



MMOEX
Player2Player

THE EXPERIENCE AWAITS YOU
BUY DIRECTLY & SELL FREE
BETWEEN GAMERS
BROUGHT YOU BY MMOEX.COM

Join More Than 25,000 Players in a Direct, Real-time Exchange Platform for W0W Gold
Take the Advantage of a Real Bargain for \$0.02 Per W0W G0ld from Players
Receive Purchase within 12 Hours, Otherwise 100% Instant Refund Guarantee

[Http://www.MMOMaven.com](http://www.MMOMaven.com)

Are You Still Playing Wow?
The Largest Wow Community

On Earth!



Hello and thank you for taking interest in my guide.

This is the 60-70 section of the leveling guide

This section covers 60-70 no matter what race or class you are playing

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

PLEASE READ THE TIPS BELOW

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

Hopefully you did not illegally obtain this product. I am able to make updates fast so you always have the best guide. The reason some people steal non-tangible products is because they think it should all be free. Because I ask for a fee to use my product I can update it whenever I need to and usually before the changes are released to the public.

If you got this guide anywhere other than <http://www.briankopp.com> then you have received this guide illegally! Report it and you may be eligible for a reward. If you like what you've seen, donations are welcome through paypal snps@earthlink.net

\$\$

Want to earn some serious cash selling this guide? Check out the [affiliate page](#) now

\$\$

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.

Hellfire Peninsula 60-61



- 1) First thing you need for an upcoming quest is a mug of Nethergarde Bitter which you can get off Bernie Heisten in Nethergarde keep at 63,16 which is in the building north of the town entrance
- 2) You need to be level 58+, I highly recommend being 60 or just grinding the rest of 59-60 on mobs because you're fighting mobs as high as level 63 off the start, and head to the blasted lands. Then ride down to the dark portal at 58,55 to the Watch Commander and accept the quest ["Through the Dark Portal"](#)
- 3) Run straight ahead and go through the portal. This is the start of it all now. Run ahead to Commander Duron 87,50 on your left and turn in ["Through the Dark Portal"](#) accept ["Arrival in Outland"](#)
- 4) Go south, as the text tells you, to the gryphon master at 87,52 and turn in ["Arrival in Outland"](#) accept ["Journey to Honor Hold"](#) then fly to Honor Hold
- 5) Right when you land you should see Marshal Isildor pacing, turn in ["Journey to Honor Hold"](#) then accept ["Force Commander Danath"](#)
- 6) Go in the Inn right next to you, make it your home, and buy new food and water.
- 7) Go into the castle at 56,65 and go up top to Danath Trollbane. Turn in ["Force Commander Danath"](#) then accept ["The Legion Reborn"](#) and ["Know Your Enemy"](#).
- 8) Take the road West out of Honor Hold to the tower at 50,60 to Amadi and turn in ["Know your Enemy"](#) accept ["Fel Orc Scavengers"](#) then outside from Dumphy accept ["Waste not, Want not"](#)
- 9) Go NE to the main road that goes east/west along the road on the southside at 59,49 and do ["Waste not, Want not"](#) They are on the sides of the road around the siege machines within

this perimeter the broken machines have a good amount around them. Also kill any bonechewer orcs here for ["Fel Orc Scavengers"](#)



- 10) Once that's all done go east of Honor Hold at 61,60 to Altumus and turn in ["The Legion Reborn"](#) accept ["The Path of Anguish"](#)
- 11) Go east to 68,56 or to 66,36 and kill Dreadcaller, 4 flamewaker imps, and 6 infernal warbringers for ["The Path of Anguish"](#)
- 12) Go west 61,60 to Altumus and turn in ["The Path of Anguish"](#) accept ["Expedition Point"](#) then go directly east to 71,62, the broken fel reaver at Expedition Point to Kingston, and turn it in and accept ["Disrupt Their Reinforcements"](#) Go NE through the gate from here and kill the demons at 71,57 and 71,45 for 8 Demonic Rune Stones and then use the dynamite on the 2 portals, Kaalez 72,58 and Grimh 71,55



- Run back to 71,62 and turn it in. Accept ["Mission: The Murketh and Shaadraz Gateways"](#)
- 13) Turn around and talk to Wing Commander Dabir'ee and accept ["Zeth'Gor Must Burn!"](#) then grab a flight and get on your armored gryphon. Now this is a really interesting quest. You're going to fly over the 2 portals. You click the bomb and when you get over it, the circle turns green. Throw the bomb from the gryphon on both portals. Easy and unique. When you land turn it back in. Accept ["Shatter Point"](#)
 - 14) Go SW into Zeth'gor and start using the smoke beacon on the towers for ["Zeth'Gor Must Burn!"](#) Forge Tower at 70,69 Foothill Tower at 71,71 Southern Tower at 66,77 and Northern Tower at 68,67 then back NE to Expedition Point and turn it in to Dabir'ee and grab a flight and get on your armored gryphon again.
 - 15) When you land grab the FP and turn in ["Shatter Point"](#) and accept ["Wing Commander Gryphongar"](#) then go in the tower and turn it in to Wing Commander Gryphongar and accept ["Mission: The Abyssal Shelf"](#) then go out and speak with Gryphoner Windbellow and fly to The Abyssal Shelf. Same as before start dropping the Area 52 bomb all over the canons and mobs below. Easy to get in one pass but you can make 2 and get them no problem. When you land go into the tower and turn in ["Mission: The Abyssal Shelf"](#) accept ["Go to the Front"](#)
 - 16) Go back to Gryphoner Windbellow and you can accept ["Return to the Abyssal Shelf"](#) this is now a repeatable quest for fun. You get no rep or xp. Now take the flight to Force Camp Front.
 - 17) Once you land go to Brock and turn in ["Go to the Front"](#) accept ["Disruption - Forge Base Mageddon"](#)
 - 18) Go west now into Forge Camp: Mageddon and start killing the servants for it, Razorsaw walks around the middle. This is pretty easy. Originally this was hard to solo because everything was in pairs of 3
 - 19) Go turn it back in to Brock and accept ["Enemy of My Enemy..."](#)

- 20) Go back into the Forge Camp again, it doesn't have to be camp anger as in the quest log, and kill 3 of the Fel Cannons then go turn it back in to Brock and accept "[Invasion Point: Annihilator](#)"
- 21) Go west past these 2 camps to Fore Camp: Annihilator at 53,27 and kill Arix'Amal for his key and then use it on the portal in front of him. Once done go back to Brock and turn it in
- 22) Arix should have also dropped Burning Legion Missive which starts "[The Dark Missive](#)"
- 23) Fly back to Shatter Point then take the real Gryphon to Honor Hold. Or hearth
- 24) Go into the Inn and accept "[The Longbeards](#)" from the innkeeper, then in front of the innkeeper accept "[An Old Gift](#)"
- 25) Go up into the main castle to Kryv and turn in "[The Dark Missive](#)" accept "[The Heart of Darkness](#)" and "[The Path of Glory](#)", against the wall accept "[Weaken the Ramparts](#)" this is for Hellfire Citadel which is an instance
- 26) The Warrant Officer at 56,62 is where you hand in the new honor tokens, and she has a quest to take the 3 towers in this zone to the west, just like in EPL
- 27) Exit HH to the west and go to the tower outside to Dumphry and turn in "[Waste Not, Want Not](#)" accept "[Laying Waste to the Unwanted](#)" go inside at Amadi turn in "[Fel Orc Scavengers](#)" accept "[Ill Omens](#)" then to the left is Wesilow accept "[Unyielding Souls](#)"
- 28) Exit the tower and go right and you should see the Gan'arg cave. Out front is Foreman Biggums, accept "[When This Mine's a-Rockin'](#)" and "[A Job for an Intelligent Man](#)" then go into the cave and start killing the Gan'arg Sappers for "[When This Mine's a-Rockin'](#)". Once that's done go back outside and hand it in, accept "[The Mastermind](#)" and go back to the bottom of the cave at the end and kill Z'kral. He's easy but he can hit for near 300. Go back outside and turn it in.
- 29) Once you turn in that quest you should turn friendly with Honor Hold if you weren't already
- 30) Go SW to 45,63 it's a pit, you can see it on your map it looks like a canyon, with some tremor looking things along the ground, they're crust busters. When you get close they pop up for you to attack. Kill 15 of them for "[A Job for an Intelligent Man](#)" They spawn in and close to this pit. By the time you're done you should have an Eroded Leather Pouch drop, if it hasn't kill until it does. This starts "[Missing Missive](#)"
- 31) Run down to the zeppelin Crash at 49,74 to Legassi and accept "[Ravager Egg Roundup](#)" and from Luckheed accept "[In Case of Emergency...](#)" now anywhere between this spot and south of Honor Hold, look for debris you can click on laying on the ground for this. You need 30 and they're all over so I can't list exact coordinates. They look like the pictures below:



- 32) Go down to the Armory at 54,82 and kill the footman, sorcerers, and knights for "[Unyielding Souls](#)" You'll find Mysteries of the Light for "[An Old Gift](#)" just outside the busted house that is south of the armory, it's on the edge of the world here at 54,86.



Once you've got that finished, start heading east and look for the zeppelin parts for "[In Case of Emergency...](#)" they lie between the zeppelin crash site and Honor Hold. You shouldn't have a problem getting all 30 is pretty easy.

- 33) Go SE to Zeth'gor at 68,75 and kill the orcs until you get a cursed talisman for "[Ill Omens](#)" you don't need to go into Zeth'gor but kill orcs out here until you get one. They fall easiest from grunts, shamans, and necrolytes
- 34) Once you have the talisman, go east to 70,63 to Expedition Point and turn it in to Ironridge accept "[Cursed Talismans](#)"
- 35) Hold off on doing this quest for now, we'll come back here later when we level and make it easy.
- 36) Go north of here to the path of glory, which is the road that goes west from the dark portal, be on the lookout for the bones on the bone road from Hellfire Citadel all the way to the dark portal east for "[The Path of Glory](#)". You need 8 and can find them quickly. Just sweep your mouse until you see a clickable item. These are extremely easy to overlook. The easiest way to find them is right click and move your mouse down so your cam is near the ground, then they stick out much easier.

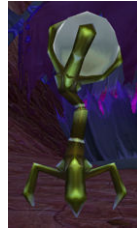
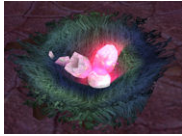


- 37) North of the path of glory you will see a line of catapults and orcs. Starting from the east and going west you'll come across 4 of them that you must destroy for "[Laying Waste to the Unwanted](#)" you have to manually click the torch next to each one to destroy it. The 1st at 58,46 the 2nd at 55,46 the 3rd at 53,47 the 4th at 52,47
- 38) Run down the trench beside you, across towards HH, but go west to the tower at 51,60 just outside HH go to Dumphry and turn in "[Laying Waste to the Unwanted](#)" then go inside to Wesilow and turn in "[Unyielding Souls](#)" accept "[Looking to the Leadership](#)"
- 39) Exit the tower and turn right toward the cave and turn in "[A Job for an Intelligent Man](#)"
- 40) Enter Honor Hold, go in the Inn to Father Malgor, then turn in "[An Old Gift](#)" then leave the Inn and go up into the castle at 56,65 and go up top to Kryv. Turn in "[The Path of Glory](#)" accept "[The Temple of Telhamat](#)"
- 41) You should be about 50% through level 60 or very close to it
- 42) Exit HH through the west gate and follow the road NW around the tower to the Temple of Telhamat
- 43) The Temple of Telhamat is at 23,40
- 44) As you walk in talk to Obadei and accept "[In Search of Sedai](#)" then from Ikan accept "[Cruel Taskmasters](#)" and SKIP "[The Rock Flayer Matriarch](#)" and finally from Scout Vanura who walks around town accept "[Deadly Predators](#)"
- 45) Go up the steps and take your first left to Mor the medic and up your first aid past 300. Follow the path north into the Inn to Amaan the Wise and turn in "[The Temple of Telhamat](#)" then accept "[The Pools of Aggonar](#)" and then make this your home.
- 46) Go east from the Inn to 25,37 and grab the FP
- 47) Go east of the FP to 26,37 and you will see Sedai's Corpse, click it to turn in "[In Search of Sedai](#)" accept "[Return to Obadei](#)"
- 48) Run back to west to town to Obadei at 23,40 and turn it in then from Makuru accept "[Makuru's Vengeance](#)"

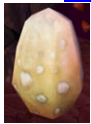
- 49) Go North from where you found Sedai's Corpse to 29,33, follow the path up to Mag'Har Post and kill the orcs until you have 10 necklaces for "[Makuru's Vengeance](#)"
- 50) Go East to the Pools of Aggonar by either jumping down or going to the front at 38,44 and kill Blistering Rots and Terrorfiends for "[The Pools of Aggonar](#)" and "[The Heart of Darkness](#)"
- 51) Hearth to Telhamat and go to the entrance first to Makuru and turn in "[Makuru's Vengeance](#)" accept "[Atonement](#)" from Obadei then run up into the Inn to Amaan the Wise, turn in "[The Pools of Aggonar](#)" accept "[Cleansing the Waters](#)" turn in "[Atonement](#)" accept "[Sha'naar Relics](#)"
- 52) Run SW to the Cenarion Post at 15,52 to Thiah Redmane and turn in "[Missing Missive](#)"
- 53) Run south a bit to The Ruins of Sha'naar and kill the taskmasters for "[Cruel Taskmasters](#)"
They have 2 58 guys with them, but once you kill the taskmaster they become friendly. This can be tough, but if you can sap or sheep or something to one of the miners it's a lot easier. Not too hard but it's close. Also keep an eye out for the Sha'naar Relics for "[Sha'naar Relics](#)"



- 54) In one of the tents at 14,63 13,60 or 13,58 talk to one of the npcs and accept "[Naladu](#)"
- 55) Go in the SE corner of the camp up the path to a hut at 16,65 to Naladu and turn in "[Naladu](#)" then accept "[A Traitor Among Us](#)" Now go back down to the hut at 14,63 and open the chest and grab the key, make sure the 63 elite isn't around then go back up and turn it in. Accept "[The Dreghood Elders](#)" then Go back down and free Morod at 13,60 in the tent, Aylaan in the tent at 13,58 both are on the west side of the ruins. Finally free Akoru at 15,58 in the tent on the east side of the ruins. Go to the tent in the back of the ruins and turn in "[The Dreghood Elders](#)" accept "[Arzeth's Demise](#)" Go back down and use the Staff of the Dreghood Elders on the 63 elite to remove his elite status and kill him, then run back up to tent and turn in "[Arzeth's Demise](#)"
- 56) Go SE to 23,72 to Gremni Longbeard and turn in "[The Longbeards](#)" accept "[The Arakkoa Threat](#)" and "[Rampaging Ravagers](#)" then from Mirren accept "[Gaining Mirren's Trust](#)" You should already be friendly now with HH and already have the bitter for it from before even coming to HFP so turn it back in and accept "[The Finest Down](#)"
- 57) Just NW of the longbeards you'll see a big thorny area full of ravagers, kill 10 quillfang ravagers for "[Rampaging Ravagers](#)" then go back to the Gremni Longbeard at 23,72 and turn it in
- 58) Just SE of the longbeard camp is a valley, kill 6 Haal'eshi Talonguards and 4 Windwalkers for "[The Arakkoa Threat](#)" Also look for Kaliri and Kaliri Nests which will spawn a hatchling that drops the feathers for "[The Finest Down](#)" At about 25,76 there is a path above the valley, go up there and kill Avruu and he will drop "[Avruu's Orb](#)" go farther back in the valley and you should see a purple house at 29,81, out front is an orb touch it and a 63 elemental spawns, you have to fight him to 40% life to free him, I think some classes will have trouble with this, my rogue did just fine, don't be afraid to try for a group if you can't do it alone



- 59) Mount and run back up to the Longbeards camp to Mirren, turn in "[The Finest Down](#)" and to Gremni "[The Arakkoa Threat](#)"
- 60) Go east of the Haal'eshi valley and you'll see stonescythe whelps and stonescythe alphas. Alphas are more in higher ground and in the cave at 34,62 for "[Deadly Predators](#)"
- 61) You're gonna exit the Stonescythe area right into the Southern Rampart at 42,68
- 62) Go down SW from here into Razorthorn Trail at 39,86 and start collecting ravager eggs for "[Ravager Egg Roundup](#)"



- 63) Go NE to the zeppelin crash site at 49,74 to Legassi and turn in "[Ravager Egg Roundup](#)" accept "[Helboar, the Other White Meat](#)" and talk to Luckheed, turn in "[In Case of Emergency...](#)" Accept "[Voidwalkers Gone Wild](#)"
- 64) You should be 61 now or really close to it. If you're not it's no biggy, there's nothing for a tiny bit that needs you to be 61. You should be 61 by the time we turn these 2 in

Hellfire Peninsula 61-62



65) You will find the deranged helboars all around the zeppelin and to the east of the crash site. The creation of the purified meat is about 50/50. Then go further south of the zeppelin to 47,80 in the warp fields and kill the voidwalkers. While killing the voidwalkers, go east to the Expedition Armory to 54,83 and kill Thalvos and to the north a tiny bit to 53,81 and kill Xintor for "[Looking to the Leadership](#)" Real easy ones to kill. Once you have it all, run back up to the zeppelin to Legassi and turn in "[Helboar, the Other White Meat](#)" accept "[Smooth as Butter](#)" then talk to Luckheed turn in "[Voidwalkers Gone Wild](#)"

66) Run to Honor Hold and fly to Telhamat

67) At Amaan the Wise turn in "[Sha'naar Relics](#)" accept "[The Seer's Relic](#)" and "[Helping the Cenarion Post](#)" Turn around to Elsaana and accept "[An Ambitious Plan](#)". Look for Vanura wandering, turn in "[Deadly Predators](#)" then go towards the entrance to Ikan and turn in "[Cruel Taskmasters](#)"

68) Go east to 26,37 Sedai's Corpse and use the Seer's Relic on it. Then go to the northern part of the Pools of Aggonar at 40,31 and you will use the cleansing vial to spawn Aggonar, he's 63, kind of rough but not too hard to kill.

69) Go East now to 51,31 near the cave and you'll see Foreman Razelcraz, accept "[Outland Sucks!](#)"

70) Go SW around 47,42 and you'll see boxes lying around for this near the burrowing worms. Once you get them all go back to Razelcraz and turn it in and accept "[How to Serve Goblins](#)"



- 71) Go back down SW near the rampart wall and you'll find all 3 of the Goblins. Manni is at 45,41 north of the opening, Moh at 46,45 and Jakk at 47,46 south of the opening
- 72) Go back to Razelcraz and turn it in and accept "[Shizz Work](#)" then use the whistle near the foreman to summon a fel guard and go a bit west and kill hellboars until the fel guard poops the key
- 73) Go back to Razelcraz and turn it in and accept "[Beneath Thrallmar](#)"
- 74) Go into the cave and keep right until you get to Urga'zz then kill him and return to Razelcraz and turn it in

- 75) Hearth to Telhamat
- 76) Run back up into the Inn to Amaan and turn in "[The Seer's Relic](#)" and "[Cleansing the Waters](#)"
- 77) Fly to HH
- 78) Leave town by the west entrance and head straight for the tower below to Wesilow and turn in "[Looking to the Leadership](#)"
- 79) Exit to the right, near the cave, to Biggums and turn in "[A Job for an Intelligent Man](#)"
- 80) You should be about 15% or more through 61 now

- 68) Go south of HH and start killing all of the buzzards here for their wings. It's a pretty low drop rate but also a good grind for "[Smooth as Butter](#)"
- 69) Go SE into Zeth'Gor to the east at 64,74 and kill the Grunts, Necrolytes, and shamans for "[Cursed Talismans](#)" You should hit around the 20% through 61 mark while doing this. Kinda bad drop rate but a good grind spot while doing a quest.
- 70) Once you're done turn it back in to Ironridge at Expedition point to the NE at 70,63 accept "[Warlord of the Bleeding Hollow](#)"
- 71) Go back up into Zeth'Gor to the back into the big building at 69,76 and go to the center and kill Warlord Morkh for "[Warlord of the Bleeding Hollow](#)" then go back to Expedition Point at 70,63 to Ironridge and turn it in, accept "[Return to Honor Hold](#)"
- 72) Take the Gryphon to Shatter Point then fly to HH or just run back to there

- 73) Go upstairs in the Inn to Klatu and turn in "[Return to Honor Hold](#)" accept "[Fel Spirits](#)" and "[Digging for Prayer Beads](#)"
- 74) You don't have to buy the dog a treat to find this. It's right behind the Inn in a corner. If you can't find it then go to the next room to Hama and buy a Silken Thread then into the tower beside the Inn and talk to Zabraxis and buy a Maiden's Anguish then go towards the blacksmith house to the Warrant Officer and buy a Fei Fei Doggy Treat with the 2 items you just bought. Now talk to Fei Fei and give her the treat and follow her so she unveils the stashes on her way behind the inn to the final one. Now go back up and turn it in to Klatu

- 75) Go SW somewhere on the southern rampart around 45,77 and lay the Anchorite Relic (pick a good spot because you can't use it for 5 more min). It will capture orcs with the beam, kill them to release fel spirits for "[Fel Spirits](#)"
- 76) Go back down to the Warp fields around 50,83 and get an uncontrolled voidwalker to about 25% life and use the crystal on it and grab the red crystal it drops for "[An Ambitious Plan](#)" then head to the east towards Zeth'Gor at 67,75



- 77) Stop at the crash site and go to Legassi and turn in "[Smooth as Butter](#)"

- 78) Go back to HH and up top of the Inn talk to Klatu and turn in "[Fel Spirits](#)" accept "[The Exorcism of Colonel Jules](#)"
- 79) Go into the next room with Jules on the bed and turn it in to Barada. Things will pop out of Jules, just attack them with the prayer beads then turn it back in to Klaktu and accept "[Trollbane is Looking for You](#)"
- 80) Go up to the top of the castle to Danath Trollbane and turn it in, SKIP "[Drill the Drillmaster](#)"
- 81) Now fly to Telhamat and run into the Inn to Elsaana, turn in "[An Ambitious Plan](#)"
- 82) You should now be about 35% through this level
- 83) From Telhamat run down SW to Cenarion Post at 15,52 to Amythiel Mistwalker and accept "[The Cenarion Expedition](#)" from Stouthoof accept "[Keep Thornfang Hill Clear!](#)" and turn in "[Helping the Cenarion Post](#)" to Thiah Redmane and accept "[Demonic Contamination](#)" accept "[Colossal Menace](#)" which you can do with a group or pull them to the Temple and the guards will help kill them (supposedly this no longer works, it's just hard as hell to kite them now so it may be worth skipping)
- 84) Go east of here and start killing Hulking Helboars. There all around HFP but there is a lot to the east. Once you're done head back West to Cenarion Post and turn it in then accept "[Testing the Antidote](#)" then go back east, find a helboar and use the antidote on him and he'll turn into dreadtusk, just kill him then go back and turn it in
- 85) Go just west now to Thornpoint Hill and start killing ravagers for "[Keep Thornfang Hill Clear!](#)" make sure you're at full health before each one because they have some wierd thorn protection and seem to break stuns early. Go back to Cenarion Point to Stouthoof and turn it in
- 86) You should now be 50% to 62 and doing this next quest will take some xp off the grind. Now you can either get a group for "[Colossal Menace](#)" or you can cheese it. Pull them to the Temple and help the guards kill them. Any class can pull them. They're real slow. I did it no problem with a rogue. While killing them, each one should drop a Crimson Crystal Shard which starts "[Crimson Crystal Clue](#)"
- 87) Now you can either wait until we come back by the Cenarion Post to Zangarmarsh to turn these in or go back now to Tola'thion and turn in "[Crimson Crystal Clue](#)" and "[Colossal Menace](#)" and accept "[The Earthbinder](#)" and go up on the hill behind these tents to Galandria and turn it in and then just let her die with the elite that spawns because we're going to skip the next part
- 88) You should now be 50-55% to 62 if you turned this in now.
- 89) I promise this is the longest grind in 60-70. It's boring outside but if you instance as mentioned below it's a lot more fun and less boring. The only other time you have to grind, or instance, is at the end of Nagrand and it's not a big one at all. Other than that the rest of 60-70 is pure questing
- 90) We need to do HFC to hit 62, Zangarmarsh is much easier and quests group easier at 62 when you go there. Too bad that the quests at 70 aren't spread out here in the early zones because Netherstorm is so full of quests you nearly gain 3 levels.
- 91) Start using the lfg tool and chat to look for a group for Hellfire Citadel Ramparts for that quest you picked up earlier. Plus they designed outlands to make you do a few instances, or else you're gonna hit 63 ½ or so and get stuck grinding or instancing them. You could grind instead if you want

- 92) Vazruden, the guy who gets off the last dragon in ramparts will drop a letter called Ominous Letter which starts "[Dark Tidings](#)"
- 93) Go back into HH up in the main castle to Gunny and turn in "[Weaken the Ramparts](#)" accept "[Heart of Rage](#)" and "[The Blood is Life](#)" then at Danath Trollbane turn in "[Dark Tidings](#)" you should now be close to 65-70% to 62.
- 94) Now you can either go and do the Blood Furnace (which is easier than ramparts) or you can finish up the rest of HFP quests or grind some before you attempt it. If you followed my guide so far then I did all the quests. I say do it later if you want because running 2 instances can suck, but as you seen ramparts was pretty short and Blood Furnace is a tiny bit longer.
- 95) Enter the wall on the West side of HFC, there are some stairs at 45,58 and follow it up to the entrance
- 96) The blood is very easy to get and the investigation is complete when you enter that bottom circle at the end. Take a look below you too, to see a huge demon for the shattered halls. He's who keeps talking.
- 97) Now leave by the green tunnel and run back to HH, to the big castle up top and turn in "[Heart of Rage](#)" to Danath Trollbane, then turn in "[The Blood is Life](#)" to Gunny.
- 98)
- 99) Now overall you should be at least 90% through 61. Now is the last bit of grinding here. Just kill the orcs down in the path of glory, not above it like we did at the start. The ones that are at the bottom on the path. They yield as much xp as the guys in the instance. This will be about an hour grind or you can do HFC again if you feel like it
- 100) You'll want to go back to SW to get your new skills. Make sure you go before you head to Zangarmarsh because there is no flightpath right at the start of this zone. Once you're done with your skills, hearth to Telhamat
- 101) Run all the way west, through the ravagers, into Zangarmarsh

Zangarmarsh 62-63



- 1) Once you zone in, continue across the bridge and you should see 2 npc's on your right with quests.



From Ikeyen accept "[The Umbrafen Tribe](#)" and "[Plants of Zangarmarsh](#)" from Thar'well. Cross the bridge and turn left up into the big tower to Warden Hamoot, atop it accept "[A Warm Welcome](#)". Go back down (at the base of the tower are 2 group quests on the wanted poster optional if you want to do them) and when you exit go left and into the Inn to Lethyn Moonfire and accept "[The Dying Balance](#)" then make Cenarion Refuge your home.

- 2) Go to the back of the Inn to Windsinger and turn in "[The Cenarion Expedition](#)" accept "[Disturbance at Umbrafen Lake](#)"
- 3) On some mobs here you will get spores, the important ones are fertile spores, you need to get 10 which will save some time later on when we're 62, it will save a headache
- 4) Just south of the refuge you will find Boglash, a 62 elite for "[The Dying Balance](#)" he's fairly easy now at 62, I didn't have a problem soloing him on my hunter or rogue at 62, would never hurt to get a partner if it's a problem being that it's close to the base.
- 5) Go south of the Refuge and kill all the mobs you see for Unidentified Plant Parts until you get all 10 for "[Plants of Zangarmarsh](#)" you can also harvest them with herbalism while you head to Umbrafen Village at 82,81 and kill the oracles, witchdoctors, and seers for "[The Umbrafen Tribe](#)" you will find Kataru at the top of the big tower 85,90 on the east side of the village. At the eastern tent at the encampment of 83,85 is Kayra Longmane, accept "[Escape From](#)"

[Umbrafen](#)" ESCORT this is really easy, you get ambushed by 2 guys 2 times, and they're easier to kill than the other guys were

- 6) You should be just south of the refuge now, finish getting your plants if needed (you have to finish this before you go to town or you can't get other quests), then go to the east side of the refuge to Ikeyen and turn in "[The Umbrafen Tribe](#)" accept "[A Damp, Dark Place](#)" then at Thar'well turn in "[Plants of Zangarmarsh](#)" you can now repeat this for faction, the pack you get from this quest **can** contain a plant which starts "[Uncatalogued Species](#)" then turn it back in to Lauranna which gives rep and is repeatable until friendly, then accept "[Saving the Sporeloks](#)"
- 7) Turn around to Windcaller Blackhoof and accept "[Safeguarding the Watchers](#)"
- 8) Go to the Inn to Lethyn and turn in "[The Dying Balance](#)" then in the back to Wingsinger turn in "[Escape From Umbrafen](#)"
- 9) Go directly west of the refuge, across the lake to the next lake, The Lagoon, you should see a pump at 64,64. These are the nagas you need to kill for "[A Warm Welcome](#)" They're a 100% drop rate in this spot. Not the ones around Umbrafen Lake, they won't drop claws
- 10) Go south to the big pump at the SW of Umbrafen Lake at 70,80 to investigate for "[Disturbance at Umbrafen Lake](#)"
- 11) Go to Funggor Cave south from here at 74,90 and kill Marsh Dredgers and Lurkers for "[Saving the Sporeloks](#)" the sporeloks help you in the cave. While in here, if you stayed right, you will find Ikeyen's Belongings, they're on a big rock, at 70,97 for "[A Damp, Dark Place](#)"



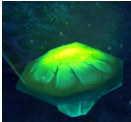
Continue down and kill Lord Klag for "[Safeguarding the Watchers](#)" I don't see why this is labeled a group quest it's very easy. Once you are done, die so you end up at the refuge if you can't hearth

- 12) In the back of the Inn to Windsinger, turn in "[Disturbance at Umbrafen Lake](#)" accept "[As the Crow Flies](#)" then use the amulet to explore the lakes for "[As the Crow Flies](#)" you'll take a long flight as a crow and at the end it will say complete, turn it in and accept "[Balance Must Be Preserved](#)"
- 13) Exit the Inn and go atop the tower to Hamoot, turn in "[A Warm Welcome](#)" then exit the tower, turn right over the bridge to Blackhoof next to the moonwell turn in "[Safeguarding the Watchers](#)" turn around to the Ikeyen and turn in "[A Damp, Dark Place](#)" "[Saving the Sporeloks](#)" and if you found 10 more plants to Thar'well, which you should have at least 10 after all that killing.
- 14) You should now be friendly with the Cenarion Expedition, turn around to Blackhoof and accept "[Blessings of the Ancients](#)" Go east and ask Ashyen for his blessing, he's the treant guardian then go SW and ask Keleth for his blessing then turn it back in at the moonwell now you can get these blessings whenever you want for use in Zangarmarsh
- 15) Go into the Inn to Lethyn, accept "[What's Wrong at Cenarion Thicket?](#)" and "[Watcher Leesa'Oh](#)"
- 16) You should be about 40% plus through 62 now.
- 17) Go SW to the pump at 70,80 and use the seeds on the Umbrafen controller. The guard should drop a paper, if not you will get it eventually from killing naga in this zone, that starts "[Drain](#)"

[Schematics](#)" then Go a bit NW to the pump at 64,64 and use the seeds on the Lagoon controller for ["Balance Must Be Preserved"](#)

- 18) Run north to Telredor at 69,49. The way to actually get in the city is in the back. An elevator goes up and down. Once you're up top the stairs you can go left or right, go left.
- 19) Near the steps to the left is Idaar, accept ["The Dead Mire"](#) and ["The Fate of Tuurem"](#)
- 20) Go up the stairs and grab the FP
- 21) Now go back down and in front of the fountain is Ahuurn, accept ["The Boha'mu Ruins"](#) and ["The Orebor Harborage"](#) then to the right, under the entrance stairs is Conall, accept ["Unfinished Business"](#) then to the left is Ruam accept ["Fulgor Spores"](#)
- 22) Go up the stairs to the north and at Haalrun accept ["Menacing Marshfangs"](#) and from Noraani ["Too Many Mouths to Feed"](#)
- 23) Finally make Telredor your home on the west side of the fountain.

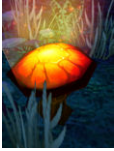
- 24) Go NE towards the dead mire and kill marshfang rippers for ["Menacing Marshfangs"](#) and look for the Glowing Green spores for ["Fulgor Spores"](#) they look like



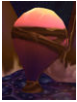
you probably won't get them all right now

- 25) Head to the dead mire at 80,43 and look for a pile of dirt for ["The Dead Mire"](#)
 - 26) In the SW section of the mire at 76,45 you will find sporewing (he's not in the dried up lake, but on the outside edges) for ["Unfinished Business"](#) once you do that then head back towards Telredor and go west of it, there's lots of fungal spores here if you still need them.
- 27) Go into Telredor and near the entrance stairs, go right and talk to Ruam. Hand in ["Fulgor Spores"](#) then go to Conall just east under the stairs, turn in ["Unfinished Business"](#) accept ["Blacksting's Bane"](#)
 - 28) A bit east of here at Idaar, turn in ["The Dead Mire"](#) accept ["An Unnatural Drought"](#) then go up the stairs on the west side to Noraani and turn in ["Menacing Marshfangs"](#) accept ["Umbrafen Eel Filets"](#)
- 29) Go SE to Umbrafen Lake, anywhere along the shore or in the water you need to look for Mire Hydras for ["Too Many Mouths to Feed"](#) and Umbrafen Eels for ["Umbrafen Eel Filets"](#) (you should have a potion of water breathing with 3 charges, you need to save one of the charges for later on)
 - 30) Follow the path north into the dead mire and kill withered giants for ["An Unnatural Drought"](#) kill the boglords and collect 6 Bog Lord Tendril's save them for just a bit later. They might take a few grind kills but it will be worth it instead of fighting tougher ones later for them. If you don't find a Withered Basidium when you're done, kill the giants until you get one which starts ["Withered Basidium"](#)
- 31) Go SW back to Telredor, at the stairs, go left to Idaar and turn in ["An Unnatural Drought"](#)
 - 32) To the west of the entrance stairs to Ruam, turn in ["Withered Basidium"](#) accept ["Withered Flesh"](#)
 - 33) Go up the Northern stairs to Noraani, turn in ["Umbrafen Eel Filets"](#) then to Haalrun turn in ["Too Many Mouths to Feed"](#) accept ["Diaphanous Wings"](#) (kill any of the fireflies you come across, hopefully you'll have 8 easily because we won't turn this in for a while)

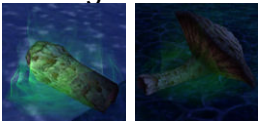
- 34) While out west, keep an eye out for glowcaps for later rep you want to get 20. I didn't mark these on the map because they're all over the place



- 35) Go to the pump NW at 61,40 and use the seed on it for "[Balance Must Be Preserved](#)"
- 36) Go south at around 49,59 just north of Feralfen Village and kill Blacksting for "[Blacksting's Bane](#)"
- 37) Go SW to the Boha'mu Ruins and up the stairs into the building and it will say completed for "[The Boha'mu Ruins](#)"
- 38) Start heading west and keep an eye out for "Count" Ungula a 64 marshfang around 32,58. She drops an item that starts "[The Count of the Marshes](#)".
- 39) Go south and you will come along a watchpost at 23,66 and you'll see Watcher Leesa'oh. Turn in "[The Count of the Marshes](#)" and "[Watcher Leesa'Oh](#)" accept "[Observing the Sporelings](#)". Then head west to 19,64 and you'll find Fahssn who will give you "[The Sporelings' Plight](#)" and "[Natural Enemies](#)" and since we have the tendrils, turn it back in
- 40) Go west into the spawning glen to 13,62 to get the completed message for "[Observing the Sporelings](#)". Also keep an eye out for Mature Spore Sacs for "[The Sporelings' Plight](#)" you also want to get as many as you can because it's repeatable for rep and will get you quests in a bit. You want to get 20 before you're done here.



- 40) Once you're all done return to Fahssn east of here and turn in "[The Sporelings' Plight](#)" and turn in any spore sacs you have in multiples of 10 you have and you should be friendly with sporegggar now and can accept "[Sporegggar](#)"
- 41) Go back to east the watchpost to Leesa'oh at 23,66 and turn in "[Observing the Sporelings](#)" accept "[A Question of Gluttony](#)" then go east to the other bog lords and look for glowing log looking mushrooms on the ground



- 42) Once you're all done, head back west to Lessa'oh at the watchpost and turn it in accept "[Familiar Fungi](#)"
- 43) Any additional 6 tendrils you have, turn back in to Fahssn for some more rep

- 44) Go NW to Sporegggar at 19,51 and in the first house to Msshi'fn, turn in "[Sporegggar](#)" accept "[Glowcap Mushrooms](#)" and you should already have at least 20 of these so turn it back in and you can hand in any more in 10's for rep until friendly then you can buy stuff with them here. If you didn't get 20 you can go back and do the spore sacs since they're in an easier spot to grab
- 45) Exit this building and to the right, straight ahead you want to go in the left building to Gshaff at 19,49 and accept "[Fertile Spores](#)" and you should already have the 10 needed as stated at the start of this zone, so turn it back in and friendly now with Sporegggar. This is also repeatable for rep past friendly

46) Outside of the house at Gzhun'tt, now that you're friendly, accept "[Now That We're Friends...](#)"
47) You should now be about 80-85% to 63

48) Then go NE to Marshlight Lake and use the seeds on the control panel at 25,42 and kill the naga's here for "[Now That We're Friends...](#)"

49) Go back down to Sporeggar to Gzhun'tt at 19,50 and turn in "[Now That We're Friends...](#)" and can be repeated for rep, but it's a little too annoying to keep doing
50) Go north and enter Orebor Harborage around 41,28 and near the front grab the FP then talk to Timothy Daniels wearing the dive helmet and accept "[Secrets of the Daggerfen](#)" then go up in front of the Inn to Ikuti, turn in "[The Orebor Harborage](#)" accept "[Ango'Rosh Encroachment](#)" and "[Daggerfen Deviance](#)" on the sign post to the left accept "[Wanted: Chieftain Mummaki](#)"
51) Sadly we start here unfriendly so we can't make this our home

52) Then go SW of Orebor Harborage to the Hewn Bog, it's just outside of town, and kill the ogres here to get mushroom samples for "[Familiar Fungi](#)" and kills for "[Ango'Rosh Encroachment](#)"

53) Go west to Daggerfen Village and start killing them for "[Daggerfen Deviance](#)" look at the upper right camp 26,23 (3 of the camps look like tents on the map) and near the southern tent is a vial for "[Secrets of the Daggerfen](#)" (it could be at other tents, but I always find it here) and the manual is atop the biggest tower out here at 24,26 there are 2 stealthed mobs at the entrance, and up top are 4 servants but they die very easily. Also kill Mummaki up here for "[Wanted: Chieftain Mummaki](#)" kill his servants or they heal him, not to mention he likes to vanish.

54) After doing this you should be 63 or really close, especially after turn in.

55) Run back NE to Orebor Harborage at 41,28 and near the front to Timothy Daniels and turn in "[Secrets of the Daggerfen](#)"

56) Up by the Inn at Ikuti turn in "[Ango'rosh Encroachment](#)" accept "[Overlord Gorefist](#)" also turn in "[Daggerfen Deviance](#)" and "[Wanted: Chieftain Mummaki](#)"

57) You should be 63 now for sure as well as neutral with the Kurenai so you can make this your home

Zangarmarsh 63-64



- 58) The armor Merchant, Maktu, gives you "[Natural Armor](#)" then down towards the front of town, in the hut is Puluu accept "[Stinger Venom](#)" "[Lines of Communication](#)" and "[The Terror of Marshlight Lake](#)"
- 59) Leave town and go SE into serpent lake to 50,41, the coilfang reservoir, and kill the fenclaw thrashers here for "[Natural Armor](#)" they are blue hydras only around the pipes. While out here you should go up to the top of the pipes, and just enter the pipe that leads to Coilfang and you will get the complete message for "[Drain Schematics](#)"
- 60) Go south around the horde base at 31,50 and kill marsfang slicers between here, and east of the spawning glen (see 2 on map) for "[Lines of Communication](#)" also kill marshlight bleeders near the Marshlight Lake for "[Stinger Venom](#)" and "[Diaphanous Wings](#)"
- 61) Stop at the watchpost while you're here at 23,66 and turn in "[Familiar Fungi](#)" accept "[Stealing Back The Mushrooms](#)"
- 62) Once you're done with the slicers, go to the island at 22,45 kill Terrorclaw for "[The Terror of Marshlight Lake](#)" and then if you still need more venom or wings, go west around the lake until done that's done
- 63) Go to the Island in the NW corner of Zangarmarsh up to the short cave with 2 guards outside at 18,7 (not the first long cave) and kill Overlord Gorefist for "[Overlord Gorefist](#)" Keep an eye out for boxes of mushrooms for "[Stealing Back The Mushrooms](#)", these spawn the maulers as well so 10 mushroom boxes is 10 maulers, and any ogre can drop shrooms as well.



- 64)Hearth to Orebor Harborage and go outside the Inn to Ikuti and turn in "[Overlord Gorefist](#)" then at the armor merchant Maktu turn in "[Natural Armor](#)" accept "[Maktu's Revenge](#)"
- 65)In the front of town at Puluu turn in "[Stinger Venom](#)" "[Lines of Communication](#)" and "[The Terror of Marshlight Lake](#)"
- 66)You should now be near 20% into 63

- 67)Swim SE out of town to the Island on the SW corner of Serpent Lake at 41,41 and look for Mragesh, he's a hydra that is brown and is along the shore somewhere on this tiny island.
- 68)Go down to the outpost at 23,66 and turn in "[Stealing Back The Mushrooms](#)" watch the scene if you want, you have saved the poor sporelings
- 69)If you plan to do the underbog in coilfang now, go grab the 3 quests in Sporegarr

- 70)Go back to Orebor, near the Inn to Maktu and turn in "[Maktu's Revenge](#)"
- 71)You should now be friendly with Kureni
- 72)Fly to Telredor (It kind of runs around a tiny bit here, but worth it for the fairly easy XP)
- 73)Go straight down the stairs and near the fountain to Ahuum, turn in "[The Boha'mu Ruins](#)" accept "[Idols of the Feralfen](#)" then under the stairs at Conall turn in "[Blacksting's Bane](#)"
- 74)Go up the northern stairs to Haalrun and turn in "[Diaphanous Wings](#)"
- 75)Make Telredor your home again

- 76)Go SW to Feralfen Village 46,60 and look for the Idols laying on the ground (they're only around the huts) for "[Idols of the Feralfen](#)" they're hard to see because they blend into the ground



- 77)Head East toward the Cenarion Refuge

- 78)Go into the Inn to Windsinger in the back turn in "[Balance Must Be Preserved](#)" and "[Drain Schematics](#)" accept "[Warning the Cenarion Circle](#)"
- 79)Go east to the 2 tents and turn in any 10-plant parts you have. You should have at least 40 or 50+

- 80)Run over to HFP to the Cenarion Post to Mistwalker and turn in "[Warning the Cenarion Circle](#)" accept "[Return to the Marsh](#)"

- 81)Go back to the Refuge Inn and turn in "[Return to the Marsh](#)" SKIP "[Failed Incursion](#)"

- 82)Go north into the dead mire and kill the hydras and bog lords for samples for "[Withered Flesh](#)"

- 83)Run back to Telredor, don't hearth
- 84)Go down the right side of the steps to Ruam and turn in "[Withered Flesh](#)"
- 85)Next to the fountain at Ahuum, turn in "[Idols of the Feralfen](#)" accept "[Gathering the Reagents](#)"

- 86)Go south of Telredor, around the lagoon and kill spore bats (not greater or lesser) and fen striders for "[Gathering the Reagents](#)" it's not too far from town and about a 75% drop rate

- 87)Go back to Telredor near the fountain to Ahuum and turn it in and accept "[Messenger to the Feralfen](#)"

- 88)Go down to the Boha'mu Ruins at 43,69 and drink the Elixir to transform into a bird, then talk to the 63 elite, Elder Kuruti at the top of the stairs

- 89)Hearth back to Telredor and next to the fountain at Ahuum turn in "[Messenger to the Feralfen](#)"
- 90)You should be about 40%+ to 64 as well as very close to honored with Exodar, the Dreinei capital if you aren't already
- 91)Follow the road east out of Telredor to the Refuge, turn in any last plant parts you have, then go south and you'll eventually end up in Terokkar Forest

Terokkar Forest 63-64



- 1) As you go south, you'll see Shattrath City, enter it at 33,14 and on the entrance bridge accept "[A'dal](#)"
- 2) Right before you enter the center of town, take the path down to the left and grab the FP
- 3) Enter the Terrace of Light and you will see A'dal in the center, he's the big glowing white key looking thing. Turn in "[A'dal](#)" then Khadgar, the guy beside him will tell you to leave him alone, then he'll give you "[City of Light](#)" and he will summon a Servant which you must follow and he will bring you by 2 quest givers, accept "[Rather Be Fishin](#)" accept "[The Eyes of Skettis](#)" then at the end of the tour you can return to Khadgar and turn in "[City of Light](#)"
- 4) Briefly from what I've seen and heard from other players, scryer is more for horde and aldor is more for alliance. I learned after release that it depends on your class so from here on out, mainly in Terokkar, Netherstorm, and Shadowmoon is where your choice will make a difference. Some quests are fairly similar and others are not. I will mark down above the steps whether it is Scryer or Aldor.

- 5) If you chose the wrong faction there is only 1 way to reverse it and it takes some time. If you're Aldor you can go to Arcanist Adyria in the lower city at 54,22 and accept "[Voren'thal's Visions](#)" and do it a bunch of times
- 6) If you're Scryer you can go to Sha'nir in the lower city at 64,15 and accept "[Strained Supplies](#)" and do it a bunch of times
- 7) I don't know if this is meant to be or if this is a glitch but there was a supposed way to start off friendly with aldor or scryers. Decide which one you want to be and then go to the bank of that faction and when you talk with them you'll instantly be friendly instead of neutral from the below quests

Aldor

- 8) If you chose the aldor accept "[Allegiance to the Aldor](#)" this will make you friendly. Now accept "[Ishanah](#)" with the Aldor and you are now hostile with the Scryers.
- 9) Go up to the Aldor Rise to 30,34 and talk to Adyen the Lightwarden and accept "[Marks of Kil'jaeden](#)"
- 10) Continue up the path to the top to Ishanah and turn in "[Ishanah](#)" accept "[Restoring the Light](#)"
- 11) Go south to the Inn at 28,49 and make it your home
- 12) Now in the Terrace of Light you will see there is a portal to Darn, IF and SW here for you to use. You can take it to a town and train the few skills or skill you get at odd levels and then hearth back, or just wait until 64

Scryers

- 13) If you chose the Scryer accept "[Allegiance to the Scryers](#)" this will make you friendly. Now accept "[Voren'thal the Seer](#)" with the Scryer and you are now hostile with the Aldor
- 14) Go up to the Scryer's Tier to 45,81 and talk to Magistrix Fyalenn and accept "[Firewing Signets](#)"
- 15) To the left of the entrance is Magister Falris, accept "[Losing Gracefully](#)"
- 16) Continue up the path to the top to Voren'thal the Seer and turn in "[Voren'thal the Seer](#)"
- 17) Go east to the Inn at 55,81 and make it your home
- 18) Go down to the Terrace of Light but stick to the east side. Outside is the Marksman Regiment's Cooking Pot which turns in "[Losing Gracefully](#)" Stick around for the show after you do it if you have 5 minutes



Aldor & Scryers

- 19) Now in the Terrace of Light you will see there is a portal to Darn, IF and SW here for you to use. You can take it to a town and train the few skills or skill you get at odd levels and then hearth back, or just wait until 64
- 20) Exit town to the NE and you'll see Silmyr Lake, go in there and kill eels for "[Rather Be Fishin'](#)"
- 21) Once you finish that, exit the lake to the east and go south to the Cenarion Thicket and outside of the entrance at 44,26 is a tauren and a kodo, turn in "[What's Wrong at Cenarion Thicket?](#)" accept "[Strange Energy](#)" and "[Clues in the Thicket](#)" then kill regular terormoths south of here, and the vicious terormoths up in the thicket.

19) In the Inn, right in front of the counter, is a blue dreinei named broken corpse, beside it is a strange object that looks like a metal ball, that's your clue for "[Clues in the Thicket](#)"



20) You should have ran across a druid named Warden Treelos who gives you "[It's Watching You!](#)" which you should grab and then head up into the tower in the NW of town and kill Napthal'ar. Once you are done hand it back in to Treelos

21) Go south of town and turn in "[Strange Energy](#)" and "[Clues in the Thicket](#)" accept "[By Any Means Necessary](#)" and if you look on your map, you see the road between Shattrath and Tuurem, this is the road the empoor passes back and forth on. He just happened to be near here when I was at this point, tell him or else then you have to fight him to about 20% life turn in "[By Any Means Necessary](#)" accept "[Wind Trader Lathrai](#)"

22) You should be over 50% now to 64

Aldor do "[Restoring the Light](#)" Both do "[The Eyes of Skettis](#)" in the next step

23) You want to go up to the Veil Reskk at 48,14 and cleanse the Western Altar for "[Restoring the Light](#)" then cleanse the northern altar at 50,16. Right behind this altar is a ramp going up into the trees for the first eye, the Eye of Veil Reskk, it is in the top of the tree tower at 50,19 for "[The Eyes of Skettis](#)" The eastern altar is at 49,20. Go east now to Veil Shienor to the tree at 59,25 and go inside it up top and take the bridge to the next tree again and grab the Eye of Veil Shienor



24) Any arakkoa feathers you find now, hold on to until later on for some rep

Aldor

25) Hearth to Shattrath and go up to the building at 24,29 to Ishanah and turn in "[Restoring the Light](#)"

Aldor & Scryers

26) Go down to the lower city at 52,21 to Rilak and turn in "[The Eyes of Skettis](#)" accept "[Seek Out Kirrik](#)" then go over to 63,15 to Seth and turn in "[Rather Be Fishin'](#)" SKIP "[A Cure For Zahlia](#)"

27) Go south some to 71,31 and talk to Wind Trader Lathrai and turn in "[Wind Trader Lathrai](#)" accept "[A Personal Favor](#)"

28) Go south to the tunel at 69,65 and exit town

Aldor

29) Go south into the bone wastes to 30,52 the Shadow Tomb, and kill the Cabal for "[Marks of Kil'jaeden](#)" save any past 10 you find for later rep. If you find a fel armament hold on to it. They're kinda rare but I always tend to find at least 1.

Scryers

- 30) It wouldn't hurt to grind to get 10 as well for xp. You can trade them later to an Aldor [Aldor and Scryer](#)
- 31) Keep killing them until a note called Cabal Orders falls, if it doesn't fall by the time you're done, which starts ["Cabal Orders"](#)
- 32) Go east to the Refugee Caravan at 37,50 and see Mekeda and turn in ["Cabal Orders"](#) accept ["The Shadow Tomb"](#) and ["Before Darkness Falls"](#)
- 33) Then talk to Kirrik and turn in ["Seek Out Kirrik"](#) accept ["Veil Skith: Darkstone of Terokk"](#)
- 34) Talk to Lakotae and accept ["The Infested Protectors"](#) and while you're in the bone wastes you want to kill rotting forest ragers and infested root walkers for this, and then slay the wood mites that fall out of them
- 35) Then accept ["Missing Friends"](#) from the child Ethan
- 36) Go NW to Veil Skith at 30,42 and kill the arakkoa for ["A Personal Favor"](#) then at 30,41 you'll see a big black crystal named Darkstone of Terokk, use your rod of purification on it for ["Veil Skith: Darkstone of Terokk"](#)



- 37) You should also be getting keys from the birds as drops. Use them on the cages and free the children for ["Missing Friends"](#) each cage has more than 1 kid in it



- 38) Go back down to the shadow tomb at 30,52 but this time go down inside and at the first room, go in the left room and loot the chest in the back and grab the Gavel of K'alén for ["The Shadow Tomb"](#) then on the room across the hall do the same for the Drape of Aruunen then finally go to the last room and grab the chest which has the Scroll of Atalor. On your way you will see Akuno. You can accept ["Escaping the Tomb"](#) and attempt it. This now appears soloable. The escort guy does a powerful lightning attack. Once you exit the tomb 2 guys ambush you but it's simple. He'll run a few more steps outside the tomb area and it will complete



- 39) Once you are done here go SE to Auchindoun at 37,57 and kill the Cabal here for ["Before Darkness Falls"](#) you probably already have your 8 skirmishers from before.

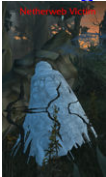
- 40) Run back north to the Caravan and talk to Lakotae, turn in ["The Infested Protectors"](#) (just turn it in later if you're not done yet) then find Kirrik and turn in ["Veil Skith: Darkstone of Terokk"](#) accept ["Veil Rhaze: Unliving Evil"](#)
- 41) At Ethan turn in ["Missing Friends"](#)
- 42) Talk to Mekeda and turn in ["The Shadow Tomb"](#) ["Before Darkness Falls"](#) and ["Escaping the Tomb"](#)
- 43) Go West past the shadow tomb to 26,53 into Veil Rhaze and kill the undead arakkoa for ["Veil Rhaze: Unliving Evil"](#)
- 44) Go back to the caravan to Kirrik and turn in ["Veil Rhaze: Unliving Evil"](#) accept ["Veil Lithic: Preemptive Strike"](#)
- 45) You should be about 80-85%+ to 64
- 46) Go SW to Veil Lithic at 23,71 and start opening cursed eggs, some will be redeemed and others will hatch, you need 3 of each for ["Veil Lithic: Preemptive Strike"](#) it seems random but I believe if you break it shortly after it spawns it's redeemed



- 47) Run SE to the Sha'tari Base Camp at 31,76 and from Scout Navrin on the mount accept ["Taken in the Night"](#)
- 48) From Commander Ra'vaj near the fire accept ["An Improper Burial"](#)
- 49) From Oakun accept ["The Dread Relic"](#)
- 50) Finally beside the fire is a dwarf named Letoll, accept the escort ["Digging Through Bones"](#) and then follow them up not far away. They'll do a scene and bang on a drum. Then a 65 worm will come. He's simple to destroy.
- 51) Go back south to the camp to Dwarfowitz and turn it in and accept ["Fumping"](#)
- 52) From here now you need to use the drum in your backpack whenever it says you're in the bone wastes, make sure no guys are going to attack you nearby. This will mostly summon a worm that will drop a carcass for ["Fumping"](#) they hit for over 1k with their poison spit so beware. Other than that they're not too tough. You could sit in the same spot and keep using the drum
- 53) Go back NE to the caravan to Kirrik and turn in ["Veil Lithic: Preemptive Strike"](#) accept ["Veil Shalas: Signal Fires"](#) and from High Priest Orglum accept ["The Tomb of Lights"](#)
- 54) Go east to the Tomb of Lights at 47,55 and kill the Ethereals around it for ["The Tomb of Lights"](#) and note that you can go inside but it's a lot tougher in there.
- 55) Go east to 55,66 and follow the path up into Veil Shalas and start extinguishing the fires. The first spot you come to, you see 2 birds around a purple circle, go to the right side of the tree behind them and enter it at 55,72 and go up top and you'll exit on the Bloodstone Fire and the Violet Fire is on the next tree up in this section. Enter the tree by the ramp at 57,71 and the Emerald Fire is on the 2nd tree. Now enter the trees by the ramp at 57,64 and Sapphire Fire is on the 2nd tree on the bottom level



- 56) Go SW out of the camp and at 49,76 you will see Vindicator Haylen with a few wounded soldiers around him. Accept "[For the Fallen](#)" and then start killing spiders along the edge of the bone wastes and in the next step.
- 57) Go east now into Netherweb Ridge venom at about 51,77 and kill the Netherweb Victim, which are the web wrapped things. Kill them ranged if you can to avoid fighting the non soldiers. You'll either get an aggressive monster or a Sha'tar warrior for "[Taken in the Night](#)"



- 58) If you haven't gotten all your spider kills for "[For the Fallen](#)" then keep killing until it's complete and turn it back in at 49,76 and SKIP the next part unless you can solo the spider or get a group
- 59) Head west now to the big broken caravan at 43,76 and open the massive treasure chest to the south of it for "[The Dread Relic](#)" but be careful when you do a hippy circle of zombies appears around the caravan. Luckily they drop in about 1-2 hits if you can't escape



- 60) Go further west and where you see the npc's fighting at there are dead bodies of warriors and vindicators. Use your torch to burn 8 of each for "[An Improper Burial](#)"



- 61) Run west into Sha'tari Base Camp and at Scout Navrin turn in "[Taken in the Night](#)"
- 62) Near the fire at Ra'vaj turn in "[An Improper Burial](#)" accept "[A Hero Is Needed](#)" then beside him at Dwarfowitz turn in "[Fumping](#)" SKIP "[The Big Bone Worm](#)" unless you get a group
- 63) Then at Oakun turn in "[The Dread Relic](#)" SKIP "[Evil Draws Near](#)" unless you get a group
- 64) Go east again to where you burned the bodies and kill the initiates and doomslayers for "[A Hero Is Needed](#)" then go turn it back in at the camp to Ra'vaj and accept "[The Fallen Exarch](#)"
- 65) You should now be friendly with the Lower City
- 66) Go NE now to the west side of Auchindoun entrance at 33,65 (don't go down what we need is right up top) run straight east in to a big coffin at the top of the stairs. Clear the 4 guys surrounding it and then open it. A pathetically weak draenei ghost comes out. Kill him for "[The Fallen Exarch](#)"



- 67) Go SW back to camp to Ra'vaj and turn in "[The Fallen Exarch](#)"
- 68) Go back to the caravan and turn in "[Veil Shalas: Signal Fires](#)" to Kirrik accept "[Return to Shattrath](#)"

- 69) At Orglum turn in ["The Tomb of Lights"](#)
- 70) Since you're friendly with Lower City now go to the northern most part of the caravan to Soolaveen and accept ["Recover the Bones"](#) and collect any bones lying all over the bone wastes which you can do later on your trip back
- 71) Now run east to the Allerian Stronghold at 55,54 while collecting any bones you can lying on the ground
- 72) Go to the 2nd building on your left and make the stronghold your home
- 73) Directly in front of the Inn exit is the town hall, out front on the wanted poster accept ["Wanted: Bonelashers Dead!"](#) then just inside at Ros'eleth accept ["Olemba Seeds"](#) then all the way inside talk to LT Gravelhammer and accept ["Speak With Private Weeks"](#) and ["Thin the Flock"](#)
- 74) Just outside next to the ballista is Thander, accept ["Stymying the Arakkoa"](#) then talk to Bertelm next to the big water wheel and accept ["Unruly Neighbors"](#) and ["Timber Worg Tails"](#)
- 75) Go in the building across the road from the wheel, talk to Andarl and turn in ["The Fate of Tuurem"](#) accept ["Magical Disturbances"](#) then go east over the bridge and grab the FP and fly to Shattrath
- 76) Go east down to the lower city at 72,30 and turn in ["A Personal Favor"](#) accept ["Investigate Tuurem"](#)
- 77) Go NW around the lower city to 53,21 to Rilak and turn in ["Return to Shattrath"](#) then go to Grashna behind him and accept ["The Skettis Offensive"](#) then be prepared to fight, the small birds never attacked but the big one was kinda tough, wouldn't hurt to have someone around town help with this. Once done turn it in to Rilak for your nice blue necklace. If you can't solo it or get help then it will not hurt to SKIP it.
- 78) Go up top of the treehouse beside you to Vekax and accept ["The Outcast's Plight"](#) then turn in any sets of 30 arakkoa feathers you have
- 79) If you're Aldor you need Fel Armaments and Scryer need Arcane Tomes. You probably found at least 1 Fel Armament on the orcs earlier so if you need a tome try to trade it.

Aldor

- 80) Go up to the Aldor Rise at 30,34 and turn in ["Marks of Kil'jaeden"](#) and any more marks you have for rep. Turning in singles gives the same rep a piece as turning in 10 at once does total
- 81) You should now be 64 or really close, most likely you're almost a bar into it
- 82) Now if you got lucky earlier in the bone wastes and found a fel armament, go up to Ishanah at 24,29 and accept ["A Cleansing Light"](#) then turn it back in. If you don't have it now you may get one later, an easy 15k xp. The drop rate is low on them though. The dusts you get from this are used to perm add stuff to armor.

Scryers

- 83) Go up into the Scryer's Tier straight to the back and then upstairs to Voren'thal the Seer and accept ["Synthesis of Power"](#) and if you were able to trade for a tome, turn it back in. If not just hold it until later when you get one. You will get an Arcane Rune used for later to perm add stuff to armor.

Aldor & Scryers

84) Now take a portal to town to train, If you want you can take a trip to Exodar and grab it's FP, only if your class can train there which are paladin, shamans, hunters, mages, priests, warriors. Once you train hearth back to Allerian

Terokkar Forest 64-65



80) Exit Allerian to the north

81) Keep an eye out while you're running around for Olemba Cones, which carry seeds, lying all over the ground for "[Olemba Seeds](#)"



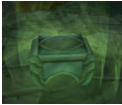
82) Go east and grind on any warp stalkers and timber worgs you see while going to the Bonechewer Ruins at 66,53 and kill the warped peons for "[Unruly Neighbors](#)" they're easiest to find on the outskirts of the ruins. Also look for warp stalkers and timber worgs on the outskirts while you're here

83) Once that's done, all around out here you will find warp stalkers for "[Magical Disturbances](#)" and timber worg alphas for "[Timber Worg Tails](#)"

84) After you get your tails and warp stalker kills head NE to Allerian Post at 69,44 and at Shadecloak turn in "[Unruly Neighbors](#)" accept "[The Firewing Liaison](#)" and "[Thinning the Ranks](#)"

85) Go back down to Bonechewer Ruins and kill Devastators and Backbreakers for "[Thinning the Ranks](#)" then go to the only whole building around at 67,54 and kill Lisaile Fireweaver for "[The Firewing Liaison](#)" she has about 5 orcs in the building with her but you can pull them all solo

- 86) To the right of where she was standing you will see some Fel Orc Plans on the ground which starts "[Fel Orc Plans](#)"
- 87) Head back up NE to the Post at 69,44 when you're finished to Shadecloak and turn them both in. You should now be about 20-25% or more into 64
- 88) Go way north to Veil Sheinor and go to the purple hut at 59,23 on the ground and kill Ayit for "[Stymying the Arakkoa](#)" don't worry about getting all the kills yet for "[Thin the Flock](#)"
- 89) Go SW to Tuurem to the hut at 53,29 which has a firewing courier in it, on the ground is the Sealed Box for "[Investigate Tuurem](#)"



- 90) Go north to Veil Reskk and go up the ramp at 49,16 to the treetop and kill Ashkaz for "[Stymying the Arakkoa](#)" also finish killing what you need at this camp for "[Thin the Flock](#)"
- 91) Go SW now just outside the Cenarion Thicket at 44,26 and talk to Tavgren and turn in "[Investigate Tuurem](#)" accept "[What Are These Things?](#)"
- 92) Go SW to just north of Grangol'var Village to 40,36 and you will see Private Weeks between some trees, turn in "[Speak with Private Weeks](#)" accept "[Who Are They?](#)" now either enter Grangol'var to the path beside you on the east or go south into Grangol'var Village and put on your disguise, but as warned, the disguise can be seen through by the hunters. The costume can disappear since Weeks told you its flimsy, go back to him if you lose it. The laborer is near the entrance chopping a fence at 38,41 but he does wander the camp, the initiate is at 39,39 near the water, and the advisor is at 40,38 in the big building.



- 93) Go back north to Weeks at 40,36 once done and turn it in, accept "[Kill the Shadow Council!](#)" then go back in the village to the path next to Weeks here and kill the executioners summoners and then Grieve in the big building at 40,38 again be careful of the hunters, if you fight them and their friends and it's gonna be tough and you probably won't survive it
- 94) Go SW to Veil Skith and go to the ramp at 29,42 and go up it and kill Urdak for "[Stymying the Arakkoa](#)"
- 95) Now go south into the bone wastes again
- 96) Kill any bonelashers you see while out here for "[Wanted: Bonelashers Dead!](#)" there's a camp of bonelashers just east of the caravan but they're all around the bone wastes
- 97) You want to continue looking for the bones laying on the ground as well for "[Recover the Bones](#)"
- 98) Once you get all your bones go SW to the NW side of Auchindoun and you will see 2 blue braziers that lead down at x,y. Go down and stay to the right then at the bottom turn right and enter the west side where there are 2 pink braziers.

- 99) At Ha'lei on the right accept "[I See Dead Draenei](#)" then turn it in to Ramdor and accept "[Ezekiel](#)"
- 100) Also turn in "[Recover the Bones](#)" accept "[Helping the Lost Find Their Way](#)"
- 101) Go SE to 40,70 and take the exit back up to the top and start killing the lost spirits and broken skeletons around here and to the east
- 102) Finish killing anymore bonelashers you need while you head back to the Caravan to Soolaveen and turn in "[Helping the Lost Find Their Way](#)"
- 103) Run east to Allerian Stronghold
- 104) Just outside the inn near the mailbox is Jenai Starwhisper, turn in "[What Are These Things?](#)" accept "[Report to the Allerian Post](#)"
- 105) Go into the town hall to Ros'elesh and turn in "[Olemba Seeds](#)" accept "[Vessels of Power](#)" then further in at LT Gravelhammer turn in "[Kill the Shadow Council!](#)" and "[Thin the Flock](#)"
- 106) Go outside next to the ballista to Thander, turn in "[Styming the Arakkoa](#)" then near the water wheel behind him is Bertelm, turn in "[Fel Orc Plans](#)" and "[Timber Worg Tails](#)" accept "[The Elusive Ironjaw](#)"
- 107) Go across to Taela Everstride near the entrance to town and turn in "[Wanted: Bonelashers Dead!](#)" SKIP "[Torgos!](#)" unless you get a group then go in the building beside her to Andarl and turn in "[Magical Disturbances](#)"
- 108) You should now be nearing 50% through 64
- 109) Go NE to Allerian Post at 69,44 to Meridian and turn in "[Report to the Allerian Post](#)" accept "[Attack on Firewing Point](#)"
- 110) Go NE to just north of Firewing Point around 67,35 and look for Ironjaw and kill him for "[The Elusive Ironjaw](#)"
- 111) Once you kill Ironjaw go just south to Firewing Point and kill the Blood Elves for "[Attack on Firewing Point](#)"
- 112) Scryers save any firewing signets for "[Firewing Signets](#)" and aldor save any firewing signets to sell or trade. Use them as a grind marker. Try to get 20 before you leave
- 113) Once done go up into the building at 73,36 and you'll see Isla Starmane caged up, accept "[Escape from Firewing Point!](#)" now this is labeled a group quest but no ambushes pop up, I never had to fight more than 2 at once. It's such an easy escort quest. If you don't have 20 rings yet grind until you do.
- 114) Go NW up to Tuurem at 54,31 and look for the Draenei Vessels laying on the ground for "[Vessels of Power](#)" note that some are fake and just poof when you open them

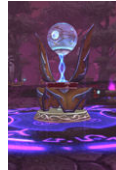


- 115) Once you get them all hearth to Allerian Stronghold
- 116) Exit the Inn and enter the town hall, at Ros'elesh turn in "[Vessels of Power](#)" then go further in to the Captain and turn in "[Escape from Firewing Point!](#)"
- 117) Go outside near the water wheel to Bertelm and turn in "[The Elusive Ironjaw](#)" now everyone gets a cool wolf mask no matter what you can wear. I always got jealous to see horde wearing a mask like this pre expansion.

- 118) Go NE back to the Post to Meridian at 69,44 and turn in "[Attack on Firewing Point](#)" accept "[The Final Code](#)"
- 119) Go back up to firewing point in the building you did the escort quest at 73,36 and go to the end and use the orb of translocation and it will bring you up to the very top, now go up as high as you can go and kill Sharth Voldoun for "[The Final Code](#)" and get the code. Once he's dead use the orb of translocation and it brings you back down. Go to the center of town and clear the 4 mages around the mana bomb and then activate it. Once you do it will blow in 5 seconds and kill all the warlocks that are left.



Orb of Translocation



Mana Bomb

- 120) Hearth if it's up, otherwise die then run south to the stronghold
- 121) Right beside the inn is Jenai Starwhisper, turn in "[The Final Code](#)" and everyone standing around will praise you. Accept "[Letting Earthbinder Tavgren Know](#)"
- 122) Fly to Shattrath
- 123) Go in the Terrace of Light and search for Ezekiel walking around. He walks clockwise along the outside path of the terrace. Turn in "[Ezekiel](#)" SKIP the rest
- 124) Exit to the east
- 125) Run east to the Cenarion Thicket and turn in "[Letting Earthbinder Tavgren Know](#)"
- 126) You should now be about 60-65% or more to 65 as well as very close to honored with the Cenarion Expedition if you weren't a while ago from plant parts
- 127) Run back to Shattrath
- Aldor**
- 128) Go up to Aldor Rise and turn in any more marks you found for some rep
- 129) Go further up to Ishanah and turn in any fel armaments you found for some more rep
- Scryers**
- 130) Go up to the Scryer's Tier to Magistrix Fyalenn and turn in "[Firewing Signets](#)" and any multiples of 10 you have. Turning in singles gives the same rep a piece as turning in 10 at once does total
- 131) Go up to the Seer and turn in any more arcane tomes you have found
- Aldor & Scryers**
- 132) Go to the northern part of the lower city atop of the treehouse again to Vekax and turn in any sets of 30 arakkoa feathers you have for some more rep
- 133) Fly to Orebor Harborage in Zangarmarsh
- 134) Go in front of the Inn to Ituki and accept "[A Message to Telaar](#)"
- 135) Fly to Telredor
- 136) Follow the road south all the way down until you reach Nagrand

Nagrand 64-65



- 1) Once you enter Nagrand follow it to the camp at 71,40 and look who it is, Nesingwary. Welcome to STV 2.0 as It's been called.
- 2) Save Oshu'gun Crystal Powder Samples you find in this zone for tokens when Halaa is under alliance control. You need them in stacks of 20
- 3) From Fitz accept "[Windroc Mastery](#)" from Nesingwary accept "[Clefthoof Mastery](#)" and from Harold Lane accept "[Talbuk Mastery](#)"
- 4) Keep an eye out for elekks, kill them for sets of 3 ivory tusks for later rep and xp. The more you get the more xp and rep you can get with the consitorium.
- 5) Now kill clefthoofs, windrocs, and talbuk stags between north and NW of the camp here to all the way south around the ring of trials. There is a talbuk camp just north, a small windroc camp SW at 67,40 and a clefthoof camp south at 70,46. I'm usually able to kill all of them then circle around killing around the camp instead of running around, unless you have to. You should kill anything near you while doing this for a good grind. Since clefthoofs are the rarest here, theres more in the field SW at 66,49. While killing these you'll see some dust howler elementals, kill them until an item called Howling Wind falls which starts "[The Howling Wind](#)"
- 6) Once you get all of the kills head back to Nesingwary's at 71,40 and if you grinded on pretty much everything you seen plus the quest mobs, you should be about 70-75% to 65
- 7) Turn in "[Windroc Mastery](#)" "[Clefthoof Mastery](#)" and "[Talbuk Mastery](#)" then accept "[Windroc Mastery](#)" "[Clefthoof Mastery](#)" and "[Talbuk Mastery](#)"
- 8) You should now be about 80-85% to 65

- 9) Go NW to the Throne of the Elements at 60,22 and turn in "[The Howling Wind](#)" to Morgh and accept "[Murkblood Corrupters](#)" then from Untrag accept "[The Underneath](#)" then from Lo'ap accept "[A Rare Bean](#)" and "[Muck Diving](#)"
- 10) Turn around and find Gordawg, the big elite rock elemental and turn in "[The Underneath](#)" accept "[The Tortured Earth](#)"
- 11) Go west of here and start killing talbuk throngrazers for "[Talbuk Mastery](#)" you can easily get your 30 kills in this connecting area. You also want to keep an eye out for Dung while you're out here, it looks just like turds, for "[A Rare Bean](#)" now it can blend in really good so sweep your mouse around looking for them, they're everywhere. Nothing like camo poo



- 12) As you go further west you'll come across the laughing skull ruins, south of here are lots of clefthoof bulls for "[Clefthoof Mastery](#)"
- 13) Now go SW to Halaa at 42,43 and if it is under alliance control go into it to Kartos on the west side and accept "[Oshu'gun Crystal Powder](#)" then turn it in since you should have 20 by now
- 14) Go below Halaa to the water on the map that surrounds it and kill Muck Spawns here for "[Muck Diving](#)" they also drop mote of water which sells very well if you get 10 for a primal water
- 15) Go west to Sunspring Post at 31,43 and kill Murkblood Putrifiers for "[Murkblood Corrupters](#)" don't be afraid to kill more than you need to, we want to try to level before we hit Telaar and these guys also give Kunerai rep.
- 16) Go SW around the road to Aeris Landing at 31,57 and accept "[Matters of Security](#)" from Zerid accept "[Stealing from Thieves](#)" from Gezhe
- 17) Inside more at Shadrek accept "[A Head Full of Ivory](#)" and since you should have at least 3 from the start of the zone turn it back in as well as any other 3 sets you have. Most likely you'll have 9-12 or more ivory tusks
- 18) Go south now to all around Oshu'Gun at 36,70. All around here are voidspawns for "[Matters of Security](#)" and at the white, crop circle marks are camps of humanoids and on the ground around them are Oshu'gun crystal fragments for "[Stealing from Thieves](#)" It's suggest that you grab 20 now, and any more multiples of 10 you feel like grabbing for more rep.



- 19) Make sure you go down to the entrance at 35,67 for an easy 1100 xp for uncovering the map
- 20) Go back north to Aeris Landing and turn in "[Stealing from Thieves](#)" to Gezhe and you can now turn in any 10 of these for rep. If you grabbed 10 extra you should be about halfway through neutral with the consitorium
- 21) At Zerid just outside camp, turn in "[Matters of Security](#)" accept "[Gava'xi](#)"
- 22) You should be 65 now or very close, if you're not 65.
- 23) Go back down to Oshu'Gun on the east side at 41,71 sometimes on the hill a bit more east at 42,73 and kill Gava'xi for "[Gava'xi](#)"

24) If you're not 65 now, grind until you are

Nagrand 65-66



25) Keep going east now until you reach Telaar at 51,70

26) While in town keep an eye out for Huntress Kima walking around, accept "[The Ravaged Caravan](#)"

27) Continue ahead east until you see a signpost at 54,70 and accept "[Wanted: Giseld the Crone](#)" and "[Wanted: Zorbo the Advisor](#)" then beside it at lolol accept "[Fierce Enemies](#)" then beside him at Nahuud turn in "[A Message to Telaar](#)"

28) Just across the road at Bintook accept "[Do My Eyes Deceive Me](#)" then go in the building behind her to Loki and accept "[The Throne of the Elements](#)"

29) Go up the ramp to the fountain looking thing with 3 people around it accept "[Stopping the Spread](#)" from Otonbu and "[Solving the Problem](#)" from Poli'lukluk

30) Go up into the inn ahead at 54,76 and make it your home, GET NEW FOOD AND WATER you can now get new ones that will greatly increase your speed for a few levels since they give more life and mana than you probably have

31) Go outside the Inn and on the side is a ramp to the top, grab the FP

32) Go east to 61,67 and you'll see Wazat, accept "[I Must Have Them!](#)" now kill any air elementals you see for their gas, it seems to be a low rate so don't just go hunting for them now

33) Go further south and kill the boulderfist hunters to get the plans for "[Do My Eyes Deceive Me](#)" then go east and start killing the tortured earth spirits for "[The Tortured Earth](#)"

34) Go SE now to the Kil'sorrow Fortress at 69,81 and kill 15 of any of the agents here for "[Wanted: Giseld the Crone](#)", any of them named kil'sorrow will do. They also drop marks of kil'jaeden. Giselda the Crone can be found inside the big round building at 71,81

35) Hearth to Telaar

36) Go down by the wanted sign to lolol and turn in "[Wanted: Giseld the Crone](#)" and across the road at Bintook turn in "[Do My Eyes Deceive Me](#)" accept "[Not On My Watch!](#)"

37) Follow the road west out of Telaar, or bridge out north, and it will curve north and around 47,63 you'll come across ravenous windrocs for "[Windroc Mastery](#)" which are from here on up towards Halaa but you should be able to get them all in this spot, there's a ton

38) Follow the road NW until you get to Aeris Landing at 30,57 and turn in "[Gava'xi](#)" to Zerid and turn in any more elekk tusks you have

39) Go North to Sunspring post again at 30,42 and kill the murkbloods for "[Solving the Problem](#)" the scavengers go down in like 2 hits. Manually use your torch on the sunspring villager corpses for "[Stopping the Spread](#)"



40) Go north now to Warmaul Hill, entrance up to it is at 29,31 and loot the Telaar Supply Crates for "[The Ravaged Caravan](#)" also you will get some Obsidian Warbeads for "[Fierce Enemies](#)" don't worry about getting them all here you'll probably get at least 5, just grab all the crates



41) Go east to the Laughing Skull Ruins at 43,21, you'll come across a goblin in here that gives arena quests, don't accept it. Just kill the ogres for "[Wanted: Zorbo the Advisor](#)" and for the rest of the obsidian warbeads. You'll find Zorbo the Advisor in the small cave up top at 45,19

42) Go east to the Throne of the Elements and at Morgh turn in "[Murkblood Corrupters](#)" at Sharvak turn in "[The Throne of the Elements](#)" at Lo'ap turn in "[A Rare Bean](#)" accept "[Agitated Spirits of Skysong](#)" and turn in "[Muck Diving](#)"

43) Find Gordawg, the big elemental, and turn in "[The Tortured Earth](#)" accept "[Eating Damnation](#)" you will get Gordawg's footprint which is a map showing where they are which doesn't help too much

44) You should be near 25-30% through 65 now

45) Head west towards the Laughing Skull Ruins, but as you leave the throne here, look to the north, next to the mountain edge, for enraged crushers, kill them for their cores. Just make a sweep to the ruins and back to the throne. If you can't get them all by the time we go back to the throne then just wait for respawns

46) Go south about 100 yards of the throne into Skysong Lake and kill the lake spirits for "[Agitated Spirits of Skysong](#)" use your Nagrand Cherries for underwater breathing if needed

- 47) Go back north to the Throne and turn in "[Eating Damnation](#)" to Gordawg then accept "[Shattering the Veil](#)" then go to Lo'ap and turn in "[Agitated Spirits of Skysong](#)" accept "[Blessing of Incineratus](#)"
- 48) Go back east to Nesingwary's at 71,40 and turn in "[Windroc Mastery](#)" "[Clefthoof Mastery](#)" and "[Talbuk Mastery](#)" SKIP the follow-ups unless you plan on getting a group.
- 49) Go south now to Windyreed Village at 71,51 and go up inside the each hut and manually use the living fire on them for "[Blessing of Incineratus](#)" in the big hut you have to stand near the center pole
- 50) Go back NW to the Throne of the Elements and turn in "[Blessing of Incineratus](#)" accept "[The Spirit Polluted](#)"
- 51) You should have at least 20, if not 40 more gunpowder samples, so if Halaa is under our control, head to Halaa at 41,44 and turn them in for some extra xp.
- 52) Head down to Lake Sunspring now, west of Halaa and south of Sunspring Post, and go to the middle at 33,51 and look for Watoosun's Polluted Essence, a big elemental, then kill 10 of the surgeons for "[The Spirit Polluted](#)"
- 53) Go south of Oshu'gun to the edge of the zone, you'll see shattered rumblers, use Gordawg's Boulder on them and Minions of Gurok will come out of them. Kill them for "[Shattering the Veil](#)" They're very easy to kill.
- 54) Hearth to Telaar
- 55) Go straight out of the Inn, near the fountain and at Poli'lukluk turn in "[Solving the Problem](#)" then at Otonbu turn in "[Stopping the Spread](#)"
- 56) Just over the bridge, near the wanted sign at lolol, turn in "[Wanted: Zorbo the Advisor](#)" and "[Fierce Enemies](#)" and you can turn in any additional 10 warbeads you get now for rep or if you become friendly with the consitorium you can turn them in there instead but just choose which rep you want more
- 57) Find Huntress Kima walking around and turn in "[The Ravaged Caravan](#)"
- 58) Go east now to Wazat at 61,67 and you should have the 3-air elemental gases now so turn in "[I Must Have Them!](#)" SKIP "[Bring Me The Egg!](#)" (I actually helped Joana kill this bird in beta) you can play around on the trampoline if you want, but you have to fight a 66 elite bird after you grab the egg. The 2 ways to do this are 1, if you have an epic mount, jump once so you get the slowfall buff, then run up the hill behind the tree and coast down on it. 2, is to jump up and release the buff as you are falling so you land on the nest, you will get hurt doing this. I found it easiest to put your back to the nest and use the trampoline and release the slowfall buff before you're actually over the nest. It takes some practice
- 59) Go south over the hill and you'll see Lump sleeping at 62,71 knock his life down and he'll sit and be friendly, now interrogate him for "[Not On My Watch!](#)"



- 60) Go back to Telaar to Bintook and turn it in and accept "[Mo'mor the Breaker](#)" then as the log says, go to the fountain to Mo'mor and turn it in, accept "[The Ruins of Burning Blade](#)"

- 61) Go east to 71,70 the burning blade ruins, and start killing the ogres for "[The Ruins of Burning Blade](#)" also near the front is a cage with Corki in it, accept "[HELP!](#)" and once you get the key, open the cage. Easy enough



- 62) Run back to Telaar and at the north part of town overlooking the water is Arechron and turn in "[HELP!](#)" accept "[Corki's Gone Missing Again!](#)"

- 63) Go to Mo'mor in the center of town by the fountain and turn in "[The Ruins of Burning Blade](#)" accept "[The Twin Clefts of Nagrand](#)"

- 64) You should now be honored with Kurenai or pretty close

- 65) Go north and if Halaa is under our control, you should have 20 more powders if you didn't have 40 last time so turn them in

- 66) Go north to the northwind cleft at 40,31 and kill the ogres for "[The Twin Clefts of Nagrand](#)" there is also the southern cleft at 49,57 but the north one has Corki in it. Hopefully before you find Corki, a northwind cleft key drops for his cage, which is in the back of the cave at 39,27 you should have the key so just free him and it's done again, no escort



- 67) Hearth to Telaar

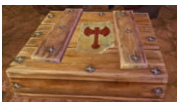
- 68) Go down to the fountain and talk to Mo'mor and turn in "[The Twin Clefts of Nagrand](#)" accept "[Diplomatic Measures](#)" then go to the cliff overlooking the north to Arechron and turn in "[Corki's Gone Missing Again!](#)" SKIP "[Corki's Ransom](#)"

- 69) You should be 80-85% to 66

- 70) Go east to the burning blade ruins again and up to the top at 73,62 and you'll see Lantresor of the Blade. Listen to his story then turn in "[Diplomatic Measures](#)" then accept "[Armaments For Deception](#)" and "[Ruthless Cunning](#)"



- 71) Go SW to Kil'sorrow Fortress at 70,75 and everytime you kill a Kil'sorrow you need to use the war Warmaul Ogre Banner on the body for "[Ruthless Cunning](#)" and keep an eye out for the Armament boxes for "[Armaments for Deception](#)"



- 72) Once done go back up to Lantresor at 73,62 in the burning blade ruins and turn them both in. Then accept "[Returning the Favor](#)" and "[Body of Evidence](#)"

- 73) Go NW to the throne of the elements to Lo'ap and turn in "[The Spirit Polluted](#)" then find Gordawg and turn in "[Shattering the Veil](#)" SKIP "[Gurok the Usurper](#)"

74) Go west to the laughing skull ruins and plant banners on the ogres here now in the same fashion as before for ["Returning the Favor"](#). At 46,24 is the blazing warmaul pyre, place the damp woolen blanket on it and 2 friendly ogres pop out and plant bodies, protect him from a few mobs for ["Body of Evidence"](#), very easy

75) Hearth to Telaar

76) At lolol turn in any more warbeads you have now for rep unless you want Consitorium Rep then turn it in when you can

77) Go back east to the burning blade ruins up top to Lantresor and turn in ["Returning the Favor"](#) and ["Body of Evidence"](#) accept ["Message to Telaar"](#)

78) Now either use the LFG and go do the Slave Pens once then after it you skip to step 84, or grind on these ogres until you're 66 and about 20k into it then continue. You'll get a little more xp if you do the Slave Pens instead and it'll be faster and less boring so try to do it. You should finish slave pens about 40k into 66

79) Go back to Telaar up to Arechron at the north overlook and turn in ["Message to Telaar"](#)

80) You should be about half way through honored with Kurenai as well as very close to 66, like 5-10% to 66. You should be about half a bar from leveling or 20k. That is if you do slave pens, if you don't you should be 66 after grinding and get some more for turning in the quest

81) If you are doing Slave Pens, fly to Telredor, make it your home, and then run east to the Refuge and into the back of the Inn, accept ["Failed Incursion"](#)

82) Enter Coilfang via the pipe in the lake at 50,40 and follow it to the caves. When you come up you'll see Jhang, turn in ["Failed Incursion"](#) which will give you a tiny bit of xp SKIP the next part unless you plan on doing underbogs as well. This should take about an hour. Note that there are no quests for just the slave pens

83) The slave pens is the left instance

84) Once you're done you should be about 30-40k into 66, now get out, fly to Shattrath and go train in a city, then hearth back to Telredor

85) Fly to Orebor Harborage and as you land go to Timothy Daniels and accept ["No Time for Curiosity"](#) then go up the stairs into Blades Edge Mountain

Blades Edge Mountain 66-67



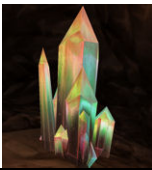
- 1) Once you get to the top of the stairs, just outside the cave at Sentinel Moonwhisper accept "[Killing the Crawlers](#)" then go in the cave, kill them while you pass through to the other side
- 2) Now I would like to say that Blades Edge is a huge maze and you might have to go way around to get down or up until you learn the zone but following my guide helps.
- 3) Follow the road until you reach Sylvanaar and accept "[The Den Mother](#)" on the wanted sign, then go in the first building on your left to Kialon Nightblade and turn in "[No Time for Curiosity](#)" then outside the building near the stone and benches is Rina Moonspring, accept "[The Encroaching Wilderness](#)"
- 4) Go north to the next building to Skyshadow and turn in "[Killing the Crawlers](#)" accept "[The Bloodmaul Ogres](#)"
- 5) Go north some more and from the dryad Daranelle accept "[Malaise](#)" then go in this long building, you'll see 2 explorers' league members at the front, accept "[Into the Draenethyst Mine](#)" from Bronwyn and "[Strange Brew](#)" from Borgrim
- 6) Go across to the Inn and make it your home then go to the top of town and grab the FP
- 7) Go south of town and kill the grovestalker lynx's for "[The Encroaching Wilderness](#)" once you have them all killed go west to Veil Lashh at 35,73 and kill the arakkoa for their feathers. Be careful if they run to a circle they try to summon a pet. Once you have all the feathers make your way to the bridge going up into the trees at 34,76 and go up in it and you'll see the book on a table. Use the book and turn in "[Malaise](#)" accept "[Scratches](#)" then stand on one of the purple circles and use the feathers to get a Kaliri Totem bird like pet



- 8) Go back north to Sylvanaar and left as you enter to Rina, turn in "[The Encroaching Wilderness](#)" accept "[Marauding Wolves](#)"
- 9) Go north to Daranelle and she'll take the spirit off you and then you can turn in "[Scratches](#)"
- 10) Go south to 38,74 and follow the path down into the Bloodmaul Ravine and kill the ogres for "[The Bloodmaul Ogres](#)" also keep an eye out at the camps for brew kegs for "[Strange Brew](#)" and you can get it from brewmasters, more than 1 brew can be in a barrel (collect 5 more than needed for this quest for a later quest). Work your way south while doing this to the Draenethyst Mine at 43,82



- 11) Inside the cave keep killing ogres that you see and grab the Draenethyst Mine Crystals for "[Into the Draenethyst Mine](#)" you can find some kegs in here too. Once you're done exit the cave and finish getting any brew and ogres you need. Make sure you have 5 extra brews



- 12) Run back to Sylvanaar and go to the 2nd building on your left to Skyshadow, turn in "[The Bloodmaul Ogres](#)" accept "[The Bladespire Ogres](#)"
- 13) Go inside the long building to Borgrim and turn in "[Strange Brew](#)" accept "[Getting the Bladespire Tanked](#)" then turn around to Bronwyn and turn in "[Into the Draenethyst Mine](#)"
- 14) Follow the path east at 41,65 over towards the horde base and once you cross kill the Thunderlord Dire Wolves for "[Marauding Wolves](#)" then grind down to the cave at 52,74 and slay Rema for "[The Den Mother](#)" she's really easy



- 15) Go east to the path going up, you'll see R-3D0 who is just a broken bot, tells you to not go up to Toshley's Station but it's a gnome quest hub.
- 16) Follow the path up to Toshley's at 60,69 and at Nickwinkle, accept "[Crystal Clear](#)" at Toshley accept "[Picking Up Some Power Converters](#)" then go east and grab the FP. It's kind of hidden so you may need to look hard.
- 17) Go around the other side to Tally and accept "[Test Flight: The Zephyrium Capacitorium](#)" then turn around to Rally and say you're ready for your flight which is going to zap you and then throw you far away, down the hill near R-3D0, you won't get hurt. Go back up and talk to Tally and turn it in and accept "[Test Flight: The Singing Ridge](#)"

- 18) Go north to the Bladespire Outpost at 57,60 and click the power converters then use the magneto collector on the electromental that comes out and then kill it for "[Picking Up Some Power Converters](#)"



- 19) Go back to Toshley and turn in "[Picking Up Some Power Converters](#)" accept "[Ride the Lightning](#)"
- 20) Now you can get some more quests, talk to Dizzy Dina and accept "[Ridgespine Menace](#)" then you should see Razak Ironsides walking around, accept "[Cutting Your Teeth](#)"
- 21) In the Inn accept "[What Came First, the Drake or the Egg?](#)"
- 22) Now sign the waiver in your bag and talk to Rally again and select take me to singing ridge

- 23) Now you're on the other side of the canyon
- 24) Now go north of this spot and pop on the magneto sphere and absorb lightning strikes from scalewing serpents, you should get about 2-4 per fight depending on your class, also gathering glands from them for "[Ride the Lightning](#)" this can be rather annoying since you have to have the debuff on you for a minute before you can remove it and the lightning makes you take extra damage and you have a permanent hamstring on you too.
- 25) Keep an eye out for Ridgespine Stalkers for "[Ridgespine Menace](#)" they're the stealthed spiders that creep near the spikes. Also kill daggermaw lashtails for their teeth for "[Cutting Your Teeth](#)" most of the daggermaws are north of death's door on the map, which if you don't have that uncovered, it's the canyon you just got thrown over
- 26) Now either run south, or back to Toshley's and have them throw you back east then go south into the singing ridge, look for spiky looking eggs and use them, then use the phase modulator on them and kill whatever the tiny dragon turns into for "[What Came First, the Drake or the Egg?](#)"



- 27) Also kill crystal flayers for "[Crystal Clear](#)" as you go through the ridge and back to Toshley's

- 28) Once you kill them all go back to Toshley's and turn in "[Ride the Lightning](#)" accept "[Trapping the Light Fantastic](#)" then to Nickwinkle and turn in "[Crystal Clear](#)" accept "[Gauging the Resonant Frequency](#)"
- 29) Go to Tally and turn in "[Test Flight: The Singing Ridge](#)"
- 30) At Dizzy Dina turn in "[Ridgespine Menace](#)" accept "[More than a Pound of Flesh](#)"
- 31) Find Ironsides in town and turn in "[Cutting Your Teeth](#)" then in the Inn turn in "[What Came First, the Drake or the Egg?](#)"
- 32) Now to Tally again and accept "[Test Flight: Razaan's Landing](#)" but don't turn it in yet
- 33) Now anywhere in singing ridge, I recommend just inside the area when it says singing ridge, clear the mobs for about 50 yards, now you have to use the frequency scanner in

your bag and lay 5 down at least 25 yards away from each other, in a circle. (Some 66 fish things may come out) Once you do that stand in the spot where all 5 make a small circle, so the center, and you'll get the complete message.

34) Go back to Nickwinkle and turn in "[Gauging the Resonant Frequency](#)"

35) Go to Rally and have him send you to Razaan's Landing

36) Now you are in front of the landing, go into it and lay light traps down when you see the pink orbs to capture them for "[Trapping the Light Fantastic](#)" and kill the flesh beasts for "[More than a Pound of Flesh](#)" note that if you lay the traps near the pink electric circles on the poles, you can keep grabbing the orbs in a row



37) Go back to town and at Toshley turn in "[Trapping the Light Fantastic](#)" accept "[Show Them Gnome Mercy!](#)" then at Dizzy Dina turn in "[More than a Pound of Flesh](#)"

38) Go to Tally and turn in "[Test Flight: Razaan's Landing](#)" then go to Rally and have him send you back to the landing

39) Go into Razaan's again, either run or get thrown back, and kill about 4 of the Razaani by the portal in the center of the village at 66,44. You'll notice there is a vial like thing stuck to the back of the portal. Once you fill it with the souls of the Razaani around it will span Nexus-Prince Razaan. Kill him and loot the box that falls for "[Show Them Gnome Mercy!](#)"



40) Go back to Toshley's to Toshley and turn it in and he'll give you a thanks and a power converter that you should hold onto.

41) Fly to Sylvanaar

42) Go to the building south of the Inn and at Skyshadow turn in "[The Den Mother](#)" then further down the hill at Rina turn in "[Marauding Wolves](#)" accept "[Protecting Our Own](#)"

43) Go south out of town and look for grove seedlings on the ground and click them to grow defenders for "[Protecting Our Own](#)"



44) Go back and turn it in and accept "[A Dire Situation](#)"

45) Go south again into the bloodmaul ravine and use the powder on the bloodmaul wolves for "[A Dire Situation](#)" they turn small and friendly when you do this

46) Follow the road north until you reach Bladespire Hold

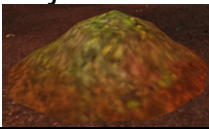
47) At 43,51 you'll see Vuuleen in a cage, accept "[The Trappings of a Vindicator](#)"



- 48) Kill the ogres here for ["The Bladespire Ogres"](#) don't forget to put down a keg to get the first 5 drunk for ["Getting the Bladespire Tanked"](#) when you lay it, they run at it and get drunk, then you can kill them
 - 49) Droggam is in the building at 39,53 and has 4 guards, 2 elite 2 non-elite. Pull the non-elites, then lay a mug of the brew that you were told to save in the doorway, on the green part, make sure you don't do it too far, and he'll come out without the 2 elites since they're sober guards they don't drink. This is for ["The Trappings of a Vindicator"](#) If you run out of the beers, remember your keg has some charges in it
 - 50) At the hut at 42,57 is Mugdorg for the 2nd part of ["The Trappings of a Vindicator"](#) same thing as the last boss, pull the non-elites, pull boss with a beer
 - 51) Go back to Vuuleen at 44,51 and turn in ["The Trappings of a Vindicator"](#) accept ["Gorr'Dim, Your Time Has Come..."](#)
 - 52) Go west to the big hut at 40,49 and you'll see Gorr'Dim now same as before, pull the 2 non elites, use brew to pull the boss then go back to Vuuleen and turn it in and SKIP ["Planting the Banner"](#)
- 53) Hearth to Sylvanaar
 - 54) Go straight across from the Inn to Borgrim and turn in ["Getting the Bladespire Tanked"](#)
 - 55) Exit and go left to Skyshadow and turn in ["The Bladespire Ogres"](#) then down over the edge to Rina Moonspring, turn in ["A Dire Situation"](#)
 - 56) Fly to Toshley's and go to Tally and accept ["Test Flight: Ruuan Weald"](#) then speak to Rally then use the spinning nether-weather vane while you're flying through the air to be a super ninja =D
 - 57) As soon as you land in Evergrove grab the FP. If you forget to use the weather vane, fly back and do it again
 - 58) Near the moonwell talk to Tree Warden Chawn and accept ["A Time For Negotiation..."](#) then to Timeon and accept ["Creating the Pendant"](#)
 - 59) Go south to O'Mally Zapnabber and turn in ["Test Flight: Ruuan Weald"](#)
 - 60) Go north to the Dryad Faradrella and accept ["Culling the Wild"](#) then west to the 2 npcs and accept ["A Date with Dorgok"](#) and ["Crush the Bloodmaul Camp!"](#) then go more west to the treant Mosswood and accept ["Little Embers"](#) and ["From the Ashes"](#)
 - 61) Make Evergrove your home
- 62) You should be 70-75% to 67 now
 - 63) While out here keep an eye out for Overseer Nuaar, he's a yellow named Draenei. Talk to him for ["A Time for Negotiation..."](#) you should find him while out here, he walks around the camps here
 - 64) Go NE to Veil Ruuan and kill the arakkoa for Ruuan'ok Claws, once you have 6 go to the green summoning circle surrounded by water and basilisks at 64,33 and use the claws to summon the harbinger of the raven and kill him for ["Creating the Pendant"](#)



- 65) Go south then east up the path from town, then go north once you are up top and kill the fel corrupters, the mages that walk in pairs they should drop a damaged mask item which starts "[Damaged Mask](#)" kill them until it drops for you, they're very easy to kill, the daggermaw are raptors, and the scalewings are serpents for "[Culling the Wild](#)"
- 66) Go up to Skald (this is a tough area so get in and out unless you have good fire resist) at 70,23 and kill the imps for "[Little Embers](#)" also look for mounds of fertile volcanic soil for "[From the Ashes](#)" and plant a seed in it. If it was used it will look like trees out here so you can spot it. The southern soil is at 71,22 the central soil is at 71,20 and the northern just ahead at 71,18



- 67) Go back to Evergrove
- 68) Go to O'Mally Zapnabber and turn in "[Damaged Mask](#)" accept "[Mystery Mask](#)" then hand it in to Antelarion the old dryad who circles town and accept "[Felsworn Gas Mask](#)"
- 69) Go to the center moonwell to the Tree Warden and turn in "[A Time for Negotiation...](#)" accept "[...and A Time For Action](#)" then beside him accept "[Poaching from Poachers](#)" then go to Timeon and turn in "[Creating the Pendant](#)" accept "[Whispers of the Raven God](#)"
- 70) Go to the dryad and turn in "[Culling the Wild](#)" then west to Mosswood the treant and turn in "[Little Embers](#)" and "[From the Ashes](#)"
- 71) You probably have hit honored with the Cenarion Expedition by now too if you never did back in Zangarmarsh.

- 72) Go back up the east ramp to Forge Camp: Anger at 73,41 and put on the gas mask and you'll see the communicator right near the front. Touch it and turn in "[Felsworn Gas Mask](#)" accept "[Deceive thy Enemy](#)"



- 73) Now kill 4 attendants and engineers and turn it back in SKIP "[You're Fired!](#)" unless there are people around to help you
- 74) You should now be 67 or very close to it. You can destroy the mask you're wearing now and the mystery mask
- 75) Go back down to Evergrove and north and west of kill poachers for nets for "[Poaching from Poachers](#)" and kill hewers for "[...and a Time for Action](#)" you should get a meeting note to drop which starts "[Did You Get The Note?](#)"
- 76) Follow the road north that will wind down right into Bloodmaul camp at 57,27 and start killing the ogres for "[Crush the Bloodmaul Camp!](#)" and kill Dorgok up top of the tower at 55,24 for "[A Date with Dorgok](#)"
- 77) Dorgok should also drop Gorgrom's Favor which starts "[Favor of the Gronn](#)"

- 78) Either run back to Evergrove or hearth
- 79) When you enter go to Stonewall and turn in "[A Date with Dorgok](#)" and "[Favor of the Gronn](#)" accept "[Pay the Baron A Visit](#)" then next to him turn in "[Crush the Bloodmaul Camp!](#)"
- 80) By the moonwell talk to the Tree Warden and turn in "[...and a Time for Action](#)" and "[Did You Get The Note?](#)" accept "[Wyrmskull Watcher](#)" then to Samia turn in "[Poaching from Poachers](#)" accept "[Whelps of the Wyrmcult](#)"
- 81) You should definitely be 67 by now and at least 5-10% into it

Blades Edge Mountain 67-68



- 81) Go SW out of town and follow the path, Note Grulloc is to your left for later, down and west to the Circle of Blood at 53,41 on the west side of it, talk to Baron Sablemane and turn in "[Pay the Baron a Visit](#)" accept "[Into the Churning Gulch](#)"
- 82) Go SW just a little bit to 48,43 and start killing the crust busters for "[Into the Churning Gulch](#)" this can be found off the young and greater ones. Once finished turn it back in at the circle of blood then accept "[Goodnight, Gronn](#)"
- 83) Go back east to 59,47 and you'll see Grulloc guarding a bag. Use the sleeping powder on him and grab the sack. It has 3 charges and he wakes up when you take the bag so use it again and run because he hurts. 2-3 hits and you're dead
- 84) Now go back to the Baron and turn it in, accept "[It's A Trap!](#)"
- 85) Go back to Evergrove to Commander Stonewall at the north part of town and turn it in, accept "[Gorgrom the Dragon-Eater](#)" then beside him accept "[Slaughter at Boulder'Mok](#)"
- 86) Head west over the Wyrmskull Bridge and on the other side you'll see Watcher Moonshade, turn in "[Wyrmskull Watcher](#)" accept "[Longtail is the Lynchpin](#)"

87) Now go through the cave and look for Draaca Longtail and kill him, then return to Watcher Moonshade and turn it in and accept "[Meeting at the Blackwing Coven](#)"

88) As you exit the cave follow the road through the Grishnath Camp while grinding on them

89) You need to make sure you get the buff understanding raven speech from killing them. You only get it if you land the killing blow but it appears to only come from the ones that have the pet bird and you have to be up close to get the buff when they die. Go up the tree at 40,17 and grab the first totem for "[Whispers of the Raven God](#)" the 2nd totem is across the road at the other bridge. The third is on the ground by the basilisk lake just below the 2nd totem entrance ramp. (easy having 3 so close) The fourth totem is far away near the entrance on the ground between the big and small hut at 40,23 and will also give you the pendant. If you didn't get the pendant then you probably grabbed the totems out of order



90) You should have also found at least one Orb of Grishna which starts "[The Truth Unorbed](#)"

91) Go west to Boulder'mok and start killing the ogres for "[Slaughter at Boulder'mok](#)" which will also give you grisly totems for "[Gorgrom the Dragon-Eater](#)" you only need 3 then go to Gorgrom's Altar at 30,22 and click it to set the trap. A 70 elite Gronn will come out and die on the trap, then lay the 3 totems around his body



92) Go south to Blackwing Coven, this place sucks it's pretty tough, at 31,32 and kill the wyrmcults for 5 costume scraps for "[Meeting at the Blackwing Coven](#)" beware when they're low on life, they may try to cast some type of black blessing which turns them into a dragonkin with about 50% life and they start fireballing and doing fire nova.

93) Go in the cave and use the blackwhelp net on the dragon whelps in here for "[Whelps of the Wyrmcult](#)" you can get right next to eggs and they will hatch one for you to capture

94) Head to the back of the cave, put on the costume, and talk to Kolphis Darkscale for "[Meeting at the Blackwing Coven](#)"

95) Hearth To Evergrove

96) As you land talk to Samia and turn in "[Whelps of the Wyrmcult](#)" then next to her turn in "[Meeting at the Blackwing Coven](#)" accept "[Maxnar Must Die!](#)" and turn in "[The Truth Unorbed](#)" accept "[Treebole Must Know](#)"

97) Go Timeon on the other side of the moonwell and turn in "[Whispers of the Raven God](#)"

98) Go north to Stonewall and turn in "[Gorgrom the Dragon-Eater](#)" accept "[Baron Sablemane Has Requested Your Presence](#)" then beside him turn in "[Slaughter at Boulder'mok](#)"

99) You should be roughly 30% through 67

- 100) Run back across wyrmskull bridge and through the tunnel then as you exit the tunnel go left up the path into Raven's Wood and you'll find Treebole at 37,22 turn in "[Treebole Must Know](#)" accept "[Exorcising the Trees](#)"
- 101) Go up into the Grishnath camp in the trees and collect 5 Grishnath Orbs and then go south around the leafbeards and kill the dire ravens for 5 pinfeathers and then combine them into exorcism feathers. Now attack a raven's wood leafbeard and use an exorcism feather on it to summon a Koi-Koi Spirit and kill it to exorcise the leafbeard. Take note that both the leafbeard and spirit will attack you until the spirit is dead. Once you are finished turn it back in to Treebole



- 102) Go SW and enter Blackwing Coven again at 32,33 and go like last time but past the guy you talked to and around to Maxnar the Ashmaw. Kill him for "[Maxnar Must Die!](#)" then die on purpose so you end up at Sylvanaar or hearth if it's up
- 103) Go back to Evergrove and at the Tree Warden turn in "[Maxnar Must Die!](#)"
- 104) Go down to the circle of blood again at 53,41 and turn in "[Baron Sablemane Has Requested Your Presence](#)" then SKIP "[Massacre at Gruul's Lair](#)" unless you get some friends. Going to the Baron was just for a tiny bit of free xp
- 105) Go back up to Evergrove and take the path east up top, then go north and follow the path until it takes you to Netherstorm

Netherstorm 67-68



Not much to show you on the map of this zone because a lot of stuff is marked already

- 1) As you cross the first bridge, Gyro-Plank Bridge, you'll see Netherologist Coppernickels accept ["Off To Area 52"](#)
- 2) At the fork make a left into the Ruins of Enkaar and outside you'll see Alley, accept ["Recharging the Batteries"](#)
- 3) Go north to the edge of the spot you're in and take phase hunters down to about 25% life, it will say the hunter is very weak, and use the battery recharging blaster on them, then finish killing them for ["Recharging the Batteries"](#) then go back to Alley and turn it in
- 4) Go back and follow the road over the wierd wooden steps into Area 52 at 32,62

- 5) Just as you come up to Area 52, go on the left side and grab the FP
- 6) When you enter on your right is Boots, accept ["Securing the Shaleskin Shale"](#) there is a quest turnin where he becomes untalkable because he blows himself up. If this happens just wait
- 7) Straight-ahead is Fuselage, turn in ["Off To Area 52"](#) accept ["You're Hired!"](#)
- 8) SKIP the 2 elite wanted quests on the poster
- 9) Go in the Inn and make it your home

Aldor

- 10) From Exarch Orelis accept ["Distraction at Manaforge B'naar"](#)

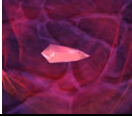
Scryers

- 11) From Spymaster Thalodien accept ["Manaforge B'naar"](#)

Aldor & Scryers

- 12) Exit the Inn and cross the bridge, on your right speak with Ravandwyr and accept ["The Archmage's Staff"](#)

- 13) Exit to the north and while you're out here kill the shaleskin flayers for "[Securing the Shaleskin Shale](#)" it's a low droprate but there are a lot out here
- 14) Go north to the just outside the west of the Ruins, where you went when you first came in to this zone, at 31,56 is Maxx A. Million Mk. V accept "[Mark V is Alive!](#)" and escort him through the Ruins. This says it's a 2 person quest but I can't see why again as with others. Maybe it's possible to get overwhelmed with mobs but nothing spawns on you. While in here grab the Etherlithium Matrix Crystals for "[You're Hired!](#)" then when you're done with the escort, turn it in to Alley. If you didn't get all the crystals then go back and get what you need.



- 15) Go back to Area 52 and as you enter talk to Boots and turn in "[Securing the Shaleskin Shale](#)" (you should be done, if not just turn in next time you're in town) accept "[That Little Extra Kick](#)"
- 16) Go to the center of town near the rocket to Fuselage and turn in "[You're Hired!](#)" accept "[Invaluable Asset Zapping](#)" and "[Report to Engineering](#)" now run across the bridge to Trep and turn it in and accept "[Essence For the Engines](#)"
- 17) Go back north again and start killing Mana Wraiths for "[Essence For the Engines](#)", they're around the glowing trenches, as well as Nether Rays for "[That Little Extra Kick](#)" they're around the rocks near the shaleskin flayers.
- 18) Go back to Area 52 again to Boots and turn in "[That Little Extra Kick](#)" then watch him blow himself up if you want
- 19) Go south to Trep and turn in "[Essence for the Engines](#)" accept "[Elemental Power Extraction](#)"

Aldor

- 20) Go west out of town and SW to Manaforge B'naar and kill the Magisters and Bloodwarders for "[Distraction at Manaforge B'naar](#)"

Scryers

- 21) Go west out of town and SW to Manaforge B'naar and right as you get near you should see a small camp with Captain Arathyn riding around on his mount. Kill him for the roster for "[Manaforge B'naar](#)"

Aldor & Scryers

- 22) Go SE to the crumbling waste along the edge of the map around 32,78 and look for Sundered rumblers and warp aberrations and use the elemental power extractor on them. They'll get a blue dust glow on them and when you kill them and they will then drop Elemental Powers for "[Elemental Power Extraction](#)"



- 23) Go NE and enter Arklon Ruins at 37,71 then inside here, around the circle, are the 4 pieces for "[Invaluable Asset Zapping](#)" and they're really close so I really don't need to explain this one.



24) Go to the center of town to the broken fountain and use the conjuring powder to summon Ekkorash the Inquisitor for ["The Archmage's Staff"](#)



25) Go back to Area 52 and outside of town in the trench at 34,68 at Blastfizzle turn in ["Invaluable Asset Zapping"](#) accept ["Dr. Boom!"](#)
 26) Go in town to Trep and turn in ["Elemental Power Extraction"](#) then go west to Ravandwyr and turn in ["The Archmage's Staff"](#) accept ["Rebuilding the Staff"](#)

Aldor

27) Go in the Inn to Exarch Orelis and turn in ["Distraction at Manaforge B'naar"](#) accept ["Measuring Warp Energies"](#) then at Karja beside him, accept ["Assisting the Consortium"](#) and ["Naaru Technology"](#)

Scryers

28) Go in the Inn to Spymaster Thalodien and turn in ["Manaforge B'naar"](#) and accept ["High Value Targets"](#) and ["Assisting the Consortium"](#)
 29) Beside him from Magistrix Larynna accept ["Bloodgem Crystals"](#)

Aldor & Scryers

30) Go just NE of town to the Camp of Boom at 34,60 now the trick here is that the bombs only go out so far. When you see a clear path get close to him and throw a bomb. Rinse and repeat until dead for ["Dr. Boom!"](#) don't let any bombs hit you because they hurt
 31) Go back north to the ruins of Enkaat and kill the draenei for ["Rebuilding the Staff"](#)

32) Go back to Area 52 to the south and talk to Ravandwyr and turn in ["Rebuilding the Staff"](#) accept ["Curse of the Violet Tower"](#)

33) Go just outside of town in the trench again to Blastfizzle and turn in ["Dr. Boom!"](#)

34) You should be roughly 75% to 68 now

Aldor

35) Go SW to Manaforge B'naar and use your warp-attuned orb to measure the energy where the pipes go into the ground for ["Measuring Warp Energies"](#) at the following locations and in this order: North 25,59, West 20,67, South 20,71, now after you grab the south one, go inside the building and you'll see the control console, turn in ["Naaru Technology"](#) accept ["B'naar Console Transcription"](#) then exit and grab the last measurement East at 28,72

Scryers

36) Go SW to the west side of Manaforge B'naar and kill sunfury magisters until you get a bloodgem shard and then use the shard while standing next to the big floating crystals for ["Bloodgem Crystals"](#)

37) Also kill warp-masters and geologists outside, can be inside too, and warp-engineers inside for ["High Value Targets"](#)

Aldor & Scryers

38) Go east now to 41,73 which is the east entrance to the Arklon Ruins and as you enter turn right and kill pentatharon for "[Consortium Crystal Collection](#)"



Now be prepared for what will seem the longest quest hub in this zone. Town Square isn't too big but it has so many quests for not having many NPC's to talk to.

39) Go out east across the bridge to Town Square at 57,85 and talk to Thadell and accept "[Need More Cowbell](#)" then beside him accept "[Indispensable Tools](#)"

40) Up by the tower from Dieworth accept "[Malevolent Remnants](#)"

41) Go to the top of the tower and use Archmage Vargoth's Staff and Vargoth will appear. Turn in "[Curse of the Violet Tower](#)" accept "[The Sigil of Krasus](#)"

42) When you go back down you can now talk to Morran and accept "[The Unending Invasion](#)" and from Dieworth "[A Fate Worse Than Death](#)"

43) While out here kill severed spirits for "[Malevolent Remnants](#)"

44) South of the tower here you should find Abjurist Belmara walking around. Kill her and she'll drop Belmara's tomb which starts "[Abjurist Belmara](#)"

45) Inside the town hall building east at 60,87 you'll find Battle-Mage Dathric who drops Dathric's Blade which starts "[Battle-Mage Dathric](#)"

46) You will also see Cohlien Frostweaver, a little gnome, walking the path here outside of town hall. Kill him for his cap which starts "[Cohlien Frostweaver](#)"

47) At the Blacksmith house east at 60,85 kill the apprentices for the smithing hammer for "[Indispensable Tools](#)"

48) You will see Conjurer Luminrath walking around north of the blacksmith. Kill him for his mantle which starts "[Conjurer Luminrath](#)"

49) Clear the path over the bridge to NE at 59,78 in the Chapel Yard you'll find Bessy in the cow pasture, turn in "[Need More Cowbell](#)" accept "[When the Cows Come Home](#)" now this

quest says suggest players 2, and I can see why, because the cow doesn't attack. It's easily soloable if you play it smart and if you cleared the path on your way in. Stay back and let Bessy get hit first or she'll keep walking and leaving you to fail. If she gets hit she'll stop then you can kill. However if you did clear what was on the path on the way in it is very easy provided you don't let respawns happen. It will stop at Thadell back by the tower and you can turn it in.

50) Beside him turn in "[Indispensable Tools](#)" accept "[Master Smith Rhonsus](#)"

51) Now west of here you will see a few houses, while over here kill mageslayers and mana seekers for "[A Fate Worse Than Death](#)" head towards them and enter the first one on your left at 56,86. You'll see a weapon rack in inside that you need to use Dathric's Blade on for "[Battle-Mage Dathric](#)" (8 on picture)



52) Two houses up you'll see a broken house at 56,87 with a dresser, use Luminrath's Mantle on it for "[Conjurer Luminrath](#)" (9 on picture)



53) The house 2 more up at 55,87 but at the end of the road has the footlocker in it that you need to use Cohlien's Cap in for "[Cohlien Frostweaver](#)" (10 on picture)



54) Right in front of this house is the mana bomb fragment for "[The Unending Invasion](#)"



55) The next house at 55,86 has the bookshelf, use Belmara's Tome on it for "[Abjurist Belmara](#)" (12 on picture)



56) Go back up to Morran near the tower and turn in "[The Unending Invasion](#)" accept "[Potential Energy Source](#)" and at Dieworth turn in "[A Fate Worse Than Death](#)" and "[Malevolent Remnants](#)" accept "[The Annals of Kirin'Var](#)" also turn in all 4 of those item quests we did in each house for a pretty easy 50k xp from them all. "[Battle-Mage Dathric](#)" "[Conjurer Luminrath](#)" "[Cohlien Frostweaver](#)" and "[Abjurist Belmara](#)"

- 57) Go back SE to the town hall at 60,87 and kill the battle mage Dathric again but this time for "[The Annals of Kirin'Var](#)" then go east to the blacksmith house and kill Rhonsus for "[Master Smith Rhonsus](#)"
- 58) Go back to the tower to Dieworth and turn in "[The Annals of Kirin'Var](#)" accept "[Searching For Evidence](#)" then go down to the barn by the tower to Andrethan and turn in "[Master Smith Rhonsus](#)"
- 59) You should be 68 now or very close

Netherstorm 68-69

Continue using the above map for quests around town square

- 61) Go back NE across the bridge by where you found Bessy to the barn at 60,78 and inside you'll find a necromantic focus. Click it to turn in "[Searching For Evidence](#)" accept "[A Lingerig Suspicion](#)" then kill any of the ghosts in the chapel yard until it's complete. Once done head back to the tower and turn it in and accept "[Capturing the Phylactery](#)"



- 62) Go back to Chapel Yard, and across from the barn, there are 3 outhouses, the middle one is a suspicious outhouse, which has the phylactery. Go back to the tower and turn it in, SKIP "[Destroy Naberious!](#)" unless you want to get a group



- 63) Go west to Manaforge Coruu at 51,83 and look for the energy isolation cubes for "[Potential Energy Source](#)" also keep an eye out for Spellbinder Maryana for "[The Sigil of Krasus](#)" she wanders around and is outside. Once you have [the Sigil of Krasus](#) use the staff and Vargoth will appear, turn it in and accept "[Krasus's Compendium](#)"



- 64) Go back to the tower to Morran and turn in "[Potential Energy Source](#)" accept "[Building A Perimeter](#)"
- 65) Go to the house just south of the tower at 58,87 and grab chapter 3. Chapter 1 is in the house on the other side at 58,89. Chapter 2 is in the house 2 doors down at 57,89. Once you have all 3 use the staff again and Vargoth will appear, turn it in and accept "[Unlocking the Compendium](#)"



- 66) Go east to 59,85 and you'll see the east Kirin'Var Rune. Now use the rune activation device for "[Building a Perimeter](#)" do the same thing for the NW rune at 57,82, you need to cross the bridge to get to it, and the western ruin at 54,86



- 67) Go to the tower and turn it in then accept "[Torching Sunfury Hold](#)" then from Diworth accept "[The Sunfury Garrison](#)"
- 68) Go north into Sunfury Hold at 56,81 and kill the archers for "[The Sunfury Garrison](#)" and kill the flamekeepers for a torch to use to burn the ballista's and tents for "[Torching Sunfury Hold](#)" you can sit at the same tent and ballista until you get it 4 times, just have to wait a few seconds in between
- 69) Spellweaver Marathelle walks around the lowest platform at 56,78 kill her for the Oculus (D2 fans?) for "[Unlocking the Compendium](#)" now use the staff to summon Vargoth and turn it in and accept "[Summoner Kanthin's Prize](#)"
- 70) Go over the bridge north to Manaforge Duro at 59,62 for "[Summoner Kanthin's Prize](#)" he's easy to spot because he has a water elemental pet called Glacius. Once you do this use the staff again to summon Vargoth and turn it in and accept "[Ar'kelos the Guardian](#)"
- 71) Go back down to the town square tower to Morran and turn in "[Torching Sunfury Hold](#)" then next to him turn in "[The Sunfury Garrison](#)" accept "[Down With Daellis](#)" then go in the tower and slay Ar'kelos at the entrance for "[Ar'kelos the Guardian](#)" then go up top to Vargoth and turn it in SKIP "[Finding the Keymaster](#)" unless you get a group
- 72) Go back up to Manaforge Duro to the west side of it at 57,65 and you'll see Daelis Dawnstrike running up and down the path. Kill him for "[Down With Daellis](#)"



- 73) Run back down to the tower and turn it in then go back up east of Manaforge Duro to Cosmowrench at 65,66 and grab the FP outside then go inside and accept "[Bloody Impossible!](#)"

74) Now go just outside of town and look for warp chasers. Use the crystal to summon Zeppit to help you collect the blood. You have to be in melee range when the warp chaser dies or he will not grab the blood, so any ranged classes have to get in close for the kill

75) Once you got all the blood, go turn it back in

76) Fly to Area 52, we're going to get skills then hearth back rather than hearthing now and wasting time flying back from skills

77) Outside the inn talk to Khay'ji and turn in "[Consortium Crystal Collection](#)" accept "[A Heap of Ethereals](#)"

78) Now go to Papa Wheeler and accept "[Pick Your Part](#)"

Aldor

79) Go in the Inn to Orelis and turn in "[Measuring Warp Energies](#)" then next to him turn in "[B'naar Console Transcription](#)" accept "[Shutting Down Manaforge B'naar](#)"

Scryers

80) Go in the Inn to Spymaster Thalodien and turn in "[High Value Targets](#)" accept "[Shutting Down Manaforge B'naar](#)" then beside him from Larynna turn in "[Bloodgem Crystals](#)"

Aldor & Scryers

81) Fly to Shattrath and take the portal to the town of your choice and get your skills and then hearth back to Area 52

82) You should now be about 45-50% to 69

83) Go out the west entrance and follow it to Manaforge B'naar and go inside to the south part and you'll find Overseer Theredis who you need to kill for the access crystal then use it on the control console on the other side of the room and click begin emergency shutdown for "[Shutting Down Manaforge B'naar](#)" now wait 2 minutes, Some technicians will come try to stop it but they are easy to kill

84) Go SE to The Heap at 27,77 and start killing the Zaxxis for "[A Heap of Ethereals](#)" and look around the camp for Ethereal Technology for "[Pick Your Part](#)"



85) Go back north to Area 52 and enter on the east side, go to Papa Wheeler and turn in "[Pick Your Part](#)" accept "[In A Scrap With The Legion](#)" and "[Help Mama Wheeler](#)"

86) Go to the Ethereal Khay'ji by the Inn and turn in "[A Heap of Ethereals](#)" accept "[Warp-Raider Nesaad](#)" and SKIP the other one unless you have more than 10 extra insignias

Aldor

87) Go in the Inn to Karja and turn in "[Shutting Down Manaforge B'naar](#)" accept "[Shutting Down Manaforge Coruu](#)" then next to her from Orelis accept "[Attack on Manaforge Coruu](#)"

Scryers

88) Go in the Inn to Spymaster Thalodien and turn in "[Shutting Down Manaforge B'naar](#)" accept "[Stealth Flight](#)"

89) Go just outside near the FP to Veronia and turn in "[Stealth Flight](#)" accept "[Behind Enemy Lines](#)" but don't turn it back in just yet

Aldor & Scryers

90) Go back south to The Heap to Warp-Raider Nesaad at 27,80 and kill him for "[Warp-Raider Nesaad](#)" he's fairly easy, he has 1 guard and another guard will patrol so you can pull him with just 1 add

Aldor

91) Go east over the bridge to Manaforge Coruu at 46,81 and kill the Arcanists outside and Researchers inside for "[Attack on Manaforge Coruu](#)" while you're inside you'll find Overseer Seylanna at 49,81 who will drop the access crystal then go to the control console like before and hit begin shutdown and again wait 2 minutes for "[Shutting Down Manaforge Coruu](#)" and kill the techs that try to stop it

Scryers

92) Hearth back up to Area 52 or just run back up to Veronia and tell her you're as ready as you'll ever be and grab a free horde flight to Manaforge Coruu and when you land turn in "[Behind Enemy Lines](#)" accept "[A Convincing Disguise](#)"

93) Now go north near Coruu and start killing arcanists all over for the robe, guardsman for the medallion around the entrances to the forge, and researchers inside the forge for the gloves

94) Go back SW to Caledis Brightdawn and turn it in and accept "[Information Gathering](#)"

95) Use the Sunfury Disguise and enter Coruu and go to the doorway inside, staying away from the arcane annihilator since he can see through your disguise. When he moves out of the way run in and wait for them to start talking between Ardonis and Dawnforge, then run back out SW to Caledis Brightdawn and turn it in and accept "[Shutting Down Manaforge Coruu](#)"

96) You can use your costume to sneak back in easily and find Overseer Seylanna at 49,81 who will drop the access crystal then go to the control console like before and hit begin shutdown and again wait 2 minutes. Kill the techs that try to stop it

97) Once done go back to Caledis Brightdawn and turn it in and accept "[Return to Thalodien](#)"

Aldor & Scryers

98) Go NW into Eco-Dome Midrealm to 46,56 which is the Midrealm Post

99) At Gahruj accept "[Drija Needs Your Help](#)" then at Mama Wheeler turn in "[Help Mama Wheeler](#)" accept "[One Demon's Trash...](#)"

100) At Mehrdad accept "[Run a Diagnostic!](#)" and "[New Opportunities](#)" then at Shauly Pore (It's the We ee easle Buddddddy) accept "[Keeping Up Appearances](#)"

101) Go south to Drija and turn in "[Drija Needs Your Help](#)" SKIP his escort quest unless you get friends

102) Go north to The Scrap Field at 50,59 and kill the doomsmiths and engineers for "[In A Scrap With The Legion](#)" and look for fel reaver parts for "[One Demon's Trash...](#)"



103) Go a little bit north now to 48,55 and you'll see the diagnostic equipment for "[Run a Diagnostic!](#)"



- 104) Now go around in the eco-dome killing the ripfang lynx for "[Keeping Up Appearances](#)" the drop rate is about 50% and also keep an eye out for Ivory Bells for "[New Opportunities](#)" they grow around the base of other trees and plants



- 105) Go back to Midrealm Post at 46,56 to Mama Wheeler and turn in "[One Demon's Trash...](#)" accept "[Declawing Doomclaw](#)"
- 106) Go to Mehrdad and turn in "[New Opportunities](#)" and "[Run a Diagnostic!](#)" accept "[Deal With the Saboteurs](#)" then go up to Shauly and turn in "[Keeping Up Appearances](#)" accept "[The Dynamic Duo](#)"

- 107) Go west to Area 52 and at Papa Wheeler turn in "[In A Scrap With The Legion](#)" then go to Khay'ji and turn in "[Warp-Raider Nesaad](#)" accept "[Request For Assistance](#)"

Aldor

- 108) Go in the Inn to Karja and turn in "[Shutting Down Manaforge Coruu](#)" accept "[Shutting Down Manaforge Duro](#)" at Orelis next to her, turn in "[Attack on Manaforge Coruu](#)" accept "[Sunfury Briefings](#)" and possibly friendly with The Sha'tar

Scryers

- 109) Go in the Inn to Spymaster Thalodien and turn in "[Return to Thalodien](#)" accept "[Shutting Down Manaforge Duro](#)" then beside him at Larynna accept "[Kick Them While They're Down](#)"

Aldor & Scryers

- 110) Go back east to Midrealm Post turn in "[Request for Assistance](#)" accept "[Rightful Repossession](#)"

- 111) If you go through the eco-dome to the east side, you can exit above The Scrap Field and go all the way over to 50,57 where Doomclaw is, unless you want to grind through, for "[Declawing Doomclaw](#)" he's a big baby and hits for about 150

Aldor

- 112) Go east to Manaforge Duro and kill archers and centurions for the military briefing and the conjurers for the arcane briefing for "[Sunfury Briefings](#)"

Scryers

- 113) Go east to Manaforge Duro and kill conjurer's, bowmen, and centurion for "[Kick Them While They're Down](#)"

Aldor & Scryers

- 114) Look for the boxes of surveying equipment lying around for "[Rightful Repossession](#)"



- 115) At the southern part of the building at 60,68 is Overseer Athanel who will drop the access crystal for "[Shutting Down Manaforge Duro](#)" then go to the control console like before, start the shutdown and wait 2 minutes while keeping the technicians and protectors away from it
- 116) Go back west to the eco-dome to Midrealm Post and talk to Gahruj, turn in "[Rightful Repossession](#)" accept "[An Audience with the Prince](#)"
- 117) At Mama Wheeler turn in "[Declawing Doomclaw](#)" accept "[Warn Area 52!](#)"

- 118) Go west to Area 52 and as you enter speak with Fuselage and turn in "[Warn Area 52!](#)" accept "[Doctor Vomisa, PH.T.](#)"

Aldor

- 119) Go into the Inn to Karja and turn in "[Shutting Down Manaforge Duro](#)" SKIP "[Shutting Down Manaforge Ara](#)" unless you get a group and then at Orelis turn in "[Sunfury Briefings](#)" accept "[Outside Assistance](#)"

Scryers

- 120) Go in the Inn to Spymaster Thalodien and turn in "[Shutting Down Manaforge Duro](#)" SKIP "[Shutting Down Manaforge Ara](#)" then beside him at Larynna turn in "[Kick Them While They're Down](#)" accept "[A Defector](#)"

Aldor & Scryers

- 121) Go east to the little tent at 37,63 and turn in "[Doctor Vomisa, PH.T.](#)" SKIP "[You, Robot](#)" it's fun to try it out and possibly solo it but I don't think it's likely especially since they removed healing ability it used to have in the first patch. Both the robot and Negatron (transformers ripoff?) have a ton of health
- 122) Go east to the Eco-Dome to the lake at 46,53 and kill the crocolisks for "[Deal With the Saboteurs](#)" then run back to the midrealm post and turn it in to Mehrdad then accept "[To the Stormspire](#)"
- 123) Now we've done only about half of Netherstorm and we've done so many quests already. You should be about 80-85% to 69
- 124) Follow the road through the eco-dome and across the bridge into the bigger eco-dome up to 41,32 which is Stormspire

- 125) At the bottom of the elevator is Aurine Moonblaze, accept "[Flora of the Eco-Domes](#)" then take the elevator up
- 126) Go ahead to Ghabar and turn in "[To the Stormspire](#)" accept "[Diagnosis: Critical](#)" then go left and in between the building and the ramp up is Zephyrion, accept "[Surveying the Ruins](#)" then from Nauthis accept "[The Minions of Culuthas](#)" and "[Fel Reavers, No Thanks!](#)"
- 127) Go up the ramp and to the left and grab the FP on the left then go in the building and talk to the hologram of Haramad and turn in "[An Audience with the Prince](#)" accept "[Triangulation Point One](#)"
- 128) Leave the building and go left to Audi the Needle and turn in "[The Dynamic Duo](#)" accept "[Retrieving the Goods](#)"
- 129) Go down and into the Inn and make it your home

- 130) Go down the elevator and get near the lashers and use the energy field modulator near them which will mutate them and then kill it for "[Flora of the Eco-Domes](#)"
- 131) Go to NE part of the dome to the Sutheron generator and use the diagnostic device for "[Diagnosis: Critical](#)"

- 132) Go a tiny bit NE, just outside the eco-dome, to the Ruins of Farahlon and start killing eyes and hounds of Culuthas for "[The Minions of Culuthas](#)" also use the surveying markers at the draenei banners for "[Surveying the Ruins](#)" marker one is placed at 51,20 marker 2 is placed on the other side (not up higher) at 54,22 and marker 3 is placed higher up this side at 55,19



- 133) Go west into Forge Camp: Oblivion at 37,28 and start killing the Gan'arg Mekgineer for condensed nether gas, get 5 of them then go up to each of the Inactive Fel Reavers and turn in the quest to complete the shutdown for "[Fel Reavers, No Thanks!](#)" They are located at 35,28 36,25 and 37,25. Don't be a noob like me the first time. I thought you only need 5 gases to shut down 5 reavers and after turning in one I noticed I needed 5 more, thinking I had to shut down all 5. After shutting down 3 I realized it was complete after the first one
LOL

Aldor

- 134) Go south to Tuluman's Landing at 34,38 and at Kaylaan turn in "[Outside Assistance](#)" accept "[A Dark Pact](#)"

Aldor & Scryers

- 135) Go to Tuluman and accept "[Dealing with the Foreman](#)" then to Oazul and accept "[Neutralizing the Nethermancers](#)"

Aldor

- 136) While around Ara you need to kill Gan'arg Warp-Tinkerers (near the top by the entrance into Ara and outside and inside the cave below Ara), Daughters of Destiny (scattered within the nethermancers outside), and Mo'arg Warp-Masters (near the Ara entrances inside and outside and inside the cave) for "[A Dark Pact](#)" (you don't need anything inside of Ara) as well as Nethermancers for "[Neutralizing the Nethermancers](#)"

Scryers

- 137) Go to 26,42 up next to Ara to Magister Theledorn and turn in "[A Defector](#)" accept "[Damning Evidence](#)"

- 138) Go SW around Ara and kill Nethermancers for "[Neutralizing the Nethermancers](#)" and any demons for orders for "[A Defector](#)"

Aldor & Scryers

- 139) Go down into the Trelleum Mine at 26,42 and as you enter at Foreman Sundown turn in "[Dealing with the Foreman](#)" accept "[Dealing with the Overmaster](#)" the overmaster is at the end of the tunnel. At the first fork you can only go right, at the second go left and he's at the end

- 140) Hearth back to The Stormspire

- 141) As you exit the Inn, go left towards the elevator and talk to Ghabar and turn in "[Diagnosis: Critical](#)" accept "[Testing the Prototype](#)"

- 142) Go between the left building and the up ramp to Zephyrion and turn in "[Surveying the Ruins](#)"

- 143) Beside him turn in "[The Minions of Culuthas](#)" and "[Fel Reavers, No Thanks!](#)" accept "[The Best Defense](#)"
- 144) Go down the elevator and talk to Aurine Moonblaze and turn in "[Flora of the Eco-Domes](#)" accept "[Creatures of the Eco-Domes](#)"
- 145) You should definitely be 69 by now and about 5-10% into it

Netherstorm 69-70

- 146) Now similar to the last quest with mutating the lashers, you have to attack either Talbuk does or sires until they're 20% or less on life, then use the talbuk tagger on them for "[Creatures of the Eco-Domes](#)" It doesn't kill them it just knocks them out but they won't attack when they get back up. It's possible to stay in the same camp of talbuds to finish this since you don't kill them. There is a nice camp of them by the lake NE at 44,28
- 147) Once you're done with this head back to Aurine Moonblaze near the elevator and turn it in and accept "[When Nature Goes Too Far](#)"
- 148) Go NE a tiny bit to the lake at 44,28 and kill Markaru, the big hydra, then go back near the elevator and turn it in
- 149) Go south to Tuluman's Landing at 34,38

Aldor

- 150) Go to Kaylaan and turn in "[A Dark Pact](#)" accept "[Aldor No More](#)"

Aldor & Scryers

- 151) Go to Tuluman and turn in "[Dealing with the Overmaster](#)" then beside him turn in "[Neutralizing the Nethermancers](#)"
- 152) Go NW into Forge Base: Gehenna at 39,21 and start killing wrathbringers for "[The Best Defense](#)"
- 153) Go NE into Eco-Dome Farfield at 44,14 to Tashar and turn in "[Testing the Prototype](#)" accept "[All Clear!](#)" and start killing the raptors for it and collecting the dome generator segments for "[Retrieving the Goods](#)" they're just lying in the nest with a few eggs. Once you're done head back to Tashar at 44,14 and turn in "[All Clear!](#)" then wait for him to do his repairs and accept "[Success!](#)"



- 154) Run back down to Stormspire and up the elevator go to Ghabar and turn in "[Success!](#)"
- 155) Go between the left building and the upramp to Nauthis and turn in "[The Best Defense](#)" accept "[Teleport This!](#)" then go up the ramp to Audi the Needle and turn in "[Retrieving the Goods](#)"
- 156) Go back NW to Forge Base: Gehenna and get near each teleporter and use the mental interference rod on a cyber-rage forgelord for "[Teleport This!](#)" and control him into the portal and make him blow it up by pressing ctrl+5. The western teleporter is at 39,20 the central teleporter is at 41,18 and the eastern teleporter is at 42,21
- 157) Go back to Stormspire to Nauthis and turn it in

Aldor

158) Fly to Area 52 and go in the Inn to Orelis and turn in "[Aldor No More](#)" then hearth back to Stormspire

Aldor & Scryers

159) Run NE through the Ruins of Farahlon over the bridge into Protectorate Watch Post at 58,31

160) As you enter talk to Wind Trader Marid and accept "[A Not-So-Modest Proposal](#)"

161) Up some more at Navuud accept "[Electro-Shock Goodness!](#)" then next to him from Ameer accept "[The Ethereum](#)"

162) Then up at Dabiri accept "[Recipe for Destruction](#)" then from Viridius, who walks around, accept "[Captain Tyralius](#)"

163) Drink Navuud's Concoction so that when you hit a void waste, they split into globules for the first part of "[Electro-Shock Goodness!](#)" you'll find them wandering the stream where we are headed

164) Go just south of here into the Ethereum Staging Grounds at 56,38 and start killing assassins, shocktroopers, and researchers for "[The Ethereum](#)" Captain Zovax wanders around so you'll come across him. Once you're done you have to use the transponder zeta at 56,38 and Ameer will appear. Turn it in and accept "[Ethereum Data](#)"



165) Now to the west a tiny bit at 55,39 is the data cell, grab it and go turn it in to Ameer at the portal and accept "[Potential For Brain Damage= High](#)"



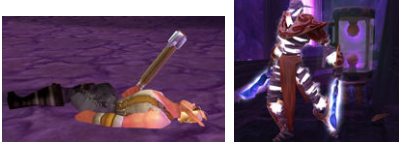
166) Now you have to kill the ethereals for their essence. Drink the essence and you have a 30 second buff to see the fish like relays floating around that you have to kill for the relay data. You should be able to get 1-2 datas per essence you drink, possibly 3

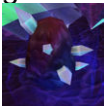
167) Turn it back in to Ameer at the portal and accept "[S-A-B-O-T-A-G-E](#)" then kill an archon or overlord until you get a prepared ethereum wrapping then go back to the teleporter and turn it in and accept "[Delivering the Message](#)" and protect the demolitionist (easiest way is to either clear it first) then go back to the teleporter and turn it in and SKIP the next part. If you can't solo this part then just skip it, there will be plenty of left over quests to get you to 70 in Shadowmoon

168) Just a bit SW is warden Icoshock standing around a bunch of pink prison balls. Kill him for the key but don't use it on any of the prisons around him. They're duds. The real prison is just behind the Nexus-King Salhadaar at 53,41 open it for "[Captain Tyralius](#)"

169) Go east to 59,45 and speak with Araxes and accept "[The Flesh Lies...](#)" then enter the Access Shaft Zeon mine and use the lighter on the withered corpses. Don't get too close or they spawn into parasitic fleshbeasts. As you enter the tunnel go left and keep left until you end up at 60,41 and you'll see Ya-six and the power pack, accept "[Arconus the Insatiable](#)"

and he'll give you his hologram to help then grab the power pack for "[A Not-So-Modest Proposal](#)" then go back up towards the entrance and go deeper in, staying right until you hit the big room at 60,39 and kill Arconus the Insatiable then leave the cave and return to Araxes just outside at 59,45 and turn in "[The Flesh Lies...](#)"



- 170) Go NE up around Manaforge Ultris and drink Navuud's Concoction again and hit the seeping sludges to split them into globules for the other part of "[Electro-Shock Goodness!](#)" also kill the unstable voidwraiths and the voidshriekers here for fragments for "[Recipe for Destruction](#)"
- 171) Go north to 66,33 and use the triangulation device and a hunters mark will appear where you have to stand to get the complete message for "[Triangulation Point One](#)"
- 172) Go east into the Celestial Ridge and down the long path through the nether drakes and at the bottom at 70,39 you'll see the teleporter right as the ramp down ends. Use it and Marid will appear, turn in "[A Not-So-Modest Proposal](#)" accept "[Getting Down to Business](#)"
- 173) Now go around kill any of the nether drakes or dragons for their essence for this then turn it in at the Shrouded Figure just behind the teleporter at 70,38 and accept "[Formal Introductions](#)" then go a tiny bit north to 71,35 to Tyri and turn it in and accept "[A Promising Start](#)"
- 174) Now go around the ridge collecting nether dragonkin eggs laying around the crystals then go back to Tyri and turn it in and accept "[Troublesome Distractions](#)"

- 175) Ride back west to Protectorate Watch Post at 58,31 and talk to Dabiri next to the nether drake and turn in "[Recipe for Destruction](#)" and accept "[On Nethery Wings](#)" but don't turn it in to the drake yet, just go find Viridius walking around and turn in "[Captain Tyrallius](#)"
- 176) Go to Navuud and turn in "[Electro-Shock Goodness!](#)" then to Ameer and turn in "[Arconus the Insatiable](#)"
- 177) Go to Hazzin and turn in "[Triangulation Point One](#)" accept "[Triangulation Point Two](#)" then go to Marid and talk to him to lure him away and then kill him for "[Troublesome Distractions](#)". He has 2 68 guards but they drop easy
- 178) Talk to the nether drake now and he'll fly you up top of Ultris, as it spirals you up, keep tossing the mana bombs until the void conduit is destroyed. Pretty easy to kill if you spam the bombs. When you land turn in "[On Nethery Wings](#)" SKIP "[Dimensius the All-Devouring](#)"
- 179) Go east down into the Celestial Ridge again to Tyri at 71,35 and turn in "[Troublesome Distractions](#)" SKIP "[Securing the Celestial Ridge](#)"
- 180) Hearth to Stormspire then go SW into Manaforge Ara to 28,41 and use the triangulation device and you should get complete for "[Triangulation Point Two](#)" this spot is near the forge and around mobs so you probably have to run in and over it
- 181) Now go NE to Tuluman at Tuluman's Landing at 34,37 and turn it in and SKIP "[Full Triangle](#)"
- 182) Now head back to Stormspire

Scryers

183) Go back to Area 52 and into the Inn to Thalodien and turn in "[Damning Evidence](#)" SKIP the rest

Aldor & Scryers

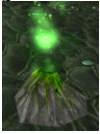
184) Now we go one of 2 places. If you want the skills you can train at 69 go to Shattrath and make it your home then portal to a town to train and hearth back. If not, or after getting skills, fly to Allerian Stronghold and go east to the bridge at 71,50 and enter Shadowmoon Valley

Shadowmoon Valley 69-70



- 1) You should be 60-65% to 70 now
- 2) Go SE to the Wildhammer Stronghold at 39,53
- 3) Outside the gates at Wing Commander Nuainn accept "[Besieged!](#)" then turn around and kill the infernal attackers. This couldn't be easier because half of them are already low on life from the guards. When done turn it back in and accept "[To Legion Hold](#)"
- 4) As you enter the town, to your left near the siege cannon is Kieran, accept "[The Sketh'lon Wreckage](#)"
- 5) South of here grab the FP
- 6) Find Zorus the Judicator walking between here the Inn and accept "[A Ghost in the Machine](#)"
- 7) Go in the Inn and make it your home
- 8) Out front of the building beside the Inn talk to Sophurus and accept "[The Hand of Gul'dan](#)" then from the guy on the gryphon, Yoregar, accept "[Put On Yer Kneepads...](#)" SKIP "[The Path of Conquest](#)"
- 9) Go up to Gnomus, the gnome on the bleachers, and accept "[Splendid!](#)"

- 10) While you're out here doing other quests now you need to kill a combination of 20 of any felboars, vilewing chimaeras, and scorchshell pincers for "[Put On Yer Kneepads...](#)" they're all around so listing coords for them won't help too much.
- 11) Go NE to the Altar of Damnation at 42,45 and speak with Torlok and turn in "[The Hand of Gul'dan](#)" accept "[Enraged Spirits of Fire and Earth](#)"
- 12) South of here are enraged fire and earth spirits. Place the totem of spirits and kill them near it until you have 8 of each for "[Enraged Spirits of Fire and Earth](#)"
- 13) Once done head back to 42,45 to Torlok and turn it in and accept "[Enraged Spirits of Water](#)"
- 14) North of here in between the 2 buildings at 40,41 and 38,38 is a lava stream that has the Ever-burning Ash beside it for "[A Ghost in the Machine](#)" if you don't get it all here, there is more later. There are also some Diemetradons around for "[Splendid!](#)" again don't worry if you don't get them all right now



- 15) Go NE to Coilskar Point at 48,24 and on both sides of the bridge are enraged water spirits, do the same thing as with the fire and earth ones, kill them near the totem for "[Enraged Spirits of Water](#)"
- 16) Go west to the Sketh'lon Wreckage at 37,30 and kill them for the commander's journal pages for "[The Sketh'lon Wreckage](#)"
- 17) Go SW to the Magma Fields at 32,39 and kill anything you need for "[Put On Yer Kneepads...](#)" and "[Splendid!](#)" (There are a lot of diemetradons in the green lava that you have to range pull) and also grab any more ashes you need for "[A Ghost in the Machine](#)"
- 18) If you still need more wildlife kills, kill them as you head NW to Legion Hold at 23,36 up in the building (look out for the elite that roams and stands in the building at times). You'll see the Legion Communication Device and you should use the Box o' Tricks and watch the scene for "[To Legion Hold](#)"



- 19) Hearst back to Wildhammer Stronghold
- 20) In the building next to the Inn at Yoregar turn in "[Put On Yer Kneepads...](#)"
- 21) Find Zorus walking around and turn in "[A Ghost in the Machine](#)" accept "[Harbingers of Shadowmoon](#)" then talk to Gnomus on the bleachers and turn in "[Splendid!](#)" accept "[The Second Course...](#)"
- 22) Now put on the spectrecles and you can now see the shadowmoon harbingers. Kill them for "[Harbingers of Shadowmoon](#)" They're not aggressive and don't show a name over their head. The easiest way is to tab target them. There are quite a few of them in the Inn.
- 23) Once it's finished turn it in to Zorus and accept "[Teron Gorefiend - Lore and Legend](#)"
- 24) Near the exit at Kieran turn in "[The Sketh'lon Wreckage](#)" accept "[Find the Deserter](#)" then go outside the gate to Nuainn and turn in "[To Legion Hold](#)" accept "[Setting Up the Bomb](#)"

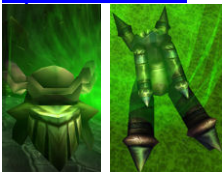
25) You should now be really close to 70 and I'm sure you're real anxious. You should be about 85%

26) Go NE to Torlok at 42,45 and turn in "[Enraged Spirits of Water](#)" accept "[Enraged Spirits of Air](#)" then go west to the road around 35,39 and find Parshah pacing and turn in "[Find the Deserter](#)" accept "[Asghar's Totem](#)"

27) Go NE to Sketh'lon Wreckage, on the east side of the the camp at 40,31 and kill Asghar for his totem then run east to where you killed the water spirits earlier by the bridge at 48,24 and below it in the lava are greater felfire diemetradons that drop the gizzard for "[The Second Course...](#)"

28) Go back SW to Parshah on the road and turn in "[Asghar's Totem](#)" accept "[The Rod of Lianthe](#)"

29) Go NW into Legion Hold at 22,35 next to the legion hold fel reaver and grab the armor plate, then go east to the fedit pool at 26,41 and grab the power core under the water for "[Setting Up the Bomb](#)"



30) Run back to Wildhammer Stronghold and outside at Nuainn turn in "[Setting Up the Bomb](#)" accept "[Blast the Infernals!](#)"

31) Go inside to the gnome on the bleachers and turn in "[The Second Course...](#)" accept "[The Main Course!](#)"

32) You should be within 5% to level or about 50-60k to 70. You should be 70 soon. So if you hit 70 while out there or realize the quests you have done will level you and you don't want to quest anymore now, then just hearth back and get your flying mount.

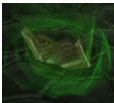
33) Go back NW to the top of Legion Hold by all the infernals, they won't attack you but look out for the 69 elite that roams, and stand in the green circle at 22,39 and use the Fel Bomb for "[Blast the Infernals!](#)" and watch them all drop



34) Hearth back to Wildhammer Stronghold and go outside to Nuainn and turn in "[Blast the Infernals!](#)" accept "[The Deathforge](#)"

35) Go SE into Eclipse Point and kill the Blood Elves until you get Lianthe's Key. The strongbox with the rod is at 47,71 to the east of the elite, Grand Commander Ruusk, for "[The Rod of Lianthe](#)"



- 36) Go back north then east on the road past the Scryer base to the Netherwing Fields and kill enraged air spirits, use the totem like before and capture their souls for "[Enraged Spirits of Air](#)"
- 37) Keep an eye out here in the field for Mordenai and accept "[Kindness](#)" **THIS IS THE QUEST THAT WILL START THE CHAIN TO GET A NETHERDRAKE MOUNT – WILL BE COVERED IN A MINI GUIDE SOON**
- 38) Head south to 58,70 to the Shadowmoon Spirit and turn in "[Teron Gorefiend - Lore and Legend](#)" SKIP all 3 follow ups
- Aldor**
- 39) Go NW some now to 56,43 just north of Warden's Cage just below the bridge and kill Felspine the Greater for "[The Main Course!](#)"
- 40) Now go back out and north to the Altar of Sha'tar at 61,30 and stay right and when you enter and grab the FP
- 41) At Harbinger Saronen accept "[Marks of Sargeras](#)" and since you should have at least 10, turn them in.
- 42) Inside the building talk to Ceyla and accept "[Tablets of Baa'ri](#)"
- 43) On the west side in front of the Inn at Aluumen, accept "[The Ashtongue Tribe](#)" then from Onaala accept "[Karabor Training Grounds](#)"
- 44) Go directly south out of the town gates and into the Ruins of Baa'ri and kill the handlers warriors and shamans for "[The Ashtongue Tribe](#)" and pick up the tablet fragments and loot them from the workers for "[Tablets of Baa'ri](#)"
- 
- 45) Go east into the entrance of the Black Temple and take the first right up to 68,50 and kill the demon hunter supplicants and initiates for "[Karabor Training Grounds](#)" the easy thing is these guys duel so if you catch them mid fight you don't have to fully kill them but they do stop every so often and regenerate
- 46) Go back to the Altar of Sha'tar to the building in the back to Ceyla and turn in "[Tablets of Baa'ri](#)" SKIP "[Oronu the Elder](#)"
- 47) Go over to Aluumen in front of the Inn and turn in "[The Ashtongue Tribe](#)" SKIP "[Reclaiming Holy Grounds](#)" then turn in "[Karabor Training Grounds](#)" SKIP "[A Necessary Distraction](#)"
- 48) I stop here for this town, you should be 70 or turning 70 soon anyway so we'll go back to wildhammer and do a few more quests around there
- Scryers**
- 49) Go south to the Sanctum of the Stars at 56,58 and grab the FP on the right
- 50) Go in the building behind the FP to Larissa Sunstrike and accept "[Karabor Training Grounds](#)"
- 51) Outside at Battlemage Vyara turn in any sunfury signets you have
- 52) Go into the Inn to Arcanist Thelis and accept "[Tablets of Baa'ri](#)"
- 53) Go north some now to 56,43 just north of Warden's Cage and go below the bridge and kill Felspine the Greater for "[The Main Course!](#)"
- 54) Go over the bridge now into the Ruins of Baa'ri and pick up the tablet fragments and loot them from the workers for "[Tablets of Baa'ri](#)"

55) Go east into the entrance of the Black Temple and take the first right up to 68,50 and kill the demon hunter supplicants and initiates for "[Karabor Training Grounds](#)" the easy thing is these guys duel so if you catch them mid fight you don't have to fully kill them but they do stop every so often and regenerate

56) Go back to the Sanctum behind the FP to Larissa Sunstrike and turn in "[Karabor Training Grounds](#)" SKIP "[A Necessary Distraction](#)"

57) Go across to the Inn to Arcanist Thelis and turn in "[Tablets of Baa'Ri](#)" SKIP "[Oronu the Elder](#)"

[Aldor & Scryers](#)

58) Fly to Wildhammer Stronghold

59) Go to Gnomus on the bleachers and turn in "[The Main Course!](#)"

60) Exit and go north to 42,45 and speak with Torlok and turn in "[Enraged Spirits of Air](#)"

61) Now go north to Deathforge Tower at 40,41 up top of the little tower and talk to Wildwing and turn in "[The Deathforge](#)" SKIP the next part

62) Go west to the road and look for Parshah and turn in "[The Rod of Lianthe](#)" SKIP the rest for now because again you should be 70 and can finish up the last few quests easily for gold if you want to.