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Hello and thank you for taking interest in my guide.

This is the 1-20 section of the leveling guide

This section covers 1-17 Night Elf, Human, Dwarf, Gnome and 1-20 Draenei

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 other sites you must take a look at

- 1) **If you need any kind of CD Key or Game Time Card** emailed to you for almost any RPG popular today then you must check out [Shattered Crystal](#)
- 2) If you want a **Horde guide** that is similar to mine you need to check out [Joana's 1-70 Horde Leveling Guide](#)
- 3) If you need an extremely **detailed guide for all professions** then get [Penn's Ultimate Profession's Guide](#)
- 4) If you need a **Gold Guide** with the latest tips and updates you definately need to check out [Valkor's Gold Making Guide](#) or [Spugnort's Gold Guide](#)
- 5) If you want a guide covering many areas of the game including class information, loot lists per class, and more then check out [WoW Mastery Guide](#) or [Ultimate WoW Guide](#).
- 6) If you've hit 70 and need an end-game raid/instance attunement guide you really need to check out [Spugnort's Outland Keying Guide](#).
- 7) For a complete guide to **WoW PvP strategies** for every class VS every class, battlegrounds, and arenas then check out [Spugnort's Warcraft PvP Guide](#)
- 8) LOTRO players should check out this Hot new leveling guide [LOTR Online Guides](#)

Don't forget to check out [MarsGamer](#) for some FREE Guides. The site is going to be getting an overhaul and needs some user submissions and/or templates.

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

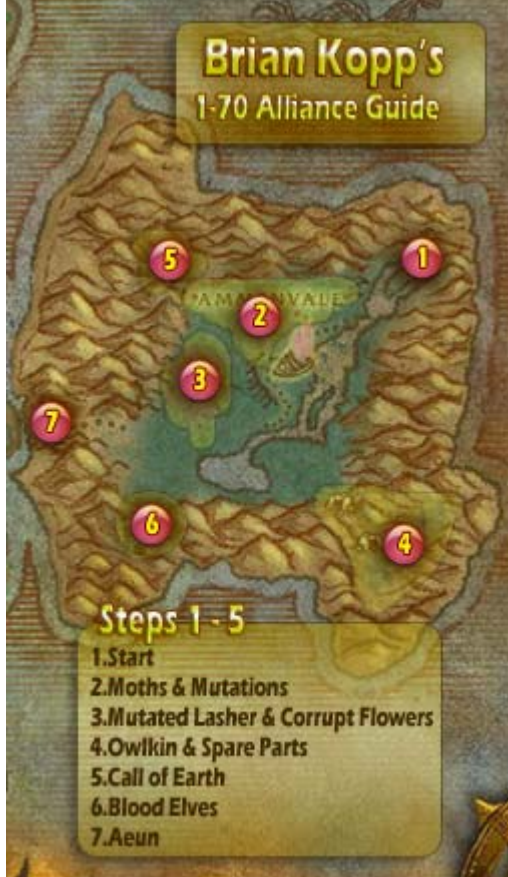
- 14) The more you level up to 70 the better, and faster you become with or without using this guide. Just like anything else in life.
- 15) It's extremely important that you know what you're going to do next. If you don't you could forget something and run half way across the map and then have to run 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.

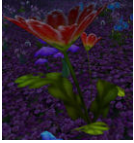
1-12 Azuremyst Isle (Draenei Start)

 <p>Brian Kopp's 1-70 Alliance Guide</p> <p>Steps 1 - 5</p> <ol style="list-style-type: none"> 1. Start 2. Moths & Mutations 3. Mutated Lasher & Corrupt Flowers 4. Owlkin & Spare Parts 5. Call of Earth 6. Blood Elves 7. Aeun 	<ol style="list-style-type: none"> 1) If you bought the original Collector Edition open the package in your bag to start "Welcome!" 2) Just in front of where you start, accept "You Survived!" then go straight ahead to the crash site building and turn it in then accept "Replenishing the Healing Crystals" 3) Go inside the ship and turn in "Welcome!" and pick your pet then go back outside and turn left to the tent of npc's, accept "Volatile Mutations" 4) Go north of here and start killing vale moth's for their blood and volatile mutations, you should hit 2 killing out here, then go back south to the tent outside the crash site and turn in "Volatile Mutations" accept "What Must Be Done..." then beside her accept "Botanical Legwork" then go back to the entrance of the ship and turn in "Replenishing the Healing Crystals" accept "Urgent Delivery!"
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- 5) Go into the ship and in the big room turn in ["Urgent Delivery!"](#) accept ["Rescue the Survivors!"](#) then run over to your trainer, shaman in this guide, and train then complete ["Shaman Training"](#) (it wasn't a picked up quest, just gave you xp. If not playing a Shaman then do it for your class)
- 6) Continue out of the south exit of the ship and accept ["Spare Parts"](#) and ["Inoculation"](#)
- 7) Go west and look for a draenei survivor, they're green named and laying on the ground. Use your Draenei racial, Gift of the Naaru, to heal them,



then go south to Ammen Fields, the purple ground area and is also purple on your map, and start killing mutated root lashers for samples. Keep an eye out for corrupted flowers as well for "[Botanical Legwork](#)" you should hit 3 while killing these.



8) Once done, go back east to the tent outside the crash site and turn in "[Botanical Legwork](#)" and "[What Must Be Done...](#)" Accept "[Healing the Lake](#)"

9) Go inside the ship and turn in "[Rescue the Survivors!](#)" you should be really close to 4 now. This is cool because you get a quick starting bag even though it's 4 slots.. I found a 6 slot before I even got here, they seem to have upped the drop on those for the noob areas.

10) Go south into Silverline Lake at 77,58 and touch the huge crystal for "[Disperse the Neutralizing Agent](#)" once that's done go east to the Nestlewood Thicket. Hot key your Inoculating crystal and use it on the yellow named moonkin for "[Inoculation](#)" while also looking for emitter spare parts for "[Spare Parts](#)" make sure you level to 4 by killing a few of the mobs here. (I found it easier if, at the cave entrance, you go left up the path. You can find the spare parts all in a bunch here because no one goes up here.)



11) Hearth to the crash site and you'll go to where you started

12) Go towards the crash site and turn right and go towards the tent, turn in "[Healing the Lake](#)" then go inside and get training and start your first totem quest "[Call of Earth](#)"

13) Go south out of the ship and turn in "[Spare Parts](#)" and "[Inoculation](#)" accept "[The Missing Scout](#)"

14) Go NW to 71,40 it is the segmented dots on the map, to the rock elemental and turn in "[Call of Earth](#)" accept "[Call of Earth](#)" then go up the path and kill 4 rock elementals here, the other elementals will help you. Once done go turn it in and accept "[Call of Earth](#)"

15) Go back to the crash site and turn in "[Call of Earth](#)" you should now be level 5 and can use earth totems. You have to keep the quest reward totems with you at all times or you can't cast those types of totems.

16) Go south to 72,60, above the camp on the map SW. You'll see Tolaan, turn in "[The Missing Scout](#)" accept "[The Blood Elves](#)" then go behind him and kill the elves. Once done go turn it in and accept "[Blood Elf Spy](#)" then go back into the elf area, and in the back up top is Surveyor Candress, kill her and make sure you loot the blood elf plans off her. Use them to start "[Blood Elf Plans](#)"

17) Go back north to the crash site, at the south entrance turn in "[Blood Elf Spy](#)" and "[Blood Elf Plans](#)" accept "[The Emitter](#)" then turn it in next to him, accept "[Travel to Azure Watch](#)"

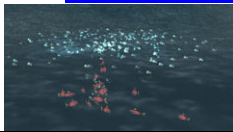
18) You should be about 50-75% to 6

19) Run west to 66,53 the serrated dots on the map and go into the bigger zone

20) Up the path some you'll see a sitting draenei named Aeun, accept "[Word from Azure Watch](#)" then continue west across the river and you'll see the fishing trainer, accept "[Red Snapper - Very Tasty!](#)"



- 21) Walk up to the red snapper schools north and south in the river here and use the net on them. An angry murloc may appear. Kill him and he'll drop a fish otherwise you'll get one from the school. Once done turn it back in and get fishing pole if you want to fish. Accept "[Find Acteon!](#)" and you should be 6 now.



- 22) Continue west along the road until you reach Azure Watch at 49,51
- 23) As soon as you enter town at the hunter trainer turn in "[Find Acteon!](#)" accept "[The Great Moongraze Hunt](#)"
- 24) Go ahead and talk to the first aid trainer, learn first aid and accept "[Medicinal Purpose](#)"
- 25) Go north outside the Inn and turn in "[Travel to Azure Watch](#)" then go in the Inn, turn in "[Word from Azure Watch](#)" and make Azure Watch your home and train your level 6 skills
- 26) Go south of town and follow the road south to Odesyus' Landing at 46,69 and accept "[Cookie's Jumbo Gumbo](#)" and "[A Small Start](#)"
- 27) Go to the beach south of you and kill crawlers here and to the east while heading towards Geezle's Camp at 59,68 and look for the map and compass at the little camps here



- 28) Once you're done go back to Odesyus' Landing at 47,70 and turn in "[A Small Start](#)" accept "[I've Got A Plant](#)" then talk to Cookie and turn in "[Cookie's Jumbo Gumbo](#)" and you should be 7 now if you weren't already
- 29) You should be able to accept 2 new quests now, "[Reclaiming the Ruins](#)" from the priestess and "[Precious and Fragile Things Need Special Handling](#)" from the Archaeologist
- 30) Go north of here and stay east of the road, kill the stags for meat, it's almost a 100% drop, for "[The Great Moongraze Hunt](#)" and the root trappers for their vines, which is about 50% drop for "[Medicinal Purpose](#)". You need to grab a hollowed out tree around the loggers at 48,62 and the leaves are all around, grab those while hunting the lashers and elks for "[I've Got A Plant](#)"



- 31) Once you're all done, go to Azure Watch and turn in "[Medicinal Purpose](#)" then beside her accept "[An Alternative Alternative](#)" then go to the hunter trainer and turn in "[The Great Moongraze Hunt](#)" accept "[The Great Moongraze Hunt](#)"

- 32) Keep an eye out for Azure Snapdragons for "[An Alternative Alternative](#)". They spawn at the base of trees, but as the quest log says, the root trappers eat them. They should be really easy to find now that quest items that you pick up sparkle (not on map due to wide range)



- 33) Follow the road south then take the fork SW. You should pass by some infected nightstalker runs, kill them until they drop a faintly glowing crystal which starts "[Strange Findings](#)". Keep going on the road to Wrathscale Point at 32,75 and start killing the naga for "[Reclaiming the Ruins](#)" and the ancient relics for "[Precious and Fragile Things Need Special Handling](#)". The naga should drop a rune covered tablet which starts "[Rune Covered Tablet](#)" you could also do both of these in the cave at 27,76 but it's probably easier outside so you don't have to backtrack to exit the cave.



- 34) Go back east to the landing and turn in "[I've Got A Plant](#)" you should get honored with exodar now, accept "[Tree's Company](#)" then turn in "[Rune Covered Tablet](#)" watch the cutscene then accept "[Warlord Sriss'tiz](#)" then turn in "[Reclaiming the Ruins](#)" and you

should be level 8 now. Turn in "[Precious and Fragile Things Need Special Handling](#)" to the archaeologist

- 35) Go back north to Azure Watch and accept "[The Missing Fisherman](#)" from the mining trainer in the center of town, and accept "[Learning the Language](#)" on the other side. Read the book in your inventory then touch the totem to complete it and accept "[Totem of Coo](#)"
- 36) On the west side of town turn in "[Strange Findings](#)" accept "[Nightstalker Clean Up, Isle 2...](#)"
- 37) Don't forget to train

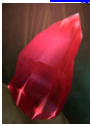
- 38) Go north of the watch and kill moongraze bucks for "[The Great Moongraze Hunt](#)" while you're out look for the snapdragons, I found a lot more up here, a lot were at 57,44 You don't need to get all the bucks right now but the snapdragons are more abundant up here.
- 39) Head to 55,41 once that's done and turn in "[Totem of Coo](#)" accept "[Totem of Tiki](#)" and you will then get some wings and he'll point NE, jump off and run over the water to 64,39 and turn in "[Totem of Tiki](#)" accept "[Totem of Yor](#)"
- 40) You are now imbued with water speed and breathing, follow the river south to 63,67 in the bottom of the river. Turn in "[Totem of Yor](#)" accept "[Totem of Vark](#)" and you are then given cat form, follow the npc to the [totem of Vark](#) and turn it in, accept "[The Prophecy of Akida](#)"
- 41) Start killing all the Bristlelimb here for their keys and free the 8 prisoners, the keys are about a 50% drop rate. Once you free them all, go east/SE and start killing any moongraze bucks you need and infected nightstalker runts for "[Nightstalker Clean Up, Isle 2...](#)"
- 42) Go south to the cave, Tides' Hollow, at 26,77 once you're in you'll see a hole, and in it you'll see a ring of candles below it. Fall down there and you should see Sriss'tiz ahead. He's 10 but fairly easy
- 43) Go to the island in the far SW corner of the map, on the east side of it at 18,83 and you'll see the flag for "[Tree's Company](#)" use your disguise kit and turn into a tree and watch the conversation.
- 44) Go south to the dock at 16,94 and turn in "[The Missing Fisherman](#)" accept "[All That Remains](#)" then go north and just kill the owlbeasts until you get the family remains then turn it back in.

- 45) Hearth back to Azure Watch
- 46) Go out to the alchemist and turn in "[An Alternative Alternative](#)" then near the center of town turn in "[The Prophecy of Akida](#)" accept "[Stillpine Hold](#)"
- 47) Go to the hunter trainer and turn in "[The Great Moongraze Hunt](#)"

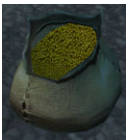
- 48) Go south to the landing and turn in "[Tree's Company](#)" accept "[Show Gnomercy](#)" then turn in "[Warlord Sriss'tiz](#)"
- 49) Somewhere around the southern and eastern side of the landing you'll see a wandering gnome, you probably seen him earlier, talk to him and he'll attack you. Kill him and loot the note then go back and turn it in and accept "[Deliver Them From Evil...](#)"

- 50) Go back up to the Watch and on the west side of town turn in "[Nightstalker Clean Up, Isle 2...](#)" and "[Deliver Them From Evil...](#)" you should now be level 10.
- 51) Accept "[Coming of Age](#)" then go to the shaman trainer and train (all non shamans do your level 10 quest) shamans accept "[Call of Fire](#)" your fire totem quest

- 52) Follow the road west until you hit Exodar.
- 53) Once in Exodar, turn right and you'll see the Elekk breeder, turn in "[Coming of Age](#)" accept "[Elekks Are Serious Business](#)"
- 54) Go NE to 44,23 the Stillpine Hold and grab skinning if you want then accept "[Beasts of the Apocalypse!](#)" and "[Murlocs... Why Here? Why Now?](#)" then go a bit NE to the chief and turn in "[Stillpine Hold](#)"
- 55) Go NE, to around 53,21 and kill ravagers for their hides. Once done Shamans go further NE to Temper at 59,18 and turn in "[Call of Fire](#)" accept "[Call of Fire](#)" this is all the start of a big run around, horde fire quest was much faster.
- 56) Go back west to Stillpine Hold and turn in "[Beasts of the Apocalypse!](#)" then stop by the chief and accept "[Chieftain Oomooroo](#)" and "[Search Stillpine Hold](#)" then run up into the cave and start killing the crazed wildkin until you get the ritual torch and kill Oomooroo. Once you get that all done, go to the back of the cave, past the 2 headed dog and you'll see the red crystal for "[Search Stillpine Hold](#)" click on it to turn it in and accept "[Blood Crystals](#)" be careful as soon as you accept it, 2 owlkin spawn



- 57) Go back outside to the chief and turn in, "[Blood Crystals](#)" then "[Chieftain Oomooroo](#)" to the right
- 58) The revelator will give you "[The Kurken is Lurkin](#)" then go back in the cave, kill the kurken and turn it back in. Accept "[The Kurken's Hide](#)" and take it to the leatherworker for a nice chestpiece
- 59) Shamans go back NE to Temper at 59,18 and turn in "[Call of Fire](#)" accept "[Call of Fire](#)"
- 60) Go west now to the shore at 34,18 and look for the grain bags at the huts for "[Murlocs... Why Here? Why Now?](#)" they can also drop them. As the quest log says, look for a special murloc, he's named Murgurgula he'll drop "[Gurf's Dignity](#)"



- 61) Go back east to the hold and go to Gurf, turn in "[Murlocs... Why Here? Why Now?](#)" and "[Gurf's Dignity](#)"
- 62) You should now be 12 or close to it
- 63) Go north now, around the mountain and enter Bloodmyst Isle
- 64) Go to Kessel's Crossing straight ahead, accept "[A Favorite Treat](#)" then go up and turn in "[Elekks Are Serious Business](#)" accept "[Alien Predators](#)" then accept "[The Kessel Run](#)" you have 15 minutes to use the mount.
- 65) Go to High Chief Stillpine at 46,20 and accept "[Warn Your People](#)" this warns them. Then follow the road south to Azure Watch at 47,50 and turn in "[Warn Your People](#)" this warns them. Train then go south again to the landing at 46,70 and warn Odesyus. Head back to Bloodmyst Isle and turn it in, accept "[Declaration of Power](#)"
- 66) Now if you did it fast you should have 6 minutes left to ride this.
- 67) Shamans ride all the way SW on Azuremyst Isle

68) At 11,82 you'll see a Wickerman Effigy, click on it to summon Hauteur and grab his ashes for "[Call of Fire](#)" he's pretty easy just don't use flame shock on him. Now use the orb of returning to get back to Temper and turn it in. Accept "[Call of Fire](#)" then hearth to Azure Watch



69) Go to the Shaman Trainer and turn in "[Call of Fire](#)" accept "[Call of Fire](#)" and head west to Exodar and go to the vault of lights at 32,54 and turn it in. Accept "[Call of Fire](#)" and go north into the crystal hall at 31,27 (it's up top) turn it in and get your fire totem.

70) At this point you have 2 options depending on your class. Shamans need to keep following for further totem quests. All non shamans can either continue on to 18 (which I recommend) and then go darkshore and go from there, or you can leave right now and take the boat south of Exodar at 21,54

71) Go north back into Bloodmyst Isle

12-20 Bloodmyst Isle (Draenei)



- 1) Go just west of Kessel's Crossing to 59,86 and kill the Bloodmyst Hatchlings, they're ravagers, for "[Alien Predators](#)" and keep an eye out around the trees for sand pears for "[A Favorite Treat](#)"



- 2) Once done, go back east to Kessel's to Aonar and turn in "[A Favorite Treat](#)" and at the Herder turn in "[Alien Predators](#)"
- 3) You should be close to 13 now
- 4) Go Ne to the Bristlelimb Enclave and you'll see Princess Stillpine in a cage at 68,81. Accept "[Saving Princess Stillpine](#)" then go to the farthest camp at 64,77 and kill the mobs around the camp to summon Chief Bristlelimb to get the key then go back to the princess and free her.
- 5) Go NE to the Wrathscale Lair at 67,66 and get up top. You should be close to 13 or 13 by the time you get up here. You'll see Lord Xiz, kill him for "[Declaration of Power](#)" then put the banner on his body then go back SW to Kessel's and turn it in to Kessel and accept "[Report to Exarch Admetius](#)"
- 6) You should now be 13 if you weren't already
- 7) Follow the road north until you reach Blood Watch at 54,61 now there is quite a bit of quests here so if you get lost on me telling you where to go and grab them, just accept whatever is out here
- 8) Go into the Inn on your right and make it your home then accept "[Beds, Bandages, and Beyond](#)"

- 9) North of the inn near the general goods vendor is Aalesia, accept "[Know Thine Enemy](#)" then just west is Morae, accept "[Catch and Release](#)" then go up into the biggest building just in front of you and turn in "[Report to Exarch Admetius](#)" accept "[What Argus Means to Me](#)" then next to him is Mikolaas accept "[Learning from the Crystals](#)" beside him
- 10) Go to the center of town to Boros and turn in "[What Argus Means to Me](#)" accept "[Blood Watch](#)" and "[Irradiated Crystal Shards](#)"
- 11) Near him is Frasaboo, turn in "[Saving Princess Stillpine](#)"
- 12) Just NE of here, near the forge is Nachlan, accept "[Explorers' League, Is That Something for Gnomes?](#)" then go east of the center of town to Jessera and accept "[Mac'Aree Mushroom Menagerie](#)"
- 13) Go and grab the FP and turn in "[Beds, Bandages, and Beyond](#)" accept "[On the Wings of A Hippogryph](#)" don't fly yet
- 14) Go NW and kill bears, ravagers, flutterers, and treants for "[Irradiated Crystal Shards](#)" (don't need them all yet) while going to Bladewood at 46,45 there are 2 camps on the map and kill the blood elves for "[Blood Watch](#)" they also drop the shards
- 15) Go back to Blood Watch and kill for shards along the way back, you're probably not done yet but don't worry I'm usually not either
- 16) Go to the center of town to Boros and turn in "[Blood Watch](#)" and hopefully get a better weapon
- 17) Follow the road SW to Nazzivian, Kill Tzerak while you're here, he's a fel guard that walks around and spawns at the purple summoning circle at 38,81, he drops Tzerak's Armor Plate which starts "[Signs of the Legion](#)" then kill 8 satyr and felsworn for it. Once that's done go touch the monument for it's glyph at 36.71 for "[Know Thine Enemy](#)" These guys also drop the shards. You should also find a blood mushroom and fel cone fungus out here for "[Mac'Aree Mushroom Menagerie](#)"



blood mushroom

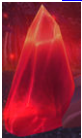


fel cone mushroom



Monument

- 18) Now go west to the shore, or SW depending on where you wanna go, and head down to 34,90 and hotkey your murloc tagger and start using it on the murloc scouts out here for "[Catch and Release](#)" you have to be within range to use it but don't get in combat. Just spam the hotkey as you run towards one. You don't need to kill them after tagging. If you see Cruelfin kill him, he drops a Red Crystal Pendant which starts "[Cruelfin's Necklace](#)"
- 19) Go east across the river to that ravager zone you were first at 58.83 and you'll see a bright red crystal. You can't target it, use the pick from your backpack manually to mine it for "[Learning from the Crystals](#)"



- 20) At the bottom of the red river here you should find an Aquatic Stinkhorn mushroom



21) Run up NE to the Ruins of Loreth'Aran and look for a Ruinous Polyspore



22) Run west to Blood Watch and enter from the North, you should be 14 now or close. Some of these quests can't be accepted until you're 14 which you will hit when you turn what you can in.

23) In the center of town to Boros turn in "[Irradiated Crystal Shards](#)" now you should have at least 20 crystals that you can turn in for more buffs. Accept "[Intercepting the Message](#)"

24) Go east to Jessera and turn in "[Mac'Aree Mushroom Menagerie](#)" then just below him at Lyceon accept "[Constrictor Vines](#)" and "[The Bear Necessities](#)" then go south just outside the inn at Aalesia and turn in "[Know Thine Enemy](#)" and "[Signs of the Legion](#)" accept "[Containing the Threat](#)"

25) On the sign outside the Inn accept "[WANTED: Deathclaw](#)" then go west to the herbalism trainer Morae and turn in "[Cruelfin's Necklace](#)" and "[Catch and Release](#)" accept "[Victims of Corruption](#)" then go up into the big building NW of town to Mikolaas and turn in "[Learning from the Crystals](#)" accept "[The Missing Survey Team](#)"

26) Fly to Exodar and go down to the center at 56,49 to Nurguni and turn in "[On the Wings of A Hippogryph](#)", accept "[Hippogryph Master Stephanos](#)" train and then turn it in at the hippogryph master accept "[Return to Topher Loaal](#)" then fly to Blood Watch and go to the Inn and turn it in

27) Go SW to Middenvale at 51,73 and start killing the treants around the pod for "[Victims of Corruption](#)"

28) Go NE of Blood Watch to the Ruins of Loreth'Aran and look for the Draenei Cartographer lying on the ground and turn in "[The Missing Survey Team](#)" accept "[Salvaging the Data](#)" then start killing the naga until you get the data



29) Go back into Blood Watch to Morae and turn in "[Victims of Corruption](#)"

30) Run up into the big tower to Mikolaas and turn in "[Salvaging the Data](#)" you should be 15 now if not you're close and need to grind it off for new quests. Accept "[The Second Sample](#)" then go back south to Morae and accept "[Searching for Galaen](#)" then look for the wandering Messenger around town, accept "[Urgent Delivery](#)" it just completes right there and sends you a letter in step 32 below

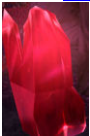
31) Go to the first aid trainer and accept "[Newfound Allies](#)" then on the east side of town from Jessera accept "[Ysera's Tears](#)"

32) I am sure now that you're 15 you should get a mail in your mailbox from the Admiral back on azuremyst isle which starts "[The Bloodcurse Legacy](#)"

- 33) Go west to the Cryo-Core at 37,61, kill bears and mutated lashers for "[The Bear Necessities](#)" and "[Constrictor Vines](#)", go inside the building you'll find the corpse for "[Searching For Galaen](#)" accept "[Galaen's Fate](#)" now next to him is his journal, from it accept "[Galaen's Journal - The Fate of Vindicator Saruan](#)" then go kill the blood elves for "[Intercepting the Message](#)" and "[Galaen's Fate](#)" I was half way to 16 when I was done finding both
- 34) Run NE to Bladewood at 46,45, but on your way kill bears and mutated lashers for "[The Bear Necessities](#)" and "[Constrictor Vines](#)" both are about a 1 in 4 drop rate. There is also more north of the road
- 35) At 45,47 you'll see some more big red crystals, manually use the pick to mine it for "[The Second Sample](#)"



- 36) Go back to Blood Hold and go into the big building to Mikolaas and turn in "[The Second Sample](#)" and accept "[The Final Sample](#)"
- 37) In the center of town at Kuros turn in "[Galaen's Journal - The Fate of Vindicator Saruan](#)" and accept "[Matis the Cruel](#)"
- 38) Beside him turn in "[Intercepting the Message](#)" accept "[Translations...](#)" and turn in any 10 crystals you have and turn in "[Translations...](#)" just west by the prison gate accept "[Audience With the Prophet](#)" then go south to Achelus and accept "[The Missing Expedition](#)"
- 39) East at Lyceon turn in "[The Bear Necessities](#)" and "[Constrictor Vines](#)" accept "[Culling the Flutterers](#)"
- 40) Go south to Morae and turn in "[Galaen's Fate](#)"
- 41) After the grinding you did on the elves, bears, and plants you should now be 16 and about 25% through it already. You can go train if you'd like
- 42) Go north to Axxarien at 41,32 and start killing satyr for "[Containing the Threat](#)" and look for the corrupted crystals lying on the ground. You'll find Zevrax at the farthest part of camp at 41,29 near the big monument. To the left of him you should see a red crystal for "[The Final Sample](#)" Manually use your pick again.



- 43) Once you're all done, go north of the satyr camp and to the west is a waterfall around 37,31 you should find deathclaw for "[WANTED: Deathclaw](#)" he's an undead bear like the ones in Felwood
- 44) Head to the turtle shell NE at 41,21 You may have to clear a few murlocs around it to get inside for "[Explorers' League, Is That Something for Gnomes?](#)" then accept "[Pilfered Equipment](#)" and "[Artifacts of the Blacksilt](#)"
- 45) Now go kill seers for idols, and warriors and shorestrickers for knives. You should also come across the box of Clopper's Equipment at one of the camps, it's always at the same camp for me at 38,22 then once they're done go turn them back in.



46) Now you'll get a treasure map as a reward, click it to start "[A Map to WHere?](#)"

47) Go east to Wyrmscar Island, the NE most island, and look for green mushrooms for "[Ysera's Tears](#)" also keep an eye out for a wandering night elf Toreth, he is at the southern most part of this island, and accept "[Restoring Sanctity](#)" he may not be down here so keep an eye out. You should have both mushrooms when you find him



48) Go back west to the mainland to Ragefeather Ridge, it's just off the shore but it's a big area but go to around 60,36 and start looking for dragon bones around the trees, they look like spikes. You can get all of them around this camp, if not in one camp then definitely 2



49) Go back east to Wyrmscar island and find Toreth and turn in "[Restoring Sanctity](#)" accept "[Into the Dream](#)" then go around and start killing the whelps and broodlings. Once go back to Toreth and turn it in

50) You should be 17 and a little bit into it at this point

51) On the east coast, you'll see Captain Edward Hanes, turn in "[The Bloodcurse Legacy](#)" and accept "[The Bloodcursed Naga](#)" then go in the water and kill 10 naga. You have a water breathing and water speed buff on for 20 minutes for this. Once done turn it back in then accept "[The Hopeless Ones...](#)" now you have to go out to the ships, you probably seen them, and kill the yellow named voyagers again you get another buff. Once you're done turn it back in and accept "[Ending the Bloodcurse](#)"

52) You should still have some swim buff left so you can swim south to 82,48 on Bloodcurse isle and run to the top. You'll see a big statue of Azshara, just click it. Atop the Bloodcursed will come out, he's 19 but no problem. Hopefully you got some swim buff left. Jump down but try not to die, then swim back north to the captain at 79,22 and turn it in



53) You should be about 90% to 18 so grind on the dragons until you are 18. You should only need to kill about 10-15

54) Hearth to Blood Watch

55) Exit the Inn and to the right to Aalesia and turn in "[Containing the Threat](#)" then just north of the Inn just turn in "[Ysera's Tears](#)"

- 56) In the center of town accept "[What We Know...](#)" from Aesom then go into the big building and turn it in to Admetius, accept "[What We Don't Know...](#)" then go down to the prison cage and talk to the prisoner then go back up and turn it in and accept "[Vindicator's Rest](#)"
- 57) Go into the big building to Mikolaas and turn in "[The Final Sample](#)" and "[WANTED: Deathclaw](#)" accept "[Talk to the Hand](#)"
- 58) If you're lucky someone will have completed a later quest and have a bunch of people from exodar in town, then you can turn it in now and accept "[Audience With the Prophet](#)" if you want to
- 59) Near the north of town at the guard accept "[Fouled Water Spirits](#)" and "[Oh, the Tangled Webs They Weave](#)"
- 60) Now for a rather tricky quest, head NE to the Ruins of Loreth'Aman to 61,41 and grab the Battered Ancient Book for "[A Map to Where?](#)" The tricky part is that it's up top in the pillars. Supposedly there is a ramp in the front, but this is more fun. To get here, there is a broken piece on the SE side, jump off that to the crack on the big platform (see picture) and walk up and the book is in the middle, accept "[Deciphering the Book](#)"



- 61) Go back to blood watch to the first aid guy and turn it in and accept "[Nolkai's Words](#)"
- 62) Go NE to 61,49 to the Ruins of Loreth' Aran, and you will see a mound of dirt, open it to complete "[Nolkai's Words](#)" you get a nice 8 slot bag and an off hand item
- 63) Run back to Blood Watch then fly to Exodar
- 64) Go train and then go to the vault of lights at 32,54 and turn in "[Audience with the Prophet](#)" accept "[Truth or Fiction](#)"
- 65) Now take the path up which starts at 33,72 and follow it outside to the docks and turn in "[Newfound Allies](#)" accept "[The Way to Auberdine](#)"
- 66) Fly back to Blood Watch
- 67) Go to the center of town to Boros and turn in "[Truth or Fiction](#)" accept "[I Shoot Magic Into the Darkness](#)"
- 68) Go north to the Warp Piston at 51,22 and kill the void anomalies for "[I Shoot Magic Into the Darkness](#)" you have to actually get near the pod to get the site confirmed
- 69) Start killing royal blue flutterers for "[Culling the Flutterers](#)" while you head west to Vindicator's Rest at 30,46
- 70) Go to Corin at the front, turn in "[Vindicator's Rest](#)" SKIP "[Clearing the Way](#)" unless you get a group (this is an intense and fun quest for the level)
- 71) In the back of the base, turn in "[Talk to the Hand](#)" accept "[Cutting a Path](#)" then accept "[Critters of the Void](#)"

- 72) If you see Matis the Cruel on his mount on the road in front of here fire your flare gun and let the guy summoned get some aggro. Then just help beat him down for "[Matis the Cruel](#)". Real easy.
- 73) Go north to the lake at 31,41 and kill the water spirits for "[Fouled Water Spirits](#)" these are the same ones we kill for the shaman quest later
- 74) Go South and look for mutated tangles for "[Oh, the Tangled Webs They Weave](#)" and enraged ravagers for "[Cutting a Path](#)" they're all mixed together
- 75) Now head over SW to the sun portal, just south of the Vector Coil at 19,61 Kill the little blobs that die in 1 hit. There are a lot in the lake
- 76) Go north of the vector coil to Amberweb Pass
- 77) Go to Researcher Cornelius on the mountain edge at 24,34 and accept "[They're Alive! Maybe...](#)" then enter it at 22,37 and attacked the webbed creatures for it while you kill the myst leechers and spinners for "[The Missing Expedition](#)" Zarakh can be found at the end of the path at 18,35
- 78) Once you're all done head back to Cornelius at 24,34 and turn it in then go to Vindicator's Rest

- 79) Turn in "[Oh, the Tangled Webs They Weave](#)" and "[Fouled Water Spirits](#)" then turn around and turn in "[Cutting a Path](#)"
- 80) Hearth to Blood Watch, go right to the center of town and turn in "[I Shoot Magic into the Darkness](#)" "[Critters of the Void](#)" and "[Matis the Cruel](#)" then accept "[The Cryo-Core](#)" from Kuros, I wish you could get this the first trip there, because I'm sure you figured those boxes on the ground were for something
- 81) Go east to Lyceon and turn in "[Culling the Flutterers](#)" then go west to Achelus and turn in "[The Missing Expedition](#)"
- 82) You should be 19 and about 75% through it now

- 83) Head west to the cryo core at 40,58 and loot the medicine boxes on the ground, you can also get it as a drop. Once it's finished go back to Blood Watch.



- 84) Go to the center of town to Kuros and turn in "[The Cryo-Core](#)" then accept "[Don't Drink the Water](#)"
- 85) You should be 20 now. If you want to do the last few remaining quests it is up to you. They send you on a run around that gets rather annoying so I suggest skipping them unless you're not 20 or you want the most xp you can get

- 86) Go NW to where you found deathclaw at 34,33 and you'll see the waterfall, use the vial while standing under it

- 87) Hearth if you can, otherwise go back to the Watch and go right to the center of town and turn it in accept "[Limits of Physical Exhaustion](#)"

- 88) Go west and start killing Sunhawk Pyromancers and Defenders outside of the vector core for "[Limits of Physical Exhaustion](#)"

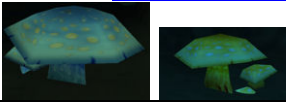
- 89) Hearth back to the Watch and go to the center of town to Aesom and turn in "[Limits of Physical Exhaustion](#)" and accept "[The Sun Gate](#)"

- 90) Getting annoyed yet of this single quest running?

- 91) Go way west, south of the vector coil to the sun gate. You have to beat down the controller crystals near the lake, then just get close to the portal and right click it. I suggest killing the camp of BE here just for some xp if you think you need it. You want to be 1350xp from 20
- 92) Now you probably can't hearth so just run back to town
- 93) Go to the center of town to Aesom and turn in "[The Sun Gate](#)"
- 94) You should be 20 now, if you're shaman we'll do your last totem quest out here, the next one is at 30 for wind totems which will be covered later on.
- 95) Go to Exodar and train, then non shamans go to darkshore via the boat.
- 96) You will now have ghost wolf form so no more walking everywhere. Not to mention the dreaded frost bolt
- 97) Accept "[Call of Water](#)" at 33,25 then you have to see the trainer who's hidden up top, remember from the fire quest, at 27,29 which is right beside you, turn it in and accept "[Call of Water](#)"
- 98) Fly to Bloodmyst
- 99) Now you have to go to the center, north part of the map. Off the shore and under the ocean, use the water breathing pot you were given, go to 32,16 and you'll see water elementals. Talk to Aqueous and turn in "[Call of Water](#)" accept "[Call of Water](#)"
- 100) Now you actually have to make a long trip to the SE around Axxarien and go to the red river on the map that is above the vector coil and drains into the ocean. Not hard in wolf form. You want to end up at 31,41 and kill the fouled water spirits, they're red. Once you're done head back to Aqueous at 32,16 and turn it in, then accept "[Call of Water](#)"
- 101) Now we wait a bit for when we hit Ashenvale. You should be at least 25% to 21
- 102) Get back to Exodar and run NW to the boat dock at 20,54 which will take you to Auberdine

Darkshore (Draenei)

- 1) Go into the Inn and make it your home then turn right and go grab the FP
 - 2) From Gwennyth up here accept "[Washed Ashore](#)" (it's grey but will allow you to pick up other quests like this) then below the dock is Blump who gives "[Fruit of the Sea](#)"
 - 3) In front of the inn on the wanted poster accept "[WANTED: Murkdeep!](#)" and next to the entrance is Barithras Moonshade, accept "[Cave Mushrooms](#)"
 - 4) From the Explorers' League accept "[The Absent Minded Prospector pt.1](#)"
 - 5) Go to Thundris Windweaver at 37,40 and turn in "[The Way to Auberdine](#)" accept "[Onward to Ashenvale](#)"
 - 6) Go up into the last house before exiting town to Starbreeze and accept "[The Tower of Althalaxx Pt.1](#)"
- 7) Go SW to the creature at 36,51 and loot it then go back to Gwennyth and turn it in and accept the next part. Now go up the dock and take it left when you can and jump in the water to 31,46 and grab the remains of the turtle then turn it back in to Gwennyth. This will allow you to grab any you see laying around this zone now.
 - 8) Go NE to 42,32 and grab the beached sea creature then keep going NE to 44,20 and grab the beached sea turtle then kill the reef crawlers on the shore for "[Fruit of the Sea](#)"
 - 9) At 53,18 accept another beached sea turtle
 - 10) Go down just above the tower on your map at 54,24 to Shadowstrike and turn in "[The Tower of Althalaxx Pt.1](#)" and accept "[The Tower of Althalaxx Pt.2](#)"
 - 11) Go around the tower now and kill for the papers (don't go in the tower) then go back to Shadowstrike and turn it in and accept part 3
 - 12) Go SW to 54,32 and up the path into the cave and collect the mushrooms laying around for "[Cave Mushrooms](#)"



- 13) Hearth Back to Auberdine
 - 14) Under the dock at Gubber Blump turn in "[Fruit of the Sea](#)" then up top at Gwennyth turn in any beached creature quests
 - 15) In front of the Inn is Barithras turn in "[Cave Mushrooms](#)" accept "[Onu](#)"
- 16) Now Scroll down and continue with Darkshore 20-21 (note you won't have some chains which is ok)

1-12 Teldrassil – (Night Elf Start)

- 1) If you purchased the Collector's Edition Game, Right Click your [Gift Voucher](#) and start "[Welcome!](#)"
- 2) Turn in "[Welcome!](#)" at 58,44 (right in front of where you start) and pick your pet (I choose Mini Diablo)
- 3) Accept "[The Balance of Nature pt.1](#)" at 58,44 and go do it by killing mobs at 57,45 and 61,43. Turn it in at 58,44.
- 4) Accept "[The Balance of Nature pt.2](#)" and "[Etched Sigil](#)" at 58,44. "[The Woodland Protector pt.1](#)" at 59,42 and "[A Good Friend](#)" at 60,41
- 5) Hand in "[The Woodland Protector pt.1](#)" at 57,45 and accept "[The Woodland Protector pt.2](#)" Mobs are at 56,46. Turn it in at 57,45.
- 6) Accept "[Webwood Venom](#)" at 57,41.
- 7) Run up the ramp to the top of the tree, turn in "[Etched Sigil](#)" at 58,40 (hunter trainer) and get beast tracking
- 8) Jump down and go do the following:
- 9) "[The Balance of Nature pt.2](#)" mobs are all around 60,35
- 10) "[Webwood Venom](#)" at 57,32 in and outside the cave
- 11) Turn in "[A Good Friend](#)" at 54,32 in a cove just west of the cave. Accept "[A Friend in Need](#)"
- 12) Turn in "[Webwood Venom](#)" at 57,41. Accept "[Webwood Egg](#)"
- 13) Get new skills
- 14) Turn in "[The Balance of Nature pt.2](#)" at 58,44
- 15) Turn in "[A Friend in Need](#)" at 60,41, accept "[Iverson's Antidote pt.1](#)"
- 16) Go do:
- 17) "[Iverson's Antidote pt.1](#)" (lilies and mushrooms) around 57,37
- 18) "[Iverson's Antidote pt.1](#)" (ichor) in the cave 57,32 along with "[Webwood Egg](#)" at 56,26
- 19) Turn in "[Webwood Egg](#)" at 57,41 Accept "[Tenaron's Summons](#)" then Run up the ramp to the top of the tree and hand it in at 59,39. Accept "[Crown of the Earth pt.1](#)"
- 20) Turn in "[Iverson's Antidote pt.1](#)" accept "[Iverson's Antidote pt.2](#)"
- 21) Do "[Crown of the Earth pt.1](#)" at 59,32
- 22) Turn in "[Iverson's Antidote pt.2](#)" at 54,32
- 23) Turn in "[Crown of the Earth pt.1](#)" at 59,39 Accept "[Crown of the Earth pt.2](#)"
- 24) If you're not level 6 yet, you should be close. Level and get skills. Head towards Dolanaar
- 25) Accept "[Dolanaar Delivery](#)" at 61,47
- 26) Accept "[Zenn's Bidding](#)" at 60,56
- 27) Make Dolanaar your home.
- 28) Turn in "[Dolanaar Delivery](#)" at 55,59 in Dolanaar
- 29) Turn in "[Crown of the Earth pt.2](#)" at 56,61 accept "[Crown of the Earth pt.3](#)"
- 30) At the tower in Dolanaar grab the following:
- 31) "[Denalan's Earth](#)" "[A Troubling Breeze](#)" Get First Aid "[The Emerald Dreamcatcher](#)" "[Twisted Hatred](#)"
- 32) Accept "[The Road to Darnassus](#)" from the mounted patrol (if she's there) right around 56,57
- 33) Now do:

- 34) "[Zenn's Bidding](#)" mobs east of Dolanaar
 - 35) "[Crown of the Earth pt.3](#)" at 63,58
 - 36) Turn in "[A Troubling Breeze](#)" at 66,58 accept "[Gnarlpine Corruption](#)"
 - 37) "[The Emerald Dreamcatcher](#)" 68,59
- 38) Turn in "[Zenn's Bidding](#)" at 60,56 then go to the
 - 39) Dolanaar tower and get "[Seek Redemption!](#)"
- 40) Do "[Seek Redemption!](#)" (cones under trees) while heading to 60,68 and turn in "[Denalan's Earth](#)"
 - 41) Accept and do "[Timberling Seeds](#)" (mobs all around lake) & "[Timberling Sprouts](#)" (seeds around trees near lake)
 - 42) Hand those back in and accept "[Rellian Greenspyre](#)"
- 43) Run to Dolanaar
 - 44) Turn in "[Crown of the Earth pt.3](#)" accept "[Crown of the Earth pt.4](#)"
 - 45) Go to tower in Dolanaar:
 - 46) Turn in "[Gnarlpine Corruption](#)" accept "[The Relics of Wakening](#)"
 - 47) Turn in "[The Emerald Dreamcatcher](#)" accept "[Ferocitas the Dream Eater](#)"
 - 48) You should be 8 by now. Get new skills
- 49) Finish "[Seek Redemption!](#)" Then go North of Starbreeze
 - 50) Do "[Ferocitas the Dream Eater](#)" mobs around 68,53
 - 51) Die on purpose so you end up at Dolanaar
 - 52) Run to Fel Rock Cave at 54,52 and do "[Twisted Hatred](#)" you can also wait until you're 10 to do this. Makes it easier.
- 53) Turn in "[Ferocitas the Dream Eater](#)" & "[Twisted Hatred](#)" at Dolanaar
- 54) Do "[The Road to Darnassus](#)" at 46,52
 - 55) Go do "[The Relics of Wakening](#)" at 44,57 in the cave
 - 56) Accept "[The Sleeping Druid](#)" inside, kill shamans to get it, turn it in.
 - 57) Accept "[Druid of the Claw](#)" do it at 45,58
 - 58) I stop at 42,49 to get skinning
 - 59) Go south and do "[Crown of the Earth pt.4](#)" at 42,67
- Die so you end up at Dolanaar
- 60) Turn in "[Crown of the Earth pt.4](#)" accept "[Crown of the Earth pt.5](#)"
 - 61) Turn in "[The Road to Darnassus](#)" just west of tower to mountie
 - 62) Turn in "[The Relics of Wakening](#)" accept "[Ursal the Mauler](#)"
 - 63) You should be 10 now, if not grind to it and lets get your pet
- 64) Accept "[Taming the Beast pt.1](#)" (webwood lurker) 58,60
 - 65) Accept "[Taming the Beast pt.2](#)" (nightsaber stalker) 55,73
 - 66) Accept "[Taming the Beast pt.3](#)" (strigid screecher) 55,73
 - 67) I tamed a Strigid Hunter to get claw rank 2 and growl rank 2
 - 68) I then tame an Elder Nightsaber (42,42) as my pet.
- 69) Run to Darnassus Hand in "[Rellian Greenspyre](#)" at 38,21 accept "[Tumors](#)"
 - 70) Go to 40,8 turn in "[Training the Beast](#)"
 - 71) Get "[Nessa Shadowsong](#)" at 70,45 in Darnassus
- 72) Go south and do:

- 73) Get "The [Glowing Fruit](#)" at 42,76
- 74) Do "[Ursal the Mauler](#)" at 38,77
- 75) Die so you're in front of Darnassus.
- 76) Then go do:
- 77) "[Tumors](#)" at 42,42
- 78) "[Crown of the Earth pt.5](#)" at 38,34
- 79) Accept "[The Enchanted Glade](#)" at 38,34. Then do it at 35,43. Turn it back in
- 80) Accept "[Teldrassil](#)"
- 81) Run back to Darnassus, turn in "[Tumors](#)" at 38,21 accept "[Return to Denalan](#)"
- 82) Turn in "[Teldrassil](#)" atop the tower at 36,12 accept "[Grove of the Ancients](#)"
- 83) Hearth to Dolanaar
- 84) Hand in "[Crown of the Earth pt.5](#)" accept "[Crown of the Earth pt.6](#)"
- 85) Turn in "[Ursal the Mauler](#)"
- 86) Go SE to 60,68 Turn in "[Return to Denalan](#)" accept "[Oakenscowl](#)" elite
- 87) Turn in "[Glowing Fruit](#)"
- 88) Go kill "[Oakenscowl](#)" at 53,74. Turn it in at 60,68
- 89) Run to Darnassus, if you're not within 1100xp to 12 yet grind on harpies North of the Darnassus entrance.
- 90) Turn in "[Crown of the Earth pt.6](#)" 34,8 in Darnassus
- 91) Get skills and run through gate at 30,41
- 92) Run straight ahead to 56,92, hand in "[Nessa Shadowsong](#)" accept "[The Bounty of Teldrassil](#)" go hand it in to the hippograph guy at 58,93 to get a free ride and start "[Flight to Auberdine](#)"

12-17 Darkshore (Night Elf)

- 1) Once you land grab "[Washed Ashore pt.1](#)" right in front of you
- 2) Turn in "[Flight to Auberdine](#)" accept "[Return to Nessa](#)" fly back to darnassus to get it done. She's right off the edge of the dock.
- 3) Go into the Inn and make it home
- 4) Run out on the docks of Auberdine grab "[For Love Eternal](#)" at 35,43
- 5) Go upstairs accept "[Buzzbox 827](#)"
- 6) Accept "[Cave Mushrooms](#)" in front of the Inn
- 7) Accept "[The Red Crystal](#)" near the bridge
- 8) Buy some 6 slot bags if you haven't found 3 by now at 37,40 then grab "[Bashal'Aran pt.1](#)" and "[Tools of the Highborne](#)"
- 9) Get mining at 38,41
- 10) Go south over the bridge, accept "[Plagued Lands](#)"
- 11) Run inside and grab "[How Big a Threat? pt.1](#)"
- 12) Go do "[Washed Ashore pt.1](#)" at 36,50 grind from town to there to get Crawler legs for "[Buzzbox 827](#)"
- 13) Turn in "[Buzzbox 827](#)" at 36,46 accept "[Buzzbox 411](#)"
- 14) Turn in "[Washed Ashore pt.1](#)" accept "[Washed Ashore pt.2](#)"
- 15) Do "[Washed Ashore pt.2](#)" at 31,46 west of boat dock. Turn it in
- 16) Go NE to 42,32 and accept "[Beached Sea Creature](#)" off of the half skeleton monster
- 17) Run north to 41,28 to Buzzbox 411 and turn in "[Buzzbox 411](#)" accept "[Buzzbox 323](#)"
- 18) If you still needed thresher eyes then go in the water and finish them up
- 19) If you happen to see a rabid thistle bear while out here use your trap and make him run into it for "[How Big a Threat?](#)". He'll stay with you and even if you lose him you still get credit for capturing him
- 20) Grind SE on moonstalkers for "[Buzzbox 323](#)" while you head to 44,36. If you don't get all your fangs now you will see more moonstalkers in a bit
- 21) Once you arrive in Bashal'Aran at Asterion turn in "[Bashal'Aran](#)" and accept "[Bashal'Aran](#)"
- 22) Start killing the sprites and grells until you have 8 earrings then go back to Asterion and turn it in and accept "[Bashal'Aran](#)"
- 23) Go kill some satyr now until you get the ancient moonstone seal then turn it back in to Asterion and accept "[Bashal'Aran](#)"
- 24) Run south to 47,48 and up the mountain to the big red crystal so you get the complete message for "[The Red Crystal](#)"
- 25) Go SW across the road to the furbolg camp at 40,53 and inch your way in until you get the complete message for "[How Big a Threat?](#)"
- 26) Run down to Ameth'Aran at 40,59 and at Tysha Moonblade accept "[The Fall of Ameth'Aran](#)"
- 27) Now there is quite a few things to do in here. First you need to kill the highbornes for their relics for "[Tools of the Highborne](#)" while keeping an eye out for Anaya Dawnrunner for "[For Love Eternal](#)" She is fairly easy to find since she is a human and yellow named and the rest of the mobs are ghosts
- 28) You need to touch the Ancient Flame at 42,61 for "[Bashal'Aran](#)"

29) Read the Lay of Ameth'Aran at 43,58 and the Fall of Ameth'Aran at 42,63 for "[The Fall of Ameth'Aran](#)"

30) Once you're all done in this spot you should have hit level 16

31) Run back to the road to Tysha Moonblade and turn in "[The Fall of Ameth'Aran](#)"

32) If you still need your rabid thistle bear go to the west and look for one

30) Hearth to Auberdine

31) Turn in "[Plagued Lands](#)" at the first house accept "[Cleansing the Infected](#)"

32) Go inside hand in "[How Big a Threat? pt.1](#)" accept "[How Big a Threat? Pt.2](#)"

33) Accept "[Thundris Windweaver](#)"

34) Go Upstairs accept "[The Tower of Althalaxx pt.1](#)"

35) Don't do "[Deep Ocean, Vast Sea](#)" it's not worth it and too hard

36) Go in the merchant house, turn in "[Tools of the Highborne](#)"

37) Turn in "[Thundris Windweaver](#)" accept "[The Cliffspring River](#)"

38) Turn in "[The Red Crystal](#)" near the Inn accept "[As Water Cascades](#)"

39) Fill the Vial in the Moonwell for "[As Water Cascades](#)"

40) Turn in "[For Love Eternal](#)" on the dock. Watch the love story

41) You should be 14 by now get skills in Darnassus

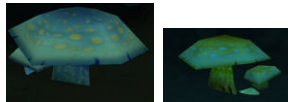
42) Turn in "[Bashal'Aran pt.4](#)" at 44,36

43) Kill Moonstalkers and Rabid Thistle Bears all around 48,30 while you head to 50,25 for "[The Cliffspring River](#)"

44) Accept "[Beached Sea Turtle](#)" at 44,20

45) Turn in "[Buzzbox 323](#)" at 51,24 accept "[Buzzbox 525](#)"

46) Go to 54,32 and do "[Cave Mushrooms](#)" the final mushroom is in a few spots, one has a few mobs surrounding it and probably is not soloable there, the other is up top and is easy.



47) Head south stopping at 47,48 to do "[As Water Cascades](#)" accept "[The Fragments Within](#)"

48) Grind to 40,53 and do "[How Big a Threat? Pt.2](#)"

49) Stop at 37,62 and grab "[Beached Sea Turtle](#)"

50) Follow the shore and "[Beached Sea Creature](#)" at 36,70

51) Turn in "[Grove of the Ancients](#)" at 43,76

52) Kill Grizzled Thistle Bear South of Grove of the Ancients for "[Buzzbox 525](#)" then turn it in at 41,80

53) Grind over to 32,80 and get "[Beached Sea Creature](#)"

54) Hearth back to Auberdine

55) Turn in all beached creature quests at the hippograph dock

56) Go under the dock and accept "[Fruit of the Sea](#)"

57) Turn in "[Cave Mushrooms](#)" in front of the Inn Accept "[Onu](#)"

58) Turn in "[The Fragments Within](#)" in front of the Inn

59) Accept "[The Absent Minded Prospector](#)" at 37,41

60) Go to the merchant house turn in "[The Cliffspring River](#)"

61) You should be 15 by now so you can accept: "[The Blackwood Corrupted](#)" and "[WANTED: Murkdeep!](#)" in front of the Inn on the sign

- 62) ["Cleansing the Infected"](#) at the first house accept ["Tharnariun's Hope"](#)
- 63) Turn in ["How Big a Threat? Pt.2"](#) accept ["A Lost Master"](#)
- 64) Fill the Cleansing Bowl at the Moonwell
- 65) You should be 16 now, fly to Darnassus get new skills.
- 66) Do ["The Blackwood Corrupted"](#) at 50,34 (grains) clear b4 all 3 pick ups or the spawn will give adds. If so just run.
- 67) Go do ["Tharnariun's Hope"](#) at 51,37 (den mother) If you can't kill her with the lvl 9 adds, kill them off and run till she's alone. Immolate trap her and shoot first so you get the adds, not the pet.
- 68) Do ["The Blackwood Corrupted"](#) 51,33 (nuts) 52,33 (fruit)
- 69) Clear around the Bonfire at 52,33 place the food. Don't worry they turn good. When Xabraxxis appears kill him. Talisman falls beside.
- 70) Go to 54,24 turn in ["The Tower of Althalaxx pt.1"](#) Accept ["The Tower of Althalaxx pt.2"](#) do it. Kill any mob around the tower, NOT in it
- 71) Hand in ["The Tower of Althalaxx pt.2"](#) accept ["The Tower of Althalaxx pt.3"](#)
- 72) Run to 53,18 and grab ["Beached Sea Creature"](#)
- 73) Do ["Fruit of the Sea"](#) from crawlers around here.
- 74) Hearth back to Auberdine (if you're not 17 yet you will be) turn in:
- 75) ["Beached Sea Creature"](#) on the dock
- 76) Turn in ["Fruit of the Sea"](#) under the dock
- 77) Turn in ["The Blackwood Corrupted"](#) in the merchant house
- 78) Turn in ["Tharnariun's Hope"](#) at the last house
- 79) Get on boat to Menethil Harbor which is the boat on the left of the dock. Follow Darnassus to Ironforge guide in the members area.
- 80) If you are playing a human or a dwarf you should already have the Thelsamar FP so you can fly there and run to the north of the zone on the road and go into the next chapter

1-10 Elywnn Forest (Human Start)

- 1) If you purchased the Collector's Edition Game, Right Click your [Gift Voucher](#) and start "[Welcome!](#)"
- 2) Directly in front of you at Deputy Willem accept "[A Threat Within](#)" then go in the building to Marshal McBride and turn it in and accept "[Kobold Camp Cleanup](#)"
- 3) Run back outside next to the wagons to Merissa Stilwell and turn in "[Welcome!](#)"
- 4) Go around the west side of the building here and at the first corner you will see Eagan Peltskinner standing there. Accept "[Wolves Across the Border](#)"
- 5) Turn around and kill the wolves for "[Wolves Across the Border](#)" while working your way NW and killing the kobold vermin at 47,35 for "[Kobold Camp Cleanup](#)"
- 6) Once you're done go back SE to Eagan Peltskinner at 48,40 and turn in "[Wolves Across the Border](#)"
- 7) Run into the building Marshal McBride and turn in "[Kobold Camp Cleanup](#)" accept "[Investigate Echo Ridge](#)" as well as the letter quest for your class
- 8) Go to your trainer and turn in the letter quest and then train. Warlock and rogue trainers are on the NE side of the building outside.
- 9) Exit the building and at Deputy Willem accept "[Brotherhood of Thieves](#)"
- 10) Go back NW toward the cave at 47,32 and kill kobold workers on the way up to it for "[Investigate Echo Ridge](#)"
- 11) Go east to 54,40 and go south killing the defias for bandannas for "[Brotherhood of Thieves](#)"
- 12) If you're not 4 by the time you're done then just kill until you are
- 13) Run back to the building to Deputy Willem at 48,42 and turn in "[Brotherhood of Thieves](#)" accept "[Milly Osworth](#)" and "[Bounty on Garrick Padfoot](#)"
- 14) Go inside the building to Marshal McBride and turn in "[Investigate Echo Ridge](#)" accept "[Skirmish at Echo Ridge](#)"
- 15) Get new skills
- 16) Go outside to the NE side of the building to Milly Osworth at 50,39 next to the barn with the rogue trainer and turn in "[Milly Osworth](#)" accept "[Milly's Harvest](#)"
- 17) Go SE and grab the grapes buckets in the garden at 54,48 for "[Milly's Harvest](#)"



- 18) To the NE of the garden at 57,48 you'll see a shack with Garrick Padfoot and a thug. Kill him for "[Bounty on Garrick Padfoot](#)"



- 19) Go NW back to Milly at 50,39 and turn in "[Milly's Harvest](#)" accept "[Grape Manifest](#)"
- 20) Go NW the cave at 47,31 and kill kobold laborer's for "[Skirmish at Echo Ridge](#)"
- 21) If you're not 5 when you are done in here then kill until you are
- 22) Hearth back to the Abbey
- 23) Right in front of you at Deputy Willem turn in "[Bounty on Garrick Padfoot](#)"

- 24) Go inside the building to Marshal McBride and turn in "[Skirmish at Echo Ridge](#)" accept "[Report to Goldshire](#)"
- 25) Go to the top of the tower to Brother Neals and turn in "[Grape Manifest](#)"
- 26) Go SW to Falkhaan Isenstrider by the Abby exit at 45,47 and accept "[Rest and Relaxation](#)"
- 27) You should be about half way to 6 now. Try to grind within 340xp of level 6 on a few mobs while you head south to the house near Goldshire at 46,62 and pick up skinning if you want it there.
- 28) Go SW to Goldshire at 42,65 and enter the Inn
- 29) Just as you enter to your left at William Pestle accept "[Kobold Candles](#)"
- 30) At Inkeeper Farley turn in "[Rest and Relaxation](#)" and make Goldshire your home
- 31) Go upstairs and learn first aid
- 32) Exit the Inn and go straight across to Marshal Dughan and turn in "[Report to Goldshire](#)" accept "[The Fargodeep Mine](#)"
- 33) Go south near the carts to Remy "Two Times" and accept "[Gold Dust Exchange](#)"
- 34) Get your new skills. If you aren't 6 then go kill a few wolves and spiders to quickly level.
- 35) Go SW to the Fargodeep Mine at 39,82 and go in the lower entrance
- 36) Kill the kobold until you complete all 3 quests "[The Fargodeep Mine](#)", "[Gold Dust Exchange](#)", and "[Kobold Candles](#)" Make sure you go in the lower entrance so "[The Fargodeep Mine](#)" is easier
- 37) Once all 3 are done go to the stonefield farm just up the hill west at 34,84
- 38) From Bernice Stonefield accept "[Lost Necklace](#)" SKIP "[Princess Must Die!](#)" it's just too hard to do alone.
- 39) Go east to the Maclure Vinyard and in the house at 43,90 from Maybell Maclure accept "[Young Lovers](#)"
- 40) Go north in front of the barn to Maybell Maclure at 43,85 and turn in "[Lost Necklace](#)" accept "[Pie For Billy](#)"
- 41) If you have a water turn it in to Gerard Tiller
- 42) In the field here you need to kill stonetusk boars until you get 4 meats
- 43) Go west to Stonefield Farm at 34,84 to Bernice Stonefield and turn in "[Pie For Billy](#)" and accept "[Back to Billy](#)"
- 44) Go west to Tommy Joe Stonefield near the river at 29,85 and turn in "[Young Lovers](#)" accept "[Speak with Gramma](#)"
- 45) Go back east to Gramma Stonefield in the house at 34,84 and turn in "[Speak with Gramma](#)" accept "[Note to William](#)"
- 46) Run back east to Billy Maclure at 43,85 and turn in "[Back to Billy](#)" accept "[Goldtooth](#)"
- 47) Go in the bottom entrance of the fargodeep mine at 39,82 and to about 41,78 inside and kill goldtooth for "[Goldtooth](#)" You should hit level 7 sometime in the cave or before you came in.
- 48) Hearth to Goldshire
- 49) In the Inn turn at William Pestle in "[Kobold Candles](#)" accept "[Shipment to Stormwind](#)" also turn in "[Note to William](#)" accept "[Collecting Kelp](#)"
- 50) Straight outside the Inn at Marshal Dughan turn in "[The Fargodeep Mine](#)" accept "[The Jasperlode Mine](#)"

51) South near the fence at Remy turn in "[Gold Dust Exchange](#)" You should have hit level 7 now for sure and can accept "[A Fishy Peril](#)"

52) Turn around to Marshal Dughan and turn it in and accept "[Further Concerns](#)"

53) Go east of town to Crystal lake and kill around 51,65 for "[Collecting Kelp](#)"

54) Grind NE up to the Jasperlode Mine at 61,53 and run through it about half way to 60,50 to get the complete message for "[The Jasperlode Mine](#)"

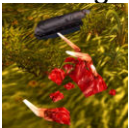
55) Run SE to the bridge at 73,72 and at Guard Thomas turn in "[Further Concerns](#)" accept "[Find the Lost Guards](#)" and "[Protect the Frontier](#)"

56) Go NE to the first house in Eastvale Logging Camp at 79,68 and at Sara Timberlain accept "[Red Linen Goods](#)"

57) At the center of the camp from Supervisor Raelen at 81,66 accept "[A Bundle of Trouble](#)" grab any wood you see north of here for this quest. It's lying all over



58) Run NW of the here to the west side of the waterfall at 72,60 touch the half-eaten body and turn in "[Find the Lost Guards](#)" accept "[Discover Rolf's Fate](#)" if this doesn't make you ding 8 then grind that last tiny bit.



59) Go east to the murloc camp at 79,55 and loot the half-eaten body there (might need a group, but usually always people here) and turn in "[Discover Rolf's Fate](#)" accept "[Report to Thomas](#)"

60) An easy way is to cheese the murlocs that stand near the body by pulling them to the sawmill and let the guys help you kill them

61) Go back into the log camp to Raelen and turn in "[A Bundle of Trouble](#)"

62) Cross the road and go south and east and finish killing the bears and wolves for "[Protect the Frontier](#)" bears are kinda scarce so you might have to search a bit for them. It's also pretty easy to lure these to the sawmill. At least the ones around it

63) While doing this you can get some, if not all, of the red bandannas for "[Red Linen Goods](#)" at 90,78

64) Go back to Guard Thomas at 73,72 near the bridge and turn in "[Protect the Frontier](#)" and "[Report to Thomas](#)" accept "[Deliver Thomas' Report](#)"

65) Go SW to the pumpkin patch at 69,78 and kill the rest of the defias for "[Red Linen Goods](#)"

66) You might find Furlbrow's Deed on the defias while you're killing them so just hold it for now

67) Go NE back to the log camp to Sara Timberlain and turn in "[Red Linen Goods](#)" it should make you lvl 9 or bring you really close

68) Stop at the bridge again at 73,72 and accept "[Report to Gryan Stoutmantle](#)" must be 9 to accept

69) Hearth to Goldshire

70) At William Pestle turn in "[Collecting Kelp](#)" accept "[The Escape](#)"

71) Just outside the Inn at Marshal Dughan turn in "[The Jasperlode Mine](#)" and "[Deliver Thomas' Report](#)" SKIP "[Cloth and Leather Armor](#)" accept "[Westbrook Garrison Needs Help!](#)"

72) In the blacksmith house at Smith Argus accept "[Elmore's Task](#)"

73) Go train

74) Run south to the Maclure vineyard at 43,89 and in the house at Maybell Maclure turn in "[The Escape](#)"

75) Run west to the Stonefield farm at 34,84 to Bernice Stonefield and turn in "[Goldtooth](#)"

76) Go NW to Deputy Rainer at 24,74 and turn in "[Westbrook Garrison Needs Help!](#)" accept "[Riverpaw Gnoll Bounty](#)" You will also see the wanted poster and it's the famous old hogger quest. He's a tough lvl 11 elite and is not easy so skip it unless you have a group but it's up to you. Remember on new servers you're probably still within range of everyone so it shouldn't be hard to get done if you want a little bit of extra xp.

77) Go just south of the road and start killing gnolls for "[Riverpaw Gnoll Bounty](#)" they can also drop a gold schedule which starts "[The Collector](#)"

78) Go back north to Deputy Rainer and turn in "[Riverpaw Gnoll Bounty](#)"

79) You should be 10 or very close to leveling

80) Follow the road west into Westfall

10-11 Westfall (Human)

- 1) Follow the road to 59,19 and you will see 2 npc's. At Farmer Furlbrow turn in "[Furlbrow's Deed](#)" if you found the deed on the bandits earlier in the pumpkin patch.
- 2) From Farmer Furlbrow accept "[The Forgotten Heirloom](#)" and from Verma Furlbrow accept "[Westfall Stew](#)" and "[Poor Old Blanchy](#)"
- 3) Go SW to Saldean's Farm at 56,30 and out front at Farmer Saldean accept "[The Killing Fields](#)"
- 4) Go in the house to Salma Saldean and turn in "[Westfall Stew](#)" accept "[Westfall Stew](#)" and "[Goretusk Liver Pie](#)"
- 5) Go south to Sentinel Tower at 56,47 and at Gryan Stoutmantle turn in "[Report to Gryan Stoutmantle](#)" accept "[The People's Militia](#)"
- 6) From Captain Danuvín accept "[Patrolling Westfall](#)"
- 7) Go in the tower to Quartermaster Lewis and accept "[A Swift Message](#)"
- 8) You should also buy some 6 slot bags from him if you need some
- 9) Go south to the FP at 56,52 and turn in "[A Swift Message](#)" accept "[Continue to Stormwind](#)"
- 10)Hearth to Goldshire
- 11)If you did hogger then turn it in at Goldshire outside the Inn.
- 12)Train and then grab your level 10 quest, if it starts here, otherwise it starts in Stormwind.
- 13)Once finished run along the road to Stormwind
- 14)Once in Stormwind go west to Morgan Pestle at 56,64 and turn in "[Shipment to Stormwind](#)"
- 15)Train new weapons in the center of town at 57,57. Ask a guard if you can't find it. It's inside Weller's Arsenal
- 16)Go east into old town to Osric Strang at 74,47 and turn in "[Continue to Stormwind](#)" accept "[Dungar Longdrink](#)"
- 17)Go to 51,12 and turn in "[Elmore's Task](#)" accept "[Stormpike's Delivery](#)" this will be done on the way to the wetlands
- 18)Do your classes level 10 quest. It may not start in the main town so check it on <http://www.thottbot.com>
- 19)Go back to the FP at 66,62 and turn in "[Stormpike's Delivery](#)" accept "[Return to Lewis](#)" then fly back to Westfall
- 20)Go north to Sentinel Tower at 56,47 and at Lewis turn in "[Return to Lewis](#)" super easy xp
- 21)Fly back to Stormwind
- 22)Go NE into the dwarven district to Grimand Elmore at 51,12 and turn in "[Elmore's Task](#)" accept "[Stormpike's Delivery](#)"
- 23)Go east into the tram at 63,8 and take it to IF
- 24)Once it stops talk to Monty accept "[Deeprun Rat Roundup](#)"
- 25)Do it by targeting a rat and then the whistle in your backpack to tame a rat and have it follow you. Once you have all 5 turn it back in and SKIP "[Me Brother, Nipsy](#)" for now
- 26)You should be real close to 11
- 27)Exit the tram into Ironforge
- 28)GO west and grab the FP at 55,47
- 29)Leave IF and head into Dun Morogh
- 78)Go east to the Amberstill Ranch at 63,50 to Rudra and accept "[Protecting the Herd](#)"

- 79) Go west to the path at 59,50 and go up to the top and kill Vagash for it and then go turn it back in
- 80) Run SE to Mehr Stonehallow at 68,55 and accept "[The Public Servant](#)"
- 81) Behind him at Foreman Stonebrow accept "[Those Blasted Troggs!](#)"
- 82) Go in the pit below and kill the troggs here and in the cave for both
- 83) You should have hit 11 within your first few kills
- 84) Once you're done turn them back in
- 85) Go east along the road until you hit the fork that lets you choose north or south. Go north
- 86) Once you pass through the first tunnel talk to Pilot Hammerfoot and accept "[The Lost Pilot](#)"
- 87) Go north along the road a tad and turn left at a log beside the road which will take you to some brown ground. Just as the hill goes up on the right is a dwarven corpse. Touch it and turn in "[The Lost Pilot](#)" accept "[A Pilot's Revenge](#)"



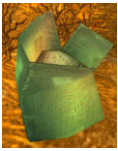
- 88) Go up the hill now and you will see Mangeclaw, a level 11 bear. Kill him for his claw and then go back to Pilot Hammerfoot and turn it in
- 89) Continue to follow the road north through another tunnel and into Loch Modan

11-12 Loch Modan (Human)

- 1) As you enter you'll see a big bunker. Go in it and up top to Mountaineer Stormpike. Turn in "[Stormpike's Delivery](#)" for some nice xp and accept and "[Stormpike's Order](#)" SKIP "[Filthy Paws](#)"
- 2) Follow the road south to 33,50 and grab the FP at Thelsamar
- 3) Look for Mountaineer Kadrell walking around and accept "[Rat Catching](#)"
- 4) Follow the road SW to 22,73 and at Mountaineer Cobbleflint accept "[In Defense of the King's Lands](#)"
- 5) Go up in the tower beside him to Captain Rugelfuss and accept "[The Trogg Threat](#)"
- 6) Go east to 33,74 and kill 10 troggs and scouts for "[In Defense of the King's Lands](#)" and for their teeth for "[The Trogg Threat](#)"
- 7) Go back west to Mountaineer Cobbleflint and turn in "[In Defense of the King's Lands](#)"
- 8) Go up in the tower beside him to Captain Rugelfuss and turn in "[The Trogg Threat](#)"
- 9) You should be 12 now and about 20% into it
- 10) Go north to 25,29 and kill the tunnel rats for ears for "[Rat Catching](#)"
- 11) Run back SE to Thelsamar and find Mountaineer Kadrell walking around and turn in "[Rat Catching](#)"
- 12) Fly to Ironforge
- 13) Go into the tram and talk to Monty and accept "[Me Brother, Nipsy](#)" then take the tram to Stormwind
- 14) Once you get off you can turn in "[Me Brother, Nipsy](#)" to Nipsy
- 15) Exit into Stormwind
- 16) Once you exit you will see a dot on your radar. Go over to it and turn in "[Stormpike's Order](#)"
- 17) Go train
- 18) Fly to Westfall

12-15 Westfall (Human)

- 1) Go down beside the sawmill to Scout Galiaan and accept "[Red Leather Bandanas](#)"
- 2) Go into the building next to the mill and make Sentinel Hill your home
- 3) From here on and north of town you need to kill any goretusks until you get 3 snouts and 8 livers for "[Westfall Stew](#)" and "[Goretusk Liver Pie](#)". You also need to kill any vultures until you get 3 stringy vulture meats for "[Westfall Stew](#)"
- 4) Don't forget all of the ingredients for westfall stew can be picked up when not on the quest so asking other players who aren't on it or who have extra could help speed up the process
- 5) Also keep an eye out for oat bags for "[Poor Old Blanchy](#)" They spawn mostly around farms but can be found around some houses, camps, and carriages. Just keep an eye out for them.



- 6) Go NW of town to 48,47 and 51,39 and kill the defias trappers and smugglers. You will have to go back and forth between the 2 spots to get all your kills and bandanas for "[The People's Militia](#)" and "[Red Leather Bandanas](#)". You can also try the outside edge of the farm at 46,39. A oat bag usually spawns at the camp at 51,39 and near most of the farms
- 7) Just north of the defias camp at 51,39 is a small field with level 11-12 harvest golems. Kill them for the okra for "[Westfall Stew](#)". If you don't get all the okra right now then just go on since you will find more of these shortly. If you happen to find any flasks of oil you need to save at least 5 for a later quest.
- 8) Go north into the Furlbrow Pumpkin patch at 49,19 and you will see a barn and a house. In the house is Furlbrow's Wardrobe. You can fight the 15 and add inside of the house to get to this, or stand outside of the house so that your camera can see inside the front door and move forward until you can loot the dresser and get the pocket watch for "[The Forgotten Heirloom](#)"



- 9) Go just north of the house and you will see some gnolls. To the east and west are camps and wandering gnolls. You don't have to pull from camps and you shouldn't if you're alone. Kill them for their paws for "[Patrolling Westfall](#)". There are plenty of solo gnolls for this
- 10) Once you are done with that go further north to the shore and kill the murlocs until you get 3 eyes to finish up "[Westfall Stew](#)"
- 11) Go SE, almost near the bridge back to Elewynn, to Verna and Farmer Furlbrow and turn in "[Poor Old Blanchy](#)" to Verna and "[The Forgotten Heirloom](#)" to Farmer. If you still need some okra you can get some at the farm right behind them
- 12) This should either level you to 14 or make you very close
- 13) Go SW to 56,30 to Saldean's Farm and go inside to Salma and turn in "[Westfall Stew](#)" and "[Goretusk Liver Pie](#)"

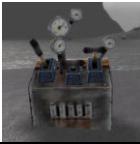
- 14) You should definitely be 14 now
 - 15) Go outside now and start killing the harvest watchers for "[The Killing Fields](#)" There will not be enough in this field alone so once you clear it go either north or west to the next field and kill more. The north field is closer. Either way by the time you clear one farm the other should be respawned. Once you finish go back to Saldean's Farm at 56,30 and turn it in
- | |
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| <ol style="list-style-type: none"> 16) Run south back to Sentinel Hill 17) Leave the Inn and next to the mill at Galiaan turn in "Red Leather Bandanas" 18) Go north into the tower to Danuvín and turn in "Patrolling Westfall" 19) Next to him turn in "The People's Militia" accept "The People's Militia" 20) Fly to Stormwind 21) Train your level 14 skills 22) Fly back to Westfall |
|---|
- 23) Go west to Alexston Farmstead and kill the pillagers and looters for "[The People's Militia](#)". There is also a small camp to the west of this farm with a few easy kills. You can go south to Moonbrook if you want but they are in groups of 2 and 3 down there so it's hard without a friend.
 - 24) You should be about 20% from leveling
 - 25) If you still need 5 flasks of oil then kill the harvest watchers here until you get them. This should level you to 15 since you should be close, or it will bring you close. It would be smart to level just to be a bit stronger
 - 26) Go SW to the lighthouse at 30,85 and ag Captain Grayson accept "[Keeper of the Flame](#)" and turn it back in since you should have your 5 oils
- | |
|--|
| <ol style="list-style-type: none"> 27) Hearth to Sentinel Hill 28) Run north to the tower to Stoutmantle and turn in "The People's Militia" SKIP the next part 29) Fly to Thelsamar |
|--|
- 30) Follow the road north, when you hit the fork stay right, until you get to the north gate pass tunnel.
 - 31) Follow the path into the cave and down the long run to go down the mountain until you finally exit into the open area called the Wetlands
 - 32) Follow the road and stay to the south and west at forks. Eventually you'll come into Menethil Harbor
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| <ol style="list-style-type: none"> 33) Grab the FP near the dock in the back of town 34) Take the boat to Auberdine |
|---|

15-17 Darkshore (Human)

- 1) The only downfall to a Human leveling here is if you're a warlock there is no trainer in Exodar or Darnassus. Unless you really want a skill when you hit 16 it's not worth going back to Ironforge or Stormwind to train. You can wait a level
- 2) As you exit the boat and head towards the Inn you will see Cerellean Whiteclaw on the right. Accept "[For Love Eternal](#)"
- 3) When you hit the Inn, take the ramp up to Wizbang Cranktoggle and accept "[Buzzbox 827](#)"
- 4) Go downstairs and make Auberdine your home
- 5) Run south up the deck and grab the FP
- 6) At Gwennyth Bly'Leggonde accept "[Washed Ashore](#)"
- 7) Go under the dock to Gubber Blump and accept "[Fruit of the Sea](#)" you can accept his other quest if you can fish for the fish he wants
- 8) Go south and start killing the pygmy tide crawlers for legs for "[Buzzbox 827](#)" while you head south to 36,50 and loot the beached sea creature



- 9) Once you have all your crawler legs go back near the dock and you will see Buzzbox 827 in some bushes beside the dock. Turn in "[Buzzbox 827](#)" accept "[Buzzbox 411](#)"



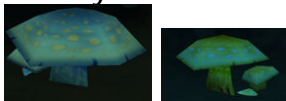
- 10) Go up on the dock to Gwennyth Bly'Leggonde and turn in "[Washed Ashore](#)" accept "[Washed Ashore](#)"
- 11) Run up the dock and towards the boat as if you were heading back to Menethil and jump off into the water. You will see a sunken ship and behind that at 31,46 you'll see the Skeletal Sea Turtle that you need to loot for "[Washed Ashore](#)"



- 12) As you head back to the shore you should kill darkshore threshers under the water for their eyes for "[Buzzbox 411](#)" If you can't get all of them right now there are more where you turn this quest in
- 13) Go back up on the dock to Gwennyth Bly'Leggonde and turn in "[Washed Ashore](#)" this now allows you to start collecting other beached creatures you will see later on
- 14) In front of the Inn at Barithras Moonshade accept "[Cave Mushrooms](#)"
- 15) Across from him at Glynda Na'IShea accept "[The Red Crystal](#)"
- 16) Go across the bridge and in the first building on the left go in to Thundris Windweaver and accept "[Bashal'Aran](#)" and "[Tools of the Highborne](#)"
- 17) Leave this building and go straight out over the bridge to Tharnariun Treetender and accept "[Plagued Lands](#)"
- 18) Go in the building to Terenthis and accept "[How Big a Threat?](#)"

- 19) Go upstairs to Elissa Starbreeze and accept "[The Tower of Althalaxx](#)"
 - 20) Go NE to 42,32 and accept "[Beached Sea Creature](#)" off of the half skeleton monster
 - 21) Run north to 41,28 to Buzzbox 411 and turn in "[Buzzbox 411](#)" accept "[Buzzbox 323](#)"
 - 22) If you still needed thresher eyes then go in the water and finish them up
 - 23) If you happen to see a rabid thistle bear while out here use your trap and make him run into it for "[Plagued Lands](#)". He'll stay with you and even if you lose him you still get credit for capturing him
 - 24) Grind SE on moonstalkers for "[Buzzbox 323](#)" while you head to 44,36. If you don't get all your fangs now you will see more moonstalkers in a bit
 - 25) Once you arrive in Bashal'Aran at Asterion turn in "[Bashal'Aran](#)" and accept "[Bashal'Aran](#)"
 - 26) Start killing the sprites and grells until you have 8 earrings then go back to Asterion and turn it in and accept "[Bashal'Aran](#)"
 - 27) Go kill some satyr now until you get the ancient moonstone seal then turn it back in to Asterion and accept "[Bashal'Aran](#)"
 - 28) Run south to 47,48 and up the mountain to the big red crystal so you get the complete message for "[The Red Crystal](#)"
 - 29) Go SW across the road to the furbolg camp at 40,53 and inch your way in until you get the complete message for "[How Big a Threat?](#)"
 - 30) Run down to Ameth'Aran at 40,59 and at Tysha Moonblade accept "[The Fall of Ameth'Aran](#)"
 - 31) Now there is quite a few things to do in here. First you need to kill the highbornes for their relics for "[Tools of the Highborne](#)" while keeping an eye out for Anaya Dawnrunner for "[For Love Eternal](#)" She is fairly easy to find since she is a human and yellow named and the rest of the mobs are ghosts
 - 32) You need to touch the Ancient Flame at 42,61 for "[Bashal'Aran](#)"
- 
- 33) Read the Lay of Ameth'Aran at 43,58 and the Fall of Ameth'Aran at 42,63 for "[The Fall of Ameth'Aran](#)"
 - 34) Once you're all done in this spot you should have hit level 16
 - 35) Run back to the road to Tysha Moonblade and turn in "[The Fall of Ameth'Aran](#)"
 - 36) If you still need your rabid thistle bear go to the west and look for one
 - 37) Run back north to Auberdine. You could stone or die but you will need your stone in a little bit and if you use it now it may not be reset
- 38) As you enter go to Tharnarium Treetender and turn in "[Plagued Lands](#)" accept "[Cleansing of the Infected](#)" and make sure you just kill a rabid thistle bear if you see one until finished
 - 39) Go in the building to Terenthis and turn in "[How Big a Threat?](#)" SKIP the next part but accept "[Thundris Windweaver](#)"
 - 40) Go north over the bridge into the building with all the merchants to Thundris Windweaver and turn in "[Tools of the Highborne](#)" and "[Thundris Windweaver](#)" accept "[The Cliffspring River](#)"
 - 41) Go towards the Inn and right over the bridge at Nal'Shea turn in "[The Red Crystal](#)" SKIP "[As Water Cascades](#)"

- 42) Go up on the boat dock to Cerellean Whiteclaw and turn in "[For Love Eternal](#)"
- 43) Go up on the FP dock and turn in "[Beached Sea Creature](#)"
- 44) Either go to Darnassus or Exodar to train depending on your class. The boat to Exodar is at the very end of the dock, the boat to Darnassus is the boat on the right of the dock. You need to take the boat if you've never been there in order to get the FP
- 45) Kill Moonstalkers and Rabid Thistle Bears for both "[Buzzbox 323](#)" and "[Cleansing of the Infected](#)" if you see them
- 46) Go NE to Asterion at 44,36 and turn in "[Bashal'Aran](#)"
- 47) Just NE of here you can find a lot of rabid thistle bears. You don't need to get them all just now but an easy 10 or so can be found as you go north
- 48) Go north to 44,20 and accept "[Beached Sea Turtle](#)" off of the big sea turtle. You have to loot the foot and not the head like the others
- 49) Go east along the shore, but don't go past the river that cuts the beach, and kill reef crawlers for crab chunks for "[Fruit of the Sea](#)"
- 50) Once you get to the river into it and up to the waterfall and use your empty vial for "[The Cliffspring River](#)"
- 51) Go up top and on the east side of the bridge is Buzzbox 323. Turn in "[Buzzbox 323](#)" accept "[Buzzbox 525](#)"
- 52) Go east to 54,24 to Balthule Shadowstrike and turn in "[The Tower of Althalaxx](#)" accept "[The Tower of Althalaxx](#)"
- 53) Go behind you to the tower and start killing until you get your 4 worn parchments. DO NOT go in the tower
- 54) Once done go turn it back in and accept "[The Tower of Althalaxx](#)"
- 55) Go SW to 54,32 and follow the path up into the cave. Start collecting Scaber Stalks and a Death Cap for "[Cave Mushrooms](#)" The stalks are all over, and death caps either spawn way down below around a bunch of mobs, or 2 spawn up top that are easy to get.



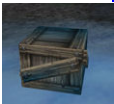
- 56) If you didn't get the rest of your rabid thistle bear kills then go west of the cave and finish that up

- 57) Hearth to Auberdine
- 58) On the FP dock at Bly'Leggonde turn in "[Beached Sea Turtle](#)"
- 59) Under the dock at Gubber Blump turn in "[Fruit of the Sea](#)"
- 60) In front of the Inn at Barithras turn in "[Cave Mushrooms](#)" accept "[Onu](#)"
- 61) Go to Thundris Windreaver and turn in "[The Cliffspring River](#)"
- 62) Go to the last house before leaving town and at Tharnariun Treetender turn in "[Cleansing of the Infected](#)"
- 63) You should be at least 25% through level 17 now
- 64) Take the boat to Menethil Harbor
- 65) Fly to Thelsamar

- 66) Follow the road north until you get to the big tower right before the cave
- 67) This is the end of the human leveling zone. Continue down to where all races meet at the 17-18 Loch Modan section. It is easiest to click the bookmark to your left.

1-12 Dun Morogh (Dwarf/Gnome Start)

- 1) If you purchased the Collector's Edition Game then right click your [Gift Voucher](#) and start "[Welcome!](#)"
- 2) Right in front of you when you start from Sten Stoutarm accept "[Dwarven Outfitters](#)"
- 3) Go south around 28,73 and kill wolves until you get 8 meats then go back to Sten and turn in "[Dwarven Outfitters](#)" then accept your classes quest that sends you to the trainer and "[Coldridge Valley Mail Delivery pt.1](#)"
- 4) To your left from Balir Frosthhammer accept "[A New Threat](#)"
- 5) The troggs can be found anywhere to the south of you but Burly Troggs are more focused SW at and rockjaw troggs are more focused SE at 26,72 but they can be mixed in with each other. Simply kill them for "[A New Threat](#)"
- 6) Go back to Balir and turn in "[A New Threat](#)"
- 7) You should be 3 now
- 8) Follow the road NW into Anvilmar at 28,69 and turn in your classes quest that sent you to your trainer in here
- 9) On the west side of the main room from Felix Whindlebolt accept "[A Refugee's Quandary](#)"
- 10) Go outside and follow the road west to Talin Keeneye at 22,71 and turn in "[Coldridge Valley Mail Delivery pt.1](#)" accept "[Coldridge Valley Mail Delivery pt.2](#)" and "[The Boar Hunter](#)"
- 11) Just behind him start killing small boars until you have 12 for "[The Boar Hunter](#)" then turn it in
- 12) Go SW to the troll tent at 20,76 clear out what trolls you need in order to grab Felix's Box for "[A Refugee's Quandary](#)"



- 13) Go SE to the next troll tent at 22,80 clear to the fire on the ground grab Felix's Chest for "[A Refugee's Quandary](#)"



- 14) Run NE to the dwarf camp at 25,75 and at Grelin Whitebeard turn in "[Coldridge Valley Mail Delivery pt.2](#)" and accept "[The Troll Cave](#)"
- 15) Go SE to the cave 26,79 and clear the trolls in the way and grab Felix's Bucket of Bolts for "[A Refugee's Quandary](#)" then kill the trolls inside and out of the cave until you complete "[The Troll Cave](#)"



- 16) Run back NW to Grelin at 25,75 and turn in "[The Troll Cave](#)" accept "[The Stolen Journal](#)"
- 17) You should be 5 or very close
- 18) Go SE back in the cave and go left when you can choose to go left, straight, or right. You will come across Grik'nir at about 30,80. Kill him and take the journal for "[The Stolen Journal](#)"

- 19) Go back to Grelin NW at 25,75 and turn in ["The Stolen Journal"](#) accept ["Senir's Observations pt.1"](#)
- 20) Now from Nore Pridedrift standing by the fire accept ["Scalding Mornbrew Delivery"](#)
- 21) Run NE to Anvilmar and at Felix turn in ["A Refugee's Quandary"](#)
- 22) Go further back to Durnan Furcutter and turn in ["Scalding Mornbrew Delivery"](#) accept ["Bring Back the Mug"](#)
- 23) Get training before you leave
- 24) Run SW back to Nori right at 25,75 and turn in ["Bring Back the Mug"](#)
- 25) Head NE to the tunnel at 33,71 and at Mountaineer Thalos turn in ["Senir's Observations pt.1"](#) and accept ["Senir's Observations pt.2"](#)
- 26) You should be about 500 xp to 6 now
- 27) By the barrels at Hands Springsprocket accept ["Supplies to Tannok"](#)
- 28) Go through the tunnel and kill all the stuff on the way through to the other side. Follow the road, killing until you hit 6 along the way, until you get to Kharanos at 46,53. Save your boar ribs and boar meat for a quest coming up
- 29) At Senir Whitebeard standing by the carriages turn in ["Senir's Observations pt.2"](#)
- 30) Up ahead on the right in front of the Inn, also called Thunderbrew Distillery, from Ragnar Thunderbrew accept ["Beer Basted Boar Ribs"](#)
- 31) Go in the Inn to Tannok Frosthhammer and turn in ["Supplies to Tannok"](#)
- 32) Go to the Innkeeper and make it your home and purchase the rhapsody malt for ["Beer Basted Boar Ribs"](#)
- 33) Get new skills
- 34) Go across the road from the Inn to Tharek Blackstone and accept ["Tools For Steelgrill"](#)
- 35) Go NE to Steelgrill's Depot at 49,48 and at Pilot Bellowfiz accept ["Stocking Jetsteam"](#) and at Pilot Stonegear accept ["The Grizzled Den"](#)
- 36) Go to the left house and at Beldin Steelgrill outside turn in ["Tools For Steelgrill"](#)
- 37) From Loslor Rudge standing near the other building accept ["Ammo For Rumbleshot"](#)
- 38) Go SW of Kharanos to a small camp at 44,56 and open the ammo box for ["Ammo For Rumbleshot"](#)



- 39) Go into the grizzled den just north of you at 42,54 and kill wendingos until you get 8 manes for ["The Grizzled Den"](#)
- 40) From the cave start heading SW towards 40,65 and kill boars for 6 boar ribs and 4 boar meat and bears for 2 bear furs until you finish ["Stocking Jetsteam"](#) and ["Beer Basted Boar Ribs"](#)
- 41) If you don't have all the boar parts when you reach 40,65 you can kill the boars there
- 42) At Hegnar Rumbleshot turn in ["Ammo For Rumbleshot"](#) watch the scene it's cool, only if you aren't time running. You should be 7 or very close now
- 43) Run along the road NE back to Kharanos
- 44) Just outside the Inn at Ragnar Thunderbrew turn in ["Beer Basted Boar Ribs"](#)

- 45) Go NW of the Inn to the house at 45,49 and inside at Razzle Sprysprocket and accept "[Operation Recombobulation](#)"
- 46) Run NE to Bellowfiz at 49,48 and turn in "[Stocking Jetsteam](#)" accept "[Evershine](#)"
- 47) Beside him at Stonegear turn in "[The Grizzled Den](#)"
- 48) You should be close to half way through lvl 7
- 49) Run west through the mountains to Brewnall Village at 30,45 and at Rejold Barleybrew turn in "[Evershine](#)" accept "[A Favor For Evershine](#)" and "[The Perfect Stout](#)"
- 50) Beside him from Marleth Barleybrew accept "[Bitter Rivals](#)"
- 51) To the North/NE from here you'll find tons of bears, leopards, and boars to kill for "[A Favor For Evershine](#)" You should be level 8 by the time you finish this quest
- 52) Go east to Shimmer Ridge at 41,44 and 41,35 and kill troll seers and open baskets for shimmerweed for "[The Perfect Stout](#)" the trolls will drop it but it is not a high drop rate however baskets can be harder to get to if there is more than 2 near one



- 53) Run back SE to Kharanos
- 54) South of the Inn, at the caravans, at Senir Whitebeard accept "[Frostmane Hold](#)"
- 55) Go into the Inn and buy a thunder ale from the Innkeeper and down in the basement. Give the ale to Jarven Thunderbrew. When he leaves touch the barrel to turn in "[Bitter Rivals](#)" accept "[Return to Marleth](#)"



- 56) Get new skills
- 57) Go west again to Brewnall Village at 30,45 and at Rejold turn in "[The Perfect Stout](#)" and "[A Favor For Evershine](#)" accept "[Return to Bellowfiz](#)" and "[Shimmer Stout](#)"
- 58) Next to him at Marleth turn in "[Return to Marleth](#)"
- 59) You should be over 50% to 9 now
- 60) Go west of brewnall and kill leper gnomes for cogs and gears until you complete "[Operation Recombobulation](#)" Don't forget that there is a camp to the north if you run out of gnomes to kill.
- 61) You should hit 9 from the killing you'll need to get all the gears or at least come close to it
- 62) Go SW to Frostmane Hold at 24,50 and kill 5 headhunters and explore the cave for "[Frostmane Hold](#)" To explore it just run in and stay to the right, it will curve left and you can see a raised platform with mobs, get near it to complete exploration

- 63) Hearth to Kharanos
- 64) Just south of the Inn at Senir Whitebeard turn in "[Frostmane Hold](#)" accept "[The Reports](#)"
- 65) Go NW to Razzle in the house at 45,49 and turn in "[Operation Recombobulation](#)"
- 66) Go east to Bellowfiz at 49,48 and turn in "[Return to Bellowfiz](#)"
- 67) You should be half way to 10 now
- 68) Go North to Ironforge at 53,35
- 69) Make IF your home NW at 21,55
- 70) Go NE to 39,56 in IF, behind the bank, in the kings room, and turn in "[The Reports](#)"
- 71) Grab the Flight Point just NE of this room

- 72) Enter the tram east at 76,51
- 73) In the middle at Monty accept "[Deeprun Rat Roundup](#)"
- 74) Now just go around the tram and target one of the rats. Use the flute near it to capture it. Do this 5 times and return to Monty and turn it in and accept "[Me Brother, Nipsy](#)"
- 75) Take the tram down to Stormwind
- 76) When you get off go to Nipsy in the middle and turn in "[Me Brother, Nipsy](#)"
- 77) Exit the tram into Stormwind
- 78) Go SW to 66,62 and get the Flight Point
- 79) Follow the road south out of Stormwind and follow it until you reach Goldshire and enter the Inn at 42,65
- 80) Just to your left from William Pestle accept "[Kobold Candles](#)"
- 81) Exit the Inn and right in front of you at Marshal Dughan accept "[The Fargodeep Mine](#)"
- 82) In the blacksmith house behind him at Argus accept "[Elmore's Task](#)"
- 83) Go south near the caravans to Remy and accept "[Gold Dust Exchange](#)"
- 84) Go south to the Fargodeep Mine at 39,82 and kill the kobold until you complete all 3 quests "[The Fargodeep Mine](#)", "[Gold Dust Exchange](#)", and "[Kobold Candles](#)" Make sure you go in the lower entrance so "[The Fargodeep Mine](#)" is easier
- 85) Once all 3 are done go to the stonefield farm just up the hill west at 34,84 and at Bernice accept "[Lost Necklace](#)" SKIP "[Princess Must Die!](#)"
- 86) Go east to the Maclure Vinyard at 43,85 and at Billy near the barn turn in "[Lost Necklace](#)" accept "[Pie For Billy](#)"
- 87) Turn around and kill boars until you get 4 chunks of boar meat
- 88) In the house at the other end of this farm at 43,90 go inside to Maybell and accept "[Young Lovers](#)"
- 80) Go back west to Bernice at 34,84 and turn in "[Pie For Billy](#)" SKIP "[Back to Billy](#)" You can do this for a little bit of xp if you want to go back east
- 81) Go west some to the river at 29,85 and at Tommy Joe turn in "[Young Lovers](#)" accept "[Speak with Gramma](#)"
- 82) Go back east to Gramma and turn in "[Speak with Gramma](#)" in the house, accept "[Note to William](#)" You should be 10 now
- 83) Go back to Goldshire, either die or run. I suggest going north to the road and going east to Goldshire
- 84) In the Inn at William Pestle turn in "[Kobold Candles](#)" accept "[Shipment to Stormwind](#)" also turn in "[Note to William](#)" SKIP "[Collecting Kelp](#)"
- 85) Straight outside the Inn at Marshal Dughan turn in "[The Fargodeep Mine](#)" SKIP "[The Jasperlode Mine](#)"
- 86) South near the caravans at Remy turn in "[Gold Dust Exchange](#)"
- 87) Go up into Stormwind
- 88) As you're running up the main entryway, right before the center of town, enter the last shop on the left and at Morgan Pestle turn in "[Shipment to Stormwind](#)"
- 89) Go NE to the Dwarven District at 51,12 and at Elmore turn in "[Elmore's Task](#)" accept "[Stormpike's Delivery](#)"
- 89) Hearth to Ironforge and train, do your classes lvl 10 quest. Note you may have to start it down in Kharanos depending on your class

- 90) Exit Ironforge
- 91) Go east to the Amberstill Ranch at 63,50 to Rudra and accept "[Protecting the Herd](#)"
- 92) Go west to the path at 59,50 and go up to the top and kill Vagash for it and then go turn it back in
- 93) Go SE to Mehr Stonehallow at 68,55 and accept "[The Public Servant](#)"
- 94) Behind him at Foreman Stonebrow accept "[Those Blasted Troggs!](#)"
- 95) Go in the pit below and kill the troggs here and in the cave for both quests
- 96) Once you're done turn them back in
- 97) Go east along the road until you hit the fork that lets you choose north or south. Go north
- 98) Once you pass through the first tunnel talk to Pilot Hammerfoot and accept "[The Lost Pilot](#)"
- 99) Go north along the road a tad and turn left at a log beside the road which will take you to some brown ground. Just as the hill goes you will see a dwarven corpse to the right. Touch it and turn in "[The Lost Pilot](#)" accept "[A Pilot's Revenge](#)"



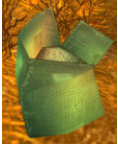
- 100) Go up the hill now and you will see Mangeclaw, a level 11 bear. Kill him for his claw and then go back to Pilot Hammerfoot and turn it in
- 101) Continue to follow the road north through another tunnel and into Loch Modan

11-12 Loch Modan (Dwarf/Gnome)

- 1) As you enter you'll see a big bunker. Go in it and up top to Mountaineer Stormpike. Turn in "[Stormpike's Delivery](#)" for some nice xp and accept and "[Stormpike's Order](#)" SKIP "[Filthy Paws](#)"
- 2) Follow the road south to 33,50 and grab the FP at Thelsamar
- 3) Look for Mountaineer Kadrell walking around and accept "[Rat Catching](#)"
- 4) Follow the road SW to 22,73 and at Mountaineer Cobbleflint accept "[In Defense of the King's Lands](#)"
- 5) Go up in the tower beside him to Captain Rugelfuss and accept "[The Trogg Threat](#)"
- 6) Go east to 33,74 and kill 10 troggs and scouts for "[In Defense of the King's Lands](#)" and for their teeth for "[The Trogg Threat](#)"
- 7) Go back west to Mountaineer Cobbleflint and turn in "[In Defense of the King's Lands](#)"
- 8) Go up in the tower beside him to Captain Rugelfuss and turn in "[The Trogg Threat](#)"
- 9) You should be 12 now and about 20% into it
- 10) Go north to 25,29 and kill the tunnel rats for ears for "[Rat Catching](#)"
- 11) Run back SE to Thelsamar and find Mountaineer Kadrell walking around and turn in "[Rat Catching](#)"
- 12) Fly to Ironforge
- 13) Go into the tram and talk to Monty and accept "[Me Brother, Nipsy](#)" then take the tram to Stormwind
- 14) Once you get off you can turn in "[Me Brother, Nipsy](#)" to Nipsy
- 15) Exit into Stormwind
- 16) Once you exit you will see a dot on your radar. Go over to it and turn in "[Stormpike's Order](#)"
- 17) Go train
- 18) Exit Stormwind into Elwynn Forest
- 19) Go south to Goldshire and make it your home
- 20) Go west to Deputy Rainer at 24,74 and accept "[Riverpaw Gnoll Bounty](#)" You will also see the wanted poster and it's the famous old hogger quest. He's a tough lvl 11 elite and is not easy so skip it unless you have a group but it's up to you. Remember on new servers you're probably still within range of everyone so it shouldn't be hard to get done if you want a little bit of extra xp.
- 21) Go just south of the road and start killing gnolls for "[Riverpaw Gnoll Bounty](#)" they can also drop a gold schedule which starts "[The Collector](#)"
- 22) Go back north to Deputy Rainer and turn in "[Riverpaw Gnoll Bounty](#)"
- 23) Follow the road west into Westfall

12-15 Westfall (Dwarf/Gnome)

- 1) Follow the road to 59,19 and you will see 2 npc's
- 2) From Farmer Furlbrow accept "[The Forgotten Heirloom](#)" and from Verma Furlbrow accept "[Westfall Stew](#)" and "[Poor Old Blanchy](#)"
- 3) Go SW to Saldean's Farm at 56,30 and out front at Farmer Saldean accept "[The Killing Fields](#)"
- 4) Go in the house to Salma Saldean and turn in "[Westfall Stew](#)" accept "[Westfall Stew](#)" and "[Goretusk Liver Pie](#)"
- 5) Go south to Sentinel Tower at 56,47 and at Gryan Stoutmantle turn in "[Report to Gryan Stoutmantle](#)" accept "[The People's Militia](#)"
- 6) From Captain Danuvín accept "[Patrolling Westfall](#)"
- 7) Go in the tower to Quartermaster Lewis and accept "[A Swift Message](#)"
- 8) You should also buy some 6 slot bags from him if you need some
- 9) Go south to the FP at 56,52 and turn in "[A Swift Message](#)" accept "[Continue to Stormwind](#)"
- 10)Hearth to Goldshire
- 11)If you did hogger then turn it in at Goldshire outside the Inn.
- 12)Train and then grab your level 10 quest, if it starts here, otherwise it starts in Stormwind.
- 13)Once finished run along the road to Stormwind
- 14)Once in Stormwind go west to Morgan Pestle at 56,64 and turn in "[Shipment to Stormwind](#)"
- 15)Train new weapons in the center of town at 57,57. Ask a guard if you can't find it. It's inside Weller's Arsenal
- 16)Go east into old town to Osric Strang at 74,47 and turn in "[Continue to Stormwind](#)" accept "[Dungar Longdrink](#)"
- 17)Go to 51,12 and turn in "[Elmore's Task](#)" accept "[Stormpike's Delivery](#)" this will be done on the way to the wetlands
- 18)Do your classes level 10 quest. It may not start in the main town so check it on <http://www.thottbot.com>
- 19)Go back to the FP at 66,62 and turn in "[Stormpike's Delivery](#)" accept "[Return to Lewis](#)" then fly back to Westfall
- 20)Go north to Sentinel Tower at 56,47 and at Lewis turn in "[Return to Lewis](#)" super easy xp
- 21)Go down beside the sawmill to Scout Galiaan and accept "[Red Leather Bandanas](#)"
- 22)Go into the building next to the mill and make Sentinel Hill your home
- 23)From here on and north of town you need to kill any goretusks until you get 3 snouts and 8 livers for "[Westfall Stew](#)" and "[Goretusk Liver Pie](#)". You also need to kill any vultures until you get 3 stringy vulture meats for "[Westfall Stew](#)"
- 24)Don't forget all of the ingredients for westfall stew can be picked up when not on the quest so asking other players who aren't on it or who have extra could help speed up the process
- 25)Also keep an eye out for oat bags for "[Poor Old Blanchy](#)" They spawn mostly around farms but can be found around some houses, camps, and carriages. Just keep an eye out for them.



- 26) Go NW of town to 48,47 and 51,39 and kill the defias trappers and smugglers. You will have to go back and forth between the 2 spots to get all your kills and bandanas for "[The People's Militia](#)" and "[Red Leather Bandanas](#)". You can also try the outside edge of the farm at 46,39. A oat bag usually spawns at the camp at 51,39 and near most of the farms
- 27) Just north of the defias camp at 51,39 is a small field with level 11-12 harvest golems. Kill them for the okra for "[Westfall Stew](#)". If you don't get all the okra right now then just go on since you will find more of these shortly. If you happen to find any flasks of oil you need to save at least 5 for a later quest.
- 28) Go north into the Furlbrow Pumpkin patch at 49,19 and you will see a barn and a house. In the house is Furlbrow's Wardrobe. You can fight the 15 and add inside of the house to get to this, or stand outside of the house so that your camera can see inside the front door and move forward until you can loot the dresser and get the pocket watch for "[The Forgotten Heirloom](#)"
- 29) Go just north of the house and you will see some gnolls. To the east and west are camps and wandering gnolls. You don't have to pull from camps and you shouldn't if you're alone. Kill them for their paws for "[Patrolling Westfall](#)". There are plenty of solo gnolls for this
- 30) Once you are done with that go further north to the shore and kill the murlocs until you get 3 eyes to finish up "[Westfall Stew](#)"
- 31) Go SE, almost near the bridge back to Elewynn, to Verna and Farmer Furlbrow and turn in "[Poor Old Blanchy](#)" to Verna and "[The Forgotten Heirloom](#)" to Farmer. If you still need some okra you can get some at the farm right behind them
- 32) This should either level you to 14 or make you very close
- 33) Go SW to 56,30 to Saldean's Farm and go inside to Salma and turn in "[Westfall Stew](#)" and "[Goretusk Liver Pie](#)"
- 34) You should definitely be 14 now
- 35) Go outside now and start killing the harvest watchers for "[The Killing Fields](#)". There will not be enough in this field alone so once you clear it go either north or west to the next field and kill more. The north field is closer. Either way by the time you clear one farm the other should be respawned. Once you finish go back to Saldean's Farm at 56,30 and turn it in
- 36) Run south back to Sentinel Hill
- 37) Leave the Inn and next to the mill at Galiaan turn in "[Red Leather Bandanas](#)"
- 38) Go north into the tower to Danuvin and turn in "[Patrolling Westfall](#)"
- 39) Next to him turn in "[The People's Militia](#)" accept "[The People's Militia](#)"
- 40) Fly to Stormwind
- 41) Train your level 14 skills
- 42) Fly back to Westfall
- 43) Go west to Alexston Farmstead and kill the pillagers and looters for "[The People's Militia](#)". There is also a small camp to the west of this farm with a few easy kills. You can go south

to Moonbrook if you want but they are in groups of 2 and 3 down there so it's hard without a friend.

44) You should be about 20% from leveling

45) If you still need 5 flasks of oil then kill the harvest watchers here until you get them. This should level you to 15 since you should be close, or it will bring you close. It would be smart to level just to be a bit stronger

46) Go SW to the lighthouse at 30,85 and ag Captain Grayson accept "[Keeper of the Flame](#)" and turn it back in since you should have your 5 oils

47) Hearth to Sentinel Hill

48) Run north to the tower to Stoutmantle and turn in "[The People's Militia](#)" SKIP the next part

49) Fly to Thelsamar

50) Follow the road north, when you hit the fork stay right, until you get to the north gate pass tunnel.

51) Follow the path into the cave and down the long run to go down the mountain until you finally exit into the open area called the Wetlands

52) Follow the road and stay to the south and west at forks. Eventually you'll come into Menethil Harbor

53) Grab the FP near the dock in the back of town

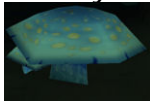
54) Take the boat to Auberdine

15-17 Darkshore (Dwarf/Gnome)

- 1) The only downfall to a Gnome leveling here is if you're a warlock there is no trainer in Exodar or Darnassus. Unless you really want a skill when you hit 16 it's not worth going back to Ironforge or Stormwind to train. You can wait a level
- 2) As you exit the boat and head towards the Inn you will see Cerellean Whiteclaw on the right. Accept "[For Love Eternal](#)"
- 3) When you hit the Inn, take the ramp up to Wizbang Cranktoggle and accept "[Buzzbox 827](#)"
- 4) Go downstairs and make Auberdine your home
- 5) Run south up the deck and grab the FP
- 6) At Gwennyth Bly'Leggonde accept "[Washed Ashore](#)"
- 7) Go under the dock to Gubber Blump and accept "[Fruit of the Sea](#)" you can accept his other quest if you can fish for the fish he wants
- 8) Go south and start killing the pygmy tide crawlers for legs for "[Buzzbox 827](#)" while you head south to 36,50 and loot the beached sea creature
- 9) Once you have all your crawler legs go back near the dock and you will see Buzzbox 827 in some bushes beside the dock. Turn in "[Buzzbox 827](#)" accept "[Buzzbox 411](#)"
- 10) Go up on the dock to Gwennyth Bly'Leggonde and turn in "[Washed Ashore](#)" accept "[Washed Ashore](#)"
- 11) Run up the dock and towards the boat as if you were heading back to Menethil and jump off into the water. You will see a sunken ship and behind that at 31,46 you'll see the Skeletal Sea Turtle that you need to loot for "[Washed Ashore](#)"
- 12) As you head back to the shore you should kill darkshore threshers under the water for their eyes for "[Buzzbox 411](#)" If you can't get all of them right now there are more where you turn this quest in
- 13) Go back up on the dock to Gwennyth Bly'Leggonde and turn in "[Washed Ashore](#)" this now allows you to start collecting other beached creatures you will see later on
- 14) In front of the Inn at Barithras Moonshade accept "[Cave Mushrooms](#)"
- 15) Across from him at Glynda Na'IShea accept "[The Red Crystal](#)"
- 16) Go across the bridge and in the first building on the left go in to Thundris Windweaver and accept "[Bashal'Aran](#)" and "[Tools of the Highborne](#)"
- 17) Leave this building and go straight out over the bridge to Tharnariun Treetender and accept "[Plagued Lands](#)"
- 18) Go in the building to Terenthis and accept "[How Big a Threat?](#)"
- 19) Go upstairs to Elissa Starbreeze and accept "[The Tower of Althalaxx](#)"
- 20) Go NE to 42,32 and accept "[Beached Sea Creature](#)" off of the half skeleton monster
- 21) Run north to 41,28 to Buzzbox 411 and turn in "[Buzzbox 411](#)" accept "[Buzzbox 323](#)"
- 22) If you still needed thresher eyes then go in the water and finish them up
- 23) If you happen to see a rabid thistle bear while out here use your trap and make him run into it for "[Plagued Lands](#)". He'll stay with you and even if you lose him you still get credit for capturing him
- 24) Grind SE on moonstalkers for "[Buzzbox 323](#)" while you head to 44,36. If you don't get all your fangs now you will see more moonstalkers in a bit
- 25) Once you arrive in Bashal'Aran at Asterion turn in "[Bashal'Aran](#)" and accept "[Bashal'Aran](#)"

- 26) Start killing the sprites and grells until you have 8 earrings then go back to Asterion and turn it in and accept "[Bashal'Aran](#)"
 - 27) Go kill some satyr now until you get the ancient moonstone seal then turn it back in to Asterion and accept "[Bashal'Aran](#)"
 - 28) Run south to 47,48 and up the mountain to the big red crystal so you get the complete message for "[The Red Crystal](#)"
 - 29) Go SW across the road to the furbolg camp at 40,53 and inch your way in until you get the complete message for "[How Big a Threat?](#)"
 - 30) Run down to Ameth'Aran at 40,59 and at Tysha Moonblade accept "[The Fall of Ameth'Aran](#)"
 - 31) Now there is quite a few things to do in here. First you need to kill the highbornes for their relics for "[Tools of the Highborne](#)" while keeping an eye out for Anaya Dawnrunner for "[For Love Eternal](#)" She is fairly easy to find since she is a human and yellow named and the rest of the mobs are ghosts
 - 32) You need to touch the Ancient Flame at 42,61 for "[Bashal'Aran](#)"
 - 33) Read the Lay of Ameth'Aran at 43,58 and the Fall of Ameth'Aran at 42,63 for "[The Fall of Ameth'Aran](#)"
 - 34) Once you're all done in this spot you should have hit level 16
 - 35) Run back to the road to Tysha Moonblade and turn in "[The Fall of Ameth'Aran](#)"
 - 36) If you still need your rabid thistle bear go to the west and look for one
 - 37) Run back north to Auberdine. You could stone or die but you will need your stone in a little bit and if you use it now it may not be reset
- 38) As you enter go to Tharnarium Treetender and turn in "[Plagued Lands](#)" accept "[Cleansing of the Infected](#)" and make sure you just kill a rabid thistle bear if you see one until finished
 - 39) Go in the building to Terenthis and turn in "[How Big a Threat?](#)" SKIP the next part but accept "[Thundris Windweaver](#)"
 - 40) Go north over the bridge into the building with all the merchants to Thundris Windreaver and turn in "[Tools of the Highborne](#)" and "[Thundris Windweaver](#)" accept "[The Cliffspring River](#)"
 - 41) Go towards the Inn and right over the bridge at Nal'Shea turn in "[The Red Crystal](#)" SKIP "[As Water Cascades](#)"
 - 42) Go up on the boat dock to Cerellean Whiteclaw and turn in "[For Love Eternal](#)"
 - 43) Go up on the FP dock and turn in "[Beached Sea Creature](#)"
 - 44) Either go to Darnassus or Exodar to train depending on your class. The boat to Exodar is at the very end of the dock, the boat to Darnassus is the boat on the right of the dock. You need to take the boat if you've never been there in order to get the FP
- 45) Kill Moonstalkers and Rabid Thistle Bears for both "[Buzzbox 323](#)" and "[Cleansing of the Infected](#)" if you see them
 - 46) Go NE to Asterion at 44,36 and turn in "[Bashal'Aran](#)"
 - 47) Just NE of here you can find a lot of rabid thistle bears. You don't need to get them all just now but an easy 10 or so can be found as you go north
 - 48) Go north to 44,20 and accept "[Beached Sea Turtle](#)" off of the big sea turtle. You have to loot the foot and not the head like the others

- 49) Go east along the shore, but don't go past the river that cuts the beach, and kill reef crawlers for crab chunks for "[Fruit of the Sea](#)"
- 50) Once you get to the river into it and up to the waterfall and use your empty vial for "[The Cliffspring River](#)"
- 51) Go up top and on the east side of the bridge is Buzzbox 323. Turn in "[Buzzbox 323](#)" accept "[Buzzbox 525](#)"
- 52) Go east to 54,24 to Balthule Shadowstrike and turn in "[The Tower of Althalaxx](#)" accept "[The Tower of Althalaxx](#)"
- 53) Go behind you to the tower and start killing until you get your 4 worn parchments. DO NOT go in the tower
- 54) Once done go turn it back in and accept "[The Tower of Althalaxx](#)"
- 55) Go SW to 54,32 and follow the path up into the cave. Start collecting Scaber Stalks and a Death Cap for "[Cave Mushrooms](#)" The stalks are all over, and death caps either spawn way down below around a bunch of mobs, or 2 spawn up top that are easy to get.



- 56) If you didn't get the rest of your rabid thistle bear kills then go west of the cave and finish that up

- 57) Hearth to Auberdine
- 58) On the FP dock at Bly'Leggonde turn in "[Beached Sea Turtle](#)"
- 59) Under the dock at Gubber Blump turn in "[Fruit of the Sea](#)"
- 60) In front of the Inn at Barithras turn in "[Cave Mushrooms](#)" accept "[Onu](#)"
- 61) Go to Thundris Windreaver and turn in "[The Cliffspring River](#)"
- 62) Go to the last house before leaving town and at Tharnariun Treetender turn in "[Cleansing of the Infected](#)"
- 63) You should be at least 25% through level 17 now
- 64) Take the boat to Menethil Harbor
- 65) Fly to Thelsamar

- 66) Follow the road north until you get to the big tower right before the cave
- 67) This is the end of the Dwarf/Gnome leveling zone. Continue down to where all races meet at the 17-18 Loch Modan section. It is easiest to click the bookmark to your left.

17-18 Loch Modan (Night Elf, Human, Dwarf, Gnome Meet Up)

- 1) Stop right in Loch Modan tower at 24,18 and accept "[Filthy Paws](#)" and "[Stormpike's Order](#)"
- 2) Run east to the Cave at 35,18 and do "[Filthy Paws](#)" Boxes are on the ground. Then turn it back in at 24,18
- 3) Arrive at Thelsamar get Flight Point at 33,50
- 4) To the north from Bluntnose accept "[Mercenaries](#)"
- 5) Accept "[Ironband's Excavation](#)" in the last house on the right.
- 6) Turn in "[Ironband's Excavation](#)" at 64,66 accept "[Gathering Idols](#)"
- 7) Grab "[Excavation Progress Report](#)" at 65,65
- 8) Do "[Gathering Idols](#)" behind here then turn it back in.
- 9) Go behind the excavation site to the house at 82,62
- 10) Turn right when you enter and get "[Crocolisk Hunting](#)" (behind hunter trainer) then go to the other side and grab "[A Hunter's Boast](#)"
- 11) Go do "[A Hunter's Boast](#)" birds in front of the house.
- 12) Turn in "[A Hunter's Boast](#)" accept "[A Hunter's Challenge](#)" the mobs are around 64,42.
- 13) Turn in "[A Hunter's Challenge](#)" Accept "[Vyrin's Revenge pt.1](#)"
- 14) Go to 63,47 and accept "[Bingles' Missing Supplies](#)"
- 15) Do "[Crocolisk Hunting](#)" here on the shore and the island at 54,38
- 16) Grab all the parts for "[Bingles' Missing Supplies](#)" at (54,27 blastencapper), (48,30 wrench), (51,23 hammer), (48,20 screwdriver)
- 17) Go NE to the Mo'Grosh Stronghold at 65,20 and kill the ogres here for "[Mercenaries](#)"
- 18) Run up to the dam and on the west side accept "[A Dark Threat Looms pt.1](#)" at 45,13 then run out the east entrance and turn it in on the barrel guarded by 2 sappers accept "[A Dark Threat Looms pt.2](#)"
- 19) Turn in "[A Dark Threat Looms pt.2](#)" at 45,13
- 20) Run down the west coast Turn in "[Excavation Progress Report](#)" in Thelsamar, accept "[Report to Ironforge](#)"
- 21) At Bluntnose turn in "[Mercenaries](#)"
- 22) Go to 38,61 and do "[Vyrin's Revenge pt.1](#)"
- 23) Run back to the house at 83,62 turn in "[Crocolisk Hunting](#)" and "[Vyrin's Revenge pt.1](#)" accept "[Vyrin's Revenge pt.2](#)"
- 24) Turn in "[Vyrin's Revenge pt.2](#)" behind you.
- 25) Go to 63,47 Turn in "[Bingles' Missing Supplies](#)"
- 26) Run down to 22,70 and follow the path North into Dun Morogh
- 27) Run along the road to IronForge if you're a Night Elf at 53,35. All others can fly
- 28) Get IF weapon training at 61,89 Get Flight Path at 55,48 inside then turn in "[Report to Ironforge](#)" at 74,12 skip "[Powder to Ironband](#)"
- 29) Get on the tram at 76,51
- 30) Turn in "[Stormpike's Order](#)" at 58,16 in Stormwind
- 31) Get SW weapons training at 57,57 and FP at 66,62
- 29) Run towards 91,73 in Elwynn Forest and enter Redridge Mountains

18-20 Redridge Mountains

- 1) Accept "[Encroaching Gnolls](#)" from the patrol around 15,71
- 2) Turn in "[Encroaching Gnolls](#)" at 30,60 Accept "[Assessing the Threat](#)"
- 3) Get Flight Point
- 4) Cross the bridge, on the right accept "[Blackrock Menace](#)" on the left accept "[The Lost Tools](#)"
- 5) SKIP "[Elmore's Task](#)" SKIP "[The Price of Shoes](#)"
- 6) Accept "[Hilary's Necklace](#)" on the dock
- 7) Accept "[Selling Fish](#)" near the shed out front
- 8) Go in the Inn and accept "[A Free Lunch](#)", SKIP "[Dry Times](#)"
- 9) Go west of Lakeshire and accept "[Redridge Goulash](#)"
- 10) Get Great Goretusk Snouts just west of the houses (watch out for bellygrub we'll get him later) for "[Redridge Goulash](#)"
- 11) Then head toward 41,54 to do "[The Lost Tools](#)" and do "[Selling Fish](#)" by killing murlocs, keep an eye out for a glinting mud pile underwater for "[Hilary's Necklace](#)" Save at least 8 murloc fins for a later quest
- 12) Turn in "[The Lost Tools](#)" by the bridge accept "[The Everstill Bridge](#)"
- 13) Turn in "[Hilary's Necklace](#)" on the dock
- 14) Turn in "[Selling Fish](#)" by the shed in front of the houses.
- 15) Turn in "[A Free Lunch](#)" around 14,70 accept "[Visit the Herbalist](#)"
- 16) Kill spiders for "[Redridge Goulash](#)" between 14,70 and 29,83
- 17) Do "[Assessing the Threat](#)" at 29,83 and 41,73
- 18) Kill condors for "[Redridge Goulash](#)" around 57,73
- 19) Turn in "[Assessing the Threat](#)" near the FP
- 20) Accept "[Murloc Poachers](#)" in front of the shed.
- 21) Stop at the house just west of Lakeshire, turn in "[Visit the Herbalist](#)" accept "[Delivering Daffodils](#)"
- 22) Go to the next house, turn in "[Redridge Goulash](#)"
- 23) Go in the Inn and turn in "[Delivering Daffodils](#)"
- 24) Kill Murlocs east of the bridge for "[Murloc Poachers](#)"
- 25) Kill Gnolls north of Lakeshire for "[The Everstill Bridge](#)"
- 26) Turn in "[The Everstill Bridge](#)" next to the Bridge
- 27) Turn in "[Murloc Poachers](#)" in front of the shed.
- 29) Hearth or fly to Auberdine depending on what race you played your home may be different