Mountaineer Pebblebitty 18,83 and turn in "[At Last!](#)" for easy xp
- 20) You should be about 30% through 50
- 21) Now the fun part is doing all these quests. Some of the mobs you have to kill are in a widespread area so I really can't list coords on them

- 22) Go through the gate into the Gorge with your new key
- 23) Kill any golems you see for "[The Flawless Flame](#)"
- 24) Go around the southern part of the cauldron, the pit on the map, and circle it back towards Thorium Point and do the following:
- 25) Kill heavy war golems and infernal elementals magma elementals for "[The Flawless Flame](#)" and heavy war golems for "[Curse These Fat Fingers](#)"
- 26) Kill dark iron lookouts for the spyglass around the towers and steamsmiths for the tuyere to the NW of the cauldron around the edge of the cauldron for "[STOLEN: Smithing Tuyere and Lookout's Spyglass](#)". There are only about 6 of them so come back if they don't drop. They seem to drop outhouse key a lot
- 27) Kill greater lava spiders mainly to the SW and NW of the west of the cauldron for "[Fiery Menace!](#)"
- 28) If the Grimesilt Outhouse Key dropped then use it to start "[The Key to Freedom](#)" and turn it in at the wooden outhouse to the SE at 65,62 and free locheed. Do this before the next step because this is quite a lot of xp for doing nothing but going a bit out of the way
- 29) Go just south of Thorium Point to Kalaran Windblade at 39,38 and turn in "[The Flawless Flame](#)" accept "[Forging the Shaft](#)"
- 30) You should be 60% through 50
- 31) You should be able to see a crane to your west. Go over to it and fall into the cement hold it's lowering the block through
- 32) Kill dark iron taskmasters and slavers down here and inside the cave if you see them for "[JOB OPPORTUNITY: Culling the Competition](#)" and "[Forging the Shaft](#)"
- 33) Go NE from where you came down. If you get lost just don't go towards the prison bars
- 34) Follow the cave back to 41,25 until you see the Dying Archaeologist and turn in "[Dwarven Justice](#)" accept "[Release Them](#)"



- 35) Go up the ramp and stay right until 40,35 kill the boss here for "[WANTED: Overseer Maltorius](#)" and grab the Secret Plans: Fiery Flux for "[What The Flux?](#)" on the bench behind him.



- 36) Keep following the path from the overseer across the bridge and go outside and it will curve back inside. You'll come to a big dead end area with lots of Incendosaur that you need to kill for "[Incendosaurs? Whateverosaur is More Like It](#)"

- 37) Hearth to Ironforge and fly back to Thorium Point
- 38) Go next to the wanted sign to Longstriker and turn in "[WANTED: Overseer Maltorius](#)"
- 39) To the right of the tower at Hansel Heavyhands turn in "[Curse These Fat Fingers](#)" "[Fiery Menace!](#)" and "[Incendosaurs? Whateverosaur is More Like It](#)"
- 40) Go to the tent behind him to Taskmaster Scrange and turn in "[STOLEN: Smithing Tuyere and Lookout's Spyglass](#)" and "[JOB OPPORTUNITY: Culling the Competition](#)"
- 41) Go to the last tent near the forge to Burninate and turn in "[What The Flux?](#)"

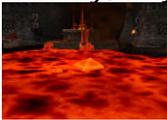
42) Once this is all turned in you can now do repeat quests for small xp and faction with TB

43) You should be 51 and about 10% into it

44) Go south of Thorium Point to Kalaran Windblade at 39,38 and turn in "[Forging the Shaft](#)" accept "[The Flame's Casing](#)"

45) Run west to the path that leads up the mountain at 24,32

46) Kill the mobs on your way up to the lava pit at 29,25 and clear the mobs around it, the idolators don't chain link and will not attack when you get close to them touch the rock in the center. They're just so focused on their ritual that they will not stop to attack you. They may look at you, but will not attack you unless you hit them first. Don't kill them yet if you can help it. Jump on the Twilight Artifact in the middle of the lava either by mounting and jumping on the rock and dismounting to grab it, I think this is the easiest way, or jump in lava then on it and open it for "[Release Them](#)"



47) Make sure you talk to Zamael Lunthistle in the cage next to the lava, he gives you "[Prayer to Elune pt.1](#)" Listen to his short story and turn it in and accept "[Prayer to Elune pt.2](#)"



48) Now you have to kill any of these guys for the Prayer of Elune for "[Prayer to Elune pt.2](#)" as well as any other twilight guy for the Symbol of Ragnaros for "[The Flame's Casing](#)" if you haven't already found it

49) Go SE to Kalaran Windblade at 39,38 and turn in "[The Flame's Casing](#)" accept "[The Torch of Retribution pt.1](#)" then when he is done turn it back in accept "[The Torch of Retribution pt.2](#)" then grab the torch in front of him and complete it and accept "[Squire Maltrake](#)" and turn it in next to him at Squire Maltrake and accept "[Set Them Ablaze!](#)"



50) Now equip the staff and run to each of the 4 towers at N: 33,53 W: 36,60 S: 44,61 E: 50,54 and either kill the guys downstairs, and run up and light the sentry brazier, or just run in on your mount past them and light the sentry brazier and take off again before they catch you



51) When you get them all lit either look for a safe spot to jump down and go in the caves at 41,54 again and through the jail bar door at 37,44 or go to where the crane is going below ground SW of the tents around 37,44 and fall through. Run to the room with the golem at 41,25 and touch the Altar of Suntara beside the dying archaeologist to turn in

["Release Them"](#) and before you accept ["Rise, Obsidion!"](#) clear the entry way of any red named guys

- 52) This fight is pretty easy. If you have a way to stun or crowd control then do it to Lathoric and take out Obsidion first. If not you should probably take out Lathoric first since he's a mage and is weaker
- 53) Go back up top to Squire Maltrake at 39,38 and turn in ["Set Them Ablaze!"](#) watch the cutscene as he turns into a dragon
- 54) Now open the chest on the ground and accept ["Trinkets..."](#) Then open it again and complete it. Open the chest you got in your backpack and keep the Black Dragonflight Molt for later In the Burning Steppes
- 55) You can throw away the staff you used to light the fires now
- 56) You should be about 50% through 51

- 57) Hearth to Ironforge
- 58) Go NE to the Hall of Explorers and find Curator Thorius and turn in ["Rise, Obsidion!"](#)
- 59) Go to the south part of the hall to Laris Geardawdle and accept ["A Little Slime Goes a Long Way"](#) and then put the box of jars in the bank
- 60) Fly to Menethil
- 61) Take the boat to Auberdine
- 62) Fly to Darnassus
- 63) Go south to the top of the temple of the moon to Gracina Spiritmight and turn in ["Rise of the Silithid"](#) accept ["March of the Silithid"](#)
- 64) Go to the next section up here to Astarii Starseeker at 38,80 and turn in ["Prayer to Elune pt.2"](#)
- 65) Go north to Arch Druid Fandral Staghelm at the top of the tower at 34,9 and turn in ["Assisting Arch Druid Staghelm"](#) accept ["Un'Goro Soil"](#)
- 66) Go a bit east to 67,15 and make Darnassus your home
- 67) Get any mageweave and runecloth from your bank you might have and fly to Theramore
- 68) Get your first aid up to 260 or 290 if you can and then visit the doctor to learn runecloth or heavy runecloth bandages. Don't worry if you don't have enough runecloth yet because it's not important. Runecloth just isn't a big drop right now.
- 69) Fly to Gadgetzan
- 70) Between the 2 north gates at Tran'rek accept ["Super Sticky"](#)
- 71) Go to the alchemist hut to Pestlezugg just west and turn in ["March of the Silithid"](#) accept ["Bungle in the Jungle"](#)

72) Run SE to 52,45 and turn in ["The Stone Circle"](#)

73) You should be about 70-75% to 52

74) Run SW all the way down to 26,52 and go into the Un'Goro Crater

### 51-53 Un'Goro Crater

- 1) Keep an eye out for the following items laying around the crafter: Power Crystals – you need 7 of red, blue, green, and yellow, Un'Goro Dirt Piles - get as many as you can, and Bloodpetal Sprouts - save in sets of 15. get all 7 of each crystal before going to town



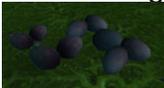
- 2) I tell you to grind through the raptors in the next few steps only for 1 reason. To find the item called A Mangled Journal. Once you have it you don't have to grind through the raptors if you don't want to.
- 3) Follow the path down to Lorwa Pathfinder by the waterfall at 71,75 and accept "[The Apes of Un'Goro](#)" and "[The Fare of Lar'Korwi](#)"
- 4) Grind NW to 62,68 and click on the wrecked raft lying on the shore beside the tree and accept "[It's A Secret to Everybody pt.1](#)" then take 2 steps under the water turn turn it in to the small pack and accept "[It's A Secret to Everybody pt.2](#)"



- 5) Grind NE to the Fresh Threshadon Carcass at 68,56 and get the meat off it for "[The Fare of Lar'Korwi](#)"



- 6) Go SE to Lorwa Pathfinder at 71,75 and turn in "[The Fare of Lar'Korwi](#)" accept "[The Scent of Lar'Korwi](#)"
- 7) Go NW into the raptor fields and keep an eye out for eggs lying in piles all over. Clear the raptors around it and stand on the eggs to get a Lor'Korwi mate to spawn and then kill it for it's gland for "[The Scent of Lar'Korwi](#)"



- 8) Go SE to Lorwa Pathfinder at 71,75 and turn in "[The Scent of Lar'Korwi](#)" accept "[The Bait For Lar'Korwi](#)"
- 9) You should have found A Mangled Journal by now which starts quest "[Williden's Journal](#)" if not keep grinding raptors while you're questing. It's a pretty common drop so you should have it
- 10) Go north along the eastern edge of the zone at 79,49 behind the east pylon
- 11) You'll see a big skeleton that is also the graveyard and open Lorwa's Bag and stand on the big flat stone and use the meat and then the pheromone to summon Lar'Korwi for "[The Bait For Lar'Korwi](#)" super easy kill even though he's 56 and he has 3600 hp because he hits for about 50-75



- 12) Go NW to 46,13 to Karna Remtravel just below Marshal's Refuge and accept "[Chasing A-Me 01](#)" and run up the path behind her into Marshal's Refuge
- 13) Just to the left overlooking the cliff at Shizzle accept "[Shizzle's Flyer](#)"
- 14) Further back on the left at Muigin accept "[Muigin and Larion](#)"
- 15) Near the sign at Spraggle Frock accept "[Lost!](#)" and on the sign accept "[Beware of Pterrodax](#)"
- 16) In front of the cave at Spark Nilminer accept "[Roll the Bones](#)"
- 17) If you have at least 15 bloodpetal sprouts turn them in at the kodo for the repeatable quest "[Dadanga is Hungry!](#)" you can get a very expensive recipe but it's rare but worth trying to get
- 18) To the right of the cave at Hol'anyee Marshal accept "[Alien Ecology](#)"
- 19) Next to her at Williden Marshal turn in "[Williden's Journal](#)" accept "[Expedition Salvation](#)"
- 20) Run just south a bit and you'll find Linken just outside of a half hollow tree. Make sure you open the green bag and turn in "[It's A Secret to Everybody pt.2](#)" accept "[It's A Secret to Everybody pt.3](#)"
- 21) Get the FP to the right of the cave
- 22) Go in the cave all the way to the end to J.D. Collie and accept "[Crystals of Power](#)" and then turn it in if you have all 7 of all of crystals and accept the 3 pylon quests "[The Northern Pylon](#)" "[The Eastern Pylon](#)" "[The Western Pylon](#)"
- 23) You should be 52 and at least 5% into it
- 24) Whenever you see the following mobs kill them on site until the quest associate with them is finished:
  - 25) Kill bloodpetals for "[Muigin and Larion](#)"
  - 26) Kill diametradons and pterrodaxes for "[Shizzle's Flyer](#)" and "[Roll the Bones](#)" but the bones can also be picked up later in the SW
  - 27) Kill pterrodaxes and frenzied pterrodaxes for "[Beware of Pterrodax](#)"
- 28) South of town around the tar lakes around 52,23 kill the tar monsters for "[Super Sticky](#)" you don't need to get them all yet just get at least 6 tars before moving on
- 29) Go east along the mountains to the path up to the northern pylon at 54,13 and examine the pylon for "[The Northern Pylon](#)" then go farther north up here and there should be some pterrodaxes



- 30) Go east to 63,16 and kill gorillas for "[The Apes of Un'Goro](#)" then go in the cave and stay right until when you reach A-Me 01 and turn in "[Chasing A-Me 01](#)" SKIP the next part



- 31) Try to finish getting the rest of the tar super sticky tar too at the 3 lakes south of the gorillas around 61,27 for "[Super Sticky](#)" since they have lower level tar monsters it should

be easier than near town. There is also bloodpetals around here for "[Muigin and Larion](#)" there is also diametradons and pterrodaxes for "[Shizzle's Flyer](#)" running around

32) Grind on quest mobs SE to 68,36 and grab the crate of foodstuff for "[Expedition Salvation](#)"



33) Try to finish killing Diemetradon and Pterrodax for scales for "[Shizzle's Flyer](#)"

34) Go SE to 76,51 and follow the path up in front of the graveyard to the eastern pylon for "[The Eastern Pylon](#)"



35) There should be more pterrodaxes further south at 75,61 if you still need some

36) Go south to Lorwa Pathfinder at 71,75 and turn in "[The Bait For Lar'Korwi](#)" and "[The Apes of Un'Goro](#)" accept "[The Mighty U'cha](#)"

37) You should be 45% through 52

38) If you still need pterrodaxes for "[Beware of Pterrodax](#)" there are some just east of the volcano in the center of map. If you're having trouble finding them there is a spawn of 6 of them all the way south at 55,90 and 42,84

39) Run west to 55,73 there is a diametradon camp of about 5-6 Kill these if you need scales still for "[Shizzle's Flyer](#)"

40) Go SW into the slithering scar at 50,77. At the fork go left into the big room and stand in the middle then use the scraping vial for "[Alien Ecology](#)"

41) Keep killing until you get your scent gland if you haven't already found it for "[Bungle in the Jungle](#)"

42) Go west into Terror Run to 30,77 and collect any more bones you need lying on the ground near the monster for "[Roll the Bones](#)"

43) You will also find a lot of frenzied pterrodaxes and diametradons in here for some or all of the quests

44) Go NE to the camp at 38,65 and grab the research equipment for "[Expedition Salvation](#)"



45) Go NW to 23,59 and touch the western pylon for "[The Western Pylon](#)" and kill any pterrodaxes you need behind it



46) Go NE to Krakle in the Golakka Hot Springs at 30,50 and accept "[Finding the Source](#)"

47) Kill frenzied pterrodaxes NE of here all around 35,38 if you still need any. They're everywhere in the NW part of the map for "[Beware of Pterrodax](#)" plus there are many diametradons here for "[Shizzle's Flyer](#)" or "[Roll the Bones](#)" if still needed

- 48) Go east to Fire Plume Ridge in the center of the map at 51,48 and kill elementals for "[Volcanic Activity](#)", try to avoid anything 56+ and leave blazing invaders alone if you can
- 49) Once you have that done mount up towards the top of the volcano and look for a Fire Plume Ridge Hot Spot that looks like the instance waiting stones but with fire cracks in it. Dismount and use the thermometer for "[Finding the Source](#)" there is more than one and it doesn't have to be at the top I see them at the bottom too but the hottest one for the reading is at the top of the mountain



- 50) Unless you need ashes still run back west to Krakle in the Golakka Hot Springs at 30,50 and turn in "[Finding the Source](#)" accept "[The New Springs](#)"
- 51) Run back to the volcano and go up into the cave at 51,49 and at Ringo turn in "[Lost!](#)" then accept "[A Little Help From My Friends](#)"
- 52) Ringo will follow you now. If he faints use Spraggle's Canteen to revive him. Leave the cave and turn left and fall down then make a break NW to the refuge. Once you get him out of the ridge it's easy. Just go straight out the cave over the edge and if done right you only have to fight 1 elemental. Once you go north past the river it's even easier.

- 53) When you get him back to town run up near the wanted sign to Spraggle Frock and it will complete then turn it in as well as "[Beware of Pterrodax](#)"
- 54) Just to the left overlooking the cliff at Shizzle turn in "[Shizzle's Flyer](#)"
- 55) Further back on the left at Muigin turn in "[Muigin and Larion](#)" accept "[A Visit to Gregan](#)"
- 56) In front of the cave at Spark Nilminer turn in "[Roll the Bones](#)"
- 57) To the right of the cave at Hol'anyee Marshal turn in "[Alien Ecology](#)"
- 58) Next to her at Williden Marsha turn in "[Expedition Salvation](#)"
- 59) Go in the cave all the way to the end to J.D. Collie and turn in "[The Northern Pylon](#)" "[The Eastern Pylon](#)" "[The Western Pylon](#)" accept "[Making Sense of It](#)" then turn it back in. She then tells you about buffs from the pylons. You can then read and discard the book.
- 60) You should be 53 and about 25% through it

61) Run SW to 29,22 and follow the path up into Slithus

- 62) Follow the path SW to Cenarion Hold at 50,34 and grab the FP
- 63) Fly to Gadgetzan
- 64) Go to the NW part of town to Pestlezugg and turn in "[Bungle in the Jungle](#)" SKIP the next part
- 65) Go east to Tran'rek between the 2 north entrances and turn in "[Super Sticky](#)"
- 66) Hearth to Darnassus
- 67) Get new skills, or Exodar when done here if you can't train here
- 68) You should have at least 50+ soils
- 69) Go behind the Cenarion Enclave to Jenal standing near the big dirt piles at 31,8 and turn in "[Un'Goro Soil](#)"
- 70) Now go up to the top of the tower to Arch Druid Fandral Staghelm and accept "[Morrowgrain Research pt.1](#)" then go downstairs to Mathrengyl Bearwalker and turn it in and accept "[Morrowgrain Research pt.2](#)"

- 71) Now you might want to get extra seed packets for every 2 soils you have. You can only use the pouch every 10 minutes and you won't always get a morrowgrain. All you need is 10 anyway, anything past 10 morrowgrain is for extra rep
- 72) Get your package of empty ooze containers from your bank
- 73) Run through to Rut'theran Village and go in the house to the right to Erelas Ambersky and accept "[Moontouched Wildkin](#)" it's a winterspring feather quest like the Hinterlands one
- 74) You should be about 40% through 53
- 75) Fly to Astranaar
- 76) Make it your home
- 77) Ride all the way east on the road to 59,62 and then follow the road north until you hit Felwood at 55,31

## 53-54 Felwood

- 1) Continue north to Arathandris Silversky standing to the right of the road at 54,86 and accept "[Cleansing Felwood](#)"
- 2) Go NW to the Emerald Sanctuary at 51,81 and grab the FP
- 3) At Greta Mosshoof accept "[Forces of Jaedenar](#)"
- 4) Inside the house at Eridan Bluewind accept "[The Corruption of the Jadefire](#)"
- 5) In the tent at Taronn Redfeather accept "[Verifying the Corruption](#)" and at Ivy Leafrunner accept "[To Winterspring!](#)"
- 6) Just across from the sanctuary at Grazle accept "[Timbermaw Ally](#)"
- 7) Go just SW into Deadwood Village at 48,91 and kill the Furlbogs until you get all the kills for "[Timbermaw Ally](#)" make sure you kill any of them you see until you're done because they give you rep for later on
- 8) Go NE back to Grazle at 50,85 and turn in "[Timbermaw Ally](#)" accept "[Speak to Nefian](#)" the other is repeatable for rep with the Timbermaw.
- 9) You should be 50% through 53
- 10) You should be unfriendly now. This is all you need to be unless you want higher rep for rewards
- 11) Go NW in between the 2 lakes at 40,69 and kill the cursed oozes in them. Target the corpse once killed and use the cursed ooze jars for the first part of "[A Little Slime Goes A Long Way pt.1](#)"
- 12) Go to the west of the 2 lakes into Ruins of Constellas at 37,69 and kill the jadefire demons for "[The Corruption of the Jadefire](#)" Xavathras is all the way in the back of the camp to the west
- 13) Go back east to the road and go north on it past the mountain layer to the lake on your left at 39,59 and kill the tainted oozes on either side of the path in the lakes. Again target the corpse like before but use the tainted ooze jars for the second part of "[A Little Slime Goes A Long Way pt.1](#)"
- 14) Go just west of the slimes to Jaedenar at 37,59 and kill the Jaedenar hounds, guardians, adepts, and cultists for "[Forces of Jaedenar](#)" and take note that you don't have to go down in the tunnels unless you want to for this quest
- 15) Go SE back to Emerald Sanctuary at 51,81 and at Greta Mosshoof turn in "[Forces of Jaedenar](#)" accept "[Collection of the Corrupt Water](#)"
- 16) Inside the house at Eridan Bluewind turn in "[The Corruption of the Jadefire](#)" accept "[Further Corruption](#)"
- 17) You should be about 75% through 53
- 18) Go back NW into Jaedenar to the green moonwell at 35,59 and fill the canteen for "[Collection of the Corrupt Water](#)"  

- 19) Go NE to 42,40 by the time you reach that spot you should get the complete message for exploring the craters. While heading to that spot just kill 2 Entropic beasts and horrors for "[Verifying the Corruption](#)"

- 20) Get back on the road and follow it NE to Jadefire Run at 42,20 and turn left and kill all the Jadefire while you head to the back of the area and kill Xavaric for "[Further Corruption](#)"
  - 21) When you kill Xavaric he'll drop Flute of Xavaric which starts "[Flute of Xavaric](#)"
  - 22) Kill the Jadefire until you get 5 Felbinds for it
  - 23) Go east to Irontree Cavern at 55,17 and kill 15 warpwood elementals for for their amber for "[Cleansing Felwood](#)"
  - 24) Go east to Talonbranch Glade at 62,24 and get the FP
  - 25) Go north to Timbermaw Hold at 64,8 and next to the cave at Nafien turn in "[Speak to Nefian](#)" accept "[Deadwood of the North](#)"
  - 26) Now fall off the cliff to the west and start killing den watchers, avengers, and shamans for "[Deadwood of the North](#)" saving any headdress feathers in sets of 5 for more rep
  - 27) Go back east to Nafien at 64,8 and turn in "[Deadwood of the North](#)" accept "[Speak to Salfa](#)" and turn in any 5 sets of feathers for extra rep
  - 28) You should now be 54
  - 29) Go through the cave straight to Winterspring and just outside the cave to the right at Salfa turn in "[Speak to Salfa](#)" accept "[Winterfall Activity](#)"
  - 30) Run south to Donovan Snowden at 31,45 and turn in "[The New Springs](#)" accept "[Strange Sources](#)" also turn in "[It's A Secret to Everybody pt.3](#)" accept "[Threat of the Winterfall](#)" and "[The Videre Elixir](#)"
  - 31) Run back through the cave and go west at the fork into Moonglade.
  - 32) Go NE to 48,67 and grab the FP
- |  |
|--|
| <ol style="list-style-type: none"> <li>33) Fly to the Emerald Sanctuary in Felwood</li> <li>34) At Greta Mosshoof turn in "<a href="#">Collection of the Corrupt Water</a>" accept "<a href="#">Seeking Spiritual Aid</a>"</li> <li>35) In the house at Eridan Bluewind turn in "<a href="#">Further Corruption</a>" and "<a href="#">Flute of Xavaric</a>" accept "<a href="#">Felbound Ancients</a>"</li> <li>36) In the tent at Taronn Redfeather turn in "<a href="#">Verifying the Corruption</a>"</li> </ol> |
|--|
- 37) Go SE to Arathandris Silverskyat 54,86 and turn in "[Cleansing Felwood](#)" you can accept the other quests to purify the plants if you want
  - 38) You should be 40% through 54
- |   |
|---|
| <ol style="list-style-type: none"> <li>39) Go back NW to the Sanctuary and fly to Feralas</li> <li>40) Go in the Inn to Innkeeper Shyria and accept "<a href="#">Jonespyre's Request</a>"</li> <li>41) Go up to the top of the tower to Quintis Jonespyre and turn it in and accept "<a href="#">The Mystery of Morrowgrain</a>" only if you have 10 morrowgrain for him</li> <li>42) Now turn it back in unless you're still collecting morrowgrain. If you don't have enough no big deal during this guide creation I didn't have enough so I didn't count it towards a quest you need to do</li> <li>43) Hunters stable your pet</li> <li>44) Boat or swim east to the mainland</li> </ol> |
|---|
- 45) Hunters tame a 48+ Ironfur Patriarch for Claw rank 7
  - 46) Go north to Gregan Brewspewer at 45,25 and buy a bait. You can then listen to Gregan on how to get the videre elixir. Also turn in "[A Visit to Gregan](#)" SKIP the next part
  - 47) Eye Candy: If you go north to 45,16 you can be put up to the top of the colossal tower and parachute down. Just make sure you unmount, I forgot about that and smashed a crater in the ground.

48) Go back east to the road and north to Miblon Snarltooth at 44,10



49) Stand at the bottom of the stairs and place the bait on the ground so that Miblon will go for it and leave the building unguarded. Once you get him to move go loot an everroot and get out. If you get locked in then just take the log that leads over the top of the house and jump down



50) Go south on the road back to Gregan Brewspewer at 45,25 to get your 3 videre elixir

51) If you didn't have your 10 morrowgrain earlier and have it now then you can go back to Feathermoon to Jonespyre and turn them in

52) Hearth to Astranaar

53) Hunters get your cat back out

54) Fly to the Talonbranch Glade in Felwood

55) Go north through Timbermaw Hold into Winterspring

56) Go south to Donova Snowden at 31,45 and turn in "[The Videre Elixir](#)" accept "[Meet at the Grave](#)"

57) Go east on the road to Everlook at 62,36 and grab the FP

58) Fly to Racht

59) Go into the hut west of the dock to Liv Rizzlefix and turn in "[Volcanic Activity](#)"

60) Go SE along the shore to Islen Waterseer at 65,43 and turn in "[Seeking Spiritual Aid](#)" accept "[Cleansed Water Returns to Felwood](#)"

61) Fly to Theramore

62) Take the boat to Menethil

63) Fly to Ironforge

64) Now look for Courier Hammerfall walking anywhere around Ironforge. He's usually around the FP or near the military ward most of the time. Accept the quest "[The New Frontier pt.1](#)"

65) Go NE to Laris Geardawdle in the Hall of Explorers at 75,23 and turn in "[A Little Slime Goes A Long Way pt.1](#)" accept "[A Little Slime Goes A Long Way pt.2](#)"

66) Go train if you need to

67) Fly to Menethil

68) Take the boat to Theramore

69) Fly to Gadgetzan

### 54-54 Tanaris

- 1) Go east to the GY at 54,28 and drink your videre elixir. You will die but will not suffer any penalties. DO NOT resurrect just hit release so you're a ghost
- 2) Run north to Gaeriyon at 53,23 and turn in "[Meet at the Grave](#)" accept "[A Grave Situation](#)"
- 3) Go south to the GY at 54,28 and resurrect
- 4) Now touch the only clickable tombstone there and turn in "[A Grave Situation](#)" accept "[Linken's Sword](#)"



- 5) You should be about 75% through 54
- 6) You can throw away the last videre elixir if you didn't use them both since you will not need it. It's more of a spare in case you mess up and rez yourself
- 7) Fly to Un'Goro

### 54-55 Un'Goro Crater

- 1) Keep collecting dirt here if you need more morrowgrain or just like making herb casings for herbs
- 2) Now all around the crater there are oozes that you need to kill and scoop them up for "[A Little Slime Goes A Long Way pt.2](#)" When you get some of the slimes nearly dead it says that they're cloning. If you don't kill them very fast or stun them then they will clone themselves and it is just as tough as a normal slime. The only downside to it is that you can't collect the sample off of a clone.

- 3) At Linken turn in "[Linken's Sword](#)" accept "[A Gnome's Assistance](#)"
- 4) Go in the back of the cave to J.D. Collie and turn in "[A Gnome's Assistance](#)" accept "[Linken's Memory](#)"
- 5) Go east to the cave at 64,16 and follow it to the end and kill U'cha for "[The Mighty U'cha](#)"
- 6) Head SE towards 71,75 and kill oozes for your 10 samples if still needed
- 7) Run down to Lorwa Pathfinder at 71,75 and turn in "[The Mighty U'cha](#)"
- 8) You should be about 90% to 55

- 9) Hearth back to Astranaar
- 10) Fly to Darnassus
- 11) Go south to the Temple of the Moon at 39,84 and fill Eridan's Vial in the moonwell for "[Felbound Ancients](#)"



- 12) Go into north to the tower in the Cenarion Enclave at 34,9 and go up to Arch Druid Fandral Staghelm and turn in "[The New Frontier pt.1](#)" accept "[The New Frontier pt.2](#)" go down 1 floor to Mathrengyl Bearwalker and turn that in and SKIP the rest
- 13) Fly to the Emerald Sanctuary

## 55-55 Felwood

- 1) At Greta Mosshoof turn in "[Cleansed Water Returns to Felwood](#)" accept "[Dousing the Flames of Protection](#)"
- 2) Go in the house to Eridan Bluewind turn in "[Felbound Ancients](#)" accept "[Purified!](#)" then turn it back in for easy xp. Also turn in "[Linken's Memory](#)" accept "[Silver Heart](#)"
- 3) You should be 55 and about 10-15% into it
- 4) Start killing all the bears and wolves from here north until you have 11 silvery claws for "[Silver Heart](#)" if you don't have them all before the next step then you can get them later
- 5) Go north into Jaedenar and follow the path west to the cave at 35,58 and go down inside. This is not the first cave you come to, it's the one in the back near the green moonwell
- 6) At the first open area you will see Arko'narin caged up at 36,56. If you haven't yet found the Blood Red Key to give to her then just turn it in to her when you get it later on your way out. The escort is pretty easily soloable. The hardest part is after she gets her armor 3 55's come out. If you can tank 2 while you fight another then this shouldn't be a problem to solo



- 7) In the room with Arko'narin is a brazier for "[Dousing the Flames of Protection](#)" and the 2<sup>nd</sup> one is just up the ramp



- 8) Continue past the room with candles surrounding the hole to the next open room at 36,53 for the 3rd and 4th brazier for "[Dousing the Flames of Protection](#)"



- 9) Once you are done go back outside and to the main road
- 10) Go NE to 51,19 and kill the iron trees for an iron tree heart "[Silver Heart](#)"
- 11) Go south to the ruins at 48,29 and use the flute from your bag to summon Arei and accept "[Ancient Spirit](#)" then escort him out. It's really easy. You don't have to fight more than one elemental the whole trip until the end then 3 trees appear but he can tank 2 while you kill 1 of them easily



- 12) Go east to Talonbranch Glade at 62,24

- 13) Fly to Emerald Sanctuary

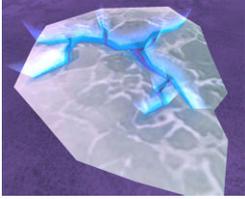
- 14) At Greta Mosshoof turn in "[Dousing the Flames of Protection](#)" SKIP the next part unless you escorted out Arko'narin because her follow up gives you another quest to go back to Jaedenar but you will need a group for both
- 15) In the house at Eridan Bluewind turn in "[Silver Heart](#)" SKIP "[Aguementas](#)"
- 16) You should be about 45-50% through 55
- 17) You can destroy the flute
- 18) Fly to Winterspring

### 55-56 Winterspring

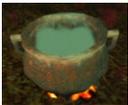
- 1) Go in Everlook
- 2) Right as you enter at Harlo Wigglesworth accept "[Enraged Wildkin pt.1](#)"
- 3) Go in the Inn and make it your home
- 4) Next to the table at Gregor Greystone accept "[The Everlook Report](#)" and "[Duke Nicholas Zverenhoff](#)" and beside him at Jessica Redpath accept "[Sister Pamela](#)"
- 5) On the other side of town at Umi Rumplesnicker accept "[Are We There, Yeti? pt.1](#)"
- 6) While out questing collect blue moonkin feathers lying around just like in the Hinterlands for "[Moontouched Wildkin](#)"



- 7) Follow the road all the way south to 60,73 to get the complete message for "[Strange Sources](#)"
- 8) Hearth back to Everlook
- 9) Go SE to 65,45 and kill the ice thistle yeti's for their fur for "[Are We There, Yeti? pt.1](#)" There are also lower level yeti north of Everlook but they're scattered
- 10) Run back NW to Everlook and at Umi Rumplesnicker turn in "[Are We There, Yeti? pt.1](#)" accept "[Are We There, Yeti? pt.2](#)"
- 11) Go back SE to 65,45 and kill matriarch's and patriarch's this time for "[Are We There, Yeti? pt.2](#)" there are a lot in the cave at 67,42
- 12) Run back NW to Everlook and at Umi Rumplesnicker turn in "[Are We There, Yeti? pt.2](#)" SKIP "[Are We There, Yeti? pt.3](#)"
- 13) Go NE of Everlook to Winterfall Village at 66,34 and kill the den watchers, shamans, and ursa's for "[Winterfall Activity](#)" and den watchers for part of "[Threat of the Winterfall](#)" If you can't get them all in one pass, there are some up on the hill above the village that most people don't know about
- 14) You should find an Empty Firewater Flask on one of them which starts "[Winterfall Firewater](#)"
- 15) Run NW up to Starfall Village at 51,30
- 16) At Wynd Nightchaser turn in "[To Winterspring!](#)" accept "[The Ruins of Kel'Theril](#)"
- 17) At Jaron Stoneshaper beside him turn in "[Enraged Wildkin pt.1](#)" SKIP part 2 for now. Also turn in "[The Ruins of Kel'Theril](#)" accept "[Troubled Spirits of Kel'Theril](#)"
- 18) Go south to Lake Kel'Theril and grab the 1st relic at 55,42 for "[Troubled Spirits of Kel'Theril](#)" you can fight the ghost that spawns or you can just run until it leaves you alone. Go SW and do the same for the 2nd relic at 53,43. NW to the 3rd at 52,41 and west to the 4th at 50,41



- 19) Once you have all 4 fragments you can throw down Jaron's Pick as it is not needed any longer
- 20) Go west on the road to Timbermaw Hold at 39,43 and kill Pathfinder, Den Watcher, and Totemic furlbog here for "[Threat of the Winterfall](#)"
- 21) Once done make sure you have your 10 feathers for "[Moontouched Wildkin](#)"
- 22) Go west to Donova Snowden at 31,45 and turn in "[Strange Sources](#)" "[Threat of the Winterfall](#)" and "[Winterfall Firewater](#)" accept "[Falling to Corruption](#)"
- 23) Run NW to Salfa just outside the cave at 27,34 and turn in "[Winterfall Activity](#)"
- 24) You should now be 56
- 25) Run through the tunnel to Felwood
- 26) As you exit the tunnel go NW to 60,5 and touch the Deadwood Cauldron at the camp and turn in "[Falling to Corruption](#)" accept "[Mystery Goo](#)" This may be a bit tough because about 4 mobs surround the cauldron. It shouldn't be hard to kill one and run until you clear it if you have trouble. Then go back to Donova and turn it in



- 27) Hearth to Everlook
- 28) Fly to Forest Song
- 29) At Kay turn in "[Ancient Spirit](#)"
- 30) Fly to Darnassus
- 31) Go west in Rut'theran Village to Erelas Ambersky in the house and turn in "[Moontouched Wildkin](#)" SKIP "[Find Ranshalla](#)"
- 32) Go north into the Cenarion Enclave to the 2nd floor and turn in "[Morrowgrain Research pt.2](#)"
- 33) Fly to Auberdine
- 34) Boat to Menethil
- 35) Fly to Ironforge
- 36) Go NE to Laris Geardawdle in the Hall of Explorers at 75,23 and turn in "[A Little Slime Goes A Long Way pt.2](#)"
- 37) Go SW to Archesonus in the throne room at 38,55 and accept "[The Smoldering Ruins of Thaurissan pt.1](#)" then click on her and listen to the story and turn it back in and accept "[The Smoldering Ruins of Thaurissan pt.2](#)"
- 38) Make sure to get your black dragonflight molt from your bank
- 39) Make IF your home
- 40) You should be about 40% through 56
- 41) Fly to Lakeshire
- 42) Run north on the road to 46,6 and enter the Burning Steppes

## 56-57 Burning Steppes

- 1) Go NE to 83,63 and follow the path up to Morgan's Vigil
- 2) Grab the FP on the right
- 3) At Oralius accept "[Extinguish the Firegut](#)" and "[FIFTY! YEP!](#)"
- 4) In front of the broken house from Helendis Riverhorn accept "[Dragonkin Menace](#)" This is the start of the ony key chain
- 5) Go north and start killing ogres all over Dreadmaul Rock at 81,42 for "[Extinguish the Firegut](#)" ogres and mages can be found on top and below the mountain while brutes are only on the mountain
- 6) Once finished run back to Oralius at Morgan's Vigil and turn it in and accept "[Gor'tesh the Brute Lord](#)"
- 7) Go NW to The Ruins of Thaurissan at 66,40 and collect the Thaurissan Relics lying around for "[The Smoldering Ruins of Thaurissan pt.2](#)"



- 8) Run north to Flame Crest at 65,24 and go in the cave to Yuka Screwpigot and turn in "[Yuka Screwspigot](#)" SKIP the next
- 9) Outside the cave at Maxwort Uberglint accept "[Tablet of the Seven](#)" then beside him at Tinkee Steamboil accept "[Broodling Essence](#)"
- 10) Now when you see a Broodling you need to get close and use Draco-Incarcinatrix 900 on them and when they die you need to loot the broodling essence for "[Broodling Essence](#)" by using the device on them before you attack them.



- 11) Go SW to 54,40 and touch the Tablet of the Seven right in front of the dwarf statue for "[Tablet of the Seven](#)"



- 12) Go a bit more SW to Blackrock Stronghold at 43,46 and SE of the stronghold to 49,55 in the Pillar of Ash and kill the orcs Blackrock Medallions for "[FIFTY! YEP!](#)" they drop in large amounts
- 13) While in the Pillar of Ash, in the NW part at 40,56, you should kill Gor'tesh for "[Gor'tesh the Brute Lord](#)"
- 14) Go back east to Morgan's Vigil and at Oralius turn in "[FIFTY! YEP!](#)" and "[Gor'tesh the Brute Lord](#)" accept "[Ogre Head On A Stick = Party](#)"
- 15) Now keep going east of Morgan's to the edge of the zone and kill the dragons for "[Dragonkin Menace](#)" you have to kill the humanoid ones at the camps, the loose broodlings, and a big drake. This is probably the spot to zap the broodlings to get their essences

- 16) Go to the cave NE at 94,31 to Cyrus Therepentous accept "[A Taste of Flame](#)" then give him the molt and hand the quest back in. SKIP the next part
- 17) Run NW to Flame Crest at 65,24 and at Tinkee Steamboil turn in "[Broodling Essence](#)" SKIP "[Felnok Steelspring](#)" and next to her at Maxwort Uberglint turn in "[Tablet of the Seven](#)"
- 18) Go SE to Dreadmaul Rock and go up to the very top at 80,45 and click the soft dirt pile for "[Ogre Head On A Stick = Party](#)"



- 19) Go south to Morgan's Vigil at 84,68 and at Oralius turn in "[Ogre Head On A Stick = Party](#)"
- 20) In front of the broken house at Helendis Riverhorn turn in "[Dragonkin Menace](#)" accept "[The True Masters pt.1](#)"
- 21) Fly to Lakeshire and run to the town hall at 29,44 and at Solomon turn in "[The True Masters pt.1](#)" accept "[The True Masters pt.2](#)"
- 22) Fly to Stormwind
- 23) Go to 78,18 into the SW keep and at Highlord Bolvar Fordragon turn in "[The True Masters pt.2](#)" accept "[The True Masters pt.3](#)" then talk to Lady Katrana Prestor and then turn it back in to Fordragon and accept "[The True Masters pt.4](#)" also accept "[The First and the Last](#)"
- 24) Train if you can otherwise wait until you got to Ironforge shortly
- 25) Go SW into Old Town at 75,59 and at Master Mathias Shaw turn in "[The First and the Last](#)" accept "[Honor the Dead](#)" then turn it right back in and accept "[Flint Shadowmore](#)"
- 26) Find Crier Goodman walking around and accept "[A Call to Arms: The Plaguelands](#)"
- 27) Fly back to Lakeshire and go to the townhall at 29,44 to Solomon and turn in "[The True Masters pt.4](#)" accept "[The True Masters pt.5](#)"
- 28) Fly to Morgan's Vigil and at Marshal Maxwell turn in "[The True Masters pt.5](#)" and accept "[The True Masters pt.6](#)"

- 29) Run NW to 64,23 and listen to Ragged John then run back to Marshal's and turn in "[The True Masters pt.6](#)" SKIP the next part, do it later if you're worried about speed leveling. That was an easy 30k xp for doing nothing and your onyxia key chain is started.
- 30) You should be 57 and at least 10% through

- 31) Hearth to Ironforge
- 32) Go to the throne room at 38,55 to Archesonus and turn in "[The Smoldering Ruins of Thaurissan pt.2](#)"
- 33) Fly to Southshore

- 34) Run NE into Alterac Mountains
- 35) Follow the road NE to 80,34 and run into Western Plaguelands (WPL)

## 57-58 Western Plaguelands

- 1) Next to the shack at Nathaniel Dumah accept "[A Plague Upon Thee pt.1](#)"
  - 2) In front of this house turn in "[Flint Shadowmore](#)" accept "[The Eastern Plagues](#)"
  - 3) Grab the FP
  - 4) At Anchorite Truuen accept "[The Mark of the Lightbringer](#)" if he's not here then he's on an escort (next quest) and he'll be back. If that is the case you can accept it anytime you see him. You won't be doing this quest for a bit but it's nice to have it in case he isn't there.
  - 5) Whenever you come back to camp here always check the vendor for the stormshroud pants recipe. It's like 1.3g and you can easily sell it for 10 or 20g+. It's a limited recipe that restocks 1 every hour. (probably won't do good now with expansion gear)
  - 6) Go to the tent to Commander Ashlam Valorfist and turn in "[A Call To Arms: The Plaguelands!](#)", accept "[Clear The Way](#)"
  - 7) Go to the 3 Argent Dawn people near the other tent and at Gregor Greystone turn in "[The Everlook Report](#)" and also complete "[Argent Dawn Commission](#)" it's not a quest you had she just uses it to give you the trinket which you should always wear when in WPL and EPL because it gives you Argent Dawn rep and allows the scourge tokens to drop, which she also has 3 new quests on those for turn ins. You most likely won't get anything past the first quest as the rest are mainly in the instances.
  - 8) Save any bone fragments you collect since you can turn 30 in later for some easy xp
  - 9) Go just NE to around 51,78 and kill skeletal flayers and slaving ghouls for "[Clear The Way](#)"
  - 10) Go back to Chillwind Camp at 42,84 and at Commander Ashlam Valorfist turn in "[Clear The Way](#)" accept "[All Along the Watchtowers](#)" and "[The Scourge Cauldrons](#)"
  - 11) Turn around to High Priestess MacDonnell and turn in "[The Scourge Cauldrons](#)" accept "[Target: Felstone Field](#)"
  - 12) You should now be about 30% through 57
  - 13) Go back NE through Sorrow Hill to 48,72 and enter the Ruins of Andorhal
  - 14) Just in the town on the left at 47,71 is the 4th tower for "[All Along the Watchtowers](#)", there are mobs inside each tower but you can stand out of their line of sight by standing on the edge of the doorway and mark the doors easily. To get to the other towers either fight through town, or run along the outside to each one. The 1st tower West of here at 40,71. 2nd tower NE at 42,66. 3rd tower NE at 44,63.
  - 15) Once all towers are marked go NW to Felstone field at 37,56 and kill Cauldron Lord Bilemaw for his cauldron key. Then go right click the cauldron and turn in "[Target: Felstone Field](#)" accept "[Return to Chillwind Camp](#)"
- 
- 16) There is a barn and a house on the NE side of the field at 38,54. Enter the house and go upstairs to Janice Felstone and accept "[Better Late Than Never pt.1](#)"
  - 17) Go in the barn next door and on the floor is Janice's Parcel. Click on it and turn in "[Better Late Than Never pt.1](#)" accept "[Better Late Than Never pt.2](#)"



- 18) Run back to south to Chillwind Camp at 42,84 and at Commander Ashlam Valorfist turn in "[All Along the Watchtowers](#)", accept "[Scholomance](#)" SKIP the other unless you get some high level help or a descent group.
- 19) Turn in "[Scholomance](#)" just behind you at Alchemist Arbington and accept "[Skeletal Fragments](#)" Bones for this will take a while and drop off any skeletons.
- 20) Near the FP at High Priestess MacDonnell turn in "[Return to Chillwind Camp](#)" accept "[Target: Dalson's Tears](#)"
- 21) You should be about 50% through 57

22) Go north to Dalson Tears at 46,52 and kill Cauldron Lord Malvinious for his cauldron key. Then go right click the cauldron and turn in "[Target: Dalson's Tears](#)" accept "[Return to Chillwind Camp](#)"



23) Enter the barn here at 47,50 and touch Mrs. Dalson's Diary on the floor and complete it, another quest that isn't really a quest it allows you to see the outhouse out back



24) Go behind the barn and touch the outhouse to spawn the wandering skeleton and then kill it and get [Dalson Outhouse Key](#) off of him. Use this to open the outhouse back here and kill Farmer Dalson and get his [Dalson Cabinet Key](#).



25) Use the cabinet key on the locked cabinet upstairs in the house here at 47,49 next to the barn and complete the quest "[Locked Away](#)"



- 26) Go back south to Chillwind Camp at 42,84 and at High Priestess MacDonnell turn in "[Return to Chillwind Camp](#)" accept "[Target: Writhing Haunt](#)"
- 27) Hearth to Ironforge
- 28) Fly to Stormwind
- 29) Make it your home
- 30) Go NW into Cathedral Square to the building at 48,30 on the 2nd floor at Royal Factor Bathrilor turn in "[Better Late Than Never pt.2](#)" accept "[Good Natured Emma](#)"
- 31) Emma travels between the cathedral and the trade district. To find her just walk around and keep pasting /target emma and when you find her turn in "[Good Natured Emma](#)" accept "[Good Luck Charm](#)" Most likely she'll be in her house at 52,41 and will be upstairs

32) You should now be 75% to 58

33) Fly back to WPL

34) Go back NW to Felstone field and into the house upstairs at 38,54 to Janice Felstone and turn in "[Good Luck Charm](#)" accept "[Two Halves Become One](#)"

35) Go outside and look for a jabbering ghoul. You can't miss him since he is a ghoul carrying a pitchfork. Keep clearing in front of the house until you find him. This will give you a good time to get those skeletal fragments

36) Combine the halves and go back upstairs and turn in "[Two Halves Become One](#)"

37) Go SE to the Writhing Haunt at 53,65 and kill Cauldron Lord Razarch for his cauldron key. Then go right click the cauldron and turn in "[Target: Writhing Haunt](#)" accept "[Return to Chillwind Camp](#)"



38) In the house on the NE side of the farm at 54,65 you will see a Tauren on his belly named Mulgris Deepriver. Accept "[The Wildlife Suffers Too pt.1](#)"



39) Now go north and west of the haunt and kill the diseased wolves. Don't go any farther east to find these just go north, maybe NW some.

40) Go back to Mulgris Deepriver at 54,65 and turn in "[The Wildlife Suffers Too pt.1](#)" accept "[The Wildlife Suffers Too pt.2](#)"

41) Go back SW to Chillwind Camp at 42,84 and at High Priestess MacDonnell turn in "[Return to Chillwind Camp](#)" accept "[Target: Gahrron's Withering](#)"

42) You should have at least 20 minion sourgestones so turn those in

43) You should now be 58 or very close

44) Go just north of the Writhing Haunt between the mountains on the map at, 52,56 and kill diseased grizzleys on your way east to Gahrron's Withering at 62,58 for "[The Wildlife Suffers Too pt.2](#)"

45) Once at Gahrron's Withering at 62,58 kill Cauldron Lord Soulwrath for his cauldron key. Then go right click the cauldron and turn in "[Target: Gahrron's Withering](#)" accept "[Return to Chillwind Camp](#)"



46) Go back west to Mulgris Deepriver in the Writhing Haunt at 54,65 and turn in "[The Wildlife Suffers Too pt.2](#)" accept "[Glyphed Oaken Branch](#)"

47) If you haven't finished "[Skeletal Fragments](#)" yet go SW to the Ruins of Andorhal at 48,72 and kill the skeletons until you have 15 fragments

48) Go back to Chillwind Camp at 42,84 and at High Priestess MacDonnell turn in "[Return to Chillwind Camp](#)"

- 49) Turn around to Commander Ashlam Valorfist and complete the quest "Mission Accomplished!" no link for it cuz it's not a quest again lol. Now see that running back and forth seemed out of the way but there was a huge xp boost at the end, and nice xp throughout.
- 50) At Alchemist Arbington turn in "[Skeletal Fragments](#)" SKIP the next part unless you want to start on your scholomance key.
- 51) You should be about 25-30% through 58
- 52) Now that you're 58 you could go to outlands but I wouldn't. Even when you hit 60 I'd try to get to 60 and a half since the end of the first zone of outlands is a bit of a grind. It's up to you. If you do go to outlands then make sure that you don't quest and only grind things or when you are finished with the first zone you're going to be about 60-61 and will be behind
- 53) Run NE to 70,50 and enter the Eastern Plaguelands (EPL)

## 58-58 Eastern Plaguelands

- 1) Run up the west coast to Tirion Fordring at 7,43 and accept the 3 quests "[Demon Dogs](#)" "[Blood Tinged Skies](#)" and "[Carrion Grubbage](#)"
- 2) These are annoying quests that can take a while. Anytime from now until these are done, kill any plaguehound runts, carrion worms, or plaguebats.
- 3) From here on down to the bigger area in the east kill any dogs, worms, and bats. Focus on them while you head to the next step
- 4) Keep killing the dogs and bats and head over to the Mangled Human Remains at 28,74 and grab the insignia for "[The Eastern Plagues](#)" then run west a bit further to the next Mangled Human Remains in front of Blightcaller at 27,74 and grab the insignia, it's practically right in front of Blightcaller and you will also get the Blightcaller found complete message.



- 5) Now go south down near the road to 28,79 and loot the last insignia off the Mangled Human Remains
- 6) Focus on the dogs and bats while you head SE to Darrowshire at 36,90 and at Pamela Redpath turn in "[Sister Pamela](#)" accept "[Pamela's Doll](#)"
- 7) Head towards the houses here. In any of the houses can be any of the 3 doll parts. They are random in where they are. There is the Right Side, the Left Side, and the Head. Ghosts spawn when you get near the parts so be aware.



- 8) Once you have all 3 parts combine them and go back to Pamela and turn in "[Pamela's Doll](#)" accept "[Auntie Marlene](#)" and "[Uncle Carlin](#)"
- 9) Look on your map at 48,76 This lines up with that middle ridge mountain. Don't go past this spot east until you have your plaguehound runt kills for "[Demon Dogs](#)" and plaguebats for "[Blood Tinged Skies](#)" because there is none past that point.
- 10) Don't forget to kill the grubs along the way too for "[Carrion Grubbage](#)", they're not as important because they're all over.
- 11) Go NE around 56,57 and kill Plaguehounds for "[Demon Dogs](#)" this is north of the scar and south of blackwood lake. Don't forget the grubs
- 12) Go further NE around 61,41 and kill Frenzied Plaguehounds for "[Demon Dogs](#)" this is north of blackwood lake but now west of it.
- 13) Go SE to lights hope chapel at 81,58. If you still need grub meat for "[Carrion Grubbage](#)" then kill them as you go to the church
- 14) Get the FP
- 15) If you have 30 of any of the items required then go turn them in. You should have at least 30 bone fragments now.
- 16) At Carlin Redpath turn in "[Uncle Carlin](#)" accept "[Defenders of Darrowshire](#)"
- 17) Turn around to Duke Nicholas Zverenhoff and turn in "[Duke Nicholas Zverenhoff](#)"

- 18) You should be friendly with Argent Dawn now so you can buy enriched mana biscuits
- 19) Run SW to Caretaker Alen at 79,63 and accept "[Zaeldarr the Outcast](#)"
- 20) Fly back to WPL
- 21) In front of the house at Flint Shadowmore turn in "[The Eastern Plagues](#)" accept "[The Blightcaller Cometh](#)"
- 22) Hearth to Stormwind
- 23) Go NE to Fordragon at 78,18 in the keep and turn in "[The Blightcaller Cometh](#)" SKIP the next part but it's a good quest to do at 60
- 24) Go get new skills
- 25) You should be about 70% through 58
- 26) Fly back to WPL

### 58-58 Western Plaguelands

- 1) Go NE to the house at 49,78 and go upstairs and at Marlene Redpath turn in "[Auntie Marlene](#)" accept "[A Strange Historian](#)"
- 2) Just north of the house in the graveyard at 49,76 you'll see Joseph Redpath's Monument. Loot it and get the wedding ring for "[A Strange Historian](#)"



- 3) Go in the west entrance to Andorhal at 39,71 and you should see the only full building on this side of that that looks like an Inn at 39,68. Go upstairs to Chromie and turn in "[A Strange Historian](#)" accept "[The Annals of Darrowshire](#)" also accept "[A Matter of Time](#)"
- 4) Now look all around the city here for busted up silo's with a blue light coming out of them. Use the silo horn to summon the worms, it spawns 1-3 mobs for "[A Matter of Time](#)". Once you kill the last one they have a tendency to spawn another. They're more silos on the East side of town



- 5) Go to the Town Hall near Araj in the middle of town. You can sneak in from the SW side. Grab the book on the floor that has thicker looking pages and an x on the spine of the book "[The Annals of Darrowshire](#)" Some will spawn mobs if you don't get the right one. You may need to turn your graphics way up if you can't see it



- 6) Go back to the Inn at 39,68 and to the top floor to Chromie and turn in "[A Matter of Time](#)" accept "[Counting Out Time](#)" also turn in "[The Annals of Darrowshire](#)" accept "[Brother Carlin](#)"
- 7) Go outside and look around the busted houses for little metal lunchboxes for "[Counting Out Time](#)" There is almost one in a corner of each house



- 8) Go back to the Inn at 39,68 and at Chromie turn in "[Counting Out Time](#)" you can now repeat this quest for a dampener. This is used vs Araj
- 9) You should be about 95% to 59
- 10) Run NE towards EPL

## 58-59 Eastern Plaguelands

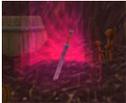
- 1) Follow the west side north to Tirion Fordring at 7,43 and turn in the 3 quests "[Demon Dogs](#)" "[Blood Tinged Skies](#)" and "[Carrion Grubbage](#)" accept "[Redemption](#)" then listen to him and turn it back in. Then accept "[Of Forgotten Memories](#)"
- 2) Run SE to the Undercroft at 28,86 and go behind it. Touch the loose dirt mound to summon Mercutio and 3 guards. Easiest way to do this is to kite him away from his buddies or get a group. Loot his body for the hammer for "[Of Forgotten Memories](#)" This is a pretty tough solo quest.



- 3) Now go to the bottom of the crypt and kill Zaldarr the Outcast for "[Zaldarr the Outcast](#)" Only grab the scroll on the floor if u want because you will pass near the NE of this zone for it, but you will not be taken there in this guide or back here to turn it in
- 4) Go back to Tirion NW at 7,43 and turn in "[Of Forgotten Memories](#)" accept "[Of Lost Honor](#)"
- 5) Go SE to the road and follow it east to Corrin's Crossing. Kill the zombies and ghouls and free the spirits that appear when they die for some of "[Defenders of Darrowshire](#)"

- 6) Continue NE to Caretaker Alen at 79,63 and turn in "[Zaldarr the Outcast](#)"
- 7) Go NE towards the chapel and at Carlin Redpath turn in "[Brother Carlin](#)" accept "[Villains of Darrowshire](#)"

- 8) Go west to 53,65 and grab the Shattered Sword of Marduk for "[Villains of Darrowshire](#)" down in the pit



- 9) Exit this scar to the SW
- 10) Go north to Blackwood Lake at 51,49 and grab the Skull of Horgus under the water for "[Villains of Darrowshire](#)"



- 11) Go NE to around 65,41 and kill the zombies for the rest of "[Defenders of Darrowshire](#)" If you can't finish it up then don't worry. Sometimes there aren't many here
- 12) Go NE to the lake at 71,33 and grab the flag next to the cage, it's hard to see and is lying flat for "[Of Lost Honor](#)"



- 13) If you picked up the scroll earlier at the bottom of the catacomb then go north to Zul'mashar and do it
- 14) Go NW of the tower at 53,22 to Aurora Skycaller and turn in "[Troubled Spirits of Kel'Theril](#)" SKIP the next part

- 15) Run SW to 45,34 and loot the termite mounds here for "[A Plague Upon Thee pt.1](#)" until you get 100 termites, also kill ghouls to finish up "[Defenders of Darrowshire](#)" The mounds appear more frequently on the south side of this area



- 16) Run back to Lights Hope Chapel  
17) Should you still need more spirits for "[Defenders of Darrowshire](#)" then go north of the chapel  
18) At Carlin Redpath turn in "[Defenders of Darrowshire](#)" and "[Villains of Darrowshire](#)" accept "[Heroes of Darrowshire](#)"  
19) You should be about 45% to 60  
20) Fly to WPL

### 59-60 Western Plaguelands

- 1) At Nathaniel Dumah turn in "[A Plague Upon Thee pt.1](#)" accept "[A Plague Upon Thee pt.2](#)"  
2) Run way up NE to Kirsta Deepshadow at 51,28 and accept "[Unfinished Business pt.1](#)"  
3) Start heading back SW around 47,32 and clear your way into the mill. Place the termites on the box in the middle and then click the barrel and turn in "[A Plague Upon Thee pt.2](#)" accept "[A Plague Upon Thee pt.3](#)"



- 4) Go just south to 49,42 and kill 2 knights and mages for "[Unfinished Business pt.1](#)" then a bit more SE to 51,43 and kill 2 hunters and medics  
5) Go back north to Kirsta Deepshadow at 51,28 and turn in "[Unfinished Business pt.1](#)" accept "[Unfinished Business pt.2](#)"  
6) Go down to 52,35 and you can cut through the mountains then follow the road NE to 57,36 and kill Huntsman Radly for "[Unfinished Business pt.2](#)" then go north to the tower at 55,23 and kill Cavalier Durgen at the top. Also open the holy coffer here to get the lightbringer for "[The Mark of the Lightbringer](#)"



- 7) Go straight out of the tower over the mountains to Kirsta Deepshadow again at 51,28 and turn in "[Unfinished Business pt.2](#)" accept "[Unfinished Business pt.3](#)"  
8) Go back up just like before, cut through at 52,35 and go all the way up to the tower in Hearthglen at 45,18 and look over the edge until it says complete  
9) Go into the town hall, it has a huge clock out side of it, and grab the libram in the corner for "[Heroes of Darrowshire](#)"  
10) Run back straight south over the mountains to 51,28 and turn in "[Unfinished Business pt.3](#)"  
11) Go SE to the southern part of the buildings in Gahrron's Withering and grab the shield for "[Heroes of Darrowshire](#)" It's easy to see since it glows

- 12) Run into EPL and up to Tirion Fordring at 7,43 and turn in "[Of Lost Honor](#)" accept "[Of Love and Family pt.1](#)"
- 13) Go south to the Bridge into WPL and keep going south on the river into the lake and go to the island Scholo is on at 65,75 and at Artist Renfray turn in "[Of Love and Family pt.1](#)"  
SKIP the rest until you do strat
- 14) Go west back to Chillwind Camp at 43,84 and at Nathaniel Dumah turn in "[A Plague Upon Thee pt.3](#)"
- 15) At Anchorite Truuen turn in "[The Mark of the Lightbringer](#)" and accept "[Tomb of the Lightbringer](#)" and then escort him
- 16) Now this is pretty easy, Truuen will have you escort him. You get jumped by 2 wraiths, and then 3 zombies. Both sets are easy to solo. Once you arrive at Uther's Tomb it completes. Go back to Chillwind to Priestess MacDonnell and turn it in
- 17) This should have turned you 60 YAY!
- 18) Fly to EPL and turn in "[Heroes of Darrowshire](#)"
- 19) Fly to Menethil
- 20) Boat to Theramore
- 21) Fly to Darnassus
- 22) Go north to 35,8 on the 2nd floor to Mathrengyl Bearwalker and turn in "[Glyphed Oaken Branch](#)"
- 23) Sadly you are only about 3% through 60 now since the xp rate went from 170k to nearly 500k to level but Outlands is fun and is easy to do it
- 24) Hearth to Stormwind
- 25) Don't forget to train
- 26) Once you're ready to go to Outlands fly out to the Blasted Lands