



Hello and thank you for taking interest in my guide. If you've seen [Joana/Mancow's Horde Guide](#) you might notice mine is the Alliance version.

Any class can use this guide. There is a guide from 1-12 for Humans and Dwarves/Gnomes, and a 1-20 Draenei so you can easily pick any race or class. I am soon rewriting all original race guides to meet at 20, and making much better descriptions and adding pictures.

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

Enjoy. I know you won't be disappointed

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- 2) If you want a Horde guide that is similar to mine you need to check out [Joana's 1-70 Horde Leveling Guide](#)
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## Table of Contents

1-60 Index	60-70 Index
Tips	60-70 Introduction
1-20 Azuremyst Isle (Draenei Start)	60-61 Hellfire Peninsula
1-12 Teldrassil (Night Elf Start)	61-62 Hellfire Peninsula
1-12 Elewynn Forest (Human Start)	62-63 Zangarmarsh
1-12 Dun Morogh (Dwarf/Gnome Start)	63-64 Zangarmarsh
12-17 Darkshore	63-64 Terokkar Forest
17-18 Loch Modan	64-65 Terokkar Forest
18-20 Redridge Mountains	64-65 Nagrand
20-21 Darkshore	65-66 Nagrand
21-22 Ashenvale	66-67 Blades Edge Mountain
22-23 Stonetalon Mountains	67-68 Blades Edge Mountain
23-24 Darkshore	67-68 Netherstorm
24-25 Ashenvale	68-69 Netherstorm
25-27 Wetlands	69-70 Netherstorm
27-28 Redridge Mountains	69-70 Shadowmoon Valley
28-29 Duskwod	
29-30 Ashenvale	
30-30 Wetlands	
30-31 Hillsbrad Foothills	
31-31 Alterac Mountains	
31-32 Arathi Highlands	
32-32 Stranglethorn Vale	
32-33 Thousand Needles (Shimmering Flats)	
33-35 Desolace	
35-36 Stranglethorn Vale	
36-37 Alterac Mountains	
37-38 Arathi Highlands	
38-38 Dustwallow Marsh	
38-40 Stranglethorn Vale	
40-41 Badlands	
41-41 Swamp of Sorrows	
41-42 Desolace	
42-43 Stranglethorn Vale	
43-43 Tanaris	
43-45 Feralas	
45-46 Uldaman	
46-47 The Hinterlands	
47-47 Feralas	
47-48 Tanaris	
48-48 The Hinterlands	
48-49 Stranglethorn Vale	
49-50 Blasted Lands	
50-51 Searing Gorge	
51-52 Un'Goro Crater	
52-53 Azshara	
53-54 Felwood	
54-54 Tanaris	
54-54 Un'Goro Crater	
54-54 Felwood	
54-55 Winterspring	
55-56 Burning Steppes	
56-56 Tanaris	
56-56 Silithus	
56-57 Western Plaguelands	
57-58 Eastern Plaguelands	
58-58 Western Plaguelands	
58-58 Eastern Plaguelands	
58-59 Western Plaguelands	
59-60 Winterspring	

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### Some Tips For Everyone

- 1) First I would really like to thank [Joana/Mancow](#) for making the horde guide that was similar to this one. He inspired me to write this. He has a great guide and I wanted to make one like it for alliance.
- 2) Some abbreviations you might see throughout this guide are as follows: **GY= Graveyard Darn= Darnassus SW= Stormwind IF= Ironforge FP= Flight Point**. Directions such as NW NE SW SE are usually obvious in their wording but of course mean northwest, northeast, southwest, and southeast
- 3) I suggest you use some type of mods if you don't already. They greatly help with everyday things. Here is what I suggest you get:
  - 4) [CT Raid](#) Lot of nifty options in and out of raids also shows coordinates on the map
  - 5) [Scrolling Combat Text](#) (shows any combat stuff you want around your body like FF) better than the built in one.
  - 6) [Other Ace Mods](#) 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 w/ cords
  - 7) [Fubar](#) this is just like titan bar but somewhat better. The quest addon will show if the mob you're pointing at is part of a quest, like if you need 10 rats, it will say the quest name and 0/10 rats needed. This is by far the most helpful thing when speed running.
- 8) Whenever you see something on the guide surrounded by a box like this, it represents being in a town. Not all little encampments like Chillwind Camp in WPL are considered a town even though it has a flight point. I usually tried to make sure it had an Inn and a FP
- 9) Since you're probably going to do this on a new server, a smart idea is to pick up skinning and mining 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.
- 10) Whenever you hit 15/25/35/45 etc, get the newest water and food you can have. It will greatly help downtime.
- 11) 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
- 12) 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 and a full bag of ammo. This way you can hunt for hours before you have to go out of your way to restock
- 13) The more you level up to 60 the better, and faster you become with or without using this guide. Just like anything else in life.
- 14) 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.
- 15) 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 no where 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.
- 16) If you ever find yourself running from any monsters, strafe left and right 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.
- 17) 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
- 17) 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
- 18) 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.
- 19) 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.

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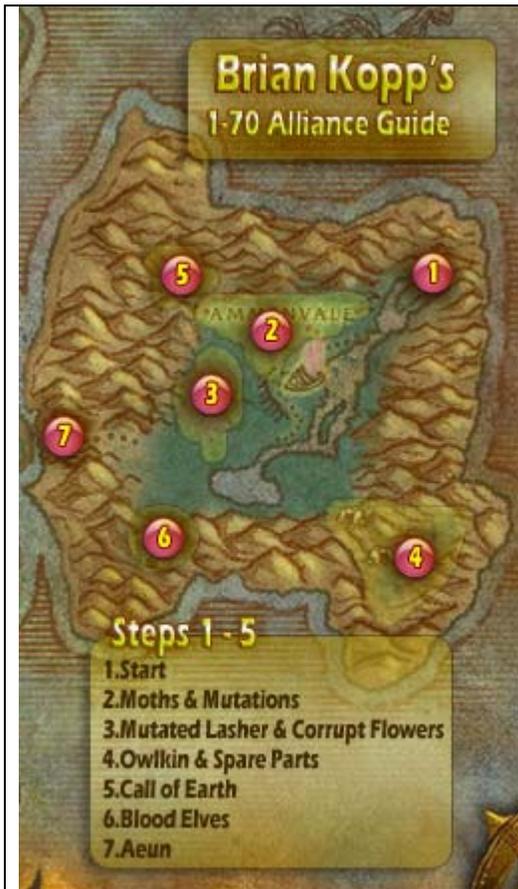
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- 20) If you play on a PVP server it will slow you down some. I always have played on PVP servers and it is unstoppable that you are going to get ganked at any level by anyone from your level on up to 60. Once you are 48 you're free honor to a 60. PVE realms will help you get the fastest /played and avoid being ganked and corpse camped
- 21) 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
- 22) 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.
- 23) NOTE: Don't abandon quests anymore if it's a grab x item quest because they will vanish upon abandoning the quest.
- 24) 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.
- 25) In your video options, lower your ui scale to fit your needs. This makes it look better and can help you out.
- 26) 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.
- 27) Make sure you hotkey your spells. This is extremely helpful. Before I did this, my rogue would die more because I couldn't click vanish or evade in time.

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

#### 1-12 Azuremyst Isle (Draenei Start)



- 1) If you bought the original Collector Edition open the package in your bag to start "[Welcome!](#)"
- 2) Just in front of where you start, accept "[You Survived!](#)" then go straight ahead to the crash site building and turn it in then accept "[Replenishing the Healing Crystals](#)"
- 3) Go inside the ship and turn in "[Welcome!](#)" and pick your pet then go back outside and turn left to the tent of npc's, accept "[Volatile Mutations](#)"
- 4) Go north of here and start killing vale moth's for their blood and volatile mutations, you should hit 2 killing out here, then go back south to the tent outside the crash site and turn in "[Volatile Mutations](#)" accept "[What Must Be Done...](#)" then beside her accept "[Botanical Legwork](#)" then go back to the entrance of the ship and turn in "[Replenishing the Healing Crystals](#)" accept "[Urgent Delivery!](#)"

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5) Go into the ship and in the big room turn in "[Urgent Delivery!](#)" accept "[Rescue the Survivors!](#)" then run over to your trainer, shaman in this guide, and train then complete "[Shaman Training](#)" (it wasn't a picked up quest, just gave you xp.

6) Continue out of the south exit of the ship and accept "[Spare Parts](#)" and "[Inoculation](#)"

7) Go east and look for a draenei survivor, they're green named and laying on the ground. Use your Draenei racial, Gift of the Naaru, to heal them,



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



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

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

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



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

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

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

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

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

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

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

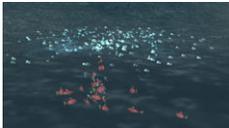
18) You should be about 75% to 6

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

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



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



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



- 28) Once you're done go back to Odesyus' Landing at 47,70 and turn in "[A Small Start](#)" accept "<http://www.thottbot.com/?qu=9530>" then talk to Cookie and turn in "[Cookie's Jumbo Gumbo](#)" and you should be 7 now if you weren't already
- 29) You should be able to accept 2 new quests now, "[Reclaiming the Ruins](#)" from the priestess and "[Precious and Fragile Things Need Special Handling](#)" from the Archaeologist
- 30) Go north of here and stay east of the road, kill the stags for meat, it's almost a 100% drop, for "[The Great Moongraze Hunt](#)" and the root trappers for their vines, which is about 50% drop for "[Medicinal Purpose](#)". You need to grab a hollowed out tree around the loggers at 48,62 and the leaves are all around, grab those while hunting the lashers and elks for "[I've Got A Plant](#)"



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

32) Keep an eye out for Azure Snapdragons for "[An Alternative Alternative](#)". They spawn at the base of trees, but as the quest log says, the root trappers eat them. (not on map due to wide range)



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



34) Go back east to the landing, turn in "[I've Got A Plant](#)" you should get honored with exodar now, accept "[Tree's Company](#)" then turn in "[Rune Covered Tablet](#)" watch the cutscene then accept "[Warlord Sriss'tiz](#)" then turn in "[Reclaiming the Ruins](#)" and you should be level 8 now. Turn in "[Precious and Fragile Things Need Special Handling](#)" to the archaeologist

35) Go back north to Azure Watch and accept "[The Missing Fisherman](#)" from the mining trainer in the center of town, and accept "[Learning the Language](#)" on the other side. Read the book in your inventory then touch the totem to complete it and accept "[Totem of Coo](#)"

36) On the west side of town, turn in "[Strange Findings](#)" accept "[Nightstalker Clean Up, Isle 2...](#)"

37) Don't forget to train

38) Go north of the watch and kill moongraze bucks for "[The Great Moongraze Hunt](#)" while you're out look for the snapdragons, I found a lot more up here, a lot were at 57,44 You don't need to get all the bucks right now but the snapdragons are more abundant up here.

39) Head to 55,41 once that's done and turn in "[Totem of Coo](#)" accept "[Totem of Tikti](#)" and you will then get some wings and he'll point NE, jump off and run over the water to 64,39 and turn in "[Totem of Tikti](#)" accept "[Totem of Yor](#)"

40) You are now imbued with water speed and breathing, follow the river south to 63,67 in the bottom of the river. Turn in "[Totem of Yor](#)" accept "[Totem of Vark](#)" and you are then given cat form, follow the npc to the [totem of Vark](#) and turn it in, accept "[The Prophecy of Akida](#)"

41) Start killing all the Bristlelimb here for their keys and free the 8 prisoners, the keys are about a 50% drop rate. Once you free them all, go east/SE and start killing any moongraze bucks you need and infected nightstalker runts for "[Nightstalker Clean Up, Isle 2...](#)"

42) Go south to the cave, Tides' Hollow, at 26,77 once you're in you'll see a hole, and in it you'll see a ring of candles. Fall down there and you should see Sriss'tiz ahead. He's 10 but fairly easy

43) Go to the island in the far SW corner of the map, on the east side of it at 18,83 and you'll see the flag for "[Tree's Company](#)" use your disguise kit and turn into a tree and watch the conversation.

44) Go south to the dock at 29,33 and turn in "[The Missing Fisherman](#)" accept "[All That Remains](#)" then go north and just kill an owlbeast or 2 until you get the family remains then turn it back in.

45) Hearth back to Azure Watch

46) Go out to the alchemist and turn in "[An Alternative Alternative](#)" then near the center of town turn in

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- ["The Prophecy of Akida"](#) accept ["Stillpine Hold"](#)
- 47) Go to the hunter trainer and turn in ["The Great Moongraze Hunt"](#)
- 48) Go south to the landing and turn in ["Tree's Company"](#) accept ["Show Gnomercy"](#) then turn in ["Warlord Sriss'tiz"](#)
- 49) Somewhere around the southern and eastern side of the landing you'll see a wandering gnome, you probably seen him earlier, talk to him and he'll attack you. Kill him and loot the note then go back and turn it in and accept ["Deliver Them From Evil..."](#)
- 50) Go back up to the Watch and on the west side of town turn in ["Nightstalker Clean Up, Isle 2..."](#) and ["Deliver Them From Evil..."](#) you should now be level 10.
- 51) Accept ["Coming of Age"](#) then go to the shaman trainer and train (all non shamans do your level 10 quest) shamans accept ["Call of Fire"](#) your fire totem quest
- 52) Follow the road west until you hit Exodar.
- 53) Once in Exodar, turn right and you'll see the Elekk breeder, turn in ["Coming of Age"](#) accept ["Elekks Are Serious Business"](#)
- 54) Go NE to 44,23 the Stillpine Hold and grab skinning if you want then accept ["Beasts of the Apocalypse!"](#) and ["Murlocs... Why Here? Why Now?"](#) then go a bit NE to the chief and turn in ["Stillpine Hold"](#)
- 55) Go NE, to around 53,21 and kill ravagers for their hides. Once done go further NE to Temper at 59,18 and turn in ["Call of Fire"](#) accept ["Call of Fire"](#) this is all the start of a big run around, horde fire quest was much faster.
- 56) Go back west to Stillpine Hold and turn in ["Beasts of the Apocalypse!"](#) then stop by the chief and accept ["Chieftain Oomooroo"](#) and ["Search Stillpine Hold"](#) then run up into the cave and start killing the crazed wildkin until you get the ritual torch and kill Oomooroo. Once you get that all done, go to the back of the cave, past the 2 headed dog and you'll see the red crystal for ["Search Stillpine Hold"](#) click on it to turn it in and accept ["Blood Crystals"](#) be careful as soon as you accept it, 2 owlkin spawn
- 
- 57) Go back outside to the chief and turn in, ["Blood Crystals"](#) then ["Chieftain Oomooroo"](#) to the right
- 58) The revelator will give you ["The Kurken is Lurkin!"](#) then go back in the cave, kill the kurken and turn it back in. Accept ["The Kurken's Hide"](#) and take it to the leatherworker for a nice chestpiece
- 59) Go back NE to Temper at 59,18 and turn in ["Call of Fire"](#) accept ["Call of Fire"](#)
- 60) Go west now to the shore at 34,18 and look for the grain bags at the huts for ["Murlocs... Why Here? Why Now?"](#) they can also drop them. As the quest log says, look for a special murloc, he's named Murgurgula he'll drop ["Gurf's Dignity"](#)
- 
- 61) Go back east to the hold and go to Gurf, turn in ["Murlocs... Why Here? Why Now?"](#) and ["Gurf's Dignity"](#)
- 62) You should now be 12 or close to it
- 63) Go north now, around the mountain and enter Bloodmyst Isle
- 64) Go to Kessel's Crossing straight ahead, accept ["A Favorite Treat"](#) then go up and turn in ["Elekks Are Serious Business"](#) accept ["Alien Predators"](#) then accept ["The Kessel Run"](#) you have 15 minutes to use the mount.
- 65) Go to High Chief Stillpine at 46,20 and accept ["Warn Your People"](#) this warns them. Then follow the road south to Azure Watch at 47,50 and turn in ["Warn Your People"](#) this warns them. Train then go south again to the landing at 46,70 and warn Odesyus. Head back to Bloodmyst Isle and turn it in, accept ["Declaration of Power"](#)
- 66) Now if you did it fast you should have 6 minutes left to ride this. Ride all the way SW on Azuremyst Isle
- 67) At 11,82 you'll see a Wickerman Effigy, click on it to summon Hauteur and grab his ashes for ["Call of Fire"](#) he's pretty easy just don't use flame shock on him. Now use the orb of returning to get back to Temper and turn it in. Accept ["Call of Fire"](#) then hearth to Azure Watch
- 

- 68) Go to the Shaman Trainer and turn in "[Call of Fire](#)" accept "[Call of Fire](#)" and head west to Exodar and go to the vault of lights at 32,54 and turn it in. Accept "[Call of Fire](#)" and go north into the crystal hall at 31,27 (it's up top) turn it in and get your fire totem.
- 69) At this point you have 2 options depending on your class. Shamans need to keep following for further totem quests. All non shamans can either continue on to 18 (which I recommend) and then go darkshore and go from there, or you can leave right now and take the boat south of Exodar at 21,54
- 70) Go north back into Bloodmyst Isle

## 12-20 Bloodmyst Isle



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



- 2) Once done, go back east to Kessel's to Aonar and turn in "[A Favorite Treat](#)" and at the Herder turn in "[Alien Predators](#)"
- 3) You should be close to 13 now
- 4) Go Ne to the Bristlelimb Enclave and you'll see Princess Stillpine in a cage at 68,81. Accept "[Saving Princess Stillpine](#)" then go to the farthest camp at 64,77 and kill the mobs around the camp to summon Chief Bristlelimb to get the key then go back to the princess and free her.
- 5) Go NE to the Wrathscale Lair at 67,66 and get up top. You should be close to 13 or 13 by the time you get up here. You'll see Lord Xiz, kill him for "[Declaration of Power](#)" then put the banner on his body then go back SW to Kessel's and turn it in to Kessel and accept "[Report to Exarch Admetius](#)"
- 6) You should now be 13 if you weren't already
- 7) Follow the road north until you reach Blood Watch at 54,61 now there is quite a bit of quests here so if you get lost on me telling you where to go and grab them, just accept whatever is out here
- 8) Go into the Inn on your right and make it your home then accept "[Beds, Bandages, and Beyond](#)"
- 9) North of the inn near the general goods vendor is Aalesia, accept "[Know Thine Enemy](#)" then just west is Morae, accept "[Catch and Release](#)" then go up into the biggest building just in front of you and turn in "[Report to Exarch Admetius](#)" accept "[What Argus Means to Me](#)" then next to him is Mikolaas accept "[Learning from the Crystals](#)" beside him
- 10) Go to the center of town to Boros and turn in "[What Argus Means to Me](#)" accept "[Blood Watch](#)" and "[Irradiated Crystal Shards](#)"
- 11) Near him is Frasaboo, turn in "[Saving Princess Stillpine](#)"
- 12) Just NE of here, near the forge is Nachlan, accept "[Explorers' League, Is That Something for](#)

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- [Gnomes?](#)" then go east of the center of town to Jessera and accept "[Mac'Are Mushroom Menagerie](#)"
- 13) Go and grab the FP and turn in "[Beds, Bandages, and Beyond](#)" accept "[On the Wings of A Hippogryph](#)" don't fly yet
- 14) Go NW and kill bears, ravagers, flutterers, and treats for "[Irradiated Crystal Shards](#)" (don't need them all yet) while going to Bladewood at 46,45 there are 2 camps on the map and kill the blood elves for "[Blood Watch](#)" they also drop the shards
- 15) Go back to Blood Watch and kill for shards along the way back, you're probably not done yet but don't worry I'm usually not either
- 16) Go to the center of town to Boros and turn in "[Blood Watch](#)" and get a better weapon hopefully
- 17) Follow the road SW to Nazzivian, Kill Tzerak while you're here, he's a fel guard that walks around and spawns at the purple summoning circle at 38,81, he drops Tzerak's Armor Plate which starts "[Signs of the Legion](#)" then kill 8 satyr and felsworn for it. Once that's done go touch the monument for it's glyph at 36.71 for "[Know Thine Enemy](#)" These guys also drop the shards. You should also find a blood mushroom and fel cone fungus out here for "[Mac'Are Mushroom Menagerie](#)"



blood mushroom



fel cone mushroom



Monument

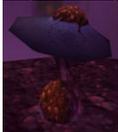
- 18) Now go west to the shore, or SW depending on where you wanna go, and head down to 34,90 and hotkey your murloc tagger and start using it on the murloc scouts out here for "[Catch and Release](#)" you have to be within range to use it but don't get in combat. Just spam the hotkey as you run towards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



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



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



- 22) Run west to Blood Watch and enter from the North, you should be 14 now or close
- 23) In the center of town to Boros turn in "[Irradiated Crystal Shards](#)" now you should have at least 20 crystals that you can turn in for more buffs. Accept "[Intercepting the Message](#)"
- 24) Go east to Jessera and turn in "[Mac'Are Mushroom Menagerie](#)" then just below him at Lyceon accept "[Constrictor Vines](#)" and "[The Bear Necessities](#)" then go south just outside the inn at Aalesia and turn in "[Know Thine Enemy](#)" and "[Signs of the Legion](#)" accept "[Containing the Threat](#)"
- 25) On the sign outside the Inn accept "[WANTED: Deathclaw](#)" then go west to the herbalism trainer Morae and turn in "[Cruelfin's Necklace](#)" and "[Catch and Release](#)" accept "[Victims of Corruption](#)" then go up into the big building NW of town to Mikolaas and turn in "[Learning from the Crystals](#)" accept "[The Missing Survey Team](#)"
- 26) Fly to Exodar and go down to the center at 56,49 to Nurguni and turn in "[On the Wings of A Hippogryph](#)", accept "[Hippogryph Master Stephanos](#)" train and then turn it in at the hippogryph master accept "[Return to Topher Loaal](#)" then fly to Blood Watch and go to the Inn and turn it in
- 27) Go SW to Middenvale at 51,73 and start killing the treats around the pod for "[Victims of Corruption](#)"
- 28) Go NE to the Ruins of Loreth'Aran and look for the Draenei Cartographer lying on the ground and turn in "[The Missing Survey Team](#)" accept "[Salvaging the Data](#)" then start killing the naga until you get the data



- 29) Go back into Blood Watch to Morae and turn in "[Victims of Corruption](#)"
- 30) Run up into the big tower to Mikolaas and turn in "[Salvaging the Data](#)" you should be 15 now if not you're close and need to grind it off for new quests. Accept "[The Second Sample](#)" then go back south to Morae and accept "[Searching for Galaen](#)" then look for the wandering Messenger around town, accept "[Urgent Delivery](#)" it just completes right there and sends you a letter in step 32 below
- 31) Go to the first aid trainer and accept "[Newfound Allies](#)" then on the east side of town from Jessera accept "[Ysera's Tears](#)"
- 32) I am sure now that you're 15 you should get a mail in your mailbox from the Admiral back on azuremyst isle which starts "[The Bloodcurse Legacy](#)"

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



- 36) Go back to Blood Hold and go into the big building to Mikolaas and turn in "[The Second Sample](#)" and accept "[The Final Sample](#)"
- 37) In the center of town at Kuros turn in "[Galaen's Journal - The Fate of Vindicator Saruan](#)" and accept "[Matis the Cruel](#)"
- 38) Go south to Morae and turn in "[Galaen's Fate](#)"

- 39) Go north and continue killing bears and lashers if needed. You should be 16 by the time you have the bears and lashers near done or close to it.
- 40) Go north to Axxarien at 41,32 and start killing satyr for "[Containing the Threat](#)" and look for the corrupted crystals lying on the ground. You'll find Zevrax at the farthest part of camp at 41,29 near the big monument. To the left of him you should see a red crystal for "[The Final Sample](#)" Manually use your pick again. You should definitely be 16 by now.



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



- 44) Now you'll get a treasure map as a reward, click it to start "[A Map to WHere?](#)"
- 45) Now finish killing bears and lashers if you still need them, I know it's annoying but pretty good xp
- 46) Go east to Wyrmscar Island, the NE most island, and look for green mushrooms for "[Ysera's Tears](#)" also keep an eye out for a wandering night elf Toreth, he circles the center of the island, and accept "[Restoring Sanctity](#)" he may not be down here so keep an eye out. You should have both mushrooms when you find him



- 47) Go back west to the mainland to Ragefeather Ridge, it's just off the shore but it's a big area but go to

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around 60,36 and start looking for dragon bones around the trees, they look like spikes. You can get all of them around this camp, if not in one camp then definitely 2



- 48) Go back east to wyrmscar island and find Toreth wandering somewhere and hand in "[Restoring Sanctity](#)" accept "[Into the Dream](#)" then go around and start killing the whelps and broodlings. Once complete look for the wandering guy Toreth and turn it in and SKIP "[Razormaw](#)" unless you get a group
- 49) On the east coast, you'll see Captain Edward Hanes, turn in "[The Bloodcurse Legacy](#)" and accept "[The Bloodcursed Naga](#)" then go in the water and kill 10 naga. You have a water breathing and water speed buff on for 20 minutes for this. Once done turn it back in then accept "[The Hopeless Ones...](#)" you should be 17 or close, now you have to go out to the ships, you probably seen them, and kill the yellow named voyagers again you get another buff. Once you're done turn it back in and accept "[Ending the Bloodcurse](#)"
- 50) You should still have some swim buff left so you can swim south to 82,48 on bloodcurse isle and run to the top. You'll see a big statue of Azshara, just click it. Atop the Bloodcursed will come out, he's 19 but no problem. Hopefully you got some swim buff left. Jump down but try not to die, then swim back north to the captain at 79,22 and turn it in



- 51) Hearth to Blood Watch
- 52) Exit the Inn and to the right to Aalesia and turn in "[Containing the Threat](#)" then just north at Lyceon turn in "[The Bear Necessities](#)" and "[Constrictor Vines](#)" accept "[Culling the Flutterers](#)" then just north of him turn in "[Ysera's Tears](#)"
- 53) In the center of town turn in "[Intercepting the Message](#)" accept "[Translations...](#)" and turn in any 10 crystals you have and turn in "[Translations...](#)" just west by the prison gate accept "[Audience With the Prophet](#)" then go south to Achelusand accept "[The Missing Expedition](#)"
- 54) Go into the big building to Mikolaas and turn in "[The Final Sample](#)" and "[WANTED: Deathclaw](#)" accept "[Talk to the Hand](#)"
- 55) If you're lucky someone will have completed a later quest and have a bunch of people from exodar in town, then you can turn in accept "[Audience With the Prophet](#)" if you want to
- 56) Now for a rather tricky quest, head NE to the Ruins of Loreth'Aman to 61,41 and grab the Battered Ancient Book for "[A Map to Where?](#)" The tricky part is that it's up top in the pillars. Supposedly there is a ramp in the front, but this is more fun. To get here, there is a broken piece on the SE side, jump off that to the crack on the big platform (see picture) and walk up and the book is in the middle, accept "[Deciphering the Book](#)"



- 57) Go back to blood watch to the first aid guy and turn it in, you should be 18 by now. Accept "[Nolkai's Words](#)"
- 58) In the center of town accept "[What We Know...](#)" from Aesom then go into the big building and turn it in to Admetius, accept "[What We Don't Know...](#)" then go down to the prison cage and talk to the prisoner then go back up and turn it in and accept "[Vindicator's Rest](#)"
- 59) Go SE to 61,49 to the Ruins of Loreth' Aran, and you will see a mound of dirt, open it to complete "[Nolkai's Words](#)" you get a nice 8 slot bag and an off hand item



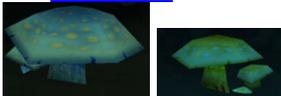
- 60) Either die or run back to Blood Hold then fly to Exodar
- 61) Go train and then go to the vault of lights at 32,54 and turn in "[Audience with the Prophet](#)" accept "[Truth or Fiction](#)"
- 62) Now take the path up which starts at 33,72 and follow it outside to the docks and turn in "[Newfound Allies](#)" accept "[The Way to Auberdine](#)"
- 63) Fly back to Blood Hold
- 64) Go to the center of town at Boros and turn in "[Truth or Fiction](#)" accept "[I Shoot Magic Into the Darkness](#)"
- 65) Go north to the Warp Piston at 51,22 and kill the void anomalies for "[I Shoot Magic Into the Darkness](#)" you have to actually get near the pod to get the site confirmed
- 66) Start killing royal blue flutterers for "[Culling the Flutterers](#)" while you head west to Vindicator's Rest at 30,46
- 67) Go to Corin at the front, turn in "[Vindicator's Rest](#)" SKIP "[Clearing the Way](#)" unless you get a group (this is an intense and fun quest for the level) "[Fouled Water Spirits](#)" and "[Oh, the Tangled Webs They Weave](#)"
- 68) In the back of the base, turn in "[Talk to the Hand](#)" accept "[Cutting a Path](#)" then accept "[Critters of the Void](#)"
- 69) Go north to the lake at 31,41 and kill the water spirits for "[Fouled Water Spirits](#)" these are the same ones we kill for the shaman quest
- 70) If you see Matis the Cruel on his mount, fire your flare gun and let the guy summoned get some aggro. Then just help beat him down for "[Matis the Cruel](#)". Real easy.
- 71) Go South and look for mutated tanglers for "[Oh, the Tangled Webs They Weave](#)" and enraged ravagers for "[Cutting a Path](#)" they're all mixed together
- 72) Now head over SW to the sun portal, just south of the Vector Coil at 19,61 They're little blobs that die in 1 hit. There are a lot in the lake
- 73) Go north of the vector coil to Amberweb Pass
- 74) Go to Researcher Cornelius on the mountain edge at 24,34 and accept "[They're Alive! Maybe...](#)" then enter it at 22,37 and attacked the webbed creatures for it while you kill the myst leechers and spinners for "[The Missing Expedition](#)" Zarakh can be found at the end of the path at 18,35
- 75) Once you're all done head back to Cornelius at 24,34 and turn it in then go to Vindicator's Rest
- 76) Turn in "[Oh, the Tangled Webs They Weave](#)" and "[Fouled Water Spirits](#)" then turn around and turn in "[Cutting a Path](#)"
- 77) If you see Legoso besides Corin, get a group and do his quest "[Ending Their World](#)" and also grab "[Clearing the Way](#)" if you do but solo you don't have to, it's optional. You may have trouble getting to 20 if you don't do this. It's advised that you do this now and not earlier, depending on group size. It's a pretty intense quest for this low of a level.
- 78) If you do "[Ending Their World](#)" and "[Clearing the Way](#)" then head to the vector coil and follow the npc, that's all there really is, he leads you there. Once done either run back or die.
- 79) Go back to Vindicator's Rest and turn in "[Clearing the Way](#)" and you should be 19 now for sure.
- 80) Hearth to Blood Watch, go right to the center of town and turn in "[I Shoot Magic into the Darkness](#)" "[Critters of the Void](#)" and "[Matis the Cruel](#)" then accept "[The Cryo-Core](#)" from Kuros, I wish you could get this the first trip there, because I'm sure you figured those boxes on the ground were for something
- 81) Go east to Lyceon and turn in "[Culling the Flutterers](#)" then go west to Achelus and turn in "[The Missing Expedition](#)" then finally, if you did the vector coil, go up into the big building to Admetius and turn in "[Ending Their World](#)" this will make him yell and people from all over exodar appear outside
- 82) Walk straight out to Velen and accept "[The Unwritten Prophecy](#)" it just completes and you get a ring and a tabbard
- 83) You should be about half way to 20 now
- 84) Head west to the cryo core at 40,58 and loot the medicine boxes on the ground, you can also get it as a drop. Once it's finished go back to Blood Watch.
- 85) Go to the center of town to Kuros and turn in "[The Cryo-Core](#)" then accept "[Don't Drink the Water](#)"
- 86) This is where it gets annoying, sending you on one quest at a time to get to 20 >< if you're not a shaman you can leave here now.
- 87) Go NW to where you found deathclaw at 34,33 and you'll see the waterfall, use the vial while standing under it
- 88) Hearth if you can, otherwise go back to the Watch and go right to the center of town and turn it in



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<p>accept "<a href="#">Limits of Physical Exhaustion</a>"</p> <p>89) Go west and start killing Sunhawk Pyromancers and Defenders outside of the vector core for "<a href="#">Limits of Physical Exhaustion</a>"</p>
<p>90) Hearth back to the Watch and go to the center of town to Aesom and turn in "<a href="#">Limits of Physical Exhaustion</a>" and accept "<a href="#">The Sun Gate</a>"</p> <p>91) Getting annoyed yet of this single quest running?</p> <p>92) Go way west, south of the vector coil to the sun gate. You have to beat down the controller crystals near the lake, then just get close to the portal and right click it. I suggest killing the camp of BE here just for some xp if you think you need it. You want to be 1350xp from 20</p>
<p>93) Now you probably can't hearth so just run back to town</p> <p>94) Go to the center of town to Aesom and turn in "<a href="#">The Sun Gate</a>"</p> <p>95) You should be 20 now, if you're shaman we'll do your last totem quest out here, the next one is at 40 for wind totems which will be covered later on.</p> <p>96) Go to Exodar and train, then non shamans go to darkshore via the boat.</p> <p>97) You will now have ghost wolf form so no more walking everywhere. Not to mention the dreaded frost bolt</p> <p>98) Accept "<a href="#">Call of Water</a>" at 33,25 then you have to see the trainer who's hidden up top, remember from the fire quest, at 27,29 which is right beside you, turn it in and accept "<a href="#">Call of Water</a>"</p> <p>99) Fly to Bloodmyst</p>
<p>100) Now you have to go to the center, north part of the map. Off the shore and under the ocean, use the water breathing pot you were given, go to 32,16 and you'll see water elementals. Talk to Aqueous and turn in "<a href="#">Call of Water</a>" accept "<a href="#">Call of Water</a>"</p> <p>101) Now you actually have to make a long trip to the SE around Axxarien and go to the red river on the map that is above the vector coil and drains into the ocean. Not hard in wolf form. You want to end up at 31,41 and kill the fouled water spirits, they're red. Once you're done head back to Aqueous at 32,16 and turn it in, then accept "<a href="#">Call of Water</a>"</p> <p>102) Now we wait a bit for when we hit Ashenvale. You should be at least 25% to 21</p> <p>103) Get back to Exodar and run NW to the boat dock at 20,54 which will take you to Auberdine</p>
<p style="text-align: center;"><b>Darkshore</b></p> <p>1) Go into the Inn and make it your home then turn right and go grab the FP</p> <p>2) From Gwennyth up here accept "<a href="#">Washed Ashore</a>" (it's grey but will allow you to pick up other quests like this) then below the dock is Blump who gives "<a href="#">Fruit of the Sea</a>"</p> <p>3) In front of the inn on the wanted poster accept "<a href="#">WANTED: Murkdeep!</a>" and next to the entrance is Barithras Moonshade, accept "<a href="#">Cave Mushrooms</a>"</p> <p>4) From the Explorers' League accept "<a href="#">The Absent Minded Prospector pt.1</a>"</p> <p>5) Go to Thundris Windweaver at 37,40 and turn in "<a href="#">The Way to Auberdine</a>" accept "<a href="#">Onward to Ashenvale</a>"</p> <p>6) Go up into the last house before exiting town to Starbreeze and accept "<a href="#">The Tower of Althalaxx Pt.1</a>"</p> <p>7) Go SW to the creature at 36,51 and loot it then go back to Gwennyth and turn it in and accept the next part. Now go up the dock and take it left when you can and jump in the water to 31,46 and grab the remains of the turtle then turn it back in to Gwennyth. This will allow you to grab any you see laying around this zone now.</p> <p>8) Go NE to 44,20 and grab the beached sea turtle then kill the reef crawlers on the shore for "<a href="#">Fruit of the Sea</a>"</p> <p>9) At 53,18 accept another beached sea turtle</p> <p>10) Go down just above the tower on your map at 54,24 to Shadowstrike and turn in "<a href="#">The Tower of Althalaxx Pt.1</a>" and accept "<a href="#">The Tower of Althalaxx Pt.2</a>"</p> <p>11) Go around the tower now and kill for the papers (don't go in the tower) then go back to Shadowstrike and turn it in</p> <p>12) Go up the path at 54,32 into the cave and collect the mushrooms laying around for "<a href="#">Cave Mushrooms</a>"</p>

<p>13) Hearth Back to Auberdine</p> <p>14) Under the dock at Gubber Blump turn in "<a href="#">Fruit of the Sea</a>" then up top at Gwennyth turn in any beached creature quests</p> <p>15) In front of the Inn is Barithras, turn in "<a href="#">Cave Mushrooms</a>" accept "<a href="#">Onu</a>"</p> <p>16) Now Scroll down and continue with Darkshore 20-21 (note you won't have some chains which is ok)</p>
<p style="text-align: center;"><b>1-12 Teldrassil – (Night Elf Start)</b></p> <p>1) If you purchased the Collector's Edition Game, Right Click your <a href="#">Gift Voucher</a> and start "<a href="#">Welcome!</a>"</p>

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- 2) Turn in "[Welcome!](#)" at 58,44 (right in front of where you start) and pick your pet (I choose Mini Diablo)
  - 3) Accept "[The Balance of Nature pt.1](#)" at 58,44 and go do it by killing mobs at 57,45 and 61,43. Turn it in at 58,44.
  - 4) Accept "[The Balance of Nature pt.2](#)" and "[Etched Sigil](#)" at 58,44. "[The Woodland Protector pt.1](#)" at 59,42 and "[A Good Friend](#)" at 60,41
  - 5) Hand in "[The Woodland Protector pt.1](#)" at 57,45 and accept "[The Woodland Protector pt.2](#)" Mobs are at 56,46. Turn it in at 57,45.
  - 6) Accept "[Webwood Venom](#)" at 57,41.
  - 7) Run up the ramp to the top of the tree, turn in "[Etched Sigil](#)" at 58,40 (hunter trainer) and get beast tracking
  - 8) Jump down and go do the following:
  - 9) "[The Balance of Nature pt.2](#)" mobs are all around 60,35
  - 10) "[Webwood Venom](#)" at 57,32 in and outside the cave
  - 11) Turn in "[A Good Friend](#)" at 54,32 in a cove just west of the cave. Accept "[A Friend in Need](#)"
  - 12) Turn in "[Webwood Venom](#)" at 57,41. Accept "[Webwood Egg](#)"
  - 13) Get new skills
  - 14) Turn in "[The Balance of Nature pt.2](#)" at 58,44
  - 15) Turn in "[A Friend in Need](#)" at 60,41, accept "[Iverron's Antidote pt.1](#)"
  - 16) Go do:
  - 17) "[Iverron's Antidote pt.1](#)" (lilies and mushrooms) around 57,37
  - 18) "[Iverron's Antidote pt.1](#)" (ichor) in the cave 57,32 along with "[Webwood Egg](#)" at 56,26
  - 19) Turn in "[Webwood Egg](#)" at 57,41 Accept "[Tenaron's Summons](#)" then Run up the ramp to the top of the tree and hand it in at 59,39. Accept "[Crown of the Earth pt.1](#)"
  - 20) Turn in "[Iverron's Antidote pt.1](#)" accept "[Iverron's Antidote pt.2](#)"
  - 21) Do "[Crown of the Earth pt.1](#)" at 59,32
  - 22) Turn in "[Iverron's Antidote pt.2](#)" at 54,32
  - 23) Turn in "[Crown of the Earth pt.1](#)" at 59,39 Accept "[Crown of the Earth pt.2](#)"
  - 24) If you're not level 6 yet, you should be close. Level and get skills. Head towards Dolanaar
  - 25) Accept "[Dolanaar Delivery](#)" at 61,47
  - 26) Accept "[Zenn's Bidding](#)" at 60,56
- 
- 27) Make Dolanaar your home.
  - 28) Turn in "[Dolanaar Delivery](#)" at 55,59 in Dolanaar
  - 29) Turn in "[Crown of the Earth pt.2](#)" at 56,61 accept "[Crown of the Earth pt.3](#)"
  - 30) At the tower in Dolanaar grab the following:
  - 31) "[Denalan's Earth](#)" "[A Troubling Breeze](#)" Get First Aid "[The Emerald Dreamcatcher](#)" "[Twisted Hatred](#)"
  - 32) Accept "[The Road to Darnassus](#)" from the mounted patrol (if she's there) right around 56,57
- 
- 33) Now do:
  - 34) "[Zenn's Bidding](#)" mobs east of Dolanaar
  - 35) "[Crown of the Earth pt.3](#)" at 63,58
  - 36) Turn in "[A Troubling Breeze](#)" at 66,58 accept "[Gnarlpine Corruption](#)"
  - 37) "[The Emerald Dreamcatcher](#)" 68,59
- 
- 38) Turn in "[Zenn's Bidding](#)" at 60,56 then go to the
  - 39) Dolanaar tower and get "[Seek Redemption!](#)"
- 
- 40) Do "[Seek Redemption!](#)" (cones under trees) while heading to 60,68 and turn in "[Denalan's Earth](#)"
  - 41) Accept and do "[Timberling Seeds](#)" (mobs all around lake) & "[Timberling Sprouts](#)" (seeds around trees near lake)
  - 42) Hand those back in and accept "[Rellian Greenspyre](#)"
- 
- 43) Run to Dolanaar
  - 44) Turn in "[Crown of the Earth pt.3](#)" accept "[Crown of the Earth pt.4](#)"
  - 45) Go to tower in Dolanaar:
  - 46) Turn in "[Gnarlpine Corruption](#)" accept "[The Relics of Wakening](#)"
  - 47) Turn in "[The Emerald Dreamcatcher](#)" accept "[Ferocitas the Dream Eater](#)"
  - 48) You should be 8 by now. Get new skills
- 
- 49) Finish "[Seek Redemption!](#)" Then go North of Starbreeze
  - 50) Do "[Ferocitas the Dream Eater](#)" mobs around 68,53
  - 51) Die on purpose so you end up at Dolanaar
  - 52) Run to Fel Rock Cave at 54,52 and do "[Twisted Hatred](#)" you can also wait until you're 10 to do this. Makes it easier.
- 
- 53) Turn in "[Ferocitas the Dream Eater](#)" & "[Twisted Hatred](#)" at Dolanaar
- 
- 54) Do "[The Road to Darnassus](#)" at 46,52
  - 55) Go do "[The Relics of Wakening](#)" at 44,57 in the cave
  - 56) Accept "[The Sleeping Druid](#)" inside, kill shamans to get it, turn it in.
  - 57) Accept "[Druid of the Claw](#)" do it at 45,58

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- 58) I stop at 42,49 to get skinning  
59) Go south and do "[Crown of the Earth pt.4](#)" at 42,67  
Die so you end up at Dolanaar
- 60) Turn in "[Crown of the Earth pt.4](#)" accept "[Crown of the Earth pt.5](#)"  
61) Turn in "[The Road to Darnassus](#)" just west of tower to mountie  
62) Turn in "[The Relics of Wakening](#)" accept "[Ursal the Mauler](#)"  
63) You should be 10 now, if not grind to it and lets get your pet
- 64) Accept "[Taming the Beast pt.1](#)" (webwood lurker) 58,60  
65) Accept "[Taming the Beast pt.2](#)" (nightsaber stalker) 55,73  
66) Accept "[Taming the Beast pt.3](#)" (strigid screecher) 55,73  
67) I tamed a Strigid Hunter to get claw rank 2 and growl rank 2  
68) I then tamed an Elder Nightsaber (42,42) as my pet.
- 69) Run to Darnassus Hand in "[Rellian Greenspyre](#)" at 38,21 accept "[Tumors](#)"  
70) Go to 40,8 turn in "[Training the Beast](#)"  
71) Get "[Nessa Shadowsong](#)" at 70,45 in Darnassus
- 72) Go south and do:  
73) Get "The [Glowing Fruit](#)" at 42,76  
74) Do "[Ursal the Mauler](#)" at 38,77  
75) Die so you're in front of Darnassus.  
76) Then go do:  
77) "[Tumors](#)" at 42,42  
**78)** "[Crown of the Earth pt.5](#)" at 38,34  
79) Accept "[The Enchanted Glade](#)" at 38,34. Then do it at 35,43. Turn it back in  
80) Accept "[Teldrassil](#)"
- 81) Run back to Darnassus, turn in "[Tumors](#)" at 38,21 accept "[Return to Denalan](#)"  
82) Turn in "[Teldrassil](#)" atop the tower at 36,12 accept "[Grove of the Ancients](#)"  
83) Hearth to Dolanaar  
84) Hand in "[Crown of the Earth pt.5](#)" accept "[Crown of the Earth pt.6](#)"  
85) Turn in "[Ursal the Mauler](#)"
- 86) Go SE to 60,68 Turn in "[Return to Denalan](#)" accept "[Oakenscowl](#)" elite  
87) Turn in "[Glowing Fruit](#)"  
88) Go kill "[Oakenscowl](#)" at 53,74. Turn it in at 60,68
- 89) Run to Darnassus, if you're not within 1100xp to 12 yet grind on harpies North of the Darnassus entrance.  
90) Turn in "[Crown of the Earth pt.6](#)" 34,8 in Darnassus  
91) Get skills and run through gate at 30,41
- 92) Run straight ahead to 56,92, hand in "[Nessa Shadowsong](#)" accept "[The Bounty of Teldrassil](#)" go hand it in to the hippograph guy at 58,93 to get a free ride and start "[Flight to Auberdine](#)"
- 1-10 Elywnn Forest (Human Start)**
- 1) I chose a warrior to do this part of the guide. I don't do every quest out here; some are too hard unless you have a group. Elywynn Forest is badly designed compared to the other start zones. You can't even hit level 12 here. I find this zone very tough. You could even follow my gnome/dwarf guide and just go there instead if you'd like.
  - 2) I got to 12 in 5 hours 20 minutes I'm sure you can get better.
  - 3) If you purchased the Collector's Edition Game, Right Click your [Gift Voucher](#) and start "[Welcome!](#)"
  - 4) Directly in front of where you start accept "[A Threat Within](#)" then go in the building and turn it in, accept "[Kobold Camp Cleanup](#)"
  - 5) Run back out, and turn in "[Welcome!](#)" at the wagons at 47,41
  - 6) Go to the nook at the NW corner of the building at 48,40 and accept "[Wolves Across the Border](#)"
  - 7) Kill the wolves all in front of you for "[Wolves Across the Border](#)" while working your way to the kobold vermin at 47,35 for "[Kobold Camp Cleanup](#)"
  - 8) Go back to 48,40 and turn in "[Wolves Across the Border](#)"
  - 9) Run into the house at 48,41 and turn in "[Kobold Camp Cleanup](#)" accept "[Simple Letter](#)" and "[Investigate Echo Ridge](#)"
  - 10) Go to the warrior trainer at 50,42 and turn in "[Simple Letter](#)" and train
  - 11) Exit the house and grab "[Brotherhood of Thieves](#)" just outside
  - 12) Go NW toward the cave at 47,32 and kill kobold workers on the way up tp it for "[Investigate Echo Ridge](#)"
  - 13) Go West to 54,40 and go south killing the defias until you finish "[Brotherhood of Thieves](#)" you should have dinged 4 by the time you're done, if not just kill until you are
  - 14) Run back to the abbey at 48,42 and turn in "[Brotherhood of Thieves](#)" accept "[Milly Osworth](#)" and "[Bounty on Garrick Padfoot](#)"
  - 15) Go inside the house and turn in "[Investigate Echo Ridge](#)" accept "[Skirmish at Echo Ridge](#)" then get

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- new skills
- 16) Go north of the house at 50,39 next to the barn, turn in "[Milly Osworth](#)" accept "[Milly's Harvest](#)"
  - 17) Go back east and grab the grapes in the garden at 54,48 for "[Milly's Harvest](#)" then NE to 57,48 you'll see a shack with padfoot and a thug. Kill him for "[Bounty on Garrick Padfoot](#)"
  - 18) Go back to 50,39 and turn in "[Milly's Harvest](#)" accept "[Grape Manifest](#)"
  - 19) Go into the cave at 47,31 and kill kobold laborer's for "[Skirmish at Echo Ridge](#)"
  - 20) Hearth back to the Abbey
  - 21) Turn in "[Bounty on Garrick Padfoot](#)" right in front of you
  - 22) Go inside the house, turn in "[Skirmish at Echo Ridge](#)" accept "[Report to Goldshire](#)"
  - 23) Go to the top of the tower through the spiral staircase, turn in "[Grape Manifest](#)"
  - 24) Go to 45,47 and accept "[Rest and Relaxation](#)"
  - 25) If you're not 6 you should be close, just grind on a few mobs while you head towards the house near goldshire at 46,62 and pick up skinning if you want it
  - 26) Reach goldshire and enter the Inn at 42,65
  - 27) Just to your left accept "[Kobold Candles](#)"
  - 28) Near the bar turn in "[Rest and Relaxation](#)" and make Goldshire your home
  - 29) Exit the Inn and go straight out, turn in "[Report to Goldshire](#)" accept "[The Fargodeep Mine](#)"
  - 30) Get your new skills in town here.
  - 31) Go near the carts at 42,67 and accept "[Gold Dust Exchange](#)"
  - 32) Go south to the Fargodeep Mine at 39,82 and kill the kobold until you complete all 3 quests "[The Fargodeep Mine](#)", "[Gold Dust Exchange](#)", and "[Kobold Candles](#)" Make sure you go in the lower entrance so "[The Fargodeep Mine](#)" is easier
  - 33) Once all 3 are done go to the stonefield farm just up the hill east at 34,84 and accept "[Lost Necklace](#)" SKIP "[Princess Must Die!](#)" it's just too hard to do alone.
  - 34) Go east to the Maclure Vinyard at 43,90 and accept "[Young Lovers](#)"
  - 35) Go to 43,85 and turn in "[Lost Necklace](#)" accept "[Pie For Billy](#)" then turn around and kill boars until it's finished.
  - 36) Go back west to 34,84 and turn in "[Pie For Billy](#)" and accept "[Back to Billy](#)"
  - 37) Go west some to the river at 29,85 and turn in "[Young Lovers](#)" accept "[Speak with Gramma](#)"
  - 38) Go back to 34,84 and turn in "[Speak with Gramma](#)" in the house, accept "[Note to William](#)"
  - 39) Run back east to 43,85 and turn in "[Back to Billy](#)" accept "[Goldtooth](#)"
  - 40) Go in the bottom entrance of the fargodeep mine at 39,82 and to about 41,78 inside and kill goldtooth for "[Goldtooth](#)" You should ding 7 sometime in the cave or before you came in.
  - 41) Hearth back to Goldshire
  - 42) In the Inn turn in "[Kobold Candles](#)" accept "[Shipment to Stormwind](#)" also turn in "[Note to William](#)" accept "[Collecting Kelp](#)"
  - 43) Straight outside the Inn, turn in "[The Fargodeep Mine](#)" accept "[The Jasperlode Mine](#)"
  - 44) South near the fence, turn in "[Gold Dust Exchange](#)" You should have dinged lvi 7 now, accept "[A Fishy Peril](#)"
  - 45) Turn around by the blacksmith and turn it in, accept "[Further Concerns](#)"
  - 46) Kill murlocs around the lake at 51,65 for "[Collecting Kelp](#)"
  - 47) Grind up to the Jasperlode mine at 61,53 and run through it about half way to 60,50 for "[The Jasperlode Mine](#)"
  - 48) Run to the bridge at 73,72 and turn in "[Further Concerns](#)" accept "[Find the Lost Guards](#)" and "[Protect the Frontier](#)"
  - 49) Stop at the house NE of here at 79,68 and accept "[Red Linen Goods](#)"
  - 50) At the center of the camp, 81,66, accept "[A Bundle of Trouble](#)" grab any wood you see north of here for this quest. It's lying all over
  - 51) Run just west of the waterfall at 72,60 touch the mangled body and turn in "[Find the Lost Guards](#)" accept "[Discover Rolf's Fate](#)" if this doesn't make you ding 8 then grind that last tiny bit.
  - 52) Go to the murloc camp at 79,55 and loot the mangled body there (might need a group, but usually always people here) and turn in "[Discover Rolf's Fate](#)" accept "[Report to Thomas](#)"
  - 53) Go south to 81,66 and turn in "[A Bundle of Trouble](#)"
  - 54) Cross the road and go south and east and finish killing the bears and wolves for "[Protect the Frontier](#)" bears are kinda scarce so you might have to search.
  - 55) While doing this you can get some, if not all, of the red bandannas for "[Red Linen Goods](#)" at 90,78
  - 56) Go back to 73,72 near the bridge and turn in "[Protect the Frontier](#)" and "[Report to Thomas](#)" accept "[Deliver Thomas' Report](#)"
  - 57) Go down to the pumpkin patch at 69,78 and kill the rest of the defias for "[Red Linen Goods](#)"
  - 58) You might find Furlbrow's Deed on the defias while you're killing defias just hold it for now.
  - 59) Go to 79,68 and turn in "[Red Linen Goods](#)" it should make you lvi 9 or bring you really close
  - 60) Stop at the bridge again at 73,72 and accept "[Report to Gryan Stoutmantle](#)" must be 9 to accept
  - 61) Hearth to Goldshire
  - 62) By the front door turn in "[Collecting Kelp](#)" accept "[The Escape](#)"
  - 63) Just outside the Inn turn in "[The Jasperlode Mine](#)" and "[Deliver Thomas' Report](#)" SKIP "[Cloth and](#)

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- [Leather Armor](#)" accept "[Westbrook Garrison Needs Help!](#)"
- 64) In the blacksmith house right here accept "[Elmore's Task](#)" then get training
  - 65) Run south to the maclure vinyard at 43,89 and turn in "[The Escape](#)"
  - 66) Run west to the stonefield farm at 34,84 and turn in "[Goldtooth](#)"
  - 67) Go NW to 24,74 and turn in "[Westbrook Garrison Needs Help!](#)" accept "[Riverpaw Gnoll Bounty](#)" You will also see the wanted poster and it's the famous old hogger quest. He's a tough lvl 11 elite and is not easy so skip it, unless you have a group it's up to you. Remember on new servers you're probably still within range of everyone so it shouldn't be hard to get done.
  - 68) Go just south of the road and start killing gnolls for "[Riverpaw Gnoll Bounty](#)" they can also drop a gold schedule which starts a quest
  - 69) Go back up to 24,74 and turn in "[Riverpaw Gnoll Bounty](#)"
  - 70) You should be very close to 10 now.
  - 71) Follow the road west into Westfall

#### 10-11 Westfall

- 1) Go to 59,19 and turn in "[Furlbrow's Deed](#)" if you found it before
- 2) Accept "[Westfall Stew](#)" SKIP "[Poor Old Blanchy](#)"
- 3) Go in the house at 56,30 and turn in "[Westfall Stew](#)"
- 4) Go to 56,47 and turn in "[Report to Gryan Stoutmantle](#)"
- 5) Go in the tower and accept "[A Swift Message](#)"
- 6) Get the FP at 56,52 and turn in "[A Swift Message](#)" accept "[Continue to Stormwind](#)"
- 7) Fly to SW unless you did hogger, then hearth to Goldshire and turn it in outside the Inn then train
- 8) In SW go to 56,64 and turn in "[Shipment to Stormwind](#)"
- 9) Train new weapons at 57,57
- 10) Go to 74,47 and turn in "[Continue to Stormwind](#)" accept "[Dungar Longdrink](#)"
- 10) Go to 51,12 and turn in "[Elmore's Task](#)" accept "[Stormpike's Delivery](#)" this will be done on the way to the wetlands
- 11) Go to 78,45 and accept "[A Warrior's Training](#)" or your classes lvl 10 quest.
- 13) Go to 66,62 and turn in "[Stormpike's Delivery](#)" accept "[Return to Lewis](#)" then fly back to Westfall
- 14) Go to the tower at 56,47 and turn in "[Return to Lewis](#)" super easy xp
- 15) Fly back to SW & go in the bar at 74,37 and turn in "[A Warrior's Training](#)" accept "[Bartleby the Drunk](#)" then turn around and hand it in accept "[Beat Bartleby](#)"
- 16) Kick bartleby's ass then talk to him again and accept "[Bartleby's Mug](#)" then turn it in behind you and learn your defense
- 17) Go into the tram at 63,8 and take it to IF
- 18) Once it stops accept "[Deeprun Rat Roundup](#)" just collect 5 rats and turn it in. You could skip this and keep the flute, It can really piss people off if you play it non stop around the IF bank. SKIP "[Me Brother, Nipsy](#)" unless you go back to SW on the tram because you get crap xp
- 19) Grab the FP at 55,47
- 20) After the rat quest you should be real close to 11
- 21) Leave IF and head into Dun Morogh
- 22) Run east to 68,55 and accept "[The Public Servant](#)"
- 23) Go behind him and accept "[Those Blasted Troggs!](#)"
- 24) Go in the pit below and kill the troggs here and in the cave for both quests then turn them back in at 68,55
- 25) Go east to 80,51 and follow the path into Loch Modan

#### 11-12 Loch Modan

- 1) Go to 22,73 and accept "[In Defense of the King's Lands](#)"
- 2) Go up in the tower and accept "[The Trogg Threat](#)"
- 3) At 33,50 grab the FP
- 4) Look for the wandering guard and accept "[Rat Catching](#)"
- 5) Kill troggs from 27,53 and north for "[In Defense of the King's Lands](#)" and "[The Trogg Threat](#)"
- 6) Go back to 22,73 and turn them both in
- 7) Go north to the tower at 24,18 and turn in "[Stormpike's Delivery](#)"
- 8) You should be 12 now or close to it. You can grind if you'd like but it doesn't matter much. Follow the Darnassus to IF guide in the members area of my site on the right side.

#### 1-12 Dun Morogh (Dwarf/Gnome Start)

- 1) I started this guide with a dwarf rogue. I am trying different classes for each guide to write them from different views. My main is a rogue so I know how to play one extremely well. I find that I kick ass a lot more as a noob with a rogue than I did as a warrior when I did the human guide.
- 2) It took me 4 hours to get to 12 and not knowing the area. If you know it any I'm sure you could do better. I did do research while making this for all of you so don't think I just picked random stuff.
- 3) If you purchased the Collector's Edition Game, Right Click your [Gift Voucher](#) and start "[Welcome!](#)"

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- 4) Right in front of where you start accept "[Dwarven Outfitters](#)"
- 5) Go south around 28,73 and kill wolves for the meat then go back to 29,71 and turn in "[Dwarven Outfitters](#)" then accept "[Encrypted Rune](#)" and "[Coldridge Valley Mail Delivery pt.1](#)"
- 6) To your left accept "[A New Threat](#)"
- 7) At 30,74 kill burly troggs and at 26,72 there is a camp of rockjaw troggs, kill them for "[A New Threat](#)"
- 8) Go back to 29,71 and turn in "[A New Threat](#)" you should be 3 now
- 9) Go in Anvilmar at 28,69 and turn in your classes skill npc quest which was "[Encrypted Rune](#)" for a rogue
- 10) Accept "[A Refugee's Quandary](#)" inside
- 11) Follow the road south to 22,71 and turn in "[Coldridge Valley Mail Delivery pt.1](#)" accept "[Coldridge Valley Mail Delivery pt.2](#)" and "[The Boar Hunter](#)"
- 12) Just behind him start killing small boars until you have 12 for "[The Boar Hunter](#)" then go back to 22,71 and turn it in
- 13) At 20,76 clear the front of the tent and grab Felix's Box for "[A Refugee's Quandary](#)"
- 14) At 22,80 clear in front of the tent and grab Felix's Chest for "[A Refugee's Quandary](#)"
- 15) Run up to 25,75 (it's the end of the road on the map) and turn in "[Coldridge Valley Mail Delivery pt.2](#)" and accept "[The Troll Cave](#)"
- 16) At 26,79 clear in front of the cave and grab Felix's Bucket of Bolts for "[A Refugee's Quandary](#)" then kill the trolls in and out of it until you complete "[The Troll Cave](#)"
- 17) Run back up to 25,75 and turn in "[The Troll Cave](#)" accept "[The Stolen Journal](#)" you should be 5 or very close to it now.
- 18) Go back in the cave at 26,79 and go left at the 3 directions to 30,80 and kill Grik'nir the Cold for "[The Stolen Journal](#)"
- 19) Return back to 25,75 and turn in "[The Stolen Journal](#)" accept "[Senir's Observations pt.1](#)"
- 20) Turn around and Accept "[Scalding Mornbrew Delivery](#)" and hearth.
- 21) Run up into Anvilmar at 28,69 and turn in "[A Refugee's Quandary](#)"
- 22) Go further back and turn in "[Scalding Mornbrew Delivery](#)" accept "[Bring Back the Mug](#)"
- 23) Get training before you leave
- 24) Run right to 25,75, everything is yellow so nothing will attack you, and turn in "[Bring Back the Mug](#)"
- 25) Head toward the tunnel and turn in "[Senir's Observations pt.1](#)" at 33,71 and accept "[Senir's Observations pt.2](#)"
- 26) You should be about 500 to 6 now
- 27) About 10 feet away accept "[Supplies to Tannok](#)"
- 28) Go through the tunnel and kill all the stuff on the way. Follow the road to 46,53 in Kharanos and kill stuff on the way until you're 6. Save your boar ribs and boar meat.
- 29) Once at 46,53 turn in "[Senir's Observations pt.2](#)"
- 30) Up ahead on the right, in front of the Inn, accept "[Beer Basted Boar Ribs](#)"
- 31) Go in the Inn and turn in "[Supplies to Tannok](#)"
- 32) Go to the Innkeeper, make it your home and purchase the rhapsody malt for "[Beer Basted Boar Ribs](#)"
- 33) Get new skills
- 34) Go across the road from the Inn and accept "[Tools For Steelgrill](#)"
- 35) Go NE to 49,48 and accept "[Stocking Jetsteam](#)" and "[The Grizzled Den](#)"
- 36) Go to the left house and turn in "[Tools For Steelgrill](#)"
- 37) By the tree out front accept "[Ammo For Rumbleshot](#)"
- 38) Go to the small camp at 44,56 and open the box for "[Ammo For Rumbleshot](#)"
- 39) From around this camp to the SW kill boars and bears until you finish "[Stocking Jetsteam](#)" and "[Beer Basted Boar Ribs](#)"
- 40) If you're having trouble finding boars, just go to around 40,65 there is a lot.
- 41) Go into the grizzled den at 42,54 and kill wendingos until you get 8 manes for "[The Grizzled Den](#)"
- 42) You also wanna head out to 40,65 and turn in "[Ammo For Rumbleshot](#)" watch the scene it's cool, only if you aren't time running. You should be 7 or very close now
- 43) Hearth back to Kharanos
- 44) Just outside the Inn, turn in "[Beer Basted Boar Ribs](#)"
- 45) Go to the house at 45,49, NE of the Inn, and accept "[Operation Recombobulation](#)"
- 46) Run NE to 49,48 and turn in "[Stocking Jetsteam](#)" accept "[Evershine](#)"
- 47) Turn in "[The Grizzled Den](#)"
- 48) You should be close to half way through lvl 7
- 49) Run west to 30,45 and turn in "[Evershine](#)" accept "[A Favor For Evershine](#)" and "[The Perfect Stout](#)"
- 50) Beside him accept "[Bitter Rivals](#)"
- 51) To the North/NE from here you'll find tons of bears,leopards, and boars to kill for "[A Favor For Evershine](#)" You should ding 8 while killing for this
- 52) Kill troll seers and open baskets at 41,44 and 41,35 for "[The Perfect Stout](#)" the drops kinda suck off the trolls but the baskets can be hard to get.
- 53) Die so you end up in Kharanos
- 54) Next to the GY accept "[Frostmane Hold](#)"

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- 55) Go into the Inn and buy a thunder ale off the Innkeeper and down in the basement, give the ale to Jarven Thunderbrew. When he leaves touch the barrel to turn in "[Bitter Rivals](#)" accept "[Return to Marleth](#)"
- 56) Get new skills
- 57) Go west to brewnall village again at 30,45 and turn in "[The Perfect Stout](#)" and "[A Favor For Evershine](#)" accept "[Return to Bellowfiz](#)" and "[Shimmer Stout](#)"
- 58) Next to him turn in "[Return to Marleth](#)" you should be past half way to 9 now
- 59) Go west of brewnall and kill leper gnomes until you complete "[Operation Recombobulation](#)" you should hit 9 getting kills
- 60) Go to 24,50 and enter the cave kill 5 headhunters and explore the cave for "[Frostmane Hold](#)" To explore it just run in and stay to the right, it will curve left and you can see a raised platform with mobs, get near it to complete exploration
- 61) Die so you end up at Kharanos
- 62) Either straight down the steps of the Inn, or N of the GY, turn in "[Frostmane Hold](#)" accept "[The Reports](#)"
- 63) Go NW in the house at 45,49 and turn in "[Operation Recombobulation](#)"
- 64) Go east to 49,48 and turn in "[Return to Bellowfiz](#)" you should be half way to 10 now
- 65) Go North to IF at 53,35
- 66) Make IF your home at 21,55
- 67) Go to 39,56 in IF, behind the bank, in the kings room, turn in "[The Reports](#)"
- 68) Enter the tram at 76,51
- 69) Take the tram down to SW
- 70) Go to 66,62 and get the FP
- 71) Reach goldshire and enter the Inn at 42,65
- 72) Just to your left accept "[Kobold Candles](#)"
- 73) Exit the Inn and go straight out and accept "[The Fargodeep Mine](#)"
- 74) In the blacksmith house right here accept "[Elmore's Task](#)"
- 75) Go near the carts at 42,67 and accept "[Gold Dust Exchange](#)"
- 76) Go south to the Fargodeep Mine at 39,82 and kill the kobold until you complete all 3 quests "[The Fargodeep Mine](#)", "[Gold Dust Exchange](#)", and "[Kobold Candles](#)" Make sure you go in the lower entrance so "[The Fargodeep Mine](#)" is easier
- 77) Once all 3 are done go to the stonefield farm just up the hill west at 34,84 and accept "[Lost Necklace](#)" SKIP "[Princess Must Die!](#)"
- 78) Go east to the Maclure Vinyard st 43,85 and turn in "[Lost Necklace](#)" accept "[Pie For Billy](#)" then turn around and kill boars until it's finished
- 79) at 43,90 and accept "[Young Lovers](#)"
- 80) Go back west to 34,84 and turn in "[Pie For Billy](#)" SKIP "[Back to Billy](#)"
- 81) Go west some to the river at 29,85 and turn in "[Young Lovers](#)" accept "[Speak with Gramma](#)"
- 82) Go back to 34,84 and turn in "[Speak with Gramma](#)" in the house, accept "[Note to William](#)" You should be 10 now
- 83) Go back to goldshire, either die or run
- 84) In the Inn turn in "[Kobold Candles](#)" SKIP "[Shipment to Stormwind](#)" also turn in "[Note to William](#)" SKIP "[Collecting Kelp](#)"
- 85) Straight outside the Inn, turn in "[The Fargodeep Mine](#)" SKIP "[The Jasperlode Mine](#)"
- 86) South near the fence, turn in "[Gold Dust Exchange](#)"
- 87) Go up into SW to 51,12 and turn in "[Elmore's Task](#)" accept "[Stormpike's Delivery](#)" this will be done on the way to the wetlands
- 88) Hearth to IF and train, do your classes lvl 10 quest
- 89) Go into the tram again at 76,51 accept "[Deeprun Rat Roundup](#)" just collect 5 rats and turn it in. You could skip this and keep the flute, It can really piss people off if you play it non stop around the IF bank. SKIP "[Me Brother, Nipsy](#)" unless you go back to SW on the tram because you get crap xp
- 90) After this you should be a bit over half way to 11
- 91) Run east to 68,55 and accept "[The Public Servant](#)"
- 92) Go behind him and accept "[Those Blasted Troggs!](#)"
- 93) Go in the pidd below and kill the troggs here and in the cave for both quests then turn them back in at 68,55
- 94) Go east to 80,51 and follow the path into Loch Modan

#### 11-12 Loch Modan

- 1) Go to 22,73 and accept "[In Defense of the King's Lands](#)"
- 2) Go up in the tower and accept "[The Trogg Threat](#)"
- 3) At 33,50 grab the FP
- 4) Look for the wandering guard and accept "[Rat Catching](#)"
- 5) Kill troggs from 27,53 and north for "[In Defense of the King's Lands](#)" and "[The Trogg Threat](#)"
- 6) Go back to 22,73 and turn them both in

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- 7) Go north to the tower at 24,18 and turn in "[Stormpike's Delivery](#)"
- 8) You should be 12 now or close to it. You can grind if you'd like but it doesn't matter much. Follow the Darnassus to IF guide in the members area of my site on the right side.

### 12-17 Darkshore

- 1) Non Night Elves will have to go to Darnassus to pick up a few quests like the one for going to Onu
- 2) Now you're in Auberdine, do the following:

- 3) Once you land grab "[Washed Ashore pt.1](#)" right in front of you
- 4) Turn in "[Flight to Auberdine](#)" accept "[Return to Nessa](#)" I fly back to Darnassus to get it done. She's right off the edge of the dock.
- 5) Run out on the docks of Auberdine grab "[For Love Eternal](#)" at 35,43
- 6) Go upstairs accept "[Buzzbox 827](#)"
- 7) Accept "[Cave Mushrooms](#)" in front of the Inn
- 8) Grab "[The Red Crystal](#)" near the bridge
- 9) Buy some 6 slot bags if you haven't found 3 by now at 37,40 then grab "[Bashal'Aran pt.1](#)" and "[Tools of the Highborne](#)"
- 10) I then get mining at 38,41
- 11) Go south over the bridge, grab "[Plagued Lands](#)"
- 12) Run inside; grab "[How Big a Threat? pt.1](#)"

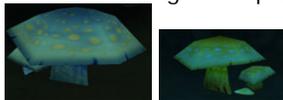
- 13) Go do "[Washed Ashore pt.1](#)" at 36,50 grind from town to there to get Crawler legs for "[Buzzbox 827](#)"

- 14) Turn in "[Buzzbox 827](#)" at 36,46 accept "[Buzzbox 411](#)"
- 15) Turn in "[Washed Ashore pt.1](#)" accept "[Washed Ashore pt.2](#)"
- 16) Do "[Washed Ashore pt.2](#)" at 31,46 west of boat dock. Turn it in

- 17) Go do:
- 18) "[Buzzbox 411](#)" Threshers look like Loch Ness in the water, Turn it in at 41,28 accept "[Buzzbox 323](#)"
- 19) Stop at 42,32 accept "[Beached Sea Creature](#)"
- 20) "[Bashal'Aran pt.1](#)" at 44,36 grinding along the way, accept "[Bashal'Aran pt.2](#)" killing grells around him for earrings.
- 21) Turn in "[Bashal'Aran pt.2](#)" at 44,36 accept "[Bashal'Aran pt.3](#)"
- 22) Do "[Bashal'Aran pt.3](#)" by killing satyr's and turn it in accept "[Bashal'Aran pt.4](#)"
- 23) Grind to 47,48 and do "[The Red Crystal](#)"
- 24) Grind to 40,53 to find the camp for "[How Big a Threat? pt.1](#)"
- 25) Run down to Ameth'Aran at 40,59 and accept "[The Fall of Ameth'Aran](#)" do it at 43,58 and 42,63
- 26) Do "[Tools of the Highborne](#)" while in here, killing mobs for them.
- 27) Do "[For Love Eternal](#)" at 41,58 she's lvl 16 but easy.
- 28) Do "[Bashal'Aran pt.4](#)" at 42,61
- 29) Turn in "[The Fall of Ameth'Aran](#)" at 40,59
- 30) To the west of Ameth'Aran do "[Plagued Lands](#)"
- 30) Hearth back to Auberdine along with your new bear friend =P

- 31) Turn in "[Plagued Lands](#)" at the first house accept "[Cleansing the Infected](#)"
- 32) Go inside hand in "[How Big a Threat? pt.1](#)" accept "[How Big a Threat? Pt.2](#)"
- 33) Accept "[Thundris Windweaver](#)"
- 34) Go Upstairs accept "[The Tower of Althalaxx pt.1](#)"
- 35) Don't do "[Deep Ocean, Vast Sea](#)" it's not worth it and too hard
- 36) Go in the merchant house, turn in "[Tools of the Highborne](#)"
- 37) Turn in "[Thundris Windweaver](#)" accept "[The Cliffspring River](#)"
- 38) Turn in "[The Red Crystal](#)" near the Inn accept "[As Water Cascades](#)"
- 39) Fill the Vial in the Moonwell for "[As Water Cascades](#)"
- 40) Turn in "[For Love Eternal](#)" on the dock. Watch the love story
- 41) You should be 14 by now get skills in Darnassus

- 42) Turn in "[Bashal'Aran pt.4](#)" at 44,36
- 43) Kill Moonstalkers and Rabid Thistle Bears all around 48,30 while you head to 50,25 for "[The Cliffspring River](#)"
- 44) Accept "[Beached Sea Turtle](#)" at 44,20
- 45) Turn in "[Buzzbox 323](#)" at 51,24 accept "[Buzzbox 525](#)"
- 46) Go to 54,32 and do "[Cave Mushrooms](#)" the final mushroom is in a few spots, one has a few mobs surrounding it and probably is not soloable there, the other is up top and is easy.



- 47) Head south stopping at 47,48 to do "[As Water Cascades](#)" accept "[The Fragments Within](#)"
- 48) Grind to 40,53 and do "[How Big a Threat? Pt.2](#)"
- 49) Stop at 37,62 and grab "[Beached Sea Turtle](#)"
- 50) Follow the shore and "[Beached Sea Creature](#)" at 36,70

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- 51) Turn in "[Grove of the Ancients](#)" at 43,76
- 52) Kill Grizzled Thistle Bear South of Grove of the Ancients for "[Buzzbox 525](#)" then turn it in at 41,80
- 53) Grind over to 32,80 and get "[Beached Sea Creature](#)"
- 54) Hearth back to Auberdine and turn in:
- 55) Turn in all beached creature quests at the hippograph dock
- 56) Go under the dock grab "[Fruit of the Sea](#)"
- 57) Turn in "[Cave Mushrooms](#)" in front of the Inn Accept "[Onu](#)"
- 58) Turn in "[The Fragments Within](#)" in front of the Inn
- 59) Accept "[The Absent Minded Prospector](#)" at 37,41
- 60) Go to the merchant house turn in "[The Cliffspring River](#)"
- 61) You should be 15 by now so you can accept: "[The Blackwood Corrupted](#)" and "[WANTED: Murkdeep!](#)" in front of the Inn on the sign
- 62) "[Cleansing the Infected](#)" at the first house accept "[Tharnariun's Hope](#)"
- 63) Turn in "[How Big a Threat? Pt.2](#)" accept "[A Lost Master](#)"
- 64) Fill the Cleansing Bowl at the Moonwell
- 65) You should be 16 now, fly to Darnassus get new skills.
- 66) Do "[The Blackwood Corrupted](#)" at 50,34(grains) clear b4 all 3 pick ups or the spawn will give adds. If so just run.
- 67) Go do "[Tharnariun's Hope](#)" at 51,37 (den mother) If you can't kill her with the lvl 9 adds, kill them off and run till she's alone. Immolate trap her and shoot first so you get the adds, not the pet.
- 68) Do "[The Blackwood Corrupted](#)" 51,33(nuts) 52,33(fruit)
- 69) Clear around the Bonfire at 52,33 place the food. Don't worry they turn good. When Xabraxxis appears kill him. Talisman falls beside.
- 70) Go to 54,24 turn in "[The Tower of Althalaxx pt.1](#)" Accept "[The Tower of Althalaxx pt.2](#)" do it. Kill any mob around the tower, NOT in it
- 71) Hand in "[The Tower of Althalaxx pt.2](#)" accept "[The Tower of Althalaxx pt.3](#)"
- 72) Run to 53,18 and grab "[Beached Sea Creature](#)"
- 73) Do "[Fruit of the Sea](#)" from crawlers around here.
- 74) Hearth back to Auberdine (if you're not 17 yet you will be) turn in:
- 75) "[Beached Sea Creature](#)" on the dock
- 76) Turn in "[Fruit of the Sea](#)" under the dock
- 77) Turn in "[The Blackwood Corrupted](#)" in the merchant house
- 78) Turn in "[Tharnariun's Hope](#)" at the last house
- 79) Get on boat to Menethil Harbor. Follow attached run to IF.
- 17-18 Loch Modan**
- 1) Stop right in Loch Modan tower at 24,18 and accept "[Filthy Paws](#)" and "[Stormpike's Order](#)"
- 2) Run in the Cave at 35,18 and do "[Filthy Paws](#)" Boxes are on the ground. Then turn it back in at 24,18
- 3) Arrive at Thelsamar get Flight Point at 33,50
- 4) Grab "[Ironband's Excavation](#)" in the last house on the right.
- 5) Turn in "[Ironband's Excavation](#)" at 64,66 Accept "[Gathering Idols](#)"
- 6) Grab "[Excavation Progress Report](#)" at 65,65
- 7) Do "[Gathering Idols](#)" behind here then turn it back in.
- 8) Go behind the excavation site to the house at 82,62. If you're 18 now or close get hunter skills.
- 9) Turn right when you enter and get "[Crocolisk Hunting](#)" (behind hunter trainer) then go to the other side and grab "[A Hunter's Boast](#)"
- 10) Go do "[A Hunter's Boast](#)" birds in front of the house.
- 11) Turn in "[A Hunter's Boast](#)" accept "[A Hunter's Challenge](#)" do it, mobs are around 64,42.
- 12) Turn in "[A Hunter's Challenge](#)" Accept "[Vyrin's Revenge pt.1](#)"
- 13) Go to 63,47 and accept "[Bingles' Missing Supplies](#)"
- 14) Do "[Crocolisk Hunting](#)" here on the shore and the island at 54,38
- 15) Grab all the parts for "[Bingles' Missing Supplies](#)" at (54,27 blastcapper), (48,30 wrench), (51,23 hammer), (48,20 screwdriver)
- 16) Run up to the dam from the west side and accept "[A Dark Threat Looms pt.1](#)" at 45,13 then run out the east entrance and turn it in on the barrel guarded by 2 sappers accept "[A Dark Threat Looms pt.2](#)"
- 17) Turn in "[A Dark Threat Looms pt.2](#)" at 45,13
- 18) Run down the west coast Turn in "[Excavation Progress Report](#)" in Thelsamar, accept "[Report to Ironforge](#)"
- 19) Go to 38,61 and do "[Vyrin's Revenge pt.1](#)" use Immolation trap and fear.
- 20) Run back to the house at 83,62 turn in "[Crocolisk Hunting](#)" and "[Vyrin's Revenge pt.1](#)" accept "[Vyrin's Revenge pt.2](#)"
- 21) Turn in "[Vyrin's Revenge pt.2](#)" behind you.
- 22) Go to 63,47 Turn in "[Bingles' Missing Supplies](#)"

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- 23) Run down to 22,70 and follow the path North into Dun Morogh
- 24) Run along the road to IronForge at 53,35
- 25) Get IF weapon training at 61,89 Get Flight Path at 55,48 inside then turn in ["Report to Ironforge"](#) at 74,12 skip ["Powder to Ironband"](#)
- 26) Get on the tram at 76,51
- 27) Turn in ["Stormpike's Order"](#) at 58,16 in Stormwind
- 28) Get SW weapons training at 57,57 and FP at 66,62
- 29) Run towards 91,73 in Elwynn Forest and enter Redridge Mtns

### 18-20 Redredge Mountains

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

### 20-21 Darkshore

- 1) First thing, fly to Darnassus and get your new Skills
- 2) Turn in ["Onu"](#) at 43,76 accept ["The Master's Glaive"](#)
- 3) Go to 39,85 it should say you found Master's Glaive (complete) now use the phial of scrying. Click it turn in ["The Master's Glaive"](#) accept ["The Twilight Camp"](#)
- 4) Click the Book at 38,86 turn in ["The Twilight Camp"](#) accept ["Return to Onu"](#)
- 5) Accept ["Therylune's Escape"](#) (escort) at 38,87 and do it.
- 6) Turn in ["The Absent Minded Prospector pt.1"](#) at 35,83 accept ["The Absent Minded Prospector pt.2"](#) and do it.
- 7) Go west to 31,83 and 31,85 and accept ["Beached Sea Turtle"](#) at both
- 8) Stop at 35,74 and do ["WANTED: Murkdeep!"](#) you have to clear the camp, then the 2 waves from the ocean, then he comes. He's lvl 19 If you have trouble with him just kite him.
- 9) Go back to 43,76 and turn in ["Return to Onu"](#) accept ["Mathystra Relics"](#)
- 10) Accept ["The Sleeper Has Awakened"](#) (escort) the sleeping bear behind Onu. Hotbar his horn because he falls asleep every minute or so. This quest will bring you into Ashenvale. Horn is in the box beside

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him. Note: since he follows you, you can skip mobs by taking the offroad.

### 21-22 Ashenvale

- 1) Continue following the road south to 26,36 Maestra's Post and you will the complete message for "[The Sleeper Has Awakened](#)" then go turn it in straight ahead in the house to Moonriver.
- 2) Go to Delgren and turn in "[The Tower of Althalaxx pt.3](#)" accept "[The Tower of Althalaxx pt.4](#)"
- 3) From Broadleaf accept "[Bathran's Hair](#)"
- 4) Kill mobs to the north around 31,31 in The Ruins of Ordil'Aran for "[The Tower of Althalaxx pt.4](#)" I then clear the camp a total of 4 times. If I find it early I still clear it 4 times total. I am then half way to 22.
- 5) Go further north and grab plant bundles for "[Bathran's Hair](#)" at 31,21 in Bathran's Haunt. They're laying around on the ground. Herbalists can pick these up on radar



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

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

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



- 20) Go SE back to Talen at 14,31 and turn in "[The Ancient Statuette](#)" accept "[Ruuzel](#)"
- 21) Go NW to the small island at 9,15 and Kill Ruuzel for "[Ruuzel](#)" but note that you don't actually have to kill Ruuzel. Kill Lady Vespia. A 22 weak elite and doesn't have guards like Ruuzel. She seems to be a longer spawn because she is rare and isn't on a normal spawn timer. She wanders the coast line beside the island Ruuzel is on.
- 22) Go back SE to Talen at 14,31 and turn in "[Ruuzel](#)"
- 23) Go further SE to the lake at 20,42 and you'll see Teronis' Corpse in the center, turn in "[Raene's Cleansing pt.1](#)" accept "[Raene's Cleansing pt.2](#)" Then kill murlocs for the gem

- 24) Hearth back to Astranaar
- 25) Turn in "[The Zoram Strand](#)" right as you enter town to Swiftfire and accept "[Pridewings of Stonetalon](#)"
- 26) Go to the Inn to Raene and turn in "[Raene's Cleansing pt.2](#)" accept "[Raene's Cleansing pt.3](#)" and "[An Aggressive Defense](#)"
- 27) Get cat back out

- 28) Grind NE to Iris Lake at 46,46 and grab "[Elune's Tear](#)"



- 29) Go south back towards the road and east to 49,56 then grind north to Shael'dryn at the moonwell at 53,46 and turn in "[Raene's Cleansing pt.3](#)" accept "[Raene's Cleansing pt.4](#)"
- 30) You should already be 22. Grind down south to Silverwing Refuge at 50,67 and get new skills if you're a hunter or if you need to clear your bags. (One of the few out of town hunter trainers)
- 31) SKIP "[Elemental Bracers](#)" for now, we'll do it when we come back later on
- 32) Go back north a little to 55,61 and kill the mobs all around here for "[An Aggressive Defense](#)"

- 33) Hearth to Astranaar if it's up
- 34) At Raene turn in "[An Aggressive Defense](#)"
- 35) Go to the east house near the exit to Whitemoon, turn in "[Elune's Tear](#)" accept "[The Ruins of Stardust](#)"

- 36) Exit Astranaar out the east exit follow the south path till you are at 33,66 in the Ruins of Stardust and

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grab stardust covered bushes for "[The Ruins of Stardust](#)" also shamans need to fill the Bota bag in the center of the gazebo at the bird feeder thing for "[Call of Water](#)"



37) Grind east to Talondeep path at 42,71

### 22-23 Stonetalon Mountains

- 1) Run south to the hut to Ziz Fizziks at 58,62 accept "[Super Reaper 6000](#)"
- 2) Then south around the mountain and hug it until you go up to 59,66 to Kaela Shadowspear and turn in "[On Guard in Stonetalon pt.1](#)" accept "[On Guard in Stonetalon pt.2](#)"
- 3) Turn it in right behind you to Rustfizzle, accept "[A Gnome's Respite](#)"
- 4) Go back north into Windshear Crag and kill Loggers and Deforesters for "[A Gnome's Respite](#)" and Operators for "[Super Reaper 6000](#)" operators only hang out around the buildings and machines.
- 5) Go back south to Ziz Fizziks at 58,62 and turn in "[Super Reaper 6000](#)" SKIP "[Further Instructions](#)" Unless you want to run to Ratchet.
- 6) Then go south around the mountains to Rustfizzle at 59,66 and turn in "[A Gnome's Respite](#)" accept "[An Old Colleague](#)" and "[A Scroll From Mauren](#)" We'll do these later.
- 7) Go NW up the path to Mirkfallon Lake at 48,40 and kill Pridewings around the lake and up in the eastern mountains for "[Pridewings of Stonetalon](#)"
- 8) Run NE along the road up into Stonetalon Peak to Keeper Albagorm at 37,8 and turn in "[Journey to Stonetalon Peak](#)" SKIP "[Reclaiming The Charred Vale](#)" for now
- 9) Grab FP at 36,7 and Fly to Auberdine

### 23-24 Darkshore

- 1) Turn in Both "[Beached Sea Turtle](#)" on the dock to Gwennyth
- 2) Make Auberdine your home
- 3) Turn in "[The Absent Minded Prospector pt.2](#)" to Hollee just outside the merchant house, accept "[The Absent Minded Prospector pt.3](#)"
- 4) Go in the last house to Terenthis, accept "[A Lost Master](#)" (draenei won't get this)
- 5) Fly to Darnassus and turn in "[The Absent Minded Prospector pt.3](#)" outside the Temple of the Moon to Greywhisker at 31,84 accept "[The Absent Minded Prospector pt.4](#)" Get talents if you need them.
- 6) Fly back to Auberdine. Shamans go back to Bloodmyst and turn in "[Call of Water](#)" at 33,19 to Aqueous accept "[Call of Water](#)" then go SW to around 25,40 and use the water on the barrels and then kill Tel'athion the Impure when he comes out. Turn it back in to Aqueous and accept "[Call of Water](#)" then turn it in at the Exodar to Nobundo at 31,28 and get your water totem. Once done boat back to Auberdine since you're near the boat



7) Go NE to 58,21 for "[Mathystra Relics](#)" The relics are all over



- 8) Stop at 56,13 accept "[Gyromast's Retrieval](#)" from Gyromast and kill raging reef crawlers around here and Murlocs north near the ship at 55,12
- 9) Run north of Ruins of Mathystra killing sire's and matriach's for "[A Lost Master](#)" Also kill Foreststriders for "[Gyromast's Retrieval](#)"
- 10) Turn in "[Gyromast's Retrieval](#)" to Gyromast at 56,13 accept "[Gyromast's Revenge](#)"
- 11) Turn the key on The First Mate at 55,18 then somewhere in the middle of escorting him he's gonna attack you. You'll have to kill him. Once you do turn it in at Gyromast
- 12) Run back to Auberdine
- 13) Turn in "[A Lost Master pt.1](#)" to Terenthis at the first house in town. Accept "[A Lost Master pt.2](#)"
- 14) Run down south to to Onu at 43,76 and turn in "[Mathystra Relics](#)"

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- 15) Run down south to 41,81 and do /wave at Grimclaw He'll point southwest at the cave. Go to it at 45,85 and turn in "[A Lost Master pt.2](#)" accept "[Escape Through Force](#)" Run him back to Grimclaw at 41,81.
- 16) If you're not 24 yet or 1750 xp to 24, grind to 1750 until you level
- 17) Hearth to Auberdine
- 18) Turn in "[Escape Through Force](#)" to Terenthis at the house before exiting town. Accept "[Trek to Ashenvale](#)"
- 19) Fly to Darnassus or Exodar and get new skills then Fly to Astranaar

#### 24-25 Ashenvale

- 1) At Swiftfire in front of you, turn in "[Pridewings of Stonetalon](#)" accept "[Kayneth Stillwind](#)"
- 2) Turn in "[Trek to Ashenvale](#)" to Raene in the Inn
- 3) Run to the house on the East side to Whitmoon, turn in "[The Ruins of Stardust](#)" accept "[Fallen Sky Lake](#)"
- 4)
- 5) Grind every mob down into Fire Scar Shrine to the SW and kill Ilkruk Mathrull at 25,61 for "[The Tower of Althalaxx pt.5](#)" Take him out as fast as you can. He summons 2 voidwalkers if you take too long.
- 6) Grind a path up north between 35,33 and 36,36 (he patrols) and kill Dal Bloodclaw for "[Culling the Threat](#)"
- 7) I then grind furbolg's until I'm half way to 25
- 8) Turn west on the road to Maestra's Post to Delgren at 26,38 and turn in "[The Tower of Althalaxx pt.5](#)" accept "[The Tower of Althalaxx pt.6](#)"
- 9) From Feero accept "[Supplies to Auberdine](#)" (escort) may seem out of the way, you run into a fight of 4, and 2 fights of 3. The easy way is to stay back so he gets hit and attack one at a time and keep an eye on his health. You only go to the darkshore border and it completes. Easy 2900 xp, not far out of the way. Turn it back in to Delgren at 26,38
- 10) Run back to Astranaar
- 11) At Raene turn in "[Culling the Threat](#)" at the inn
- 12) Run down SE to Silverwing Refuge to Starstrike at 49,67 and accept "[Elemental Bracers](#)" do it in the lake here.
- 13) Once you have all 5 inact bracers, use the scroll on them and then hand it back in at 49,67 SKIP "[Mage Summoner](#)"
- 14) I'm usually about 1 bar from 25 so I grind to 25 on the elementals
- 15) Hearth to Auberdine
- 16) Get on the boat to Menethil Harbor.

#### 25-27 Wetlands

- 1) Stop at the end of the docks at Karl Boran, accept "[Claws From the Deep](#)"
- 2) On the west side of town at James Halloran accept "[Young Crocolisk Skins](#)"
- 3) Go to the top of the castle to Stoutfist, accept "[War Banners](#)"
- 4) On the east side of town from Sida accept "[Digging Through the Ooze](#)"
- 5) In front of the Inn from Fitzsimmons accept "[The Third Fleet](#)" and "[The Greenwarden](#)"
- 6) Make Menethil Harbor your home
- 7) Go upstairs in the inn to Flagongut, turn in "[The Absent Minded Prospector pt.4](#)" accept "[The Absent Minded Prospector pt.5](#)"
- 8) Buy a "Flagon of Mead" from the Innkeeper for "[The Third Fleet](#)" and give it to Fitzsimmons outside the inn. Accept "[The Cursed Crew](#)"
- 9) On the bridge outside of town is Rockweaver, accept "[In Search of the Excavation Team pt.1](#)"
- 10) Kill Young Crocolisks just east of the bridge around 14,52 and north on the land of the lake also along the road to the greenwarden for "[Young Crocolisk Skins](#)"
- 11) Go north and kill Bluegill Murlocs and Gobbler at 18,40 for "[Claws From the Deep](#)"
- 12) Go east and enter the Excavation Site at 34,40
- 13) Run up the path on the left and grab the fossil near the 2 npc's at 38,52 for "[The Absent Minded Prospector pt.5](#)"



- 14) At Rockweaver turn in "[In Search of the Excavation Team pt.1](#)" accept "[In Search of the Excavation Team pt.2](#)"
- 15) From Whelgar accept "[Uncovering the Past](#)"
- 16) Outside the cave is Ormer, accept "[Ormer's Revenge pt.1](#)"
- 17) Go west and kill Mottled Raptors and Screechers for the stone of relu east of the crocs around 25,46

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- for "[The Absent Minded Prospector pt.5](#)" and for "[Ormer's Revenge pt.1](#)"
- 18) Run back up to the cave at 38,52 to Ormer and turn in "[Ormer's Revenge pt.1](#)" accept "[Ormer's Revenge pt.2](#)"
  - 19) Now do both "[Ormer's Revenge pt.2](#)" by killing Scythclaw and Razormaw Raptors below, and "[Uncovering the Past](#)" relics for this are all around the raptors. There are 4 different ones that randomly spawn but each is in it's own shape which are: (Modr=Thin Red Vase) (Golm=Fat Yellow Vase) (Neru=Dirt Pile) (Ados=Tomb)



- 20) Go back up to Ormer at 38,52 and turn in "[Ormer's Revenge pt.2](#)" accept "[Ormer's Revenge pt.3](#)"
- 21) In the cave at Whelgar turn in "[Uncovering the Past](#)"
- 22) Do "[Ormer's Revenge pt.3](#)" atop the hill at 32,51 Sarltooth is a 29 But he's as easy as the others. Go turn it back in to Ormer near the cave when done
- 23) Go next door to the east into Angerfang Encampment at 43,40 and kill these guys for "[War Banners](#)" They're annoying because they like to net you and they run.
- 24) Run NE to Einar Stonegrip at 49,39 and accept "[Daily Delivery](#)"
- 25) Run straight East from here to the Greenwarden at 56,40 and turn in "[The Greenwarden](#)" accept "[Tramping Paws](#)"
- 26) Go south to 56,74 and Kill Mosshide for "[Tramping Paws](#)" at the camp. They're a fast respawn I couldn't kill em fast enough. Turn it back in to the Greenwarden north at 56,40 and accept "[Fire Taboo](#)" You should be 26 by now, if not you will be soon
- 27) Go west now and start killing the mosshides for "[Fire Taboo](#)" Any mosshides will drop the flints except the ones you just killed, The flints are easily dropped by the ones around 44,33 and the surrounding camps.
- 28) Run back east to the Greenwarden and turn in "[Fire Taboo](#)" at 56,40 and accept "[Blisters on the Land](#)" Now this is one of those quests you just do as you go. Fen Creepers are stealthed elementals that lurk in the water. If you see one, kill it.

- 29) Hearth back to Menethil Harbor
- 30) Go upsairs to Flagongut and turn in "[The Absent Minded Prospector pt.5](#)"
- 31) Go inside the castle upstairs to Stoutfist, turn in "[War Banners](#)" accept "[Nek'Rosh's Gambit](#)"
- 32) On the west side of town at Halloran hand in "[Daily Delivery](#)" and "[Young Crocolisk Skins](#)" accept "[Apprentice's Duties](#)"
- 33) Go on the dock to Karl Boran and turn in "[Claws From the Deep](#)" accept "[Reclaiming Goods](#)"
- 34) On the bridge leaving town at Rockweaver hand in "[In Search of the Excavation Team pt.2](#)"

- 36) You should definitely be 26 by this point and near ½ way to 27. You can either wait till you fly through IF to get talents or do it now.
- 37) Go north to the murloc camp at 13,41 and touch the damaged crate at 13,41 to turn in "[Reclaiming Goods](#)" accept "[The Search Continues](#)"



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



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



- 40) Stop at the sunken ships around 14,28 and 14,25 and kill the undead on either ship for "[The Cursed Crew](#)" Try to stay on top of the ships. Kill Snelliq at the very bottom of the first ship near the shore.

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- Kill him and and he'll drop his box.
- 41) From here north and east you should be able to find Giant crocolisks for "[Apprentice's Duties](#)" as well as the fen dwellers in the waters all over this area
  - 42) I suggest stopping at the little house in the hill at 26,25 and buying a bronze tube Swiftgear the engineer supplier for later in duskwood in case the vendor there is out. Take note that this vendor has limited quantity of these but they should be available since this isn't a high traffic spot and is fairly hidden. Don't forget to sell if you need it.
  - 43) Once you do that head east toward Ironbeard's Tomb at 44,25 and kill oozes until they drop the bag for "[Digging Through the Ooze](#)"
  - 44) Now once all you're all done head back SE to the greenwarden at 56,40 and hand it in
- 45) Hearth Back to Menethil Harbor
  - 46) Just outside of the Inn at Fitzsimmons hand in "[The Cursed Crew](#)" accept "[Lifting the Curse](#)"
  - 47) Go north a little bit to Sida and hand in "[Digging Through the Ooze](#)"
  - 48) Go to the west side of town at Halloran, turn in "[Apprentice's Duties](#)"
  - 49) Next down to the docks at Karl Boran, hand in "[Return the Statuette](#)"
  - 50) You should be 27 now.
  - 51) Draenei will have to follow the Darnassus to IF guide in the members area.
  - 52) Fly to IF, get new skills, then go to Gearstrip near the tram entrance at 71,51 and turn in "[An Old Colleague](#)" SKIP the next part
  - 53) Fly to SW, then go west to Collin Mauren at 43,80 and turn in "[A Scroll From Mauren](#)" SKIP the next part
- 51) Fly to Lakeshire

### 27-28 Redridge Mountains

- 1) Right in front of the FP near the bridge is Guard Howe, ccept "[Blackrock Bounty](#)"
  - 2) Over the bridge on the right side is Marshal Maris, accept "[Blackrock Menace](#)"
  - 3) Go in the town hall to Conacher, accept "[Solomon's Law](#)"
  - 4) Accept "[Wanted: Lieutenant Fangore](#)" Outside the Inn on the wanted poster
  - 5) Make Lakeshire your home
  - 6) Just west of town at the house past the inn is Martie Jainrose, accept "[An Unwelcome Guest](#)" now go do it just west of this house at 16,49 by killing then hand it back in.
- 7) Follow the road NE into Render's Camp at 44,19 and kill the orcs here for "[Blackrock Menace](#)" while you head NW to the cave at 34,7 to kill orcs for "[Blackrock Bounty](#)"
  - 8) Get the escort quest at the bottom of the cave at Corporal Keeshan at 28,12, "[Missing In Action](#)" and escort him out. He's a 25 elite so he won't die easy. Once you're out of the camp he starts running back to Lakeshire.
- 9) When you get back to Lakeshire turn the quest in right where you stop at Marshal Marris and also turn in "[Blackrock Menace](#)" SKIP "[Tharil'Zun](#)"
  - 10) Run over the Bridge near the FP to Guard Howe and turn in, "[Blackrock Bounty](#)"
- 11) Go to the east of the zone at 74,42 and kill the Gnolls for "[Solomon's Law](#)" and Keep an eye out for "[Wanted: Lieutenant Fangore](#)" he is at farther east at 80,40 Make sure you clear the mobs around him or they come running in
  - 12) Once you got those both done, grind on these shadowhide until youre about 4k or 2 bars from 28
- 13) Hearth to Lakeshire
  - 14) Go in the town hall Conacher and turn in "[Solomon's Law](#)" and at Solomon turn in "[Wanted: Lieutenant Fangore](#)"
  - 15) You should have hit 28 after that.
  - 16) Run down to the SW corner of Redredge Mountains, and take the path that forks south into Duskwood

### 28-29 Duskwood

- 1) Note on Duskwood, it has a few long, pointless chains that you only do a few parts of, then SKIP the rest
- 2) Follow the road until you get to Darkshire and get FP at 77,44
- 3) Go to the house just SE of FP at 79,47 and from Antras accept "[Look to the Stars pt.1](#)" Buy a bronze tube from the gnome engineer just south of here at 78,48 and hand it back in, accept "[Look to the Stars pt.2](#)" (remember I said to get one earlier in Menethil in case one wasn't here)
- 4) Go towards town to the first big house on the left outside is Calor, accept "[Worgen in the Woods pt.1](#)"
- 5) Go in the house and from Elaine Carevin accept "[Raven Hill](#)" "[The Hermit](#)" and "[Deliveries to Sven](#)"
- 6) Exit the house and go straight to the house across the street on the right and inside talk to Madame Eva and accept "[The Legend of Stalvan pt.1](#)" and "[The Totem of Infliction](#)"
- 7) Run out the door straight across to the Inn and make it your home
- 8) Exit and go to the right towards the town hall and talk to Ebonlocke, accept "[The Night Watch pt.1](#)"
- 9) Just inside the town hall is Clerk Daltry, turn in "[The Legend of Stalvan pt.1](#)" SKIP the rest
- 10) Start off doing "[Worgen in the Woods pt.1](#)" to the west of Duskwood around 64,46 by killing

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Nightbane Shadow Weaver

- 11) Go back to Calor and turn in "[Worgen in the Woods pt.1](#)" just outside the house near the center of town, accept "[Worgen in the Woods pt.2](#)"
- 12) Go back to around 64,46 and kill Nightbane Dark Runners now for "[Worgen in the Woods pt.2](#)" There are a lot in the camps
- 13) Go back to Calor and turn in "[Worgen in the Woods pt.2](#)" just outside the house near the center of town again and accept "[Worgen in the Woods pt.3](#)"
- 14) Run SE to the house to Blind Mary at 81,59 turn in "[Look to the Stars pt.2](#)" accept "[Look to the Stars pt.3](#)"
- 15) Go SE to the Tranquil Garden Cemetary at 79,70 and kill the skeletons for "[The Night Watch pt.1](#)" and also collect the skeleton fingers for "[The Totem of Infliction](#)"
- 16) Get Mary's Looking Glass from the ghoul in the church here for "[Look to the Stars pt.3](#)"
- 17) Once done head SW to 73,73 and kill the worgen inside and out of the cave for "[Worgen in the Woods pt.3](#)"
- 18) Hearth back to Darkshire
- 19) Just outside the Inn in front of town hall is Ebonlocke, turn in "[The Night Watch pt.1](#)" accept "[The Night Watch pt.2](#)"
- 20) Go east from here to Calor and turn in "[Worgen in the Woods pt.3](#)" accept "[Worgen in the Woods pt.4](#)" then go in the house he's in front of to Jonathan Carevin and turn it in
- 21) Go just SE of the FP to Antras in the house at 79,47 and turn in "[Look to the Stars pt.3](#)" accept "[Look to the Stars pt.4](#)"
- 22) You should be over half way to 29, more near 3/4 the way
- 23) Follow the road SW from Darkshire to the Vul'Gol ogre mound cave at 33,75. You can grind through to the cave or go around to the west side and drop down beside it. I suggest dropping beside it unless you're behind on xp. Once inside the cave follow it to the end by staying left the whole time and kill Zzarc' Vul for "[Look to the Stars pt.4](#)"
- 24) Exit the cave and go NW now to the front of Raven Hill to Jitters at 18,56 and turn in "[Raven Hill](#)" SKIP the rest since they're grey
- 25) Run north into the southern part of the cemetery and kill skeletons for "[The Night Watch pt.2](#)" and whatever spiders you find in here for "[The Totem of Infliction](#)" you don't need to get all the venoms yet since there is not a lot of spiders in the graveyard.
- 26) Kill ghouls in the northern part of the cemetery at 22,38 to get ghoull fangs for "[The Totem of Infliction](#)" If you come near the shack in the NE see 2 steps down
- 28) Kill black widow's east of the graveyard for the last part of "[The Totem of Infliction](#)"
- 29) Go to the shack NE of Raven Hill at 28,31 and talk to Abercrombie and turn in "[The Hermit](#)" accept "[Supplies From Darkshire](#)"
- 30) Go west to the grave at 17,29 and accept "[The Weathered Grave](#)"  

- 31) Run west now towards the river and at the camp talk to Sven Yorgen (I always think of Waynes World 2 when he's talking to Drew Barrymore as the Swedish girl) at 7,34 and turn in "[Deliveries to Sven](#)" accept "[Sven's Revenge](#)"
- 32) Hearth to Darkshire
- 33) Exit the Inn and to the right is Ebonlocke, turn in "[The Night Watch pt.2](#)" accept "[The Night Watch pt.3](#)"
- 34) Go in town hall to Sirra Von'Indil, turn in "[The Weathered Grave](#)" accept "[Morgan Ladimore](#)" then turn it in just out front of the town hall to Ebonlocke. SKIP "[Mor'Ladim](#)"
- 35) Go in the house east of the Inn to Madame Eva, turn in "[The Totem of Infliction](#)" and "[Supplies From Darkshire](#)" accept "[Ghost Hair Thread](#)"
- 36) Go in the house SE of the FP to Antras, turn in "[Look to the Stars pt.4](#)"
- 37) Go SE to the house at 81,59 to Blind Mary and turn in "[Ghost Hair Thread](#)" accept "[Return the Comb](#)" then go back up to Darkshire and turn it in at the house east of the Inn to Madame Eva, accept "[Deliver the Thread](#)"
- 38) Take the road south out of town and west until it forks south at 44,66 towards STV. Go down some and then head east to 49,77 between the barn and the house touch the pile of dirt and turn in "[Sven's Revenge](#)" accept "[Sven's Camp](#)"  


- 39) Run up to the shack NE of Raven Hill at 28,31 to Abercrombie and turn in "[Deliver the Thread](#)" accept "[Zombie Juice](#)"
- 40) Go SW into Raven Hill again kill plagued spreaders just around here and down inside the catacombs at 23,35 for "[The Night Watch pt.3](#)" you probably won't get them all in 1 pass.
- 41) Grind your way back out then west near the river to Sven at 7,34 and turn in "[Sven's Revenge](#)" accept "[The Shadowy Figure](#)"

- 42) Hearth back to Darkshire
- 43) Right in front of you when you hearth is Tavernkeep Smitts, turn in "[Zombie Juice](#)" SKIP the rest
- 44) Exit the Inn and to the right is Ebonlocke, turn in "[The Night Watch pt.3](#)"
- 45) Go in the house east of the Inn to Madame Eva and turn in "[The Shadowy Figure](#)" accept "[The Shadowy Search Continues](#)"
- 46) Go into the town hall to Clerk Daltry and turn it in and accept "[Inquire at the Inn](#)" and turn it in to the Tavernkeep Smitts in the Inn. SKIP the rest
- 47) If you happened to find [An Old History Book](#) (drops off all mobs in Duskwood) use it to start the quest "[An Old History Book](#)" then Fly to SW and run up into Stormwind Keep and into the Royal Library at 74,7 and turn it in to Milton Sheaf and accept "[Southshore](#)"
- 48) Fly to Menethil Harbor and get on the boat to Auberdine, Fly to Ashenvale

### 29-30 Ashenvale

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



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



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



- 15) Run out the entrance of here and across the road into Warsong Lumber Camp, look for the lumber piles for "[A Shameful Waste](#)" and kill the shredders, deforesters, and scouts for "[Agents of Destruction](#)". Beware of peons because they run when you hit them and get help. Gorthak is in the small building at 88,58 beside the big building where you'd think he would be



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



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

- 18) Go west over the bridge and kill rotting slimes until a chest falls on the ground, not looted, for "[Raene's Cleansing pt.5](#)"



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



- 20) Go SW across the road into the center island of Fallen Sky Lake at 66,81 kill the shadethicket oracle

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who will drop the Fallen Moonstone for "[Fallen Sky Lake](#)"

- 21) Go SW to the Silverwing Grove, the WSG entrance, to Sentinel Farsong at 61,83 and turn in "[Report from the Northern Front](#)" and the only reason I can see them adding this is to show you where WSG is, but you can do it from any major city
- 22) Go back up north near where we grabbed the key from the treants earlier into the cave at 52,37 to the other side and follow it to the big temple, on the table in front of it is the Tome for "[The Howling Vale](#)"



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



- 24) Run back east to Forest Song at 85,44 to Kayneth Stillwind turn in "[Forsaken Diseases](#)" SKIP the next part also turn in "[The Lost Chalice](#)"
- 25) Go to Starwhisper near the first tent and turn in "[Agents of Destruction](#)" then to Frostshadow and turn in "[The Howling Vale](#)" accept "[Velinde Starsong](#)"
- 26) Go to Vedaar and turn in "[Destroy the Legion](#)" and "[Diabolical Plans](#)" SKIP the next part
- 27) Go to Illiyana under the gazebo, or wandering, and turn in "[Vile Satyr! Dryads in Danger!](#)" and accept "[Satyr Slaying!](#)"
- 28) Look for Gnarl the giant tree ancient and turn in "[A Shameful Waste](#)" and "[Reclaiming Felfire Hill](#)"
- 29) Go back up to Xavian at 78,45 and kill the satyr for their horns. It's a good drop rate and the guys here respawn very fast so it should be easy. Once you're done turn it back in to Illiyana
- 30) I suggest going east to Azshara and grabbing the FP for easier access to this camp later

- 31) Fly if you grabbed the FP

- 32) Go to the last house on the east of town and talk to Whitemoon and turn in "[Fallen Sky Lake](#)"

- 33) Go NE into the Moonwell to Shael'dryn at 53,46 and turn in "[Raene's Cleansing pt.5](#)" accept "[Raene's Cleansingpt.5](#)"

- 34) Go out of the moonwell and head south towards the road but hug the mountain and stay left. It will U turn back north and pretty much keep you going towards a path that goes up top to a tree with a shrine hidden inside of it at 56,49. Touch it to turn in "[Raene's Cleansingpt.5](#)" accept "[Raene's Cleansing pt.6](#)" then head back to the Moonwell at 56,46 and turn it in to Shael'dryn and accept "[Raene's Cleansing pt.7](#)"



- 35) Hearth to Astranaar

- 36) Go down the ramp to Raene and turn in "[Raene's Cleansing pt.7](#)" SKIP the rest but keep the rod, you can use it forever to transform for fun =P

- 37) Run west on the road until you get to Maestra's Post at 26,38 and at Delgren turn in "[The Tower of Althalaxx pt.6](#)" SKIP the rest

- 38) Run back to Astranaar and fly to Darnassus and get your level 30 talents. If you need to go to Exodar just wait until we turn these quests in

- 39) Go to the east side of town, straight east out of the bank, to the Warrior's Terrace to Thyn'tel Bladeweaver at 62,40 and turn in "[Velinde Starsong](#)" accept "[Velinde's Effects](#)"

- 40) Go SE into the sentinel bunkhouse, it's up top so you have to go in the building on the other side and take the bridge up into it. You'll see Velinde's Locker open it and take the journal then turn it back in

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to Bladeweaver and SKIP ["The Barrens Port"](#) unless you want to hand it in at Ratchet



- 41) If you accept it, just turn this in next time you get to Ratchet. I don't continue it from here because it's a lot of running around and sends you back to Duskwood which we don't need to go to again. It's up to you if you want to finish this up
- 42) If you need to go train at Exodar, or are a shaman, take the boat in Auberdine there.
- 43) Shamans go up to the ramp at 27,29 and at the top from Nobundo accept ["Call of Air"](#) Don't worry either because this is simple and easy unlike the water one sending you far away.

- 44) Exit Exodar and go north, but stay west along the mountains until you reach the murlocs near the water and keep hugging the mountain. It will turn into a path that goes up to the top
- 45) Once you get up top you will find Velaada in the cave at 24,35 and you should turn in ["Call of Air"](#) accept ["Call of Air"](#)
- 46) Straight out of the exit from the cave you will see a big wind elemental, Susurrus, standing near the edge of the mountain. Turn in ["Call of Air"](#) accept ["Call of Air"](#)
- 47) After you accept that, talk to him again and say you're ready to be flown down to Exodar and he'll make you fly around the mountain like superman right down to the Exodar entrance



- 48) Go to the stairs in the Crystal Hall at 27,29 and go up and at Nobundo turn in ["Call of Air"](#) and get your wind totem and some easy xp
- 49) Fly to Auberdine then get on the boat to Menethil Harbor
- 50) A quick note: If your class gets better armor at 40, from leather to mail or from mail to plate, then start holding on to pieces you find or get from quests and replace them with the better piece when you can so when you hit 40 you have at least a low set of new armor
- 51) From here until you go to Badlands at 40 try to buy a frost oil, healing potion, and lesser invisibility potion, all alchemy made items, and a gyrochronatom, an engineering made item. You have to buy these off of other players or from the AH

### 30-30 Wetlands

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



- 3) Run east into the Angerfang Encampment and touch the catapult at 47,47 to hand in ["Nek'Rosh's Gambit"](#) accept ["Defeat Nek'Rosh"](#)



- 4) Go east to 53,55 and clear the left side, walk up and around the back, to do ["Defeat Nek'Rosh"](#) clear anything he might aggro, die doing so if you must. Optional: Either get someone to help you, or grind about 30 of the Dragonmaw guys in this area. I know he can be tough for some classes.
- 5) Hearth back to Menethil Harbor
- 6) Right in front of you is Glorin Steelbrow. Turn in ["The Eye of Paleth"](#) accept ["Cleansing the Eye"](#)
- 7) Just outside of the castle is a fallen down dwarf Harlo Barnaby accept ["Fall of Dun Modr"](#)
- 8) Go up top of the castle to Stoutfist and turn in ["Defeat Nek'Rosh"](#)

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- 9) Follow the road out of town to the east until you hit the fork at 49,39 then go north to Dun Modr at 49,18 and turn in "[Fall of Dun Modr](#)" accept "[The Thandol Span pt.1](#)"
- 10) Go north half way across the bridge to 51,8 and go in the door that leads down, look for the dead dwarf body, hand in "[The Thandol Span pt.1](#)" accept "[The Thandol Span pt.2](#)" and go back to the camp and turn it in to Rhag Garmason, accept "[The Thandol Span pt.3](#)"



- 11) Go back north over the bridge and just after you get off of it is a wooden bridge to the right. Cross it and destroy the explosives cart for "[The Thandol Span pt.3](#)" then run back to the camp and turn it back in to Rhag Garmason and accept "[Plea to the Alliance](#)"



- 12) Run north into Arathi Highlands to to Captain Nials in Refuge Point at 45,47 and hand in "[Plea to the Alliance](#)"
- 13) Grab the FP

- 14) You should be half way to 31 or more by now.
- 15) Go south of town and follow the road west towards Hillsbrad Foothills
- 16) Stop at 27,49 and run south into Stormgarde Keep, at the first intersection go right and hug the wall around over the bridge, buy all 3 first aid books at 26,58
- 17) Continue heading west into Hillsbrad

### 30-31 Hillsbrad Foothills

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



- 9) Now go just SW of Southshore and kill the murlocs for "[Down the Coast](#)" Once you're done turn it in at the Inn to Farren Orinelle and accept "[Farren's Proof pt.1](#)"
- 10) Go back SW to the murlocs and kill them this time for their heads for "[Farren's Proof pt.1](#)" This can be one of the low drop rate quests. When you're done getting all the heads you should be 31 and if you're not just grind until you are
- 11) Go back to the Inn to Farren Orinelle and turn in "[Farren's Proof pt.1](#)" accept "[Farren's Proof pt.2](#)" hand that in just out front of the Inn to Marshal Redpath, accept "[Farren's Proof pt.3](#)" Go back into the Inn to Farren Orinelle, hand it in accept "[Stormwind ho!](#)"
- 12) Go SE of town now opposite the murlocs and kill the naga along the shore for "[Stormwind ho!](#)"
- 13) Go back to the Inn to Farren Orinelle and hand in "[Stormwind ho!](#)", accept "[Reassignment](#)"

### 31-31 Alterac Mountains

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



- 3) Hearth to Southshore
- 4) Go into the town hall across from the Inn to Henry Maleb, turn in "[Syndicate Assassins](#)" and "[Foreboding Plans](#)" accept "[Noble Deaths](#)"
- 5) Go to the house north of the Inn to Loremaster Dibbs standing outside, turn in "[Encrypted Letter](#)" accept "[Letter to Stormpike](#)"
- 6) Go to the barn behind this building to Darren Malvew and turn in "[Costly Menace](#)"
- 7) Fly to Refuge Point

### 31-32 Arathi Highlands

- 1) Near the fire is Captain Nials, accept "[Northfold Manor](#)"
- 2) Grind your way NW to Northfold Manorto at 33,27 and kill the syndicate for "[Northfold Manor](#)"
- 3) If you're not 32 when you finish killing you should grind until you are 32
- 4) Hearth to Southshore if you can.
- 5) Hunters stable pet, go north into Alterac around 39,80 where you were before and tame a level 32 Mountain Lion for Prowl rank 1 (stealth)
- 6) Run back to Southshore, or die on purpose so you end up there but keep this pet out so you can abandon him in a bit for another skill
- 7) Fly to Refuge point and talk to Captain Nials, turn in "[Northfold Manor](#)"
- 8) Fly to IF
- 9) Go to the NE hall of explorers at 69,20 in IF to Stonehammer and accept "[Reclaimers' Business in Desolace](#)" then go to Prospector Stormpike and turn in in "[Letter to Stormpike](#)" accept "[Further Mysteries](#)" and "[Ironband Wants You!](#)"
- 10) From Krom Stoutarm accept "[Reclaimed Treasures](#)" (You'll collect different Uldaman quests until you do it later if you do decide to do it.)
- 11) Go SE to Pilot Longbeard in The Hall of Arms at 72,93 and accept "[The Brassbolts Brothers](#)"
- 12) Go train at your trainer or train when you go to SW
- 13) Go west to the Inn at 18,51 and make IF your home and buy some Bloodstone Ore on the AH for a quest later in STV. If there is none check the AH in Booty Bay when you go there.
- 14) Fly to SW
- 15) Go NE to Major Samuelson in The Keep at 72,15 and hand in "[Reassignment](#)"
- 16) Go out of The Keep and west to Archbishop Benedictus in the Cathedral at 39,27 and hand in "[Cleansing the Eye](#)"
- 17) Fly to Duskwood, then run south out of town and follow the road west to to 44,66 and go south into STV

### 32-32 Stranglethorn Vale

- 1) Run to the Rebel Camp west at 37,3 after you enter.
- 2) From Yohwa accept "[The Second Rebellion](#)" and "[Bad Medicine](#)"
- 3) From Kaleb Accept "[Krazek's Cookery](#)"
- 4) Now you will see Thorsen near the fire, if he happens to say something about doing patrol, follow him. If you save him when he patrols you can get "[Jungle Secrets](#)" then u turn that in at the camp to Doren and accept "[Bookie Herod](#)" He only goes on patrol about every 10 minutes. No need to wait around for him now as you won't do the follow up until later on
- 5) Go SW to Nesingwary's Expedition just south of the river at 35,10 to Barnil Stonepot and accept "[Welcome to the Jungle](#)" then turn it in behind you to Nesingwary. This opens the 3 quest givers here.
- 6) Now from Nesingwary accept "[Raptor Mastery pt.1](#)" from Erlgadin accept "[Panther Mastery pt.1](#)" and from Rouack "[Tiger Mastery pt.1](#)" Don't accept the page-collecting quest until you have all the pages.
- 7) Hunters go just west of Nesingwary's to 29,8 and tame a Stranglethorn Tiger for Dash Rank 1. Use this pet until you get to Booty Bay
- 8) Go south of Nesingwary's and kill young stranglethorn tigers for "[Tiger Mastery pt.1](#)"
- 9) Go east of Nesingwary's and across the river to 41,9 and kill panthers for "[Panther Mastery pt.1](#)" There are some on the west side of the river but not many.
- 9) Go east to 44,10 and do kill the Kurzen Jungle Fighters for "[The Second Rebellion](#)" and kill the Kurzen Medicine men for the jungle remedies for "[Bad Medicine](#)"
- 10) The Venom Fern Extract for "[Bad Medicine](#)" is found in a Kurzen supply crate lying around the town.



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- 11) Run back NW up to the rebel camp to Yohwa at 37,3 and turn in "[The Second Rebellion](#)" and "[Bad Medicine](#)" SKIP "[Special Forces](#)" for now
- 12) Go back SW to Nesingwary's at 35,10 to Erlgadin and turn in "[Panther Mastery pt.1](#)" accept "[Panther Mastery pt.2](#)" then at Rouack turn in "[Tiger Mastery pt.1](#)" accept "[Tiger Mastery pt.2](#)"
- 13) Follow the river west up to 29,10 and kill Stranglethorn Tigers for "[Tiger Mastery pt.2](#)" and the Panthers around here and a bit further south at 28,12 for "[Panther Mastery pt.2](#)"
- 14) Go further south again around 26,15 and kill Stranglethorn Raptors for "[Raptor Mastery pt.1](#)"
- 15) Go back NE to Nesingwary's at 35,10 and at Rouack turn in "[Tiger Mastery pt.2](#)" accept "[Tiger Mastery pt.3](#)" at Erlgadin turn in "[Panther Mastery pt.2](#)" accept "[Panther Mastery pt.3](#)" and at Nesingwary turn in "[Raptor Mastery pt.1](#)" accept "[Raptor Mastery pt.2](#)"

- 16) Follow the road all the way south into Booty Bay and get the FP.
- 17) Hunters get your cat back out
- 18) On the top floor of the Inn at Krazek turn in "[Krazek's Cookery](#)" accept "[Favor for Krazek](#)" and if you had some bloodstone ore turn it back in or try to get some off the AH then accept "[Return to Corporal Kaleb](#)" (this quest gives you your first helm) also accept "[Investigate the Camp](#)" and "[Supplies to Private Thorsen](#)"
- 19) Get on the Boat and go to Ratchet
- 20) After you get off the boat follow the dock and turn right and grab the FP (added in 1.11)

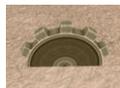
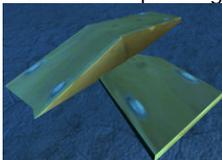
- 21) Now for a little bit of a run through horde territory.
- 22) Run all the way south in the barrens to the great lift and take it down into 1k needles. Jump off if you get attacked since the GY is right at the bottom otherwise you have a long run if you die up top.

### 32-33 Thousand Needles (Shimmering Flats)

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



- 2) Now follow the road west and get the FP on the west side of this zone at 8,18, it's just inside Feralas. This will save a lot of time later on. Also at Falfindel Waywarder turn in "[Lonebrow's Journal](#)" SKIP the next part as it's for RFK
- 3) You should be close to level 33 so grind to it on your way SE into the Shimmering Flats.
- 4) Go SE into the Mirage Raceway to Wizzle Brassbolts at 78,77 and turn in "[The Brassbolts Brothers](#)" accept "[Hardened Shells](#)" and from Fizzle accept "[Salt Flat Venom](#)"
- 5) Go a little beside these guys to the west to Kravel Koalbeard and accept "[Rocket Car Parts](#)" "[Wharfmaster Dizzywig](#)" and "[Hemet Nesingwary](#)"
- 6) Go east across the race track to Pozzik at 80,75 and accept "[Load Lightening](#)"
- 7) Go a little bit SE over the other race track to the Trackmaster Zherin next to the checkered sign at 81,77 and accept "[A Bump in the Road](#)"
- 8) Now the car parts for "[Rocket Car Parts](#)" are scattered all over the flats, so grab them as you run around questing and you should get them all no problem



- 9) Everything for all the quests out in this area is all over. There are little camps of everything which you will go to but just kill anything you see for the quests as you go around
- 10) Go south of the raceway to 76,87 and kill Saltstone Gazers and Crystalhides for "[A Bump in the Road](#)"
- 11) Keep any turtle meat you find. You need 10 for a later quest in SouthShore. I suggest getting all 10 of them out here.
- 12) Go NW to 71,74 and kill scorpions around here for "[Salt Flat Venom](#)"
- 13) Go north of here and kill Saltstone Basilisks for "[A Bump in the Road](#)" and turtles for "[Hardened Shells](#)" mainly between 73,59 and 82,42
- 14) If you still need turtle shells or meats then go south into the center where there are quite a few of them
- 15) Go SE to the small camp at 86,66 and kill the scavengers for "[Load Lightening](#)"
- 16) You should have every quest in your log under Thousand Needles complete. If not just kill what you need for an uncomplete quest

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- 17) Go SW back to Mirage Raceway to Trackmaster Zherin at 81,77 and turn in "[A Bump in the Road](#)"
- 18) Go NW a tiny bit across the race track to Pozzik at 80,75 and turn in "[Load Lightning](#)" accept "[Goblin Sponsorship pt.1](#)"
- 19) Go west over the other race track to Wizzle Brassbolt and turn in "[Hardened Shells](#)" and at Fizzle turn in "[Salt Flat Venom](#)"
- 20) Go to the 2 npc's next east of here and hand in "[Salt Flat Venom](#)" and "[Hardened Shells](#)" then accept "[Martek the Exiled](#)"
- 21) Go a little beside these guys to the west to Kravel Koalbeard and turn in "[Rocket Car Parts](#)"
- 22) Follow the road south into Tanaris and Grab the FP at Gadgetzan
- 23) Hearth back to IF and then fly to Menethil Harbor, get on the boat to Theramore to grab the FP
- 24) Now either fly to Stonetalon Mountains which you need the Azshara flight point for, or go back and reboat to Darkshore. If you don't have the Azshara FP then just fly to Auberdine and down to Stonetalon

### 33-33 Stonetalon Mountains

- 1) When you land talk to Keeper Albagorm and accept "[Reclaiming the Charred Vale](#)"
- 2) This is optional if you want to do this for the quest XP since the monsters won't give xp when killed for this quest.
- 3) Go south along the road until you reach Mirkfallon Lake and then follow west path into the Charred Vale at 32,66 and kill the Bloodfury for "[Reclaiming the Charred Vale](#)" while going towards Desolace

### 33-35 Desolace

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



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

- 11) Run back NW to Nijel's
- 12) When you enter to your left at Vahlarriell Demonslayer hand in "[Vahlarriell's Search pt.2](#)" accept "[Vahlarriell's Search pt.3](#)"
- 13) Just beside the path up on your left at Ungor turn in "[Reagents for Reclaimers Inc pt.1](#)" accept "[Reagents for Reclaimers Inc pt.2](#)"
- 14) Just kill any scorplashi's for what venom you can get and kodo's if you see any for "[Reagents for Reclaimers Inc pt.2](#)" for now while walking around

- 15) Start heading south to Kormek's Hut at 62,38
- 16) Once you're at Kormek's Hut at 62,38 talk to Bibby F'utzbuckle and accept "[Bone Collector](#)"
- 17) Run east until you're at Kolkar Village at 72,45 and kill the centaurs fir ears for "[Centaur Bounty](#)"
- 18) If you're not 34 when you finish this then grind until you are
- 19) Grind SW to Scrabblescrew's Camp at 60,61 to Smeed Scrabblescrew and accept "[Kodo Roundup](#)"  
This is a unique quest where you tame a kodo at the GY then bring it back to him
- 20) If you see the pack of aged kodo's running around kill the 3 of them for "[Reagents for Reclaimers Inc pt.2](#)" if not you can find some inside the kodo graveyard.
- 21) Go west to the Kodo Graveyard at 51,58 and use the Kodo Kombobulator on the kodo in the graveyard for "[Bone Collector](#)" and then take the kodo back east to Scrabblescrew. He will ask you to inspect it and all you have to do is right click it to get credit. If in a group each one counts for everyone
- 22) Loot the kodo bones lying around the graveyard for "[Bone Collector](#)" but be careful because sometimes a 38 kodo ghost will come out. It's not tough if you want to fight it, but I suggest just running away until it leaves you alone

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- 23) Once you're done with "[Kodo Roundup](#)" hand it in to Scrabblescrew
- 24) Run NW of the GY towards the tower beside the ocean on the west coast at 38,27
- 25) To the north of the tower, down a bit, you will see Azore Aldamort standing near a fire who will give you "[Sceptre of Light](#)"
- 18) Go SW on the beach to 36,30 to the crashed ship
- 19) Open the Karnitol Chest and turn in "[The Karnitol Shipwreck pt.1](#)" accept "[The Karnitol Shipwreck pt.2](#)" then right beside the chest on a barrel is Rackmore's Log which gives "[Claim Rackmore's Treasure!](#)"



- 20) In the water SW of the wreckage are Drysnaps that are the crab humanoids and they are mainly around the sunken ships. Kill them until you get the silver key for "[Claim Rackmore's Treasure!](#)"
- 21) Once you have the silver key go further north in the water and kill the naga for the golden key
- 22) Run east in to Thunder Axe Fortress at 56,29 and go in the main building in the center to Dalinda Malem at 54,26 and turn in "[Vahlarriels Search pt.3](#)" accept "[Search for Tyranis](#)"
- 23) Run out and go up into the tower and kill a seer for "[Sceptre of Light](#)" and it should drop the sceptre of light
- 24) Go to the building west of the entrance at 53,29 and inside you will find Tyranis Malem who you need to kill for "[Search for Tyranis](#)"
- 25) Go back towards the big building and clear the way to the right back up to Dalinda because an escort is next. Once you get to Dalinda turn in "[Search for Tyranis](#)" accept the escort "[Return to Vahlarriel](#)"
- 26) DON'T attack anything unless it hits her or or she' may ignore it and keep walking. Once you take her out of the gates it completes shortly after.
- 27) Go SE to Kormek's Hut at 62,38 and at Bibby F'utzbuckle turn in "[Bone Collector](#)"
- 28) Run back west to Azore Aldamort near the tower at 38,27 and turn in "[Sceptre of Light](#)" accept "[Book of the Ancients](#)"
- 29) Swim all the way NW on the map to Ranazjar Isle and open the chest at 30,9 for "[Claim Rackmore's Treasure!](#)" it's pretty well hidden between 2 trees that are beside the wall of the building on the island



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



- 31) Swim back SE to Aldamort at 38,27 and turn in "[Book of the Ancients](#)"
- 32) Hearth to Nijel's Point
- 33) Hunters Stable your cat and when you leave town go around the Kodo GY and tame a lvl 34 scorchplashi for claw rank 5. Or tame one north of 37,80 by the Gelkis Centuars
- 34) Go south of the Inn to Ungor and turn in "[Reagents for Reclaimers Inc pt.2](#)" SKIP pt.3 for now, and "[The Karnitol Shipwreck pt.2](#)" SKIP the rest.
- 35) Go south a bit more near the light post to Melkins and turn in "[Centaur Bounty](#)"
- 36) Just before leaving town at Vahlarriels Demonslayer turn in "[Return to Vahlarriel](#)"
- 37) You should be within 2 bars to 35 now.
- 38) Grind down on the Centaurs at Gelkis Village at 37,80 until 35
- 39) Head south into Feralas to get the FP, this will again save more time later on.

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- 40) Follow the path south to 43,42 and get on the Boat to Feathermoon Stronghold. After the boat docks there get off and grab the FP.
- 41) Hunters get your cat back out.
- 42) Fly to Ratchet.
- 43) Go to the engineer hut in front of where you land to Gazlowe at 62,36 and turn in "[Goblin Sponsorship pt.1](#)" accept "[Goblin Sponsorship pt.2](#)"
- 44) Now go out on the dock to Dizzywig and turn in "[Wharfmaster Dizzywig](#)" accept "[Parts for Kravel](#)"
- 45) Get on the boat to Booty Bay

### 35-36 Stranglethorn Vale

- 7) As you get off the boat you will see Lozgil in front of you. Turn in "[Goblin Sponsorship pt.2](#)" accept "[Goblin Sponsorship pt.3](#)"
- 8) Go in the Inn make BB your home
- 9) From Crank Fizzlebub next to the bar accept "[Singing Blue Shards](#)"
- 10) Go upstairs to Kebok and accept "[Hostile Takeover](#)" and "[Bloodscalp Ears](#)"
- 11) Next to him from Krazek accept "[The Haunted Isle](#)" and turn it in just outside the door to Baron Revilgaz and accept "[The Stone of the Tides](#)" and then turn in "[Goblin Sponsorship pt.3](#)" accept "[Goblin Sponsorship pt.4](#)"
- 12) Go into the shop Tan-Your-Hide Leatherworks Shop to Drizzlik and accept "[Supply and Demand](#)"

- 13) Go pretty far NE to 48,21 and Kill Shadowmaw Panthers for "[Panther Mastery pt.3](#)" It can be a pain since they're stealthed amongs the tigers
- 14) Run west to the Venture Co. Base Camp at 43,18 and climb the Operations Tower behind the base and kill Foreman Cozzle for his key for "[Goblin Sponsorship pt.4](#)"
- 15) Finish killing the goblins for what crystals you still need for "[Hostile Takeover](#)"
- 16) Once you have all the crystals enter the tiny shack next to the base at 43,20 and open Cozzle's Footlocker to get the blueprints for "[Goblin Sponsorship pt.4](#)"



- 17) Finish getting any crystals you still need
- 18) Go SW across the river to 37,22 and kill Lashtail Raptors on both sides of the road for "[Raptor Mastery pt.2](#)"
- 19) Go NW to 33,18 and kill Elder Tigers for "[Tiger Mastery pt.3](#)"
- 20) Run NE to the river near Nesingwarys and kill the river crocolisks in the river and around it for "[Supply and Demand](#)"
- 21) Once you have the skins go to Nesingwarys and you should get the complete message for "[Investigate the Camp](#)"
- 22) Go up to Rouack and turn in "[Tiger Mastery pt.3](#)" accept "[Tiger Mastery pt.4](#)" at Erlgadin turn in "[Panther Mastery pt.3](#)" accept "[Panther Mastery pt.4](#)" and at Nesingwary turn in "[Raptor Mastery pt.2](#)" and "[Hemet Nesingwary](#)" accept "[Raptor Mastery pt.3](#)"
- 23) Run back SW on top of the hill at 32,17 and kill Sin'Dall for "[Tiger Mastery pt.4](#)" then run back NE to Nesingwary's to Erlgadin and turn it back in
- 24) Go NE from here up to the rebel camp at 37,3 to Private Thorsen and turn in "[Supplies to Private Thorsen](#)", If he's not here look south of the camp since he can go on patrol. If you save him when he patrols you can also get "[Jungle Secrets](#)" then u turn that in at the camp to Doren and get "[Bookie Herod](#)" He only goes on patrol about every 10 minutes. So it's worth waiting for him to go if you didn't get this quest earlier when you came here.
- 25) Next to the fire from Yohwa accept "[Special Forces](#)"
- 26) Go to Kaleb and turn in "[Return to Corporal Kaleb](#)" and get your helm
- 27) Now leave the camp and go SE back to Kurzen's Compound to the Inn looking building at 43,9 and go up to the 2nd floor and touch Bookie Herod's Records to turn in "[Bookie Herod](#)" and accept "[The Hidden Key](#)"



- 28) Go in the cave to the NE at 45,7 and kill the headshrinkers stealthed commandoes in here for "[Special Forces](#)"
- 29) When you get to the first fork, the left is a dead end, and the right goes down. Take the ramp down 1 level and you will see a bunch of cargo and boxes on the right. At the end of the boxes open Bookie Herod's Strongbox and turn in "[Bookie Herod](#)" accept "[The Spy Revealed!](#)"

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- 30) Now grind back out since you should be close to 36 and to finish any kills you may need.
- 31) Once your out of the cave go NW back to the Rebel Camp.
- 32) Go to Doren and turn in "[Special Forces](#)" SKIP the next part then turn in "[The Spy Revealed!](#)" accept "[Patrol Schedules](#)" turn around and turn it in to Sethman and accept "[Report to Doren](#)" then turn it back in to Doren
- 33) You should definitely be 36 by now
- 34) Go south toward the GY, then go west while staying north of the river and kill the few basilisks here for "[Singing Blue Shards](#)" if you don't get them all now don't worry there is more to the south.
- 30) Go south and travel between the Thaski Ruins at 32,17 and the Bal'lal Ruins at 29,19 and kill the Bloodscalp Trolls for "[Bloodscalp Ears](#)" The Thaski Ruins seem to have a higher drop rate but while they respawn it's good to go to Bal'lal
- 31) Go just west of Bal'lal Ruins and kill the basilisks on the mountain edge to finish "[Singing Blue Shards](#)"
- 32) Once you have all the crystals go south to the haunted island at 20,23 and it will say complete for "[The Stone of the Tides](#)"

- 33) Hearth to BB
- 34) Next to you at Fizzlebub turn in "[Singing Blue Shards](#)" SKIP the next for now
- 35) Go upstairs to Krazek and turn in "[Investigate the Camp](#)"
- 36) At Kebok turn in "[Bloodscalp Ears](#)" and "[Hostile Takeover](#)"
- 37) Go just outside to Baron Revilgaz and turn in "[The Stone of the Tides](#)" accept "[Water Elementals](#)" and turn in "[Goblin Sponsorship pt.4](#)" accept and "[Goblin Sponsorship pt.5](#)"
- 38) Go into the shop Tan-Your-Hide Leatherworks to Drizzlik and turn in "[Supply and Demand](#)" accept "[Some assembly required](#)"
- 39) You should about be half way to 37
- 40) Fly to IF to get new skills then fly to Menethil Harbor, make it your home, and boat to Theramore
- 41) If you're first aid is at 225, which it probably is, go into the castle on the east side of town to Doctor Gustav VanHowzen on the bottom floor and accept "[Triage](#)"
- 42) It's really easy. The quest description explains it perfectly
- 43) You get your other bandage skills from here when you skill up enough. Heavy Mageweave is at 240, Runecloth is at 260, and Heavy Runecloth is at 290
- 44) Fly to Gadgetzan
- 44) Run out to Shimmering Flats into the Mirage Raceway NE at 77,77 and talk to Kravel and turn in "[Parts for Kravel](#)" accept "[Delivery to the Gnomes](#)" then turn around and turn it in to Fizzle
- 45) Go a little east across the race track to Pozzik and turn in "[Goblin Sponsorship pt.5](#)" accept "[The Eighteenth Pilot](#)" then hand it in to Razzeric 2 feet away and accept "[Razzeric's Tweaking](#)"
- 46) Go back west over the track to Kravel and accept "[The Rumormonger](#)"
- 47) Hearth to Menethil Harbor and fly to Southshore

### 36-37 Alterac Mountains

- 1) Go in to the house that is just south of the FP to Micha Yance, general goods, and buy a soothing spice
- 2) Go to the Town Hall across from the Inn to Maleb and turn in "[Further Mysteries](#)" accept "[Dark Council](#)" and "[Noble Deaths](#)"
- 3) Make Southshore your home
- 4) Go to the back of the Inn to Chef Jessen and accept "[Soothing Turtle Bisque](#)" and you should have your 10 turtle meats as well as the soothing spice so turn it back in. If you are short on meats kill turtles east of Southshore in the river
- 5) Run up the path that goes past Tarren Mill north into Alterac Mountains to 47,55 and kill ogres for "[Crushridge Bounty](#)"
- 6) If this area is camped or dry there are more ogres north on the map around the 2 caves.
- 7) Grind up the road NE from here to Strahnbrad at 60,43 and kill the syndicate and grab their rings for "[Noble Deaths](#)"
- 8) You can also kill shadow mages here for "[Dark Council](#)" which is easier than killing them in the camps later
- 9) Grind your way west to to the house at 39,16. Take out the first camp you come across then grind anything in the way west that's not in a camp. When you get to the house, kill Nagaz for "[Dark Council](#)".
- 10) After you kill Nagaz you should see a chest in front of the fireplace he was standing near. Open it to grab an Ensorcelled Parchment which starts "[The Ensorcelled Parchment](#)"



- 11) You wanna be at least 2 bars from 37 before hearthing to Southshore
- 12) Hearth to Southshore
- 13) Run across from the Inn to Marshal Redpath and turn in "[Crushridge Bounty](#)" SKIP the next
- 14) Go into the town hall to Maleb and turn in "[Dark Council](#)" and "[Noble Deaths](#)"
- 15) Go to Loremaster Dibbs just north of the Inn and turn in "[The Ensorcelled Parchment](#)" accept "[Stormpike's Deciphering](#)"
- 16) Fly to Arathi Highlands

### 37-38 Arathi Highlands

- 1) Near the campfire from Kryten accept "[Worth Its Weight In Gold](#)"
- 2) Run NE to 62,33 to the circle of rocks and touch the Shards of Myzrael and accept "[The Princess Trapped](#)"



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



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



- 3) You should be just about 25% through this level when you exit the cave.
- 4) Go to the west of Hammerfall to the circle of east binding at 66,30 and grab the cresting key from the stone of east binding in the center for "[Stones of Binding](#)" Save any cresting charms to instant kill a fire exiles at the circle of west binding later



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



- 8) Go west into Refuge Point to Kryten and turn in "[Worth Its Weight In Gold](#)" then go to Skuerto near the forge and accept "[Wand Over Fist](#)"

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- 9) Now for a little bit of running around
- 10) Go SE to Boulderfist Hall at 53,77
- 11) Stay left in the cave until the end and kill Kor'gresh Coldrage for "[Wand Over Fist](#)"
- 12) Run back to Refuge Point to Skuerto and turn it in and SKIP the rest
- 13) Go far NW near the Hillsbrad border to the circle of west binding at 25,30 and grab the burning key from the stone of west binding in the center. No reason to save any cresting charms since you won't be going back to the thundering exiles



- 14) Go SE to the circle of inner binding at 36,57 and touch the stone of inner binding and turn in "[Stones of Binding](#)" SKIP the rest



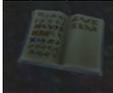
- 15) Run SW of here, there is a path that leads behind Stromgarde at 31,64 follow it around to the cave path at 21,75
- 16) Follow the path down from the cave and swim straight ahead over Faldir's Cove to Lolo the Lookout and accept "[Land HQ!](#)" then turn around and turn it in to Shakes O' Breen
- 17) Just beside you at Nilzlix accept "[Deep Sea Salvage](#)"
- 18) Go by the campfire to Steelgut and accept "[Drowned Sorrows](#)"
- 19) Beside him from Phizzlethorpe accept "[Sunken Treasure pt.1](#)"
- 20) This is a short and easy escort quest. Just escort him right behind you in the cave and 2 level 40 water elementals will run in. This is a difficult quest to solo. Stand about halfway into the cave and when the Water Elementals appear get them attacking you and move outside the cave. Concentrate on staying alive, not killing. This gives the good doctor the time to do his work and as soon as he does finish you should run for the docks. As soon as you get there the mobs will let you go and you will have completed the quest. When you are done go back to the campfire and turn it in to Draxlegauge and accept "[Sunken Treasure pt.2](#)"
- 21) Hopefully you still have some of the elixirs of water breathing from the darkshore quest in your 20's
- 22) Go SW in the water to the first sunken ship at 24,84 and as you go down the stairs you will find the Maiden's Folly Log in the pile of barrels



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



- 24) Go to the next ship and down the stairs you will find the Spirit of Silverpine Charts next to the cannon
- 25) Spirit of Silverpine Log is at the very bottom level of the ship lying on the dirt



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



- 27) Once you're done head back NE to Faldir's Cove to Nilzlix on the dock and turn in "[Deep Sea Salvage](#)"
- 28) Go up next to the campfire to Steelgut and turn in "[Drowned Sorrows](#)" then at Draxlegauge turn in "[Sunken Treasure pt.2](#)" accept "[Sunken Treasure pt.3](#)"

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- 29) Go over to Shakes O' Breen on the dock and turn that in and accept "[Sunken Treasure pt.4](#)"
- 23) If you decided to not do "[Hints of a New Plague?](#)" you may need to grind some to get to 38. Remember it was an optional quest since it was tough unless you wait for the right time or get a group
- 24) If you did do "[Hints of a New Plague?](#)" you need to go back to Go'Shek Farm and turn it in and do the few follow ups that are very easy.

- 25) Hearth to Southshore
- 26) Fly to IF
- 27) Go NE to the Hall of Explorers to Stormpike and turn in "[Stormpike's Deciphering](#)" accept "[The Lost Dwarves](#)" which is another quest if you do Uldaman later on
- 28) Get new skills, then fly to Menethil and boat to Theramore

### 38-38 Dustwallow Marsh

- 1) If your first aid is at 225, which it probably is, go into the castle on the east side of town to Doctor Gustav VanHowzen on the bottom floor and accept "[Triage](#)" this is if you didn't do it earlier
- 2) Go to the house at 66,51 just left past the FP to Helenia Olden the trade supplier and buy 3 soothing spices for an upcoming quest
- 3) Run up near the Inn to Guard Byron and accept "[They Call Him Smiling Jim](#)"
- 4) Go in the Inn to Morgan Stern and accept "[Mudrock Soup and Bugs](#)"
- 5) Make Theramore your home
- 6) Go to the castle behind the Inn to the 2nd floor, not the tower, to Captain Vimes and turn in "[They Call Him Smiling Jim](#)" This gives you hints about some quests at the old Inn near the Barrens.
- 7) Go NW of Theramore along the northern coast and kill mudrock turtles for "[Mudrock Soup and Bugs](#)"
- 8) Go some direction south, depending on where you finished killing turtles, to Swamplicht Manor to Jarl at 55,26 and accept "[Soothing Spices](#)" then turn it right back in and accept "[Jarl Needs eyes](#)"
- 9) Beside the house, in what appears to be a tiny graveyard, is some loose dirt which will give you "[The Orc Report](#)"



- 10) Run over to the west side of the zone to Darkmist Cavern at 32,23 and kill spiders inside and outside the cave for "[Jarl Needs eyes](#)"
- 11) Go SE from the cave, a bit south of Brackenwall Village, to Mudcrush Durtfeet at 35,38 and accept "[Hungry!](#)"
- 12) Go SW right near the border into the Barrens to the shady rest inn at 29,47



- 13) In front of the Inn there are 2 hoofprints which gives you the quest "[Suspicious Hoofprints](#)"



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



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



- 16) Run east to Beezle's Wreck at 54,56 and open the Gizmorium Shipping Crate for "[Razzeric's](#)"

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### Tweaking



- 17) Hearth to Theramore
  - 18) At Morgan Stern in front of you turn in "[Mudrock Soup and Bugs](#)" accept "[... and bugs](#)"
  - 19) Go into the castle behind the Inn, the same one you did your first aid quest in, and go upstairs to to the Theramore Lieutenant and turn in "[The Orc Report](#)" accept "[Captain Vimes](#)"
  - 20) Turn around to Captain Vimes and turn in "[Captain Vimes](#)" "[Suspicious Hoofprints](#)" "[Lieutenant Paval Reethe pt.1](#)" accept "[Lieutenant Paval Reethe pt.2](#)" and turn in "[The Black Shield pt.1](#)" accept "[The Black Shield pt.2](#)"
  - 21) Turn around to Tesoran and turn in "[Lieutenant Paval Reethe pt.2](#)" accept "[Daelin's Men](#)" then turn around to Captain Vimes again and turn it in and accept "[The Deserters pt.1](#)"
  - 22) Go west to the blacksmith house at 64,50 to Caz Twosprocket and turn in "[The Black Shield pt.2](#)" accept "[The Black Shield pt.3](#)" go turn it in to Captain Vimes again back up in the castle
- 23) Run up NW to Swamplicht Manor to Jarl at 55,26 and turn in "[Jarl Needs eyes](#)" SKIP the next
  - 24) Go just NE to Witch Hill and kill murlocs for "[Hungry!](#)" and if you can't get them all at this camp, go north to the islands along the shore and kill those murlocs
  - 25) Go NW to 46,17 and grind on the raptors until you're at least 50% or more through level 38
  - 26) Once you're at 50% go to 46,17 and talk to Stinky and accept "[Stinky's Escape](#)" you have to escort him to his bogbean plant and then to the road where he runs off into the woods. Very simple to do if you just stay with him since you don't get ambushed
- 
- 27) Go SW to Mudcrush Durtfeet at 35,38 turn in "[Hungry!](#)"
  - 28) Go south to the Lost Point Tower at 35,53 and attack Balos Jacken, at 25% life he'll become friendly and you can turn in "[The Deserters pt.1](#)" and accept "[The Deserters pt.2](#)"
- 29) Die so you end up near Theramore.
  - 30) Go into the Inn to Morgan Stern and turn in "[Stinky's Escape](#)" but keep the exilir of fortitude so you only need 1 later in feralas
  - 31) Go into the castle behind the Inn and go upstairs to Captain Vimes and turn in "[The Deserters pt.2](#)"
  - 32) Fly to Gadgetzan
  - 33) Run up to the Shimmering Flats to Razzeric in the Mirage Raceway at 80,76 and turn in "[Razzeric's Tweaking](#)" accept "[Safety First pt.1](#)"
  - 34) Go back to Gadget and turn it in to Shreev on the NW side of town and accept "[Safety First pt.2](#)"
  - 35) Go back into the Shimmering Flats to the Mirage Raceway again to Razzeric and turn it in
  - 36) Hearth to Theramore, fly to Ratchet, then get on the boat to Booty Bay

### **38-40 Stranglethorn Vale**

- 1) Run towards the Inn and right where the dock goes up and down from First Mate Crazz accept "[The Bloodsail Buccaneers pt.1](#)"
  - 2) Go up the dock and into the building next to the half upside down boat to MacKinley and accept "[Scaring Shaky](#)"
  - 3) Go in the Inn and make it your home
  - 4) Against the wall from Fizzlebub accept "[Venture Company Mining](#)"
  - 5) Go upstairs to Krazek and turn in "[The Rumormonger](#)" accept "[Dream Dust In the Swamp](#)" and from Kebok accept "[Skullsplitter Tusks](#)"
  - 6) Go outside, up here, to Fleet Master Seahorn and turn in "[Sunken Treasure pt.4](#)" SKIP the next
- 7) Go north to 33,39 and kill raptors for "[Raptor Mastery pt.3](#)"
  - 8) Go NE to the stream at 38,30 to the lake a bit more NE at 41,19 kill Snapjaw Crocolisks for "[Some assembly required](#)"
  - 9) Run far NW to the haunted island at 20,23 and kill the lesser water elementals for "[Water Elementals](#)"
  - 10) You should be close to 39 by now, either grind on the elementals or raptors and basilisks to the east around 33,39 until you are 39
  - 11) Once you're 39 grind your way east to 41,41 and kill the Venture Co goblins for "[Venture Company](#)"

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<p><a href="#">Mining</a></p> <p>12) Grind north up to Ziata'jai Ruins at 42,37 and kill the skullsplitter trolls between here and Balia'mah Ruins just north of here for "<a href="#">Skullsplitter Tusks</a>"</p> <p>13) Grind NE of here and find Bhag'thera anywhere between just north of Mosh'ogg at 49,25 to just north of the ZG entrance at 48,17 for "<a href="#">Panther Mastery pt.4</a>" She is the only panther that is not stealthed so it's pretty easy to spot her. If this is too hard to solo and you can't get help you can either wait until you hit 40 in a bit, grind about 3k xp, or just do it later on when we come back.</p>
<p>14) Hearth back to BB</p> <p>15) Right beside you at Crank Fizzlebub turn in "<a href="#">Venture Company Mining</a>"</p> <p>16) Go upstairs to Kebok and turn in "<a href="#">Skullsplitter Tusks</a>"</p> <p>17) Walk outside to Baron Revilgaz and turn in "<a href="#">Water Elementals</a>" SKIP the next</p> <p>18) Go into the Tan-Your-Hide Leatherworks to Drizzlik and turn in "<a href="#">Some assembly required</a>" accept "<a href="#">Excelsior</a>"</p>
<p>19) Go out of BB and turn left and go to the camp of pirates at 27,69 and touch the letter on the barrel, and turn in "<a href="#">The Bloodsail Buccaneers pt.1</a>" accept "<a href="#">The Bloodsail Buccaneers pt.2</a>"</p> 
<p>20) Go just NE of BB now and kill gorillas around 32,65 for "<a href="#">Scaring Shaky</a>" and save at least 10 gorilla fangs you find for later on around when you come back</p>
<p>20) Run back to BB</p> <p>21) Head towards the boat and just at the bottom of the entrance ramp at Shaky turn in "<a href="#">Scaring Shaky</a>" accept "<a href="#">Return to MacKinley</a>"</p> <p>22) Follow the lower dock towards the Inn and at First Mate Crazz and turn in "<a href="#">The Bloodsail Buccaneers pt.2</a>" accept "<a href="#">The Bloodsail Buccaneers pt.3</a>"</p> <p>23) Go up the ramp and into the house across from the half ship to MacKinley turn in "<a href="#">Return to MacKinley</a>" accept "<a href="#">Voodoo Dues</a>"</p> <p>24) Go up to the top of the Inn to Deeg and accept "<a href="#">Up To Snuff</a>"</p> <p>25) Go just outside, up here, to Fleet Master Seahorn and turn in "<a href="#">The Bloodsail Buccaneers pt.3</a>" accept "<a href="#">The Bloodsail Buccaneers pt.4</a>"</p> <p>26) You should have close to all the STV pages, if not buy the few that you need if you can. You don't need 1-27 they go in this order. 1,4,6,8,10,11,14,16,18,20,21,24,25,26,27</p>
<p>27) Go way up north near the horde base Grom'Gol and search the shore there for the 38 elite croc for "<a href="#">Excelsior</a>" stay away from the base or the guards will get you</p> <p>28) Run north to Nesingwarys at 35,10 and at Nesingwary turn in "<a href="#">Raptor Mastery pt.3</a>" accept "<a href="#">Raptor Mastery pt.4</a>" and at Ergadin turn in "<a href="#">Panther Mastery pt.4</a>"</p> <p>29) From Stonepot accept "<a href="#">The Green Hills of Stranglethorn</a>" and then turn in each chapter and turn the whole quest back in</p> <p>30) You should be at least 75% to 40 now</p> <p>31) Go south around 33,39 and grind on basalisks and raptors until you're 40.</p>
<p>32) Hearth to BB</p> <p>33) Go into the shop Tan-Your-Hide Leatherworks to Drizzlik and turn in "<a href="#">Excelsior</a>"</p> <p>34) Now fly to your hometown and get your new skills and your mount if you have enough money for one. If you don't have enough then just go to IF and get new skills.</p> <p>35) If you didn't buy this stuff earlier then prepare for a few badlands quests by buying a frost oil, an alchemy made item, and a gyrochronatom, an engineering made item. Don't by a gyro if you can't find a frost oil. Then buy a healing potion and lesser invisibility potion, both made by alchemy. Again don't get either of the potions if you can't get a frost oil or gyro. You have to buy them from another person or on the AH</p> <p>36) If you can find 9 blue pearls also buy those, otherwise forget them</p> <p>37) Fly to Loch Modan</p> <p>38) Make Thelsamar your home</p> <p>39) Hunters stable your pet</p> <p>40) Go in the house to the east of the Inn to and accept "<a href="#">Badlands Reagent Run</a>"</p>
<p>41) Run SE to 65,65 to Ironband's Excavation to Prospector Ironband and turn in "<a href="#">Ironband Wants You!</a>" accept "<a href="#">Find Agmond</a>"</p> <p>42) Run SW down into Badlands at 46,76</p>
<p><b>40-41 Badlands</b></p> <p>1) Go south to 53,43 and from Sigrun Ironhew accept "<a href="#">Fiery Blaze Enchantment</a>" "<a href="#">Mirages</a>" and from Ryedol accept "<a href="#">A Dwarf and His Tools</a>"</p> <p>2) Grind SW to Martek the Exiled at 42,52 and turn in "<a href="#">Martek the Exiled</a>" accept "<a href="#">Indurium</a>"</p> <p>3) From Rigglefuz accept "<a href="#">Barbecued Buzzard Wings</a>" SKIP "<a href="#">Power Stones</a>" and if you have the blue pearls accept "<a href="#">Pearl Diving</a>" and turn it back in</p>

- 4) Now there is only one area for buzzards to the west at 15,60 but some are just randomly around. So for "[Barbecued Buzzard Wings](#)" and "[Badlands Reagent Run](#)" just kill them whenever you see one
- 5) Go NW to Lotwil Veriatius at 25,44 and accept "[Study of the Elements: Rock pt.1](#)" and "[Coolant Heads Prevail](#)" then turn it back in and accept "[Gyro... What?](#)" then turn that back in
- 6) Then from Lucien Tosselwrench accept "[Liquid Stone](#)" and turn it back in. Keep at least one of the stoneshield potions for later on when you're done with the rock elemental quests.
- 7) Hunters go SW to 20,53 and tame a Ridge Stalker Patriarch for dash and prowl rank 2
- 8) Hearth to Thelsamar or if it isn't up run NE to 66,21 and continue with step 11
- 9) Hunters get your cat back out but don't dismiss the ridge stalker
- 10) Run back down to the Badlands
- 11) Grind SE down to Camp Kosh at 66,21 and open the Excavation Supply Crate for "[Mirages](#)" take note that the crate moves to a different spot in the camp every time it is picked up



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



- 14) Go south up on the hill to 53,43 and at Sigrun Ironhew turn in "[Mirages](#)" accept "[Scrounging](#)" and at Ryedol turn in "[A Dwarf and His Tools](#)" and "[A Sign of Hope](#)" accept "[A Sign of Hope](#)" for later if you do Uldaman
- 15) Grind SE to Garek at 61,54 and accept "[Tremors of the Earth](#)" The ogres spawn just south at 62,70 and wander west up to 29,56 so kill them if you see them. The boss is easy to pull off the back while they are walking with the little ogre as an add at the most or none at all. The longer they walk, the farther the boss gets from the pack but the little ogre sticks near him.



- 16) Go south to Camp Boff at 62,70 and kill ogres here for "[Scrounging](#)" and hopefully the boss is here or spawns
- 17) Grind a little NW to the Battered Dwarven Skeleton at 50,62 turn in "[Find Agmond](#)" accept "[Murdaloc](#)"



- 18) Go just south to the gnoll camp and kill the bonesnappers and Murdaloc for "[Murdaloc](#)" and for indurium flakes for "[Indurium](#)"
- 19) Go south to Theldurin the Lost and accept "[Solution to Doom](#)" if you're doing Uldaman later
- 20) Go north to 42,52 and at Rigglefuzz turn in "[Barbecued Buzzard Wings](#)" and at Martek turn in "[Indurium](#)" accept "[News for Fizzle](#)"
- 21) Go NW to 18,41 and kill the lesser rock elementals along the edge of the mountains for "[Study of the Elements: Rock pt.1](#)" and "[Badlands Reagent Run](#)"
- 22) Once done go back east to Lotwil Veriatius at 26,44 and turn in "[Study of the Elements: Rock pt.1](#)" accept "[Study of the Elements: Rock pt.2](#)"
- 23) Go NW of here to the area behind where you just killed the lesser rock elementals and kill the the rock elementals for "[Study of the Elements: Rock pt.2](#)" there are not many spawns of these but they have a 100% drop rate
- 24) Go back SE to Lotwil Veriatius at 26,44 and turn in "[Study of the Elements: Rock pt.2](#)" accept "[Study of the Elements: Rock pt.3](#)"
- 25) Kill buzzards SW around 15,60 and coyotes SE around 33,62 for "[Badlands Reagent Run](#)" and for "[Barbecued Buzzard Wings](#)" if you still need them
- 26) Grind SW down to Camp Cagg at 11,77 and kill ogres for "[Scrounging](#)"
- 27) Go south into the mountains at 14,88 and kill greater rock elementals for "[Study of the Elements: Rock](#)"
- 24) Go back NE to Lotwil Veriatius at 26,44 and turn in "[Study of the Elements: Rock pt.3](#)" then accept "[This Is Going To Be Hard pt.1](#)" and turn it in to Lucien Tosselwrench behind him and accept "[This Is](#)"

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[Going To Be Hard pt.2](#)" then turn around and turn it back in to Lotwil and accept "[This Is Going To Be Hard pt.3](#)"

- 25) Lotwil will now summon a Fam'retor Guardian that is a 45 elemental and is pretty easy. Once he is spawned use one of the stoneshield potions you received earlier that you were told to save. It doesn't appear to have the life of a level 45. Loot it and then turn it back in to Lotwil and get your first trinket, a [Nifty Stopwatch](#)
- 26) Go east to Sigrun Ironhew at 53,43 and turn in "[Scrounging](#)"
- 27) Go SE to Garek at 61,54 and turn in "[Tremors of the Earth](#)" SKIP the next part
- 28) Now you should be 41, if you're not then go east into the ravine and kill the whelps until you level. It's a good idea to go here and grind for at least 30 min whether you're 41 or not and try to get the heart for "[Fiery Blaze Enchantment](#)" If you don't find it in 30 min just abandon it. If you want to kill something else and forget that quest and the whelps, just grind on anything around since there are a ton of beasts wandering.

- 29) Hearth to Thelsamar
- 30) Go in the house east of the Inn to Ghak Healtouch and turn in "[Badlands Reagent Run](#)" accept "[Uldaman Reagent Run](#)" if you're doing Uldaman later
- 31) Run SE to 65,65 to Ironband's Excavation to Prospector Ironband and turn in "[Murdaloc](#)" accept "[Agmond's Fate](#)"
- 32) Fly to SW
- 33) Go NE to the bar in the Dwarven District at 64,20 to Brohann Caskbelly and accept "[In Search of The Temple](#)"
- 34) Fly to Duskwood and make it your home
- 35) Run east through Deadwind Pass and keep going west into the Swamp of Sorrows

#### 41-41 Swamp of Sorrows

- 1) Go east to 12,58 and kill the adolescent whelps for "[Dream Dust In the Swamp](#)" low droprate but they respawn fast
- 2) Go east to Watcher Biggs at 26,59 and accept "[Enroaching Wildlife](#)"
- 3) Start killing crocs, spiders, and jaguars all around this spot and to the north for it.
- 4) Grind up and find Noboru the Cudgel he circles around 43,38 and will drop Noboru's Cudgel which starts "[Noboru the Cudgel](#)" he has 2 level 36 guys with him but they are extremely easy to kill
- 5) Once that is done run SW back to Watcher Biggs at 26,59 and turn in "[Enroaching Wildlife](#)" accept "[The Lost Caravan](#)"
- 6) Grind north to the Harborage at 25,31 and at Magtoor turn in "[Noboru the Cudgel](#)" accept "[Draenethyst Crystals](#)"



- 7) From Avuun accept "[Mercy for the Cursed](#)" and from Holaru accept "[Pool of Tears](#)" which used to be a horde only quest
- 8) Go east to the Fallow Sanctuary at 54,29 and start collecting the "[Draenethyst Crystals](#)"
- 9) While you are out here in the lost one camp be sure to kill the cursed lost ones for "[Mercy for the Cursed](#)" they're really easy to spot because they're the giant draenei
- 10) When you get to the last camp you will see a broken caravan at 65,18 where you loot the caravan chest for "[The Lost Caravan](#)"



- 11) Make sure you clear the camp beside Galen Woodward before talking to him. It's pretty easy since you're 41
- 12) Once you got it clear or pretty clear, go to Galen Woodward in the cage and accept "[Galen's Escape](#)" and escort him easily out of Fallow Sanctuary and he will run off



- 13) After escorting him and getting the complete message, grind SW to his tent at 48,39 and open Galen's Strongbox to complete "[Galen's Escape](#)"

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- 14) Go SW to Watcher Biggs at 26,59 and turn in "[The Lost Caravan](#)" accept "[Driftwood](#)"
- 15) Run east through the swamp to 36,59 and then go south into the Blasted Lands

- 16) Run east into Nethergarde Keep at 63,18
- 17) Grab the FP and fly to Darkshire
- 18) Outside the house just west of the FP from Watchmaster Sorigal accept "[Supplies for Nethergarde](#)"
- 19) Hunters stable your pet and get the ridge stalker back out
- 20) Fly back to Nethergarde Keep and straight ahead in front of the barn at Quartermaster Lungertz turn in "[Supplies for Nethergarde](#)"

- 21) Run NW back up into the swamp of sorrows.
- 22) Run NE up to the Pool of Tears around the Sunken Temple at 70,54 and you should get a complete message for "[In Search of The Temple](#)"
- 23) Now in the water around the temple look for Atal'ai Artifacts for "[Pool of Tears](#)" they are only found at 61,57 67,72 70,64 73,42 75,60 76,63 68,43 65,46 67,60 75,60 & 76,53 there doesn't seem to be more than 10 and they are not on the edge of the temple and they're only buried in the sand



- 24) Go to the farthest NE part of the beach in this zone at 76,6 and start killing silt and monstrous crawlers and work your way south for "[... and bugs](#)" and look for wood planks on the ground for "[Driftwood](#)"



- 25) Hunters you get both of those quests done abandon the ridge stalker and tame a lvl 40-41 silt crawler for claw rank 6

- 26) Hearth to Darkshire
- 27) Hunters get your original cat back out
- 28) Fly to Nethergarde Keep

- 29) Run back up into the swamp
- 30) Go NW to Watcher Biggs at 26,59 and turn in "[Driftwood](#)" accept "[Deliver the Shipment](#)"
- 31) Run north to the Harborage at 25,31 and at Magtoor turn in "[Draenethyst Crystals](#)"
- 32) Go to Avuun and turn in "[Mercy for the Cursed](#)" and at Hoolaaru turn in "[Pool of Tears](#)"

- 33) Run back SE into the Blasted Lands
- 34) Run east to Quartermaster Lungertz in front of the barn in Nethergarde Keep at 66,21 and turn in "[Deliver the Shipment](#)"
- 35) Fly to BB
- 36) Go to the top of the Inn to Krazek turn in "[Dream Dust In the Swamp](#)" and accept "[Rumors for Kravel](#)"
- 37) Get on the boat to Racht and fly to Theramore
- 38) Go into the Inn to Morgan Stern and turn in "[... and bugs](#)"
- 39) Fly to Desolace

#### 41-42 Desolace

- 1) Make Nijel's Point your home
- 2) Go to the next level in the Inn to Brother Anton and accept "[Down the Scarlet Path](#)"
- 3) Go south some to Ungor standing near the table and accept "[Reagents For Reclaimers Inc pt.3](#)"
- 4) Run SW to the tent on the west side of the kodo graveyard to Brimbuzzle at 47,61 and accept "[Ghost-O-Plasm Round Up](#)"
- 5) Go south into the Mannoroc Coven and kill Succubus, Doomwarders, and Felhounds around 51,75 for "[Reagents For Reclaimers Inc pt.3](#)"
- 6) Go SE into the Valley of Bones and kill undead ravagers around 61,90 for "[Down the Scarlet Path](#)"
- 7) Once you get to 61,90 you should clear the mobs around the little hill and then use the crate of ghost magnets and unhostile centaurs will start to wander into it. They turn hostile after a few seconds. Just stand back and pull them and then loot the ghost-o-plasm ford "[Ghost-O-Plasm Round Up](#)"
- 8) You should be 42 by the time you're done killing everything here
- 9) Go back NW to to the tent on the west side of the kodo graveyard to Brimbuzzle at 47,61 and turn in "[Ghost-O-Plasm Round Up](#)"

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- 10) Hearth to Nijel's Point
- 11) Go to the next level in the Inn to Brother Anton and turn in "[Down the Scarlet Path](#)" SKIP the next part
- 12) Go south some to Ungor standing near the table and turn in "[Reagents For Reclaimers Inc pt.3](#)" accept "[Reagents For Reclaimers Inc pt.4](#)"
- 13) Fly to Theramore and take the boat to Menethil Harbor
- 14) Fly to IF
- 15) Go NE to the Hall of Explorers to Roetten Stonehammer at 67,17 and turn in "[Reagents For Reclaimers Inc pt.4](#)"
- 16) Get new skills
- 17) Fly to Booty Bay

#### 42-43 Stranglethron Vale

- 1) Go into the top level of the Inn to Krazek and accept "[Tran'Rek](#)"
- 2) Make BB your home
- 3) Next to you from Fizzlebub accept "[Zanzil's Secret](#)" and from Whiskey Slim near the door accept "[Whiskey Slim's Lost Grog](#)"
- 4) Go near the Bank to Bloads and accept "[Akiris By the Bundle pt.1](#)"
- 5) Go back up the ramp in the house next to the half ship to MacKinley accept "[Stoley's Debt](#)"
- 6) Where the dock forks up and down, go up and follow it near the forge to Dizzy One-Eye and accept "[Keep An Eye Out](#)"
- 7) Go out of BB and go to the right so you're on the beach and kill the buccaneers all around 31,79 for "[Up To Snuff](#)" and "[Keep An Eye Out](#)"
- 8) Kill the swashbucklers around the two camps at 29,81 and 27,82
- 9) The Bloodsail Orders move around. They can be at either camp or on the boat parked just off the shore from the camp at 27,82 for "[The Bloodsail Buccaneers pt.4](#)"



- 10) Run back up into BB, and turn left
- 11) Go To Dizzy One-Eye near the forge and turn in "[Keep An Eye Out](#)"
- 12) Go up to the top of the Inn to Deeg and turn in "[Up To Snuff](#)"
- 13) Go just outside to Fleet Master Seahorn and turn in "[The Bloodsail Buccaneers pt.4](#)" accept "[The Bloodsail Buccaneers pt.5](#)"
- 14) Go NW to around 25,63 and kill the naga for "[Akiris By the Bundle pt.1](#)"
- 15) Continue grinding on the nagas, or the pirates to the north, until you're at least 50% through 42 if you aren't already
- 16) Once you're done go across the bridge near the north of the nagas and follow it NE until you get back to the main road. Cross it and continue to the ocean up to the Ruins of Aboraz and kill the Zanzil humanoids for "[Zanzil's Secret](#)" while you make your way to 40,58 and kill Chucky for his ring for "[Voodoo Dues](#)"
- 17) Go up to the Ruins of Jubawal and kill Jon-Jon for his clubbed foot next to the fire at 34,51 and kill Maury for his golden spyglass to the north in the walls at 35,51 for "[Voodoo Dues](#)" and finish killing the Zanzil humanoids for the rest of "[Zanzil's Secret](#)"



- 18) Go NW behind the arena around 31,43 and kill Tethis for "[Raptor Mastery pt.4](#)" he doesn't spawn in the same spot every time
- 19) Go north to Nesingwary's at 35,10 and at Nesingwary turn in "[Raptor Mastery pt.4](#)" and accept "[Big Game Hunter](#)"
- 20) Go NE to the Rebel Camp at 38,3 to Doren and accept "[Colonel Kurzen](#)"
- 21) Go SE to the cave at 45,8 and when you get to the first fork, the left is a dead end, and the right goes down. Take the ramp down 1 level kill the elites and subchiefs for "[Colonel Kurzen](#)" when the subchiefs get a red aura around them don't melee attack them or it hurts you too
- 22) You will find Kurzen at the end of the cave at 49,3
- 23) Either run back out or die on purpose so you're near the rebel camp
- 21) Go to the rebel camp to Doren and turn in "[Colonel Kurzen](#)"
- 22) Kill the trolls around 44,34 until you're about 9k from leveling
- 23) Hearth to BB

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- 24) Next to you at Fizzlebub turn in "[Zanzil's Secret](#)"
- 25) Go to the house in front of the half boat to MacKinley and turn in "[Voodoo Dues](#)" accept "[Cracking Maury's Foot](#)"
- 26) Go down by the bank to Bloads and turn in "[Akiris By the Bundle pt.1](#)" accept "[Akiris By the Bundle pt.2](#)"
- 27) Get on the boat to Ratchet
- 28) Fly to Theramore
- 29) Go near the docks to Privateer Groy turn in "[Akiris By the Bundle pt.2](#)"
- 30) Fly to Gadgetzan

#### 43-43 Tanaris

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



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



- 18) You may get some drops of [Pirate's Footlocker](#) which can hold [Ship Schedule](#) which starts "[Ship Schedules](#)" and can also contain the [upper middle](#) and [lower](#) map fragments which starts "[Cuergo's Gold](#)" and only do them if you find them because you will need a group. If you don't find them all then skip them or sell them on the Gadgetzan AH
- 19) I highly suggest trying to get "[Ship Schedules](#)" since it's worth nearly 5k xp
- 20) You may also find the captain's key in a footlocker which will allow you open the chest inside the boat on the east of the town and get a descent item and some junk



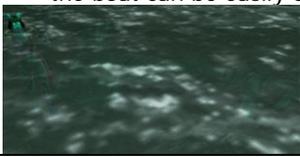
- 21) Hearth to Gadgetzan
- 22) In between the bank and the Inn at Bilgewhizzle turn in "[Wastewander Justice](#)" accept "[More Wastewander Justice](#)" and turn in "[WANTED: Caliph Scorpionsting](#)" and
- 23) Next to him at Luglunket turn in "[Water Pouch Bounty](#)" and any 5 you have extra you can turn in now, and later when you get more
- 24) You should be half way to 44 or close to it

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25) Go on the west side of town to Fizzledowser on top of the hill and accept " <a href="#">Gadgetzan Water Survey</a> "
26) Run west to Sandsorrow Watch and next to the tower at the peanut shaped lake at 39,29 use the Untapped Dowsing Widget in the middle for " <a href="#">Gadgetzan Water Survey</a> " but run once you get the sample because high 40's bugs appear and attack you
27) Run back to Gadgetzan and on the west side of town at Fizzledowser turn in " <a href="#">Gadgetzan Water Survey</a> " and accept " <a href="#">Noxious Lair Investigation</a> "
28) Go SE around 60,35 and kill wastewander rogues, assassins, and shadow mages for " <a href="#">More Wastewander Justice</a> "
29) Go NE to Steamweedle Port at 66,24 to the house on the south side of the dock to Stoley and turn in " <a href="#">Stoley's Shipment</a> " accept " <a href="#">Deliver to MacKinley</a> " and " <a href="#">Ship Schedules</a> " if you found it
30) Behind you at Bilgewhizzle turn in " <a href="#">WANTED: Andre Firebeard</a> " and " <a href="#">Southsea Shakedown</a> "
31) Go on the other side of the dock to Haughty Modiste and turn in " <a href="#">Pirate Hats Ahoy!</a> "
32) Hearth to Gadgetzan
33) Go between the bank and Inn to Bilgewhizzle in " <a href="#">More Wastewander Justice</a> "
34) Go to the NE side of town to Curgle Cranklehop and accept " <a href="#">Handle With Care</a> "
35) You should be about 75% to 44
36) Fly to Feathermoon
<b>43-45 Feralas</b>
1) Right beside the FP under the gazebo at Pratt McGrubben accept " <a href="#">The Mark of Quality</a> "
2) Make Feathermoon Stronghold your home
3) Go into the big building south of the Inn to Latronicus Moonspear and accept " <a href="#">The Missing Courier pt.1</a> " and from Shandris Feathermoon accept " <a href="#">The Ruins of Solarsal</a> "
4) Go to the building just east to Troyas Moonbreeze and accept " <a href="#">In Search of Knowledge</a> " and beside him from Angelas Moonbreeze accept " <a href="#">The High Wilderness</a> "
5) Go upstairs to Ginro Hearthkindle and turn in " <a href="#">The Missing Courier pt.1</a> " accept " <a href="#">The Missing Courier pt.2</a> "
6) Go SW to the Solarsal Gazebo at 26,52 and turn in " <a href="#">The Ruins of Solarsal</a> " accept " <a href="#">Return to Feathermoon Stronghold</a> "

7) Go back NE to Shandris Feathermoon in the big building and turn in " <a href="#">Return to Feathermoon Stronghold</a> " accept " <a href="#">Against the Hatecrest pt.1</a> " turn around to Latronicus Moonspear and turn it in accept " <a href="#">Against the Hatecrest pt.2</a> "
8) Go back SW to the Ruins of Solarsal at 26,54 and kill the hatecrest naga for scales for " <a href="#">Against the Hatecrest pt.2</a> " the drop rate appears faster on the island south and they're just as easy to kill
9) Now you should be 15k or under to 44 so kill the naga until iyou're about 2500 to 44. They give an average of 250 per kill
10) Go back NE to Latronicus Moonspear in the big building and turn in " <a href="#">Against the Hatecrest pt.2</a> " accept " <a href="#">Against Lord Shalzaru</a> "
11) Go SW down past Solarsal and across the water to the Isle of Dread and go into Shalzaru's Lair at 26,66 and go straight in to the back and kill Lord Shalzaru for " <a href="#">Against Lord Shalzaru</a> "
12) Die so you end up at Feathermoon or run back if not speeding
13) Go back to Latronicus Moonspear in the big building and turn in " <a href="#">Against Lord Shalzaru</a> " accept " <a href="#">Delivering the Relic</a> " then turn it in to Vestia Moonspear in this building
14) Take the boat to the mainland
15) Go south of the dock and kill screechers and then use Yeh'kinya's Bramble on the corpse and talk to the spirit that appears for " <a href="#">Screecher Spirits</a> "
16) Go south to the wrecked boat at 46,65 and turn in " <a href="#">The Missing Courier pt.2</a> " accept " <a href="#">Boat Wreckage</a> " the boat can be easily overlooked because it's fully underwater but it's right on the shoreline

17) Hearth to Feathermoon
18) Go in the little building across from the Inn next to the big building to the 2nd floor to Ginro Hearthkindle and turn in " <a href="#">Boat Wreckage</a> " accept " <a href="#">The Knife Revealed</a> "
19) Go up top of the tower to Quintis Jonespyre and turn in " <a href="#">The Knife Revealed</a> " accept " <a href="#">Psychometric</a> "

Reading

- 20) Go back to the little building to 2nd floor to Ginro Hearthkindle and turn in "[Psychometric Reading](#)" accept "[The Woodpaw Gnolls](#)"
- 21) Take the boat to the mainland
- 22) Go SE into the yeti cave at 54,56 and kill yeti for "[The Mark of Quality](#)" you can get the skins by skinning or as loot
- 23) If an [OOX-22/FE Distress Beacon](#) has fallen accept the quest "[Find OOX-22/FE!](#)" and turn it in at the back of the first part of the cave SKIP the escort.
- 24) Grind east to the Ruins of Isildien and kill the brutes, warlocks, and shamans between 60,56, and 59,66 for "[The High Wilderness](#)"
- 25) Go NE to Kindal Moonweaver at 65,45 and accept "[Freedom For All Creatures](#)" she's pretty hidden just NW of the camp entrance over a path that doesn't even look like you can walk on it.
- 26) Now she will follow you. Just kill the grimtotem until you get the bamboo cage key and open up the sprite cage and stick around killing tauren until it says you saved 6



- 27) Go back to Kindal Moonweaver and turn it back in and from Jer'kai accept "[Doling Justice pt.1](#)"
- 28) Go back into the grimtotem cave and kill naturalists, raiders, and shamans for "[Doling Justice pt.1](#)"
- 29) Go back to Jer'kai and turn it in "[Doling Justice pt.1](#)" and accept "[Doling Justice pt.2](#)"
- 30) Go SE to Woodpaw Hills at 73,56 and touch Large Leather Backpacks on the big tree and turn in "[The Woodpaw Gnolls](#)" accept "[The Writhing Deep](#)"



- 31) You will now have a backpack called Undelivered Parcel which starts "[Thalanaar Delivery](#)"
- 32) Grind south to the hive at 73,63 and go all the way down to the bottom and into the southern tunnel then stay right and you'll see a Zukk'Ash Pod there. Touch it and turn in "[The Writhing Deep](#)" accept "[Freed From the Hive](#)" then wait until it says complete before you run off. It's not an escort but you have to listen to his short comment.



- 33) Hearth to Feathermoon
- 34) Right beside the FP under the gazebo at Pratt McGrubben turn in "[The Mark of Quality](#)" accept "[Improved Quality](#)"
- 35) Go in the little building across from the Inn next to the big building to Angelas Moonbreeze and turn in "[The High Wilderness](#)" then go upstairs Ginro Hearthkindle and turn in "[Freed From the Hive](#)" accept "[A Hero's Welcome](#)"
- 36) Go to the big building west to Shandris Feathermoon and turn in "[A Hero's Welcome](#)" accept "[Rise of the Silithid](#)"
- 37) Fly out to Thalanaar, the spot between 1k needles and here at 89,46, and at Falfindel Waywarder turn in "[Thalanaar Delivery](#)"
- 38) Fly to Rut'theran Village
- 39) Follow the dock and go in the only house here to Eralas Ambersky and turn in "[Handle With Care](#)" and accept "[Favored of Elune?](#)"
- 40) Go upstairs to Daryn Lightwind and turn in "[In Search of Knowledge](#)" then go to the back of the house near the bookcase and on the floor is Feralas: A History. Open it and accept "[Feralas: A History](#)" turn it back in to her and accept "[The Borrower](#)"



- 41) Get new skills if you can, if you can't you can head to Exodar
- 42) Go to the temple of the moon at 39,86 and up to the 2nd floor and turn left to Gracina Spiritmight and turn in "[Rise of the Silithid](#)" and at Tyrande Whisperwind turn in "[Doling Justice pt.2](#)"
- 43) Buy 2 [Elixir of Fortitude](#) for a later part of this quest from another player or the AH
- 44) Hearth to Feathermoon or fly to Gadgetzan and on the NE side of town at curgle Cranklehop turn in "[The Borrower](#)" accept "[The Super Snapper FX](#)"

**45-46 Uldaman**

- 1) Now you can either grind on the pirates in Tanaris on the east coast in Lost Rigger Cove at 72,46 or you can do Uldaman. I highly suggest you do Uldaman. You picked up every quest we went past while

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- leveling. If you get a good group build you can easily do just about every quest in there in less than 3 hours max. I usually fully do Uldaman inside and out; I don't finish all the quests unless I have to level. One full run inside and out should get you 75-100% through this level. Plus you can solo all the mobs outside of the instance 2-3 at a time no problem. The end of Uldaman, after the boss, the mini disks quest, gives about 20k xp between that and talking to the ghostly npc who spawns in there, as well as gives some nice xp for quests later on which will be done and account for leveling xp. And you could miss some xp spots for later quests and have to grind some
- 2) This is much faster than grinding would be. I really hate to do instances when trying for the best time but alliance has less quests than the horde do and I did mention there will be about 10-15% of grinding on your way to 60. If you did do all instances though you would be really slowed down. This isn't going to put a break in your time with a good group, preferably guild groups of 45+
  - 3) You can stop at about 75% to 46 but again I suggest you level. It's not as bad as it seems.
  - 4) A great map of Uldaman and where the parts of most of the quests pieces can be done at is listed [here on worldofwar.net](http://www.worldofwar.net) and the map also shows up when you press M in the dungeon if using metamap
  - 5) Go to Uldaman and start killing mobs in the caves outside of the instance. Enter the mines, and in the first open chamber, go down into the pit and into the tunnel.
  - 6) Keep an eye out for carved stone urns for "Agmond's Fate: Magenta Fungus Cap mushrooms for "Uldaman Reagent Run" can be found near fires both outside and inside the instance.
  - 7) At 53.60 turn in "A Sign of Hope, pt2" with Hammertoe and accept "of Secrets".
  - 8) Hug the left wall at this point. It is easy to miss a turn. Clean out everything you find in the two chambers in the SE corner of the minimap. You have two objectives here: to complete "Amulet of Secrets" by killing Magrean Deepshadow, and to open the Ancient Chest at 53.61 in the larger cavern to complete Solution to Doom. If someone has already killed Magrean, just keep the area suppressed until he respawns; he is easy, especially if his golem doesn't accompany him.
  - 9) Once this is done, leave by hugging the left wall again, which will mean a tight u-turn into a chamber and then into a green hall; there, open the small chest at 53 61 by wall to complete "Reclaimed Treasures. Hug the left wall again until you see Hammertoe on the minimap, then go straight to him. Turn in "Amulet of Secrets" and accept "Prospect of Faith".
  - 10) Turn around, hug the right wall (no need to jump off the cliff) and you will find the instance portal. Carved stone urns can usually be found in this chamber and its side-tunnel to the SW.
  - 11) At some point either outside or inside the instance, you may get the "Shattered Necklace" as a drop. How much you do of this quest chain depends on where you get it, how many times you run the instance, and whether you're willing to run around a bit.
  - 12) Right-click on the Necklace to get the "Shattered Necklace" quest.
  - 13) Hearth/Fly to Ironforge, turn it in at Talvash del Kissel (36,4). Accept "Lore for a Price", get 5 silver bars (from mining or AH), then return to her, turn it in, and accept "Back to Uldaman". You will get a Phial of Scrying that you will need later.
  - 14) When you do your next instance run, visit the remains of the paladin (on the WorldOfWar.net map), turn in the quest and accept "Find the Gems". The locations of the gems are on the map. Once you have them, right-click on the phial, and left-click on the ground (????). Accept "Restoring the necklace". Kill the "Shattered Necklace Power Source" boss to complete this quest (attack only the boss, the minions will vanish when he is dead).
  - 15) The Lost Dwarves quest can be done by finding Baelog near the start of the Instance (see map, a Shattered Necklace gem is also there). Turn in the quest and accept "The Hidden Chamber". If nobody in your group has the Staff of Tzol, read Baelog's journal (on table next to him), and open his chest to get the Gni'kiv Medallion. Then kill Revlosh for the Shaft of Tzol (refer to map for locations), combine the two, and use the completed Staff to open the hidden chamber. This is done by placing it on the model map in the "map room" in front of the door to the chamber, just like in Raiders of the Lost Ark. You don't have to defeat the boss that is released, just enter the room.
  - 16) Turning in the quests: Turn in "Power Stones" with RiggleFuzz at 42.52 in the Badlands, and "Prospect of Faith" with Ryedol at 53.43 and accept "Prospect of Faith, pt.2", then head south and turn in "Solution to Doom" with Theldurin at 51.76. Run back up to Prospector Ironband in Loch Modan (64.66) and turn in "Agmond's Fate", then NW to Ghak Healtouch in Thelsamar to turn in "Uldamon Reagent Run."
  - 17) Hearth back to Ironforge. Go to Krom Stoutarm (74.10) and turn in "Reclaimed Treasures." then go over to Historian Karnik and turn in "Prospect of Faith, pt.2". Accept "Passing Word of a Threat", turn it in to Begrum in the same room, accept part 2, turn that back in with Karnik (for a quick 4K exp!) and decline "Ambassador of Evil". Do not accept "Passing the Burden" from Karnik, as you will grab it later. If you completed "The Hidden Chamber", turn it in with Stormpike in the same room. If you completed "Restoring the Necklace", turn it in to Talvash at 36.4.
  - 18) Now You da man when it comes to Uldaman
  - 19) Uldaman Walkthrough courtesy of [Robert Woodhead](http://www.worldofwar.net)
  - 20) Once you're all set, fly to SW and go NE to Brohann Caskbelly in the bar in the Dwarven District at 64,20 and turn in "[In Search of The Temple](#)" and accept "[In Search of The Hinterlands](#)"

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- 21) Get new skills then fly to Southshore
- 22) Run NE up to the path at 84,33 behind Durnholde Keep and you will see 2 griffins kind of guarding the path into The Hinterlands

#### 46-47 The Hinterlands

- 1) Go up the first path on your left to Falstad at 11,46 and turn in "[In Search of The Hinterlands](#)" accept "[Gryphon Master Talonaxe](#)"
- 2) Go up higher and grab the FP
- 3) Now go further back in the cave to Talonaxe and turn in "[Gryphon Master Talonaxe](#)" accept "[Rhapsody Shindigger](#)" and "[Witherbark Cages](#)"
- 4) Just outside the Inn to Ambassador Ruaeth in front of the big round archer tower and accept "[Featherbeard's Endorsement](#)" "[A Gesture of Goodwill](#)" and "[Preying on the Predators](#)"
- 5) Go into the Inn and turn right and at Fraggar Thundermantle accept "[Skulk Rock Clean-Up](#)" and "[Troll Necklace Bounty](#)"
- 6) Go way in the back of the Inn up to around 13,41 and make Aerie Peak your home.

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



- 8) Grind north to the path 20,48 on many silvermanes for "[Preying on the Predators](#)" while keeping an eye out for wildkin feathers on the ground for "[Favored of Elune?](#)" you don't need all the feathers yet



- 9) Follow the path up to Rhapsody Shindigger in Shindigger's Camp at 26,48 and turn in "[Rhapsody Shindigger](#)" accept "[Rhapsody's Kalimdor Kocktail](#)"
- 10) Go south to the Zun'watha at 23,58 and clear most of the trolls out and open the first and second cages for "[Witherbark Cages](#)"



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



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

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



- 14) You should also have 5 necklaces for "[Troll Necklace Bounty](#)"
- 10) Go NE to Agol'watha at 46,42 and kill the green sludges for "[Skulk Rock Clean-Up](#)" further in the back are some jade oozes but you probably won't get all of them here
- 11) If you found the [OOX-09/HL Distress Beacon](#) go NE to the little mound in the lake at 49,37 and turn it in but skip the escort
- 12) Go east to Skulk Rock at 56,41 and kill jade oozes for "[Skulk Rock Clean-Up](#)"
- 13) Go all the way east to the waterfall at 81,46 and dive into the water below
- 14) Go south along the shore and grab the Pupellyverbos Port bottles for "[Whiskey Slim's Lost Grog](#)"



- 15) Keep an eye out for an elite turtle named Gammerita and take her picture for "[The Super Snapper FX](#)"

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- 16) Hearth to Aerie Peak
- 17) Go to the front of the Inn to Fragger Thundermantle and turn in "[Skulk Rock Clean-Up](#)" and "[Troll Necklace Bounty](#)"
- 18) In front of the Inn at Ruaeth turn in "[A Gesture of Goodwill](#)" and "[Preying on the Predators](#)"
- 19) Go up past the FP to Talonaxe in the cave at 9,44 and turn in "[Witherbark Cages](#)" accept "[The Altar of Zul](#)"

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



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



- 22) Get the quest "[Jammal'an the Prophet](#)" here at 33,75 from Atal'al if you plan to do Sunken Temple later
- 23) Go east to 48,68 and run up top of the Altar of Zul until it says complete and then run away for "[The Altar of Zul](#)"
- 24) You should be at least 50% through 46 at this point.
- 25) Now grind on the trolls and wolves around the Altar of Zul until you're 1 bar from 47 or do some instancing. Sadly again there is a bit of grinding because Blizz favors horde and they have lots more quests but they do still have to grind a bit.
- 26) I'm sure by the time you get near leveling you're going to find [OOX-09/HL Distress Beacon](#) accept "[Find OOX-09/HL](#)" and turn it in at 49,37 and then if you want to try it you can accept "[Rescue OOX-09/HL](#)" and escort it to the shore at 78,61 The first encounter is 3 low 40's owlkin and the second encounter is 3 47 ish trolls. Watch out for the stealthed wolves on the way

- 27) Once you're about 6k or 1 bar from 47 then hearth to Aerie Peak
- 28) In front of the Inn at Ruaeth turn in "[Reclaiming the Eggs](#)"
- 29) Go up past FP to Talonaxe at 9,44 and turn in "[The Altar of Zul](#)" accept "[Thadius Grimshade](#)"
- 30) Fly to Menethil Harbor
- 31) Take the boat to Auberdine and then fly to Rut'theran Village
- 32) Run to the only house here to Eralas Ambersky at 55,92 and turn in "[Favored of Elune?](#)"
- 33) Go upstairs to Daryn Lightwind and turn in "[The Super Snapper FX](#)" accept "[Return to Troyas](#)"
- 34) You should definitely be 47 now
- 35) Fly to Feralas

#### 47-47 Feralas

- 1) Make Feathermoon Stronghold your home
- 2) Go across from the Inn to the 2 story house to Troyas Moonbreeze and turn in "[Return to Troyas](#)" accept "[The Stave of Equinex](#)" and from Angelas next to him accept "[The Sunken Temple](#)"
- 3) Swim or boat east to the dock
- 4) Take the boat to the mainland and beside the dock from Zorbin Fandazzle at 45,43 accept "[Zapped Giants](#)" and "[Fuel for Zapping](#)"
- 5) Make the Zorbin's Ultra-Shrinker a hotkey and go south along the shore and start zapping the elite giants so that they turn non elite and kill them for "[Zapped Giants](#)" and also kill water elementals for "[Fuel for Zapping](#)"
- 6) Go north back to Fandazzle at 45,43 and turn in "[Zapped Giants](#)" and "[Fuel for Zapping](#)" You can now do those again for rep and about 500 xp per turn in. Now he opens his store to you.
- 7) Run east to the to Kindal Moonweaver outside the grimgrotoem camp at 65,45 and accept "[An Orphan Looking For A Home](#)"
- 8) Go SW to the yeti cave at 56,56 and do the robot chicken escort if you found the beacon to start it,

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- don't be afraid to ask for help if needed. It's should be real easy now
- 9) Go north to 51,31 below the yeti cave at and kill ironfur bears and groddoc gorillas until you get 3 livers from each of them for "[Rhapsody's Kalimdor Kocktail](#)"
  - 10) Kill the Rage Scar Yeti's east up near the cave for "[Improved Quality](#)" remember you can skin them for these as well just like earlier. Keep killing the yeti until the Pristine Yeti Hide drops which starts "[Pristine Yeti Hide](#)"
  - 11) Go NW to Rockbiter at his camp at 42,22 and accept "[The Giant Guardian](#)"
  - 12) Go NW into the Ruins of Ravenwind and get the Blytan Essence from the fire at 38,15 for "[The Stave of Equinex](#)"



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



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



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



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



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



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

- 19) Hearth to Feathermoon Stronghold
- 20) Right beside the FP under the gazebo at Pratt McGrubben turn in "[Pristine Yeti Hide](#)" and "[Improved Quality](#)"
- 21) Take your 2 Elixirs of Fortitude out of your mailbox if you don't already have them on you.
- 22) Go across to the 2 story house to Troyas Moonbreeze and turn in "[The Morrow Stone](#)"
- 23) You should be close to 70% through 47
- 24) Fly to Gadgetzan

47-48 Tanaris

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- 1) Just inside Gadget as you enter form the FP at Noggenfogger accept "[The Thirsty Goblin](#)"
- 2) Make Gadget your home
- 3) Go behind the Inn to Andi Lynn near the campfire and accept "[The Dunemaul Compound](#)"
- 4) Go to Tran'rek between the 2 north entrances and accept "[Thistleshrub Valley](#)"
- 5) Go south to the giant ribbones in the ground at 49,36 and 44,39 and 47,45 and kill Rocs for "[Rhapsody's Kalimdor Cocktail](#)" If it's busy just do it later
- 6) Ride SE over to Marvon Rivetseeker in Broken Pillar at 52,45 and turn in "[The Sunken Temple](#)" and accept "[The Stone Circle](#)" and "[Gahz'Ridian](#)"
- 7) Now put on the Gahz'Ridian Detector Helm and yellow dots on mini map will show the pieces you need to get for "[Gahz'Ridian](#)". It's up to you if you want to wear this in fights. This stuff is all over



- 8) Run SW to the Dunemaul Compound clear a path to 40,58 and kill Gor'Marok the Ravager for "[The Dunemaul Compound](#)" You don't need to get the rest of the ogre kills all from here
- 9) Head SE to the Eastmoon Ruins at 47,65 and finish killing the ogres for "[The Dunemaul Compound](#)" while gathering the rest of the artifacts for "[Gahz'Ridian](#)"
- 10) Grind on the ogres until you're 10k from 48
- 11) Run SW to Uldum and sneak up the left side to the pedestal at 37,81 and turn in "[Seeing What Happens](#)" (you only get this if you went to the end of Uldaman)



- 12) Talk to the guy who appears, accept "[The Stone Watcher](#)" and talk to him until completed then touch the pedastal to turn it back in
- 13) Touch the pedastal one more time and accept "[Return to Ironforge](#)"
- 14) Go NW to Thistlegrub Valley at 29,66 and kill Gnarled Thistlegrub and Thistlegrub Rootshapers for "[Thistleshrub Valley](#)" and the dew collectors for "[The Thirsty Goblin](#)" You should hit 48 here
- 15) If you find Tooga accept "[Tooga's Quest](#)" he should be at 29,73 near the zeppelin, but you can find him anywhere around this valley. He follows you so it makes it another easy escort
- 16) Go NE to the noxious lair at 34,46 and kill the centipaar for "[Noxious Lair Investigation](#)" If you can't get them all before tooga has 10 minutes left then go to the next step and then come back.
- 17) Go far NE to Torta south of steamwheel port at 66,25 and turn in "[Tooga's Quest](#)"
- 18) Go into the hut on the south side of the Port to Yuka Screwspigot and accept "[Yuka Screwspigot](#)"
- 19) On the north side of the Port at Yeh'kinya at 66,22 and turn in "[Screecher Spirits](#)" SKIP the ZF part unless you plan to do it later

- 20) Hearth to Gadgetzan
- 21) Go near the south entrance to Noggenfogger and turn in "[The Thirsty Goblin](#)" accept "[In Good Taste](#)"
- 22) Go behind the Inn to Andi Lynn near the campfire and turn in "[The Dunemaul Compound](#)"
- 23) Go between the north entrances to Tran'rek and turn in "[Thistleshrub Valley](#)"
- 24) Go west to Sprinkle and turn in "[In Good Taste](#)" accept "[Sprinkle's Secret Ingredient](#)"
- 25) In the building beside her at Alchemist Pestlezugg turn in "[Noxious Lair Investigation](#)"
- 26) Go on the hill behind the building to Fizzledowser and accept "[The Schrimshank Redemption](#)"

- 27) Ride south over to Marvon Rivetseeker in Broken Pillar at 52,45 and turn in "[Gahz'Ridian](#)"
- 28) Run SE into the Gaping Chasm to the hive entrance at 55,70 and take the spiral down to the entrance to the north. At the first fork go right then after the circular room is another fork and again go right. You will enter a big square room and should now hug the right wall to 55,71 and grab the survey gear for "[The Schrimshank Redemption](#)"



- 29) Die on purpose so you end up at Gadgetzan
- 30) Go to the hill on the west side of town to Fizzledowser and turn in "[The Schrimshank Redemption](#)" accept "[Insect Part Analysis pt.1](#)"
- 31) Go to the house on the NW part of town to Alchemist Pestlezugg and turn in "[Insect Part Analysis pt.1](#)" accept "[Insect Part Analysis pt.2](#)"
- 32) Go back up on the hill to Fizzledowser and turn in "[Insect Part Analysis pt.2](#)" accept "[Rise of the Silithid](#)"

- 33) Run north into the Shimmering Flats to Quentin at 78,74 in the Mirage Raceway and turn in "[An Orphan Looking For A Home](#)" accept "[A Short Incubation](#)" and since you already have the elixirs turn it back in and accept "[The Newest Member of the Family](#)" you have an hour to turn this in so don't log out before you finish this quest

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- 34) Go back to Gadgetzan and get any mageweave you have out and build up first aid as much as you can
- 35) Fly to Theramore and train higher bandage skills if you can at the doctor
- 36) Boat to Menethil and fly to IF
- 37) Go NE to Karnik at 77,11 and turn in "[Return to Ironforge](#)" accept "[A Future Task](#)" and "[Passing the Burden](#)"
- 38) Turn around to Magellas at 70,18 and turn in "[A Future Task](#)"
- 39) Go NW to Tymor in the Mystic Ward at 31,4 and turn in "[Passing the Burden](#)" accept "[Arcane Runes](#)" and "[An Easy Pickup](#)"
- 40) Go SE to Xiggs Fuseligh in the Military Ward at 70,93 and turn in "[An Easy Pickup](#)" and accept "[Signal For Pickup](#)" then turn it back in. Now you got the flare gun to signal later on and put it in the bank
- 41) Make IF your home and get new skills
- 42) Fly to the Aeries Peak

#### 48-48 The Hinterlands

- 1) Go in the Inn and go downstairs to Agnar Beastamer at 14,43 and turn in "[The Newest Member of the Family](#)" accept "[Food For Baby](#)"
  - 2) Run east to the path at 20,48 and follow the path up to Rhapsody Shindigger at 26,48 and turn in "[Rhapsody's Kalimdor Cocktail](#)" watch the scene then accept "[Rhapsody's Tale](#)"
  - 3) Run SE down to the Valorwind Lake at 40,59 and swim to the bottom and grab a Violet Tragan for "[Sprinkle's Secret Ingredient](#)" just make sure that you don't use it or you'll have to get another
- 
- 4) Run NE until you're east of 57,47 and kill silvermane stalkers for "[Food For Baby](#)"
  - 5) Run back west to Aerie Peak and go to the bottom floor of the Inn to Agnar Beastamer and turn in "[Food For Baby](#)" accept "[Becoming A Parent](#)" then turn it back in. Cute pet and good xp =)
  - 6) Hearth to IF and fly to Booty Bay

#### 48-49 Stranglethorn Vale

- 1) Go down to the first floor of the Inn and make it your home
  - 2) Beside you at Fizzlebub turn in "[Back To Booty Bay](#)" and at Whiskey Slim near the exit turn in "[Whiskey Slim's Lost Grog](#)"
  - 3) Get your gorilla fangs out of the bank if you saved them earlier
  - 4) Enter the house across from the upside down half ship to MacKinley and turn in "[Deliver to MacKinley](#)"
  - 5) Under that boat outside from Fin Fizracket accept "[Stranglethorn Fever](#)"
  - 6) Go up the ramp and in the first house on the right to Oglethorpe Obnoticus and turn in all of the robot chicken escorts you've completed. If you managed to complete all 3 escorts you get 7100 extra exp
  - 7) Go near the boat to Captain Hecklebury Smotts and accept "[The Captain's Chest](#)"
  - 8) Go NE of town to 34,63 and kill gorillas for gorilla fangs if you didn't get enough last time you killed them for "[Stranglethorn Fever](#)" then go up to Witch Doctor Unbagwa in the cave at 35,60 he'll ask for 10 gorilla fangs. Turn them in and he will then summon 3 waves of gorillas. All of the gorillas are about level 41 and drop fast. The first 2 waves are easy to solo, but the last may not be. Just kill Mokk first and loot his heart. It's pretty easy. The waves do not come until you're finished with the prior one too
  - 9) Go north to 38,34 and kill King Bangalash for "[Big Game Hunter](#)" he spawns level 33 minions at set intervals throughout the fight but it's not like they're a problem
  - 10) Run NE up to Mosh'Ogg Ogre Mound at 48,25 and kill the ogre standing near the big log on the ground. He appears to always have the key first try for "[Cracking Maury's Foot](#)" If you don't find this after an hour just abandon the quest. It has a low drop rate. If you don't get the key then just grind until you're 2 bars from 49. Grinding for the hour will make up for not getting it as well as added xp if you do find it
  - 11) Go north to Nesingwary at Nesingwary's Expedition at 35,10 and turn in "[Big Game Hunter](#)"
  - 12) Hearth to Booty Bay
  - 13) Go up to the half boat just outside of the Inn to Fin Fizracket and turn in "[Stranglethorn Fever](#)"
  - 14) Go into the building beside the boat to MacKinley and if you found the key turn in "[Cracking Maury's Foot](#)"
  - 15) Run to the shore just east of BB and open half-buried bottles until you get a Carefully Folded Note which starts "[Message in A Bottle pt.1](#)"
- 
- 16) Go NE some along the shore to 36,69 and kill Gorlash for "[The Captain's Chest](#)" He's a 47 elite and he can be tough but not too much of a problem if you use all your abilities

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- 17) Go SE to Juergo Isle to 38,80 and at Princess Poobah turn in "[Message in A Bottle pt.1](#)" SKIP the next part, unless you can get a group to kill the 51 ape
- 18) While on the 3 upcoming ships look for a scroll that can be on any level of the ship called Cortello's Riddle which starts "[Cortello's Riddle pt.1](#)"



- 19) Go SW to the first pirate ship at 33,87 and go down one floor to the nose of the ship and kill Captain Stillwater for "[The Bloodsail Buccaneers pt.5](#)"
- 20) Go west to the other 2 ships at 30,88 and enter the one on the east like before and go down one floor to the nose of the ship and kill Fleet Master Firallon then go to the final ship and kill Captain Keelhaul for "[The Bloodsail Buccaneers pt.5](#)"

- 21) If hearth is up, use it, otherwise die so you end up at BB
- 22) Go near the boat to Captain Hecklebury Smotts and turn in "[The Captain's Chest](#)"
- 23) Go to the top of the Inn to Fleet Master Seahorn and turn in "[The Bloodsail Buccaneers pt.5](#)"
- 24) Fly to Stormwind
- 25) Go NE to Brohann Caskbelly in the bar in the Dwarven District at 64,20 and turn in "[Rhapsody's Tale](#)" SKIP the rest
- 26) From here on, either look at the AH when you go by one, or use your AH char to search for your Blue Dungeon Set Bracers. This won't be doable on new servers and is probably even harder since the expansion because no one really does the level 60 instances. Also look for a mithril casing for a later quest in Un'Goro. You can also try to get either from other players.
- 27) Fly to Darkshire

- 28) Run east through Deadwind Pass into the Swamp of Sorrows
- 29) Follow the road until it forks and take the left fork up just a tiny bit until you come across the bridge at 22,48 and under it is A Soggy Scroll hidden in the water which turns in "[Cortello's Riddle pt.1](#)" accept "[Cortello's Riddle pt.2](#)"



- 30) Run down to the Blasted Lands

#### 49-50 Blasted Lands

- 1) No need to rush through this zone so grind on anything you see
- 2) Go south to 50,14 and from Lynnore accept "[The Basilisk's Bite](#)" "[Vulture's Vigor](#)" and from Drazial accept "[Snickerfang Jowls](#)" "[A Boar's Vitality](#)" and "[The Decisive Striker](#)"
- 3) You're going to need the following amount of items to complete all 5 of these quests. Snickerfang Jowls: **5**, Blasted Boar Lungs: **6**, Scorpok Pincers: **6**, Basilisk Brain: **11**, Vulture Gizzards: **14** It's going to be like grinding getting all this so you're killing 2 birds with 1 stone. You'll most likely gain half a level before you turn these in.
- 4) Just circle the center of the map and you'll find all the stuff you need to kill. I'd mark it with coords but there would be way too many. You might want to avoid anything 53 and up that is farther to the south. You should make some nice money with skinning here.
- 5) You should be close to 3 1/2 bars through 49 now
- 6) Grind south to Kum'isha the Collector at 51,35 and accept "[Everything Counts In Large Amounts](#)" If you do find one of these just turn it back in when you pass her, you're bound to find at least one while here. Don't even bother with the other quest you'll never find it. I've been playing WoW since release and never found one. I was told they only come from the dragon boss flying around
- 7) Once you have all the parts go back to Lynnore and Drazial at 50,14 and turn in the 5 quests, "[The Basilisk's Bite](#)" "[Vulture's Vigor](#)" "[Snickerfang Jowls](#)" "[A Boar's Vitality](#)" and "[The Decisive Striker](#)" but turn in the one you want the most last, because you get buffed and get an item as well. These each give 4700 xp
- 8) Go to Nethergarde Keep to the top of the tall tower at 66,19 to Thadius Grimshade and turn in "[Thadius Grimshade](#)" SKIP the next part unless you plan to do Zul Farrak
- 9) You should be close to 70% through 49 now. If you don't want to do ZF to hit 50, grind here until you're about 13k from 50. If you wanna do ZF go to the next step now

- 10) Hearth to Booty Bay
- 11) From Crank Fizzlebub accept "[Zanzil's Mixture and A Fool's Stout](#)"
- 12) Get on the boat to Ratchet
- 13) At the end of the dock go in the first hut on the left to Liv Rizzlefix and accept "[Volcanic Activity](#)"
- 14) Just outside this hut is Marvon's Chest that you need to open for "[The Stone Circle](#)"

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- 15) Fly to Gadgetzan
- 16) Go near the NW entrance to Sprinkle and turn in "[Sprinkle's Secret Ingredient](#)" then wait a moment while she prepares it and accept "[Delivery For Marin](#)"
- 17) Go back near the SE entrance to Noggenfogger and turn in "[Delivery For Marin](#)" accept "[Noggenfogger Elixir](#)" then wait for him to make the elixir and then turn it back in. Now you get 5 elixirs and can buy them from here on out. These have some useful effects but are more fun than useful.

- 18) Run north into the Shimmering Flats to Kravel Koalbeard at 78,77 in the Mirage Raceway and turn in "[Zanzil's Mixture and A Fool's Stout](#)" you can now choose 2 quests, accept "[Get the Goblins Drunk](#)" then go east to the Goblin Pit Boss at 79,76 and turn it in
- 19) Go back west to Koalbeard and accept "[Report Back to Fizzlebub](#)"
- 20) Run back south to Tanaris
- 21) Go SE to Marvon Rivetseeker in Broken Pillar at 52,45 and turn in "[The Stone Circle](#)" SKIP the rest unless you plan on doing the Sunken Temple.
- 22) You should be close to 50 now, either go do ZF if you're not 50 or you should have grinded in Blasted Lands.
- 23) If you do ZF you only really need to complete at least 2-3 of the following quests "[Troll Temper](#)" "[Divino-matic Rod](#)" "[Gahz'rilla](#)" "[The Prophecy of Mosh'Aru](#)" I highly suggest getting "[Divino-matic Rod](#)" and "[Gahz'rilla](#)" because you get an awesome ring and a mount speed increase trinket which I've used since the start of WoW and you will use them on up to 60 and then some
- 24) Now you should be about 1-2 bars into 50 if you went to ZF. From here on out there is a lot more fresh content, as you seen 45-50 is a pain in the ass. We still have a lot of untouched areas to XP in now.

- 25) Hearth to Booty Bay
- 26) Beside you at Fizzlebub turn in "[Report Back to Fizzlebub](#)"
- 27) Fly to Stormwind or Ironforge to get new skills
- 28) Hunters go to your trainer and accept the quest "[The Hunter's Charm](#)"
- 29) Make sure you get at least 15 silk cloths out of the mailbox or AH alt, or buy some for an upcoming quest
- 30) Make IF your home and accept "[Assisting Arch Druid Staghelm](#)"
- 31) Fly to Thelsamar

- 29) Run down into the Badlands
- 30) Run all the way west to 1,62 and enter the Searing Gorge

#### 50-51 Searing Gorge

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



- 2) Since you already have the toilet paper, silk cloth, just below into the digsite and kill the geologists for the rest of "[Caught!](#)"
- 3) Clear all the mobs and at the bottom of the little pit and from Dorius Stonetender accept "[Suntara Stones pt.1](#)" escort him to NE 74,19 and when he dies grab the signed letter he drops which turns this in and starts "[Suntara Stones pt.2](#)"



- 4) Run back south near the outhouse at 65,62 and get the last of your geologist kills if you need them and at the wooden outhouse turn in "[Caught!](#)" accept "[Ledger From Tanaris](#)" and grab the Goodsteel Ledger he slips you under the door



- 5) Run SE down to 71,72 and kill Margol the Rager and grab Margol's Horn off him which starts "[The Horn of the Beast](#)" this gives you the searing gorge key, useless now that there is a FP here but good XP
- 6) Run NW to Kalaran Windblade at 39,38 and accept "[Divine Retribution](#)" then talk to him until completed and turn it in and accept "[The Flawless Flame](#)"
- 7) Run north up to Thorium Point at 38,26
- 8) Off the wanted sign accept "[WANTED: Overseer Maltorius](#)" (this will require a group) "[STOLEN: Smithing Tuyere and Lookout's Spyglass](#)" and "[JOB OPPORTUNITY: Culling the Competition](#)"
- 9) Near the tower from Hansel Heavyhands accept "[Curse These Fat Fingers](#)" "[Fiery Menace!](#)" "[Incendosaurs? Whateverosaur is More Like It](#)"
- 10) Under the tent from Burninate accept "[What The Flux?](#)"
- 11) Grab the FP and fly to Ironforge
- 12) Go NE to Thorius in the Hall of Explorers at 71,16 and turn in "[Suntara Stones pt.2](#)" accept "[Dwarven Justice](#)"
- 13) Fly to Thelsamar
- 14) Run SW to Mountaineer Pebblebitty 18,83 and turn in "[The Horn of the Beast](#)" accept "[Proof of Deed](#)"
- 14) Hearth or fly back to Ironforge
- 15) Go NE to Thorius in the Hall of Explorers 71,11 again and turn in "[Proof of Deed](#)", accept "[At Last!](#)"
- 16) Go a little bit south to Laris Geardawdle at 75,23 and accept "[A Little Slime Goes A Long Way](#)" and then put the package of empty ooze containers in the bank
- 17) Fly to Thelsamar
- 16) Run SW to Mountaineer Pebblebitty 18,83 and turn in "[At Last!](#)" for an easy 12k xp
- 17) Now the fun part is doing all these quests. Some of the mobs you have to kill are in a widespread area so I really can't list coords on them
- 18) Go through the gate into the Gorge with your new key
- 19) From here south kill glassweb spiders for legs for "[Ledger From Tanaris](#)"
- 20) Kill any golems you see as well for "[The Flawless Flame](#)"
- 21) Go around the southern part of the cauldron, the pit on the map, and circle it back towards Thorium Point and do the following:
  - 22) Kill heavy war golems and infernal elementals magma elementals for "[The Flawless Flame](#)" and heavy war golems for "[Curse These Fat Fingers](#)"
  - 23) Kill dark iron lookouts for the spyglass around the towers and steamsmiths for the tuyere to the NW of the cauldron around the edge of the cauldron for "[STOLEN: Smithing Tuyere and Lookout's Spyglass](#)". There are only about 6 of them so come back if they don't drop. They seem to drop outhouse key a lot
  - 24) Kill greater lava spiders mainly to the SW and NW of the west of the cauldron for "[Fiery Menace!](#)"
  - 25) If the Grimesilt Outhouse Key dropped then use it to start "[The Key to Freedom](#)" and turn it in at at the wooden outhouse to the SE at 65,62 and free locheed
  - 26) Go just south of Thorium Point to Kalaran Windblade at 39,38 and turn in "[The Flawless Flame](#)" accept "[Forging the Shaft](#)"
  - 27) Go south to the elevator and take it down into the cauldron
  - 28) Kill dark iron taskmasters and slavers down here and inside the cave if you see them for "[JOB OPPORTUNITY: Culling the Competition](#)" and "[Forging the Shaft](#)"
  - 29) Enter the caves at 41,54
  - 30) Follow the cave back to 41,25 and go through the jail bar door and then continue for a bit until you Dying Archaeologist and turn in "[Dwarven Justice](#)" accept "[Release Them](#)"
- 31) Go up the ramp and stay right until 40,35 kill the boss here for "[WANTED: Overseer Maltorius](#)" and grab the Secret Plans: Fiery Flux for "[What The Flux?](#)" on the bench behind him. This is doable with 2 people but very tough. If you can't get this quest done then grind about 4k xp in the caves



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- 32) Keep following the path from the overseer across the bridge and go outside and it will curve back inside. You'll come to a big dead end area with lots of Incendosaur that you need to kill for "[Incendosaurs? Whateverosaur is More Like It](#)"
- 33) Grind until you're 36k from leveling
- 34) Hearth to Ironforge and fly back to Thorium Point
- 35) Go next to the wanted sign to Longstriker and turn in "[WANTED: Overseer Maltorius](#)"
- 36) To the right of the tower at Hansel Heavyhands turn in "[Curse These Fat Fingers](#)" "[Fiery Menace!](#)" and "[Incendosaurs? Whateverosaur is More Like It](#)"
- 37) Go to the tent behind him to Taskmaster Scrange and turn in "[STOLEN: Smithing Tuyere and Lookout's Spyglass](#)" and "[JOB OPPORTUNITY: Culling the Competition](#)"
- 38) Go to the last tent near the forge to Burninate and turn in "[What The Flux?](#)"
- 39) Once this is all turned in you can now do repeat quests for small xp and faction with TB

- 40) You should be a hair from 51 now
- 41) Go south of Thorium Point to Kalaran Windblade at 39,38 and turn in "[Forging the Shaft](#)" accept "[The Flame's Casing](#)"
- 42) Now you should be between 1-2 bars into 51
- 43) Run west to the path that leads up the mountain at 24,32
- 44) Kill the elites 1 by 1 on your way up to the lava pit at 29,25 and clear the mobs around it, the idolators don't chain link and will not attack when you get close to them touch the rock in the center. They're just so focused on their ritual that they will not stop to attack you. They may look at you, but will not attack you unless you hit them first. Don't kill them yet if you can help it. Jump on the Twilight Artifact in the middle of the lava either by mounting and jumping on the rock and dismounting to grab it, I think this is the easiest way, or jump in lava then on it and open it for "[Release Them](#)"



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



- 46) Now you have to kill the idolators for the Prayer of Elune for "[Prayer to Elune pt.2](#)" as well as any other twilight guy for the Symbol of Ragnaros for "[The Flame's Casing](#)" if you haven't already found it
- 47) Go SE to Kalaran Windblade at 39,38 and turn in "[The Flame's Casing](#)" accept "[The Torch of Retribution pt.1](#)" then when he is done turn it back in accept "[The Torch of Retribution pt.2](#)" then grab the torch in front of him and complete it and accept "[Squire Maltrake](#)" and turn it in next to him at Squire Maltrake and accept "[Set Them Ablaze!](#)"



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



- 48) When you get them all lit either look for a safe spot to jump down and go in the caves at 41,54 again and through the jail bar door at 37,44 or go to where the crane is going below ground SW of the tents around 37,44 and fall through. Run to the room with the golem at 41,25 and touch the Altar of Suntara beside the dying archaeologist to turn in "[Release Them](#)" SKIP the next part unless you wanna do it with a group, it's very tough you have to fight that golem and a dwarf that are both elites
- 49) Die on purpose so you end up at Thorium Point, or just run back out but don't hearth, and go down to Squire Maltrake at 39,38 and turn in "[Set Them Ablaze!](#)" watch the cutscene as he turns into a dragon
- 50) Now open the chest on the ground and accept "[Trinkets...](#)" Then open it again and complete it. Open the chest you got in your backpack and keep the Black Dragonflight Molt for later In the Burning

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## Steppes

- 51) Go up to Thorium Point
- 52) Fly to the Blasted Lands and run up into the Swamp of Sorrows
- 53) Go to the east coast near the water to 81,91 and run north up the coast and look for a murloc named Jarquia for Goodsteel's Balanced Flamberge for "[Ledger From Tanaris](#)" he could be anywhere amongst the camps of murlocs
- 54) Once you kill him hearth to Ironforge
- 55) Fly to Menethil then take the boat to Auberdine and fly to Darnassus
- 56) Go south to the top of the temple of the moon to Gracina Spiritmight and turn in "[Rise of the Silithid](#)" accept "[March of the Silithid](#)"
- 57) Go to the next section up here to Astarii Starseeker at 38,80 and turn in "[Prayer to Elune pt.2](#)"
- 58) Go north to Arch Druid Fandral Staghelm at the top of the tower at 34,9 and turn in "[Assisting Arch Druid Staghelm](#)" accept "[Un'Goro Soil](#)"
- 59) Go a bit east to 67,15 and make Darnassus your home
- 60) Get any runecloth from your bank you might have and fly to Theramore
- 61) Get your first aid up to 290 if you can and then visit the doctor to learn heavy runecloth bandages. Don't worry if you don't have enough runecloth yet because it's not important. Runecloth just isn't a big drop right now.
- 62) Buy a Mithril Casing from the AH or another player for an upcoming quest if you didn't get one earlier
- 63) Go SW to the Beezil's wreck at 54,55 and grab the overdue package from the damaged crate for "[Ledger From Tanaris](#)"



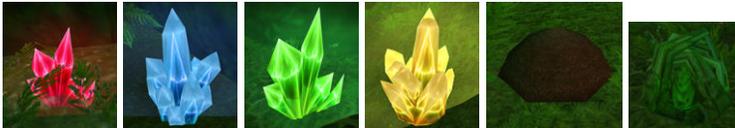
- 64) Go further SW to the cave at 31,66 and touch the musty scroll in the back of the cave and turn in "[Cortello's Riddle pt.2](#)" accept "[Cortello's Riddle pt.3](#)"



- 65) Get all the raptors on you so you die and end up at Theramore
- 66) Fly to Gadgetzan
- 67) Just as you enter Gadgetzan at Krinkle Goodsteel on the left turn in "[Ledger From Tanaris](#)"
- 68) Get your level 52 set gloves out of bank or mail so you can wear them when you level if you were able to get them
- 69) Between the 2 north gates at Tran'rek accept "[Super Sticky](#)"
- 70) Go to the alchemist hut to Pestlezugg just west and turn in "[March of the Silithid](#)" accept "[Bungle in the Jungle](#)"
- 68) Run SW all the way down to 26,52 and go into the Un'Goro Crater

### 51-52 Un'Goro Crater

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



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



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



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



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



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



- 26) Go east to 63,16 and kill gorillas for "[The Apes of Un'Goro](#)" then go in the cave and stay right until when you reach A-Me 01 and turn in "[Chasing A-Me 01](#)" SKIP the next part for now
- 27) You should be getting close to 52
- 28) Try to finish getting the rest of the tar super sticky tar too at the 3 lakes south of the gorillas around 61,27 for "[Super Sticky](#)" since they have lower level tar monsters it should be easier than near town. There is also bloodpetals around here for "[Muigin and Larion](#)" there is also diametradons and pterrodaxes for "[Shizzle's Flyer](#)" running around
- 26) Grind on quest mobs SE to 68,36 and grab the crate of foodstuff for "[Expedition Salvation](#)"

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- 27) Try to finish killing Diemetradon and Pterrodax for scales for "[Shizzle's Flyer](#)"
- 28) Go SE to 76,51 and follow the path up in front of the graveyard to the eastern pylon for "[The Eastern Pylon](#)"



- 29) There should be more pterrodaxes further south at 75,61 if you still need some
- 30) Go south to Lorwa Pathfinder at 71,75 and turn in "[The Bait For Lar'Korwi](#)" and "[The Apes of Un'Goro](#)" accept "[The Mighty U'cha](#)"
- 31) Now if you grinded a whole lot on those damn flowers and dinosaurs for the quests needed then you should be 52 by now
- 32) If you still need pterrodaxes for "[Beware of Pterrodax](#)" there are some just east of the volcano in the center of map. If you're having trouble finding them there is a spawn of 6 of them all the way south at 55,90
- 33) Run west to 55,73 there is a diemetradon camp of about 5-6 Kill these if you need scales still for "[Shizzle's Flyer](#)" or bones for "[Roll the Bones](#)"
- 34) Go SW into the slithering scar at 50,77. At the fork go left into the big room and stand in the middle then use the scraping vial for "[Alien Ecology](#)"
- 35) Keep killing until you get your scent gland if you haven't already found it for "[Bungle in the Jungle](#)"
- 36) Go back out of the hive and run NW to the camp at 38,65 and grab the research equipment for "[Expedition Salvation](#)"



- 37) Keep an eye out for frenzied pterrodaxes now
- 38) Go NW to 23,59 and touch the western pylon for "[The Western Pylon](#)" and kill any pterrodaxes you need behind it



- 39) Go NE to Krakle in the Golakka Hot Springs at 30,50 and accept "[Finding the Source](#)"
- 40) Kill frenzied pterrodaxes NE of here all around 35,38 if you still need any. They're everywhere in the NW part of the map for "[Beware of Pterrodax](#)" plus there are many diemetradons here for "[Shizzle's Flyer](#)" or "[Roll the Bones](#)" if still needed
- 41) Go east to Fire Plume Ridge in the center of the map at 51,48 and kill elementals for "[Volcanic Activity](#)", try to avoid anything 56+ and leave blazing invaders alone
- 42) Once you have that done mount up towards the top of the volcano and look for a Fire Plume Ridge Hot Spot that looks like the instance waiting stones but with fire cracks in it. Dismount and use the thermometer for "[Finding the Source](#)" there is more than one and it doesn't have to be at the top I see them at the bottom too but the hottest one for the reading is at the top of the mountain



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

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- 46) When you get him back to town run up near the wanted sign to Spraggle Frock and it will complete then turn it in as well as "[Beware of Pterordax](#)"
- 47) Just to the left overlooking the cliff at Shizzle turn in "[Shizzle's Flyer](#)"
- 48) Further back on the left at Muigin turn in "[Muigin and Larion](#)" SKIP the rest
- 49) In front of the cave at Spark Nilminer turn in "[Roll the Bones](#)"
- 50) To the right of the cave at Hol'anyee Marshal turn in "[Alien Ecology](#)"
- 51) Next to her at Williden Marsha turn in "[Expedition Salvation](#)"
- 52) Go in the cave all the way to the end to J.D. Collie and turn in "[The Northern Pylon](#)" "[The Eastern Pylon](#)" "[The Western Pylon](#)" accept "[Making Sense of It](#)" then turn it back in. She then tells you about buffs from the pylons.

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

- 54) Follow the path SW to Cenarion Hold at 50,34 and grab the FP
- 55) Fly to Gadgetzan
- 56) Go to the NW part of town to Pestlezugg and turn in "[Bungle in the Jungle](#)" SKIP the next part
- 57) Go east to Tran'rek between the 2 north entrances and turn in "[Super Sticky](#)"
- 58) Hearth to Darnassus and get new skills, or Exodar when done here if you can't train here
- 59) You should have at least 50+ soils
- 60) Go behind the Cenarion Enclave to Jenal standing near the big dirt piles at 31,8 and turn in "[Un'Goro Soil](#)"
- 61) Now go up to the top of the tower to Arch Druid Fandral Staghelm and accept "[Morrowgrain Research pt.1](#)" then go downstairs to Mathrengyl Bearwalker and turn it in and accept "[Morrowgrain Research pt.2](#)"
- 62) Now you might want to get extra seed packets for every 2 soils you have. You can only use the pouch every 10 minutes and you won't always get a morrowgrain. All you need is 10 anyway, anything past 10 morrowgrain is for extra rep
- 63) Get your package of empty ooze containers, drawing kit, and flare gun from your bank
- 64) Run through to Rut'theran Village and go in the house to the right to Erelas Ambersky and accept "[Moontouched Wildkin](#)" it's a winterspring feather quest like the Hinterlands one
- 65) Fly to Astranaar then ride all the way east on the road to 91,46 that goes into Azshara, it's far. Unless you grabbed it way earlier in the late 20's when we did the Forest Song Quest hub. I suggested grabbing the FP then for easier travel earlier

#### 52-53 Azshara

- 1) Just as you enter Azshara on the right at 11,77 grab the FP
- 2) Just behind the FP at Loh'atu near the tent accept "[Spiritual Unrest](#)" and "[A Land Filled With Hatred](#)"
- 3) Go just NE to 14,72 and 16,67 and kill all the ghosts around here until you complete "[Spiritual Unrest](#)"
- 4) Go NE to 19,61 and kill all the satyr around here for "[A Land Filled With Hatred](#)"
- 5) Go SW back to Loh'atu at 11,77 and turn in "[Spiritual Unrest](#)" and "[A Land Filled With Hatred](#)"
- 6) Go NE along the road into Ruins of Eldarath to 36,53 and get the Beth'Amara Rubbing for "[Arcane Runes](#)"



- 7) Go SE to 39,55 and get the Markri rubbing for "[Arcane Runes](#)"



- 8) Go north to 39,50 and get the Jin'yael rubbing for "[Arcane Runes](#)"



- 9) Hunters go north to Ogntic at 42,42 and turn in "[The Hunter's Charm](#)" accept "[Course Antlers](#)" this

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quest and the follow up are optional to do after you turn 53

- 10) Go NE to 53,18 and follow the path up the mountain to Kim'jael at 53,21 and accept "[Kim'jael Indeed](#)"
- 11) Go SE of here around 56,29 and look around for kim'jaels equipment crates for "[Kim'jael Indeed](#)" all of the items are random in the crates



- 12) Go NW back to Kim'jael and turn in "[Kim'jael Indeed](#)" accept "[Kim'jael's 'Missing' Equipment](#)"
- 13) Go south anywhere in the Ruins of Eldarath at 37,52 and start killing nagas for some rune for "[Kim'jael's 'Missing' Equipment](#)"
- 14) Go back to 53,21 and turn in "[Kim'jael's 'Missing' Equipment](#)" you should now be 53 or really close to it.
- 15) Hunters kill the coursers all around Kim'jael's area for "[Courser Antlers](#)" these have a low spawn rate on purpose, the quest explains how rare it is to find perfect antlers as it's a symbol of their dominance.
- 16) Hunters go back SW to Ogntic at 42,42 and turn in "[Courser Antlers](#)" accept "[Wavethrashing](#)"
- 17) Start on the beach at 87,26 and looking for the wavethrashers for "[Wavethrashing](#)". Type /target wave and that finds them easy
- 18) Hunters go back to Ogntic and turn in "[Wavethrashing](#)" SKIP the next part unless you plan on doing Sunken Temple
- 19) Go SE to 42,64 and get the Sael'hai rubbing for "[Arcane Runes](#)"
- 20) Run all the way to the SE corner to 77,91 it'll be a heli pad. You can't miss this. Use your flare gun and watch the copter fly in. Turn in "[Arcane Runes](#)" accept "[Return to Tymor](#)"

- 21) Hearth to Darnassus
- 22) Go to the tower at 35,8 and turn in "[Morrowgrain Research pt.2](#)" and make sure you save any extra dirts, you need 10 for a later quest.
- 23) Fly to Astranaar, make it your home and run into Felwood at 55,31

#### 53-54 Felwood

- 1) Stop at 54,86 and accept "[Cleansing Felwood](#)"
- 2) Run north a little bit to 51,81 and accept "[Forces of Jaedenar](#)"
- 3) Inside the house, accept "[The Corruption of the Jadedfire](#)"
- 4) Under the tent accept "[Verifying the Corruption](#)" and "[To Winterspring!](#)"
- 5) Just across the road accept "[Timbermaw Ally](#)"
- 6) Go just SW of here around 48,91 and kill the Furbogs until you finish "[Timbermaw Ally](#)" Just grind em all for rep until you're done
- 7) Go back to 50,85 and turn in "[Timbermaw Ally](#)" accept "[Speak to Nefian](#)" the other is repeatable for rep
- 8) Go up near the 2 lakes at 40,69 and kill the cursed oozes for the first part of "[A Little Slime Goes A Long Way pt.1](#)"
- 9) Go to the west of here now to 37,69 and kill the jadedfire demons for "[The Corruption of the Jadedfire](#)" these are good to farm too.
- 10) Go up to 39,59 and kill the tainted oozes for the second part of "[A Little Slime Goes A Long Way pt.1](#)"
- 11) Go just west of here around 37,59 and kill the Jaedenar for "[Forces of Jaedenar](#)" You don't have to go in the caves.
- 12) Go back to 51,82 and turn in "[Forces of Jaedenar](#)" accept "[Collection of the Corrupt Water](#)"
- 13) Inside the house turn in "[The Corruption of the Jadedfire](#)" accept "[Further Corruption](#)"
- 14) Go back up to Jaedenar to the green pool at 35,59 and fill the canteen for "[Collection of the Corrupt Water](#)"
- 15) Go back to 51,82 and turn in "[Collection of the Corrupt Water](#)" accept "[Seeking Spiritual Aid](#)"
- 16) Go up to 42,42 and kill Entropic beasts and horrors and explore the craters for "[Verifying the Corruption](#)"
- 17) Go up to 46,14 and follow it to the back, killing the demons for "[Further Corruption](#)" When you kill Xavaric he'll drop Flute of Xavaric which starts "[Flute of Xavaric](#)" kill the satyr's now to complete this.
- 18) Run over to Irontree Cavern at 55,17 and kill 15 of the elementals and that should be enough for "[Cleansing Felwood](#)"
- 19) Go up to 62,24 and get the FP
- 20) Go north to 64,8 and turn in "[Speak to Nefian](#)" accept "[Deadwood of the North](#)"
- 21) Now fall off the cliff to the west and start killing for "[Deadwood of the North](#)" once you're done you want to kill until you're 150 rep from the next rank with the timbermaw (put the rep as an xp bar for ease)
- 22) Go back to 64,8 and turn in "[Deadwood of the North](#)" and you should be unfriendly now and not aggro'd any longer. Accept "[Speak to Salfa](#)" and turn in any 5 sets of feathers for extra rep and 550

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<p>xp</p> <p>23) Go through the cave to Winterspring and just outside the cave to the right at 27,34 turn in "<a href="#">Speak to Salfa</a>"</p> <p>24) Run south to 31,45 and turn in "<a href="#">The New Springs</a>" accept "<a href="#">Strange Sources</a>" also turn in "<a href="#">It's A Secret to Everybody pt.3</a>" accept "<a href="#">The Videre Elixir</a>" and "<a href="#">Threat of the Winterfall</a>"</p> <p>25) Run back through the cave and go west at the fork into Moonglade.</p> <p>26) Go to 48,67 and grab the FP</p>
<p>27) You should be a hair from leveling now. You can kill something or just wait. Hearth to Astranaar and fly to Feralas</p> <p>28) Go in the Inn, accept "<a href="#">Jonespyre's Request</a>"</p> <p>29) Go up to the top of the tower, turn it in, accept "<a href="#">The Mystery of Morrowgrain</a>" turn it back in unless you're still making the stuff. If you don't have enough no big deal during this guide I didn't have enough</p> <p>30) Stable your pet and ride or swim to the mainland</p>
<p>31) Tame a 48+ Ironfur Patriarch for Claw rank 7</p> <p>32) Go up to 45,25 and buy a bait and read on how to get the videre elixir</p> <p>33) At 45,16 you can be put up to the top of the colossal tower and parachute down. Just make sure you unmount, I forgot about that and smashed a crater in the ground.</p> <p>34) Go up to 44,10 and place the bait on the ground then go loot an everroot</p> <p>35) Go back south to 45,25 to get your 3 videre elixir</p>
<p>36) Hearth to Astranaar</p> <p>37) Get cat back out</p>
<p>38) Run back up into Felwood to 54,86 and turn in "<a href="#">Cleansing Felwood</a>"</p> <p>39) Now she allows you to get stuff for some neat potions that are on different cooldowns than potions are.</p> <p>40) Go up to 51,81 and in the house turn in "<a href="#">Further Corruption</a>" and "<a href="#">Flute of Xavaric</a>" accept "<a href="#">Felbound Ancients</a>"</p> <p>41) Under the tent, turn in "<a href="#">Verifying the Corruption</a>"</p> <p>42) Run up to 62,23 and get new skills</p> <p>43) Go through the cave to Winterfall and just outside the cave accept "<a href="#">Winterfall Activity</a>"</p> <p>44) Go to 31,45 and turn in "<a href="#">The Videre Elixir</a>" accept "<a href="#">Meet at the Grave</a>"</p>
<p>45) Go to 62,36 and grab the FP</p> <p>46) Fly to Ratchet</p> <p>47) Run west of the dock and turn in "<a href="#">Volcanic Activity</a>"</p> <p>48) Run down to 65,43 and turn in "<a href="#">Seeking Spiritual Aid</a>" accept "<a href="#">Cleansed Water Returns to Felwood</a>"</p> <p>49) Fly to Theramore and boat to Menethil then fly to IF</p> <p>24) Just outside the military ward there should be a wandering npc, one is near FP too, grab the quest "<a href="#">The New Frontier pt.1</a>"</p> <p>50) Go to 75,23 and turn in "<a href="#">A Little Slime Goes A Long Way pt.1</a>" accept "<a href="#">A Little Slime Goes A Long Way pt.2</a>"</p> <p>51) Go to 31,4 and turn in "<a href="#">Return to Tymor</a>" see it was worth the run</p> <p>52) Fly to Menethil then boat to Theramore and fly to Gadget</p>
<p style="text-align: center;"><b>54-54 Tanaris</b></p> <p>1) Get your mithril casing out of your bank or mailbox</p> <p>2) Go east to the GY at 54,28 and drink your videre elixir</p> <p>3) Now you're gonna die, don't rez just release and run north to 53,23 and turn in "<a href="#">Meet at the Grave</a>" accept "<a href="#">A Grave Situation</a>"</p> <p>4) Go back and rez at 54,28 and touch the only tombstone there, turn in "<a href="#">A Grave Situation</a>" accept "<a href="#">Linken's Sword</a>"</p> <p>5) Run into Un'Goro, I'd say fly but we have to go way SE</p>
<p style="text-align: center;"><b>54-54 Un'Goro Crater</b></p> <p>1) Keep collecting dirt here if you need more morrowgrain</p> <p>2) Now all around the crater is slimes but you can find all the ones you need west of the volcano around 37,37 for "<a href="#">A Little Slime Goes A Long Way pt.2</a>" I think there are more on the west side of the volcano but you can look on both sides they're scattered. If it says they're cloning, finish them very fast or stun them. If they clone it's a full health mob that you can't scoop up.</p> <p>3) Go to the cave at 64,16 and go to the right, when you see A-Me 01 accept "<a href="#">Chasing A-Me 01 pt.1</a>" and turn it back in. Fall over the edge and to the right and up around until you see U'cha for "<a href="#">The Mighty U'cha</a>"</p> <p>4) Run back to the front and go right again and accept "<a href="#">Chasing A-Me 01 pt.2</a>" now escort her out</p>
<p>5) Escort A-Me to Marshal's at 46,13 and turn in "<a href="#">Chasing A-Me 01 pt.2</a>"</p> <p>6) Go into Marshal's and turn in "<a href="#">Linken's Sword</a>" accept "<a href="#">A Gnome's Assistance</a>"</p>

7) Go to the back of the cave and turn in " <a href="#">A Gnome's Assistance</a> " and accept " <a href="#">Linken's Memory</a> "
8) Run down and let the tar monsters kill you so you're closer to the SE
9) Run down to 71,75 and turn in " <a href="#">The Mighty U'cha</a> "
10) You should be over half way to 55 now
11) Hearth back to Astranaar and fly to Darnassus
12) Go in the Temple of the Moon at 39,84 and fill the vial for " <a href="#">Felbound Ancients</a> "
14) Run into Felwood
<b>54-54 Felwood</b>
1) Go to 51,82 and turn in " <a href="#">Cleansed Water Returns to Felwood</a> " accept " <a href="#">Dousing the Flames of Protection</a> "
2) Go in the house, turn in " <a href="#">Felbound Ancients</a> " accept " <a href="#">Purified!</a> " then turn it back in, easy 10k xp. Also turn in " <a href="#">Linken's Memory</a> " accept " <a href="#">Silver Heart</a> "
3) You should be 70% through now or close to it
4) Start killing all the bears and wolves from here north until you have 11 silvery clawas for " <a href="#">Silver Heart</a> "
5) Go into the cave at 35,58
6) At the first open area with the caged npc at 36,56 is brazier for " <a href="#">Dousing the Flames of Protection</a> " the 2 <sup>nd</sup> one is just up the ramp
7) Continue past the room with candles surrounding the hole to the next open room at 36,53 for the 3 <sup>rd</sup> and 4 <sup>th</sup> brazier for " <a href="#">Dousing the Flames of Protection</a> "
8) Don't even bother trying to do the escort unless you get a group, I always skip it even if I find the key but you should turn in the key for easy xp.
9) Run back outside and up to 51,19 and kill the tree elementals for " <a href="#">Silver Heart</a> "
10) If you want to do the escort with the flute I suggest getting a group you get jumped by a lot of mobs.
11) Run All the way back down to 51,82 (I know no one wants to run back here, why the quest hub is so far from the FP is beyond me)
12) Turn in " <a href="#">Dousing the Flames of Protection</a> " SKIP the next part for now
13) In the house turn in " <a href="#">Silver Heart</a> " accept " <a href="#">Aquementas</a> "
14) If you have skinning I'm sure you have at least 5 tainted hides, go down to 54,86 and turn them in for " <a href="#">Salve via Skinning</a> "
15) Hearth to Astranaar and fly to Winterspring
<b>54-55 Winterspring</b>
1) Go in Everlook accept " <a href="#">Enraged Wildkin pt.1</a> "
2) Go in the Inn, make it your home
3) Accept " <a href="#">The Everlook Report</a> " " <a href="#">Duke Nicholas Zverenhoff</a> " and " <a href="#">Sister Pamela</a> "
4) On the other side of town accept " <a href="#">Are We There, Yeti? pt.1</a> "
5) Keep your eye out for those blue moonkin feathers to finish up " <a href="#">Moontouched Wildkin</a> "
6) Run All the way south to 60,73 to complete " <a href="#">Strange Sources</a> "
7) Hearth back to Everlook, if it's not up die on purpose
8) Go to 65,45 and kill yeti's for " <a href="#">Are We There, Yeti? pt.1</a> "
9) Run back to Everlook and turn in " <a href="#">Are We There, Yeti? pt.1</a> " accept " <a href="#">Are We There, Yeti? pt.2</a> "
10) Go back to 65,45 and kill matriarch's and patriarch's for " <a href="#">Are We There, Yeti? pt.2</a> " there are a lot in the cave at 67,42
10) Run back to Everlook and turn in " <a href="#">Are We There, Yeti? pt.2</a> " accept " <a href="#">Are We There, Yeti? pt.3</a> "
11) Go just east of the Inn and scare Legacki for " <a href="#">Are We There, Yeti? pt.3</a> "
12) Go east of Winterspring to 66,34 and kill the furlbogs there for " <a href="#">Winterfall Activity</a> " and part of " <a href="#">Threat of the Winterfall</a> "
13) Hopefully you'll find an Empty Firewater Flask on one of them which starts " <a href="#">Winterfall Firewater</a> "
14) Run up to Starfall Village at 51,30 and turn in " <a href="#">To Winterspring!</a> " accept " <a href="#">The Ruins of Kel'Theril</a> "
15) Turn in " <a href="#">Enraged Wildkin pt.1</a> " SKIP part 2 for now also turn in " <a href="#">The Ruins of Kel'Theril</a> " accept " <a href="#">Troubled Spirits of Kel'Theril</a> "
16) Grab the relic at 55,42 for " <a href="#">Troubled Spirits of Kel'Theril</a> " dismiss pet before you open them then run and FD. 2 <sup>nd</sup> relic is at 53,43. 3 <sup>rd</sup> at 52,41 4 <sup>th</sup> at 50,41
17) Go west to 39,43 and kill furlbog here for " <a href="#">Threat of the Winterfall</a> " also make sure you have your 10 feathers for " <a href="#">Moontouched Wildkin</a> "
18) Go to 31,45 and turn in " <a href="#">Strange Sources</a> " " <a href="#">Threat of the Winterfall</a> " and " <a href="#">Winterfall Firewater</a> " accept " <a href="#">Falling to Corruption</a> "
19) Run to 27,34 and turn in " <a href="#">Winterfall Activity</a> "
20) You should now be 25-30% into 55
21) Run through the tunnel to Felwood
22) Go to 60,5 and touch the cauldron at the camp which turns in " <a href="#">Falling to Corruption</a> " accept " <a href="#">Mystery Goo</a> "

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- 23) Hearth to Everlook then fly to Darnassus
- 24) In Rut'theran Village turn in "[Moontouched Wildkin](#)" 55,92 accept "[Find Ranshalla](#)"
- 25) Go into Darnassus up to 34,8 in the big tower and turn in "[The New Frontier pt.1](#)" accept "[The New Frontier pt.2](#)" go down 1 floor and turn that in, accept "[Rabine Saturna](#)"
- 26) Fly to Moonglade to 51,45 and turn in "[Rabine Saturna](#)" accept "[Wasteland](#)"
- 27) Fly to Auberdine, boat to Menethil and fly to IF, make it your home. Make sure you have your black dragonflight molt
- 28) Go to 75,23 and turn in "[A Little Slime Goes A Long Way pt.2](#)"
- 29) Go to 38,55 in the throne room and accept "[The Smoldering Ruins of Thaurissan pt.1](#)" then click on her and listen to the story and turn it back in, accept "[The Smoldering Ruins of Thaurissan pt.2](#)"
- 30) In front of the FP accept "[Taking Back Silithus](#)"
- 31) Fly to Lakeshire

- 32) Run north to 46,6 and enter the Burning Steppes

#### 55-56 Burning Steppes

- 1) Go to 83,63 and follow the path up and grab the FP
- 2) Accept "[Extinguish the Firegut](#)" and "[FIFTY! YEP!](#)"
- 3) In front of the broken house, accept "[Dragonkin Menace](#)" This is the start of the only key chain
- 4) Start killing ogres all over the mountain at 81,42 for "[Extinguish the Firegut](#)" then run back to 84,68 and turn it in, accept "[Gor'tesh the Brute Lord](#)"
- 5) Go NW to around 66,40 and collect the ruins that look like tombstones for "[The Smoldering Ruins of Thaurissan pt.2](#)"
- 6) Run up to 65,24 and go in the cave, turn in "[Yuka Screwspigot](#)" SKIP the rest
- 7) Outside accept "[Tablet of the Seven](#)" and "[Broodling Essence](#)"
- 8) Go to 54,40 and touch the dwarf statue for "[Tablet of the Seven](#)"
- 9) Go west to 43,46 to blackrock stronghold or south to 49,55 the pillar of ash and kill the orcs for "[FIFTY! YEP!](#)" they drop in large amounts
- 10) While in the pillar of ash at 40,56 you should kill Gor'tesh for "[Gor'tesh the Brute Lord](#)"
- 11) Get a group if you can for "[Dragonkin Menace](#)" and then kill the mobs for it just ne of the camp along the east wall. It's soloable but cutting it Also get 8 of the broodlings for "[Broodling Essence](#)" by using the device on them before you attack them.
- 12) Go to the cave at 94,31 and accept "[A Taste of Flame](#)" then give him the molt and hand the quest back in. SKIP the next part
- 13) Run back up to 65,23 and turn in "[Tablet of the Seven](#)" and "[Broodling Essence](#)" accept "[Felnok Steelspring](#)"
- 14) Ride back to 84,68 and next to the griffin turn in "[FIFTY! YEP!](#)" and "[Gor'tesh the Brute Lord](#)" accept "[Ogre Head On A Stick = Party](#)"
- 15) In front of the broken house, turn in "[Dragonkin Menace](#)" accept "[The True Masters pt.1](#)"
- 16) Run up to the top of the mountin at 80,45 and click the soft dirt pile for "[Ogre Head On A Stick = Party](#)" then run back to 84,68 and turn it in

- 17) Fly to Lakeshire and run to the town hall at 29,44 and turn in "[The True Masters pt.1](#)" accept "[The True Masters pt.2](#)"
- 18) Fly to SW
- 19) Go to 78,18 into the SW keep and turn in "[The True Masters pt.2](#)" accept "[The True Masters pt.3](#)" then talk to the lady and then turn it back in and accept "[The True Masters pt.4](#)"
- 20) Fly back to Lakeshire and go to the townhall at 29,44 and turn in "[The True Masters pt.4](#)" accept "[The True Masters pt.5](#)"

- 21) Fly to the Burning Steppes and turn in "[The True Masters pt.5](#)" when you land and accept "[The True Masters pt.6](#)"
- 22) Run up to 64,23 and listen to ragged john then run back to 84,68 and turn in "[The True Masters pt.6](#)" I SKIP the next part, do it later if you're worried about speed leveling. That was an easy 30k xp for doing nothing and your only key chain is started.
- 23) You should be about 10k from 56, go grind until 5k on the orcs at 49,55

- 24) Hearth to IF
- 25) Go to the thrown room at 38,55 and turn in "[The Smoldering Ruins of Thaurissan pt.2](#)"
- 26) You should now be 56, get new skills
- 27) Fly to Menethil and boat to Theramore
- 28) Fly to Gadget

#### 56-56 Tanaris

- 1) Go to the NW side of town and scare sprinkle for "[Are We There, Yeti? pt.3](#)"
- 2) Make gadget your home
- 3) To the south of lost rigger cove at 70,49 is a bunch of stones in a circle, Loot the stuff from the blue backpack and use the book to summon "[Aguementas](#)" He's a level 54 water elemental pansy

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- 4) Hearth to gadget or die if it's not up yet.
- 5) Fly to Un'goro
- 6) Find Quixxil and scare him for "[Are We There, Yeti? pt.3](#)"
- 7) Go to the back of the cave and turn in "[Aquementas](#)" accept "[Linken's Adventure](#)" and turn it in just outside the cave by the big tree SKIP the next part
- 8) Fly to Silithus

#### 56-56 Silithus

- 1) Near the moonwell accept "[The Twilight Mystery](#)"
- 2) In front of the Inn, turn in "[Taking Back Silithus](#)" accept "[Securing the Supply Lines](#)"
- 3) SKIP the quest on the sign unless you get a group
- 4) Make Cenarion Hold your home
- 5) Upstairs accept "[Deadly Desert Venom](#)"
- 6) There seems to be a lot of white ! because that's a lot of AQ stuff you don't have to worry about yet.
- 7) Go do "[Securing the Supply Lines](#)" and "[Deadly Desert Venom](#)" North and NE of town all around 55,24 the dredges, scorpids, and skitterers for these 2 quests are all over this area.
- 8) Run up to 81,18 and turn in "[Wasteland](#)" accept "[The Spirits of Southwind](#)"
- 9) Run up NW to around 22.9 and pick up the twilight tablet fragments for "[The Twilight Mystery](#)" They litter this spot
- 10) Hearth to Cenarion Hold
- 11) Up stairs turn in "[Deadly Desert Venom](#)" accept "[Noggle's Last Hope](#)"
- 12) In front of the Inn, turn in "[Securing the Supply Lines](#)" accept "[Stepping Up Security](#)"
- 13) Go next to the moonwell and turn in "[The Twilight Mystery](#)" accept "[The Deserter](#)"
- 14) You should be about 30-35% into 56
- 15) Go SE to 62,53 and kill the undead guys here for "[The Spirits of Southwind](#)" be careful when they die they spawn 1-2 bugs
- 16) Kill the pincers for "[Noggle's Last Hope](#)" and drudges for "[Securing the Supply Lines](#)" south of here around 56,58
- 17) Go to the cave at 67,69 and turn in "[The Deserter](#)" accept "[The Twilight Lexicon](#)"
- 18) You can find flayers and stalkers outside of the cave for "[Noggle's Last Hope](#)" they are also both around 43,72 on the other side of the hive
- 19) Hearth back to Cenarion Hold or die so you end up there
- 20) Go upstairs and turn in for "[Noggle's Last Hope](#)" accept "[Noggle's Lost Satchel](#)"
- 21) Outside the Inn, turn in "[Stepping Up Security](#)"
- 22) Go to 29,35 and kill Twilight Keeper Manya for "[The Twilight Lexicon](#)" she fears a bit. She's at the SE corner of came
- 23) Go to 41,41 and kill Twilight Keeper Havanuth for "[The Twilight Lexicon](#)" he's on the east side of camp, he has a nasty aoe
- 24) Go all the way down south to the little camp at 42,90 and go up the hill behind it, you'll find Deathclasp, in the middle of the path on the wall is a pouch, grab it when deathclasp is in the back for "[Noggle's Lost Satchel](#)"
- 25) Head to the SW to 16,87 and kill Twilight Keeper Exeter for "[The Twilight Lexicon](#)" he's at the SW corner of camp
- 26) Go back to the cave at 67,69 and turn in "[The Twilight Lexicon](#)" accept "[A Terrible Purpose](#)" He also offers another quest for 10 twilight texts, this is more for cen circle rep later on
- 27) Run up to 81,18 and turn in "[The Spirits of Southwind](#)" accept "[Hive in the Tower](#)"
- 28) Go to the top of the tower at 61,52 Be careful 3 bugs spawn when you enter. Shift right click the pod because as soon as you open it some amushers spawn. Kill at least 1 and loot it for "[Hive in the Tower](#)"
- 29) Go up to 81,18 and turn in "[Hive in the Tower](#)" accept "[Umber, Archivist](#)"
- 30) Hearth to Cenarion Hold
- 31) Go upstairs and turn in "[Noggle's Lost Satchel](#)"
- 32) Go into the long building and turn in "[A Terrible Purpose](#)"
- 33) Fly to Moonglade
- 34) Go to 44,35 and turn in "[Umber, Archivist](#)" accept "[Uncovering Past Secrets](#)"
- 35) Run over to 51,44 and turn in "[Uncovering Past Secrets](#)"
- 36) You should now be 80-85% into leveling
- 37) Fly to Auverdine and boat to Menethil then fly to IF
- 38) Make IF your home, then find the wandering commander dwarf and accept "[A Call To Arms: The Plaguelands!](#)"
- 39) Fly to Southshore
- 40) Run north into Alterac Mountains and over NE to 80,34 and run into Western Plaguelands (WPL)

#### 56-57 Western Plaguelands

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- 1) Next to the shack accept "[A Plague Upon Thee pt.1](#)"
  - 2) Grab the FP
  - 3) At Anchorite Truuen accept "[The Mark of the Lightbringer](#)" if he's not here then he's on an escort (next quest) and he'll be back
  - 4) Whenever you come back to camp here always check the vendor for the stormshroud pants recipe. It's like 1.3g and you can easily sell it for 10 or 20g+ It's a limited recipe that restocks 1 every hour. (probably won't do good now with TBC gear)
  - 5) Go to the tent and turn in "[A Call To Arms: The Plaguelands!](#)", accept "[Clear The Way](#)"
  - 6) Go to the 3 Argent Dawn people near the other tent and turn in "[The Everlook Report](#)" and also complete "[Argent Dawn Commission](#)" it's not a quest you had she just uses it to give you the trinket which you should always wear when in WPL and EPL because it gives you AD rep and allows the scourge tokens to drop, which she also has 3 new quests on those for turn ins. You most likely won't get anything past the first quest as the rest are mainly in the instances.
  - 7) Save the tokens until I say to hand em in
  - 8) Go NE to around 51,78 and grindl the ghouls here until you got enough for "[Clear The Way](#)"
  - 9) Go back to Chillwind Camp at 42,84 and turn in "[Clear The Way](#)" accept "[All Along the Watchtowers](#)" and "[The Scourge Cauldrons](#)"
  - 10) Turn around and turn in "[The Scourge Cauldrons](#)" accept "[Target: Felstone Field](#)"
  - 11) You should now be about 5-10k from 57
  - 12) Go back NE to 48,72 and go over the bridge
  - 13) Just in the town on the left at 47,71 is the 4<sup>th</sup> tower for "[All Along the Watchtowers](#)", there are elites inside but you can stand out of LOS on the edge and mark the doors easily. 1<sup>st</sup> tower West of here at 40,71. 2<sup>nd</sup> tower NE of here at 42,66. 3<sup>rd</sup> tower NE of here at 44,63. Just behind this tower.
  - 14) Go NW to 37,56 to Felstone field, kill Cauldron Lord Bilemaw for his cauldron key. Then go right click the cauldron and turn in "[Target: Felstone Field](#)" accept "[Return to Chillwind Camp](#)"
  - 15) Theres 2 houses on the NE side of the field at 38,54, enter the northern house and go upstairs. Accept "[Better Late Than Never pt.1](#)"
  - 16) Go in the barn next door and grab the box on the floor and turn in "[Better Late Than Never pt.1](#)" accept "[Better Late Than Never pt.2](#)"
  - 17) Run back to Chillwind Camp at 42,84 and turn in "[All Along the Watchtowers](#)", accept "[Scholomance](#)" SKIP the other unless you get about 10-20 people.
  - 18) Turn in "[Scholomance](#)" just behind him, accept "[Skeletal Fragments](#)" Bones for this will take a while and drop off any skeletons.
  - 19) Near the FP turn in "[Return to Chillwind Camp](#)" accept "[Target: Dalson's Tears](#)"
  - 20) Go up to 46,52 to Dalson Tears, kill Cauldron Lord Malvinious for his cauldron key. Then go right click the cauldron and turn in "[Target: Dalson's Tears](#)" accept "[Return to Chillwind Camp](#)"
  - 21) Enter the barn here at 47,50 and Touch the diary on the floor and complete it, another quest that isn't a quest.
  - 22) Go behind the barn and look for a Wandering Skeleton and get [Dalson Outhouse Key](#) off of him. Use this to open the outhouse back here and kill Farmer Dalson and get his [Dalson Cabinet Key](#). Use the key on the locked cabinet upsairs in the house now at 47,49 next to the barn and complete the quest "[Locked Away](#)"
  - 23) Go back to Chillwind Camp at 42,84 and turn in "[Return to Chillwind Camp](#)" accept "[Target: Writhing Haunt](#)"
- 
- 24) Hearth to IF then fly to SW
  - 25) Go to the building at 48,30 on the 2<sup>nd</sup> floor of the cathedral area and turn in "[Better Late Than Never pt.2](#)" accept "[Good Natured Emma](#)"
  - 26) Emma travels between the cathedral and the trade district, find her and turn in "[Good Natured Emma](#)" accept "[Good Luck Charm](#)"
  - 27) Go into the keep at 78,17 and accept "[The First and the Last](#)"
  - 28) Go to 75,59 and turn in "[The First and the Last](#)" accept "[Honor the Dead](#)" then turn it right back in, accept "[Flint Shadowmore](#)"
  - 29) Fly back to WPL
- 
- 30) In front of the house turn in "[Flint Shadowmore](#)" accept "[The Eastern Plagues](#)"
  - 31) Go back to Felstone field to the house upstairs at 38,54 and turn in "[Good Luck Charm](#)" accept "[Two Halves Become One](#)" Go outside and look for a jabbering ghoul. You can't miss him he carry's a pitchfork. Keep clearing in front of the house until you find him. This will give you a good time to get those skeletal fragments
  - 32) Combine the halves and go back upstairs and turn in "[Two Halves Become One](#)"
  - 33) Go SE to 53,65 to Writhing Haunt, kill Cauldron Lord Razarch for his cauldron key. Then go right click the cauldron and turn in "[Target: Writhing Haunt](#)" accept "[Return to Chillwind Camp](#)"
  - 34) In the house at 54,65 accept "[The Wildlife Suffers Too pt.1](#)" now go north of the haunt and kill the diseased wolves. Don't go any farther east to find these just go north, maybe NW some.
  - 35) Go back to 54,65 and turn in "[The Wildlife Suffers Too pt.1](#)" accept "[The Wildlife Suffers Too pt.2](#)"
  - 36) Go back to Chillwind Camp at 42,84 anc turn in "[Return to Chillwind Camp](#)" accept "[Target: Gahrron's](#)"

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### Withering

- 37) Go just north of the Writhing Haunt between the mountains on the map at, 52,56 and kill diseased grizzleys on your way down to 62,58 for "[The Wildlife Suffers Too pt.2](#)"
- 38) Go NE to 62,58 to Gahrron's Withering, kill Cauldron Lord Soulwrath for his cauldron key. Then go right click the cauldron and turn in "[Target: Gahrron's Withering](#)" accept "[Return to Chillwind Camp](#)"
- 39) Go back to 54,65 and turn in "[The Wildlife Suffers Too pt.2](#)" accept "[Glyphed Oaken Branch](#)"
- 40) If you haven't finished "[Skeletal Fragments](#)" yet go to the crypt at 54,79 and kill the skeletons until you have 15 fragments
- 41) Go back to Chillwind Camp at 42,84 and turn in "[Return to Chillwind Camp](#)"
- 42) Turn around to the guy in front of the tent, and complete the quest "Mission Accomplished!" no link for it cuz it's not a quest again lol. Now see that running back and forth seemed out of the way but there was a huge xp boost at the end, and nice xp throughout.
- 43) To your right turn in "[Skeletal Fragments](#)" SKIP the next part unless you want to start on your scholo key.
- 44) Run east to 70,50 and enter the Eastern Plaguelands (EPL)

### **57-58 Eastern Plaguelands**

- 1) Run up the west coast to 7,43 and accept the 3 quests "[Demon Dogs](#)" "[Blood Tinged Skies](#)" and "[Carrion Grubbage](#)"
  - 2) These are annoying quests that can take a while. Anytime from now until these are done, kill any plaguehound runts, carrion worms, or plaguebats.
  - 3) From here on down to the bigger area, kill any dogs, worms, and bats. Focus on them while you head to the next step
  - 4) Keep killing the dogs and bats and head over to the skeleton at 28,74 open it and grab the insignia for "[The Eastern Plagues](#)" then run up a bit further to the next skeleton at 27,74 and grab the insignia, it's practically right in front of him and you will also get the blightcaller found complete message. Now go down near the road to 28,79 and loot the last insignia off the skeleton
  - 5) Focus on the dogs and bats while you head to Darrowshire at 36,90 in the broken down house. Turn in "[Sister Pamela](#)" accept "[Pamela's Doll](#)" then head towards the houses here, in any of the houses can be any of the 3 doll parts. They are random. Ghosts spawn when you get near the parts so be aware. Once you have all 3 parts combine them and go back to 36,90 and turn in "[Pamela's Doll](#)" accept "[Auntie Marlene](#)" and "[Uncle Carlin](#)"
  - 6) Look on your map at 48,76 This lines up with that middle ridge mountain. Don't go past this spot east until you have your plaguehound runt kills for "[Demon Dogs](#)" and plaguebats for "[Blood Tinged Skies](#)" because there is none past that point.
  - 7) Don't forget to kill the grubs along the way too for "[Carrion Grubbage](#)", they're not as important because they're all over.
  - 8) Kill Plaguehounds for "[Demon Dogs](#)" all around 56,57 this is north of the scar and south of blackwood lake. Don't forget the grubs
  - 9) Kill Frenzied Plaguehounds for "[Demon Dogs](#)" all around 61,41 this is north of blackwood lake but now west of it.
  - 10) Head to lights hope chapel at 81,58 if you still need grub meat for "[Carrion Grubbage](#)", then kill them as you
  - 11) Get the FP
  - 12) Turn in "[Uncle Carlin](#)" accept "[Defenders of Darrowshire](#)"
  - 13) Turn around and turn in "[Duke Nicholas Zverenhoff](#)"
  - 14) Run SW to 79,63 and accept "[Zaeldarr the Outcast](#)"
  - 15) Fly back to WPL
  - 16) In front of the house turn in "[The Eastern Plagues](#)" accept "[The Blightcaller Cometh](#)"
- 
- 17) If you're within 6,600 to level then Hearth to IF and fly to SW, if not then grind until you're within range.
  - 18) Go to 78,18 in the keep and turn in "[The Blightcaller Cometh](#)" now I SKIP the next part but it's a good quest to do at 60
  - 19) Go get new skills
  - 20) Fly back to WPL

### **58-58 Western Plaguelands**

- 1) Go NE to the house at 49,78 and go upstairs. Turn in "[Auntie Marlene](#)" accept "[A Strange Historian](#)"
- 2) Just north of the house at 49,76 you'll see an off color gravestone. Loot it and get the wedding ring for "[A Strange Historian](#)"
- 3) Go in the west entrance to Andorhal at 39,71 and you should see the only full building, looks like an Inn at 39,68. Go upstairs and turn in "[A Strange Historian](#)" accept "[The Annals of Darrowshire](#)" also accept "[A Matter of Time](#)"
- 4) Now look all around the city here for busted up silo's with a blue light coming out of them. Use the silo horn to summon the worms, it spawns 1-3 mobs for "[A Matter of Time](#)". Once you kill the last one

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- they have a tendency to spawn another. They're more on the East side of town
- 5) Go to the Town Hall near all the mobs in the middle of town, you can sneak in from the SW side. Grab the books on the floor until you get the "[The Annals of Darrowshire](#)" Some will spawn mobs
  - 6) Go back to the Inn at 39,68 and to the top floor, turn in "[A Matter of Time](#)" accept "[Counting Out Time](#)" also turn in "[The Annals of Darrowshire](#)" accept "[Brother Carlin](#)"
  - 7) Go outside and look around the busted houses for little metal lunchboxes for "[Counting Out Time](#)"
  - 8) Go back to the Inn at 39,68 and turn in "[Counting Out Time](#)" you can now repeat this quest for a dampener. This is used vs the 61 elite

#### 58-58 Eastern Plaguelands

- 1) Run out of here and into EPL up to the NW at 7,43 and turn in the 3 quests "[Demon Dogs](#)" "[Blood Tinged Skies](#)" and "[Carrion Grubbage](#)" accept "[Redemption](#)" then listen to him and turn it back in. Then accept "[Of Forgotten Memories](#)"
- 2) Go to the Undercroft at 28,86 and run behind it. Touch the dirt pile to summon Mercurio and 3 guards. Easiest way to do this is to kite him away from his buddies or get a group. Loot his body for the hammer for "[Of Forgotten Memories](#)"
- 3) Now go to the bottom of the crypt and kill the very big troll for "[Zaeldarr the Outcast](#)" Only grab the scroll on the floor if u want
- 4) Go back to 7,43 and turn in "[Of Forgotten Memories](#)" accept "[Of Lost Honor](#)"
- 5) Either Run to Light's Hope Chapel or back to Chillwind and fly there
- 6) Turn in "[Brother Carlin](#)" accept "[Villains of Darrowshire](#)"
- 7) Go down to 79,63 and turn in "[Zaeldarr the Outcast](#)"
- 8) Go down just North of Corin's Crossing to 53,65 and grab the sword for "[Villains of Darrowshire](#)" It's down in the scar. Don't forget to do some of "[Defenders of Darrowshire](#)" at Corin's Just get what you can
- 9) Go north to Blackwood Lake at 51,49 and grab the skull under the water for "[Villains of Darrowshire](#)"
- 10) Go NE to around 65,41 and kill the zombies for part of "[Defenders of Darrowshire](#)" there are quite a lot here you could probably finish
- 11) Go to the lake at 71,33 and grab the flag next to the cage, it's hard to see and is laying flat for "[Of Lost Honor](#)"
- 12) Go NW to the tower at 56,24 and turn in "[Troubled Spirits of Kel'Theril](#)" SKIP the next part
- 13) Run West to 45,34 and loot the termite mounds here for "[A Plague Upon Thee pt.1](#)" until you get 100 termites, also kill ghouls to finish up "[Defenders of Darrowshire](#)"
- 14) Run to Lights Hope Chapel now
- 15) Go by the tent and turn in "[Defenders of Darrowshire](#)" and "[Villains of Darrowshire](#)"
- 16) Fly to WPL
- 17) Next to the house turn in "[A Plague Upon Thee pt.1](#)" accept "[A Plague Upon Thee pt.2](#)"

#### 58-59 Western Plaguelands

- 1) Run up to 51,28 and accept "[Unfinished Business pt.1](#)"
- 2) Start heading back SW around 47,32 and clear your way into the mill. Right click the box and place the termites, then click the barrel and turn in "[A Plague Upon Thee pt.2](#)" accept "[A Plague Upon Thee pt.3](#)"
- 3) Go just south of 49,42 and kill 2 knights and mages for "[Unfinished Business pt.1](#)" then 51,43 for the hunters and medics
- 4) Go to 51,28 and turn in "[Unfinished Business pt.1](#)" accept "[Unfinished Business pt.2](#)"
- 5) Go to 57,36 and kill Huntsman Radly for "[Unfinished Business pt.2](#)" then north to the tower at 55,23 and kill Cavalier Durgen at the top and open the holy coffer here for the lightbringer for "[The Mark of the Lightbringer](#)"
- 6) Go straight out of the tower over the mountains to 51,28 and turn in "[Unfinished Business pt.2](#)" doing the 3<sup>rd</sup> part "[Unfinished Business pt.3](#)" is optional. Some classes can do it easier than others. You have to run north to hearthglen and run up into the big tower in the center of town at 45,18 and look over the edge until it says complete.
- 7) Run back straight south over the mountains to 51,28 and turn in "[Unfinished Business pt.3](#)"
- 8) Run into EPL and up to 7,43 and turn in "[Of Lost Honor](#)" accept "[Of Love and Family pt.1](#)"
- 9) Go back to WPL and run/swim to the island Scholo is on at 65,75 and turn in "[Of Love and Family pt.1](#)" SKIP the rest until you do strat
- 10) Go back to Chillwind Camp at 43,84 and turn in "[A Plague Upon Thee pt.3](#)"
- 11) At Anchorite Truuen turn in "[The Mark of the Lightbringer](#)" and accept "[Tomb of the Lightbringer](#)" and then escort him
- 12) Now this is pretty easy, Truuen will have you escort him. You get jumped by 2 wraiths, and then 3 zombies. Both sets are easy to solo. Once you arrive at Uther's Tomb it completes. Go back to Chillwind to Priestess MacDonnell and turn it in
- 13) Now you want to do 2 things here. Get friendly with Argent Dawn and get 8-8.5k from leveling. You can do "[Alas, Andorhal](#)" if you can find a group, it's not that hard but can take 5-10 people. This will

- give you an easy 8300 xp instead of grinding.
- 14) Now you want to go up to andorhal and just grind until you're friendly, once you're friendly go back to Chillwind Camp and turn in all your scourge tokens. This allows you to buy mana biscuits which restore mana and health and more than food can. If you still need to level then go grind on mobs in andorhal again until you're 8-8.5k from 59
  - 15) Once you're 8k-8.5k from leveling, fly to Hinterlands and run all the way NE to the waterfall at 80,46 and jump off. Under the water loot the chest and finish "[Cortello's Riddle pt.3](#)" I bet you thought I forgot about it
- 16) Hearth to IF
  - 17) Go to the throne room at 43,52 and accept "[An Earnest Proposition](#)" (pick your class from the list) You have to have your classes tier 0 bracers in order to do this quest. You can buy it on AH
  - 18) Fly to Menethil and boat to Auberdine, fly to Darnassus
  - 19) Go to 35,8 on the 2<sup>nd</sup> floor and turn in "[Glyphed Oaken Branch](#)"
  - 20) You should be 59, fly to Winterspring

### 59-60 Winterspring

- 1) On your left after entering turn in "[Are We There, Yeti? pt.3](#)"
  - 2) Near the back are 2 horde, accept "[Luck Be With You](#)"
  - 3) Turn around and turn in "[Felnok Steelspring](#)" accept "[Chillwind Horns](#)"
  - 4) Stable your pet and make Everlook your home
- 5) Run north to frostsaber rock at 51,15 and tame a Frostsaber Stalker for prowl and dash rank 3.
  - 6) Use the cat to do "[An Earnest Proposition](#)" just kill the sabers until you have 15 blood
  - 7) Go just SE of here around 55,18 and kill the chimera's for "[Chillwind Horns](#)"
  - 8) Once you got that done, tame a Winterspring Screecher for Claw rank 8
  - 9) Run to Starfall Village at 52,30 and accept "[Enraged Wildkin pt.1](#)"
- 10) Run back to everlook and get your cat back out
  - 11) Turn in "[Chillwind Horns](#)" SKIP the other unless you wanna go there
  - 12) Go south to 59,59 and touch the crate and turn in "[Enraged Wildkin pt.1](#)" accept "[Enraged Wildkin pt.2](#)"
  - 13) Go back to the roat at 61,60 and touch the wagon, turn in "[Enraged Wildkin pt.2](#)" accept "[Enraged Wildkin pt.3](#)" grab the box in the snow
  - 14) Run east again to 63,59 and turn in "[Find Ranshalla](#)" accept "[Guardians of the Altar](#)"
  - 15) Now protect her while she does her thing. Make sure you get the feather off an owl for "[Enraged Wildkin pt.3](#)" When she stops in a cave, light the torch for her. If you don't get the feather before you're done keep killing until you got it.
  - 16) Go south to 62,69 and loot the gems for "[Luck Be With You](#)" hunters and locks can use pet to distract mobs while u loot, other classes will have to group.
- 17) Hearth to Everlook
  - 18) Turn in "[Luck Be With You](#)" at the 2 horde near the back of everlook
  - 19) You should be about 25% into 59 now.
  - 20) Accept "[Cache of Mau'Ari](#)" if you want to. This just gives you an item which allows the mobs here to drop stuff which you can turn in for buffs
- 21) Go up to Starfall Village at 52,30 and turn in "[Enraged Wildkin pt.3](#)"
  - 22) Run to 31,45 and turn in "[Mystery Goo](#)" accept "[Toxic Horrors](#)"
  - 23) Run into Felwood and go to 48,24 and kill toxic horrors for "[Toxic Horrors](#)" these also drop essence of waters
- 24) Fly to Rut'theran Village and go to the house at 55,92 and turn in "[Guardians of the Altar](#)" accept "[Wildkin of Elune](#)"
  - 25) Go in Darnassus and up to the top of the tower at 34,8 and turn in "[Wildkin of Elune](#)"
  - 26) Fly back to Felwood
- 27) Run back up into Winterspring and over to 31,45 turn in "[Toxic Horrors](#)" accept "[Winterfall Runners](#)"
  - 28) Now to find the runners. They travel anywhere from the Timbermaw Cave east to 53,34 then up around the mountains north of everlook over to Winterfall Village. If you didn't see them from the cave to here, head east. You don't have to kill all 3.
  - 29) Once you get the crate run back to 31,45 Turn in "[Winterfall Runners](#)" an ambush will come from the lake, if u don't move from the tent they won't aggro you. SKIP the next part unless you get a group
  - 30) Hearth to Everlook
  - 31) You should be 45-50% through 59. Now I make sure I got my mana bisquits and I start grinding until im 6600 to 60. Anywhere is fine where there is a lot of mobs It's all a matter of preference. I choose the owl wing thicket at 64,62 or anything north of everlook. I like to kill the furlbogs for timbermaw rep also.
  - 32) If you don't want to grind this large amount then do BRD, scholo, or strat. You have a lot of quests in those spots to do
  - 33) Now that TBC is out you have a better choice to go in the dark portal and just grind on things 61 and

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- under. Don't do quests yet or you will offset the 60-70 guide, unless you want to. There are a few quests at the end that you'll hit 70 with sooner or later
- 34) Once you're 6600 to 60 go to IF and turn in [An Earnest Proposition](#)"
  - 35) Grats on 60

### **60-70 Introduction**

There are a couple things different about 60-70 for the time being.

- 1) All quests are now linked
- 2) Scryers quests are being added, currently it is based on aldor but it doesn't matter much since there are about 20-30 quests at most that are scryer and are around 63, some around 65 and the rest in netherstorm around 67-79
- 3) Most importantly the xp rate might be off. Supposedly when I did it in beta it was normal like they were going to have it at release but who knows. Quests can change still, xp rates can change, drops can change, and pretty much anything can change. If this is the case I will try to get it normalized as soon as I can. Even if it's not 100% perfect now, you still have an excellent path for you to follow
- 4) I have been getting asked a lot about armor and weapons in TBC. Honestly if you don't have T2 or T3 you'll be replacing fast. I've seen T2 go up to 67 or 70 and T3 up to 70. The only reason is really because most people don't want to lose the set bonus. Not to mention it's great gear which was made that good for TBC on purpose
- 5) The first zone instance has MC quality gear, and further instances are probably insane. I haven't tried any raids yet. I found an awesome blue gun in Hellfire Citadel, and some insane socketed pants. The pants lasted me from 61 to 70 easily. Proving the best drops are from instances but it's not necessary.
- 6) I went from 60-70 starting with a char that had pretty much hit 60 so I was in junk green gear and I had absolutely no problem. For those of you that heard you can't do well without good gear, you surely can with no troubles. I also had a full tier 0 character that replaced armor fast and again had no problem.
- 7) You can supposedly get xp from pre TBC quests but it's not really worth it. You'll get double that xp you're running around for in Outlands by the time you turn them in in Azeroth

**Hellfire Peninsula 60-61**

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- 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 55+, 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 Dumpphry 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 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 Gryphoneer 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 Gryphoneer Windbellow and you can accept "[Return to the Abyssal Shelf](#)" this is now a repeatable quest for reputation. 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 Dumphy 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
- 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.

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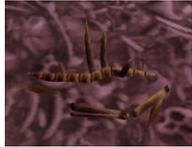
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Once you've got that finished, start heading east and look for the zeppelin parts for "[In Case of Emergency...](#)" they lie between the zeppelin crash site and Honor Hold. You shouldn't have a problem getting all 30 is pretty easy.

- 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 anything 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](#)"

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- 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 Nests which will spawn a hatchling which drop 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, 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, theres 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) Hearth back 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

72) Go back to Razelcraz and turn it in and accept "[Shizz Work](#)" then use the whistle near the foreman 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) If you're racing for time, die so you end up at the temple, otherwise run back

76) Run back up into the Inn to Amaan, 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 droprate but also a good grind for "[Smooth as Butter](#)"

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- 69) Go up into Zeth'Gor to the east at 64,74 and kill the Grunts, Necrolytes, and shamans for "[Cursed Talismans](#)" I hit around the 20% through 61 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
- 73) Go upstairs in the Inn to Klatu and turn in "[Return to Honor Hold](#)" accept "[Fel Spirits](#)" and "[Digging for Prayer Beads](#)"
- 74) Go to the next room to Hama and buy a Silken Thread, then go downstairs to the Gem vendor and buy a Sparkling Zircon, 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 3 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 kill them
- 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 dreadtus, 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 the guide 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 the end 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](#)

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[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.

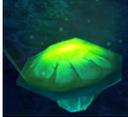
- 2) Go to the back of the Inn to Windsinger and turn in ["The Cenarion Expedition"](#) accept ["Disturbance at Umbrafen Lake"](#)

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<p>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</p> <p>4) Just south of the refuge you will find Boglash, a 62 elite for "<a href="#">The Dying Balance</a>" 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.</p> <p>5) Go south of the Refuge and kill all the mobs you see for Unidentified Plant Parts until you get all 10 for "<a href="#">Plants of Zangarmarsh</a>" you can also harvest them with herbalism while heading you head to Umbrafen Village at 82,81 and kill the oracles (mainly in the tents) and seers for "<a href="#">The Umbrafen Tribe</a>" 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 "<a href="#">Escape From Umbrafen</a>" ESCORT this is really easy, you get ambushed by 2 guys 2 times, and they're just as easy as the others were.</p>
<p>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 "<a href="#">The Umbrafen Tribe</a>" accept "<a href="#">A Damp, Dark Place</a>" then at Thar'well turn in "<a href="#">Plants of Zangarmarsh</a>" you can now repeat this for faction, the pack you get from this quest <b>can</b> contain a plant which starts "<a href="#">Uncatalogued Species</a>" then turn it back in to Lauranna which gives rep and is repeatable until friendly, then accept "<a href="#">Saving the Sporeloks</a>"</p> <p>7) Turn around to Windcaller Blackhoof and accept "<a href="#">Safeguarding the Watchers</a>"</p> <p>8) Go to the Inn to Lethyn and turn in "<a href="#">The Dying Balance</a>" then in the back to Wingsinger turn in "<a href="#">Escape From Umbrafen</a>"</p>
<p>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 href="#">A Warm Welcome</a>" They're a 100% drop rate in this spot. Not the ones around Umbrafen Lake, they won't drop claws</p> <p>10) Go to the big pump at the SW of Umbrafen Lake at 70,80 to investigate for "<a href="#">Disturbance at Umbrafen Lake</a>"</p> <p>11) Go to Funggor Cave south from here at 74,90 and kill Marsh Dredgers and Lurkers for "<a href="#">Saving the Sporeloks</a>" 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 href="#">A Damp, Dark Place</a>"</p>  <p>Continue down and kill Lord Klap for "<a href="#">Safeguarding the Watchers</a>" 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</p>
<p>12) In the back of the Inn to Windsinger, turn in "<a href="#">Disturbance at Umbrafen Lake</a>" accept "<a href="#">As the Crow Flies</a>" then use the amulet to explore the lakes for "<a href="#">As the Crow Flies</a>" you'll take a long flight as a crow and at the end it will say complete, turn it in and accept "<a href="#">Balance Must Be Preserved</a>"</p> <p>13) Exit the Inn and go atop the tower to Hamoot, turn in "<a href="#">A Warm Welcome</a>" then exit the tower, turn right over the bridge to Blackhoof next to the moonwell turn in "<a href="#">Safeguarding the Watchers</a>" turn around to the Ikeyen and turn in "<a href="#">A Damp, Dark Place</a>" "<a href="#">Saving the Sporeloks</a>" and if you found 10 more plants to Thar'well, which you should have at least 10 after all that killing.</p> <p>14) You should now be friendly with the Cenarion Expedition, turn around to Blackhoof and accept "<a href="#">Blessings of the Ancients</a>" 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</p> <p>15) Go into the Inn to Lethyn, accept "<a href="#">What's Wrong at Cenarion Thicket?</a>" and "<a href="#">Watcher Leesa'Oh</a>"</p> <p>16) You should be about 40% plus through 62 now.</p>
<p>17) Go SW to the pump at 70,80 and use the seeds on the Umbrafen controller. The guard should drop a paper that starts "<a href="#">Drain Schematics</a>" then Go a bit NW to the pump at 64,64 and use the seeds on the Lagoon controller for "<a href="#">Balance Must Be Preserved</a>"</p>
<p>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.</p> <p>19) Near the steps to the left is Idaar, accept "<a href="#">The Dead Mire</a>" and "<a href="#">The Fate of Tuurem</a>"</p> <p>20) Go up the stairs and grab the FP</p> <p>21) Now go back down and in front of the fountain is Ahuurn, accept "<a href="#">The Boha'mu Ruins</a>" and "<a href="#">The Orebor Harborage</a>" then to the right, under the entrance stairs is Conall, accept "<a href="#">Unfinished Business</a>" then to the left is Ruam accept "<a href="#">Fulgur Spores</a>"</p> <p>22) Go up the stairs to the north and at Haalrun accept "<a href="#">Menacing Marshfangs</a>" and from Noraani "<a href="#">Too Many Mouths to Feed</a>"</p> <p>23) Finally make Telredor your home on the west side of the fountain.</p>
<p>24) Go NE towards the dead mire and kill marshfang rippers for "<a href="#">Menacing Marshfangs</a>" and look for the Glowing Green spores for "<a href="#">Fulgur Spores</a>" they look like</p>



you probably won't get them all right now

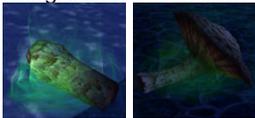
- 25) Head to the dead mire at 80,43 and look for a pile of dirt for "[The Dead Mire](#)"
- 26) In the SW section of the mire at 76,45 you will find sporewing (he's not in the dried up lake, but on the outside edges) for "[Unfinished Business](#)" once you do that then head back towards Telredor and go west of it, theres 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](#)"
- 28) 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)
- 29) 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 until you get one which starts "[Withered Basidium](#)"
- 30) Go SW back to Telredor, at the stairs, go left to Idaar and turn in "[An Unnatural Drought](#)"
- 31) To the west of the entrance stairs to Ruam, turn in "[Withered Basidium](#)" accept "[Withered Flesh](#)"
- 32) 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)
- 33) 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



- 34) Go to the pump NW at 61,40 and use the seed on it for "[Balance Must Be Preserved](#)"
- 35) Go south at around 49,59 just north of Feralfen Village is Blacksting for "[Blacksting's Bane](#)"
- 36) Go SW to the Boha'mu Ruins and up the stairs into the building and it will say completed for "[The Boha'mu Ruins](#)"
- 37) 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](#)".
- 38) 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
- 39) 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 sporeggar now and can accept "[Sporeggar](#)"
- 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 Sporeggar at 19,51 and in the first house to Msshi'fn, turn in "[Sporeggar](#)" 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 Sporeggar. 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 "[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](#)"

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- 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 map) for "[Lines of Communication](#)" also kill marshlight bleeders near the Marshlight Lake for "[Stinger Venom](#)" if you see them.
- 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) In the Refuge Inn 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) Back in Telredor near the fountain to Ahuum, turn it in 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
  - 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

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## 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, sryer 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 Sryer 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 Sryer 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 of friendly with aldor or sryers. 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 Sryers.
- 9) Go up to the Aldor Rise to 30,34 and talk to Adyen the Lightwarden and accept "[Marks of Kil'jaeden](#)"
- 10) Contine 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

### Sryers

- 13) If you chose the Sryer accept "[Allegiance to the Sryers](#)" this will make you friendly. Now accept "[Voren'thal the Seer](#)" with the Sryer and you are now hostile with the Aldor
- 14) Go up to the Sryer'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](#)"

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- 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 teromoths south of here, and the vicious teromoths 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**

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- 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) 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](#)"



- 36) 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'alen 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 Atalar. On your way you will see Akuno. You can accept "[Escaping the Tomb](#)" and attempt it. This now appears soloable. 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



- 37) 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.
- 38) 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](#)"
- 39) Then accept "[Missing Friends](#)" from the child Ethan then go up and talk to Mekeda and turn in "[The Shadow Tomb](#)" "[Before Darkness Falls](#)" and "[Escaping the Tomb](#)"
- 40) Go West past the shadow tomb to 26,53 into Veil Rhaze and kill the undead arakkoa for "[Veil Rhaze: Unliving Evil](#)"
- 41) Go back NE to Veil Skith and kill the arakkora for the prison keys, then locate the cages and free the children for "[Missing Friends](#)" each cage has more than 1 kid in it



- 42) Go back to the caravan to Kirrik and turn in "[Veil Rhaze: Unliving Evil](#)" accept "[Veil Lithic: Preemptive Strike](#)" then at Ethan turn in "[Missing Friends](#)"
- 43) You should be about 80-85%+ to 64
- 44) 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



- 45) Run SE to the Sha'tari Base Camp at 31,76 and from Scout Navrin on the mount accept "[Taken in the Night](#)"
- 46) From Commander Ra'vaj near the fire accept "[An Improper Burial](#)"
- 47) From Oakun accept "[The Dread Relic](#)"
- 48) 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.
- 49) Go back south to the camp to Dwarfowitz and turn it in and accept "[Fumping](#)"
- 50) 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
- 51) Go back NE to the caravan to Kirrik and turn in "[Veil Lithic: Preemptive Strike](#)" accept "[Veil Shalash: Signal Fires](#)" and from High Priest Orglum accept "[The Tomb of Lights](#)"
- 52) 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 tougher in there.
- 53) Go east to 55,66 and follow the path up into Veil Shalash 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. 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



- 54) Go south now into Netherweb Ridge venom at about 51,77 and kill the Netherweb Victim, which are the web wrapped things. You'll either get an aggressive monster or a Sha'tar warrior for "[Taken in the Night](#)"



- 55) 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



- 56) 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](#)"



- 57) Run west into Sha'tari Base Camp and at Scout Navrin turn in "[Taken in the Night](#)"
- 58) 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
- 59) Then at Oakun turn in "[The Dread Relic](#)" SKIP "[Evil Draws Near](#)" unless you get a group
- 60) 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](#)"
- 61) 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](#)"



- 62) Go SW back to camp to Ra'vaj and turn it in

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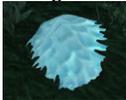
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- 63) Go back to the caravan and turn in "[Veil Shalas: Signal Fires](#)" to Kirrik accept "[Return to Shattrath](#)"
- 64) At Orglum turn in "[The Tomb of Lights](#)"
- 65) You should also now be friendly with the lower city.
- 66) Now run east to the Allerian Stronghold at 55,54
- 67) Go to the 2nd building on your left and make the stronghold your home
- 68) 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'eath accept "[Olemba Seeds](#)" then all the way inside talk to LT Gravelhammer and accept "[Speak With Private Weeks](#)" and "[Thin the Flock](#)"
- 69) 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](#)"
- 70) 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
- 71) Go east down to the lower city at 72,30 and turn in "[A Personal Favor](#)" accept "[Investigate Tuurem](#)"
- 72) 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.
- 73) 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
- 74) 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**
- 75) 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
- 76) You should now be 64 or really close, most likely you're almost a bar into it
- 77) 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**
- 78) 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 some. You will get an Arcane Rune used for later to perm add stuff to armor.
- Aldor & Scryers**
- 79) Go in the Terrace of Light and 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 back 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 "[Styming 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 "[Styming 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

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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 wo 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 and kill 20 bonelashers, they're birds, for "[Wanted: Bonelashers Dead!](#)" theres a camp of bonelashers just east of the caravan but they're all around the bone wastes

- 96) Hearth to Allerian Stronghold
- 97) Just outside the inn near the mailbox is Jenai Starwhisper, turn in "[What Are These Things?](#)" accept "[Report to the Allerian Post](#)"
- 98) 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](#)"
- 99) Go outside next to the ballista to Thander, turn in "[Stymying the Arakkoa](#)" then near the water wheel behind him is Bertelm, turn in "[Fel Orc Plans](#)" and "[Timber Worg Tails](#)" accept "[The Elusive Ironjaw](#)"
- 100) 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](#)"
- 101) You should now be nearing 50% through 64

- 102) Go NE to Allerian Post at 69,44 to Meridian and turn in "[Report to the Allerian Post](#)" accept "[Attack on Firewing Point](#)"
- 103) Go NE to just north of Firewing Point around 67,35 and look for Ironjaw for "[The Elusive Ironjaw](#)"
- 104) Once you kill Ironjaw go just south to Firewing Point and kill the Blood Elves for "[Attack on Firewing Point](#)"
- 105) Scryers save any firewing signets for "[Firewing Signets](#)" and alдор save any firewing signets to sell or trade. Use them as a grind marker. Try to get 20 before you leave
- 106) 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.
- 107) 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



- 108) Once you get them all hearth to Allerian Stronghold
- 109) 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!](#)"
- 110) 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.

- 111) Go NE back to the Post to Meridian at 69,44 and turn in "[Attack on Firewing Point](#)" accept "[The Final Code](#)"
- 112) 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 and to the center of town to the mana bomb and click it. Once you do it will blow in 5 seconds and kill all the warlocks



Orb of Translocation



Mana Bomb

- 113) Hearth if it's up, otherwise die then run south to the stronghold
- 114) Right beside the inn is Jenai Starwhisper, turn in "[The Final Code](#)" and everyone standing around will praise you. Accept "[Letting Earthbinder Tavgren Know](#)"
- 115) Fly to Shattrath
- 116) Exit to the east

- 117) Run east to the Cenarion Thicket and turn in "[Letting Earthbinder Tavgren Know](#)"
- 118) You should now be about 60-65% or more to 65 as well as very close to honored with the Cenarion Expedition

- 119) Run back to Shattrath

**Aldor**

- 120) Go up to Aldor Rise and turn in any more marks you found for some rep
- 121) Go further up to Ishanah and turn in any fel armaments you found for some more rep

**Scryers**

- 122) 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

- 123) Go up to the Seer and turn in any more arcane tomes you have found

**Aldor & Scryers**

- 124) 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
- 125) Fly to Orebor Harborage in Zangarmarsh
- 126) Go in front of the Inn to Ituki and accept "[A Message to Telaar](#)"
- 127) Fly to Telredor
- 128) 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 everyone has been calling it.
- 2) Save Oshu'gun Crystal Powder Samples you find in this zone for tokens when Halaa is under alliance

control

- 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**

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- 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 east to the mountain at 64,70 and start killing the tortured earth spirits for "[The Tortured Earth](#)" and to the west of them kill the boulderfist hunters to get the plans for "[Do My Eyes Deceive Me](#)"
- 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, theres 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 it 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 now 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 Gordawgs 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](#)"
- 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 rumbler, 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 consistorium 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, dropping the buff as you land over the nest. 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
- 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

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<p>to the fountain to Mo'mor and turn it in, accept "<a href="#">The Ruins of Burning Blade</a>"</p> <p>61) Go east to 71,70 the burning blade ruins, and start killing the ogres for "<a href="#">The Ruins of Burning Blade</a>" also near the front is a cage with Corki in it, accept "<a href="#">HELP!</a>" and once you get the key, open the cage. Easy enough</p>

<p>62) Run back to Telaar and at the north part of town overlooking the water is Arechron and turn in "<a href="#">HELP!</a>" accept "<a href="#">Corki's Gone Missing Again!</a>"</p> <p>63) Go to Mo'mor in the center of town by the fountain and turn in "<a href="#">The Ruins of Burning Blade</a>" accept "<a href="#">The Twin Clefts of Nagrand</a>"</p> <p>64) You should now be honored with Kurenai or pretty close</p>
<p>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</p> <p>66) Go north to the northwind cleft at 40,31 and kill the ogres for "<a href="#">The Twin Clefts of Nagrand</a>" 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</p>

<p>67) Hearth to Telaar</p> <p>68) Go down to the fountain and talk to Mo'mor and turn in "<a href="#">The Twin Clefts of Nagrand</a>" accept "<a href="#">Diplomatic Measures</a>" then go to the cliff overlooking the north to Arechron and turn in "<a href="#">Corki's Gone Missing Again!</a>" SKIP "<a href="#">Corki's Ransom</a>"</p> <p>69) You should be 80-85% to 66</p>
<p>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 "<a href="#">Diplomatic Measures</a>" then accept "<a href="#">Armaments For Deception</a>" and "<a href="#">Ruthless Cunning</a>"</p>

<p>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 "<a href="#">Ruthless Cunning</a>" and keep an eye out for the Armament boxes for "<a href="#">Armaments for Deception</a>"</p>

<p>72) Once done go back up to Lantresor at 73,62 in the burning blade ruins and turn them both in. Then accept "<a href="#">Returning the Favor</a>" and "<a href="#">Body of Evidence</a>"</p> <p>73) Go NW to the throne of the elements to Lo'ap and turn in "<a href="#">The Spirit Polluted</a>" then find Gordawg and turn in "<a href="#">Shattering the Veil</a>" SKIP "<a href="#">Gurok the Usurper</a>"</p> <p>74) Go west to the laughing skull ruins and plant banners on the ogres here now in the same fashion as before for "<a href="#">Returning the Favor</a>". 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 "<a href="#">Body of Evidence</a>", very easy</p>
<p>75) Hearth to Telaar</p> <p>76) At lolol turn in any more warbeads you have now for rep</p>
<p>77) Go back east to the burning blade ruins up top to Lantresor and turn in "<a href="#">Returning the Favor</a>" and "<a href="#">Body of Evidence</a>" accept "<a href="#">Message to Telaar</a>"</p> <p>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</p>
<p>79) Go back to Telaar up to Arechron at the north overlook and turn in "<a href="#">Message to Telaar</a>"</p> <p>80) You should be about half way through honored with Kurenai as well as very close to 66, like 5-10% to</p>

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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 but following my guide helps.
- 3) Follow the road until you reach Sylvanaar, grab "[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

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- 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 later). 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
- 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 elemental 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

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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 and 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](#)"

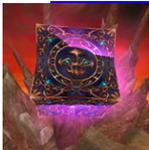
35) Go to Rally and have him send you to Razaan's Landing

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 and kill about 4 of the Razaani by the portal in the center of the village at 66,44 and Nexus-Prince Razaan will appear. 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](#)"



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- 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](#)"



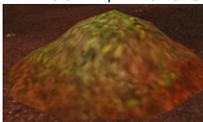
- 48) Kill the ogres here for "[The Bladespire Ogres](#)" don't forget to put down a keg to get the first 5 drunk for "[Getting the Bladespire Tanked](#)" when you lay it, they run at it and get drunk, then you can kill them
- 49) Droggam is in the building at 39,53 and has 4 guards, 2 elite 2 non-elite. 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) You should be 70-75% to 67 now
- 62) 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
- 63) 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](#)"



- 64) 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](#)"
- 65) 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 theimps 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



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- 66) Go back to Evergrove
- 67) Go to O'Mally Zapnabber and turn in "[Damaged Mask](#)" accept "[Mystery Mask](#)" then hand it in to Antelaron the old dryad who circles town and accept "[Felsworn Gas Mask](#)"
- 68) 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](#)"
- 69) 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](#)"
- 70) You probably have hit honored with the Cenarion Expedition by now too
- 71) 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](#)"



- 72) Now kill 4 attendants and engineers and turn it back in SKIP "[You're Fired!](#)" unless there are people around to help you
- 73) You should now be 67 or very close to it. You can destroy the mask you're wearing now and the mystery mask
- 74) 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?](#)"
- 75) 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](#)"
- 76) Dorgok should also drop Gorgrom's Favor which starts "[Favor of the Gronn](#)"
- 77) Either run back to Evergrove or hearth to Sylvanaar and fly to Evergrove
- 78) 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!](#)"
- 79) 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](#)"
- 80) 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 ravenspeech 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 Sylvanaar then fly 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

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- 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 flyers. Don't forget anymore shaleskin flyers if you still need them
- 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**

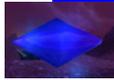
- 20) Go west out of town and SW to Manaforge B'naar and kill the Magisters and Bloodwarders for "[Distraction at Manaforge B'naar](#)"

**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 rumpers 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 they 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) Just outside the Inn is Khay'ji turn in "[Assisting the Consortium](#)" accept "[Consortium Crystal Collection](#)"

- 31) 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

- 32) Go back north to the ruins of Enkaat and kill the draenei for "[Rebuilding the Staff](#)"

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

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

- 35) You should be roughly 75% to 68 now

**Aldor**

- 36) 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

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

#### Aldor & Scryers

- 39) 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.

- 40) 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](#)"
- 41) Up by the tower from Dieworth accept "[Malevolent Remnants](#)"
- 42) 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](#)"
- 43) When you go back down you can now talk to Morran and accept "[The Unending Invasion](#)" and from Dieworth "[A Fate Worse Than Death](#)"
- 44) While out here kill severed spirits for "[Malevolent Remnants](#)"
- 45) South of the tower here you should find Abjurist Belmara walking around. Kill her and she'll drop Belmara's tomb to drop which starts "[Abjurist Belmara](#)"
- 46) 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](#)"
- 47) 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](#)"
- 48) At the Blacksmith house east at 60,85 kill the apprentices for the smithing hammer for "[Indispensable Tools](#)"
- 49) You will see Conjurer Luminrath walking around north of the blacksmith. Kill him for his mantle which starts "[Conjurer Luminrath](#)"
- 50) 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. Stay back and let Bessy get hit first or she'll keep walking and leaving you to fail. If she gets hit she'll

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stop then you can kill. It will stop at Thadell, turn it in

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

52) 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)



53) 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)



54) 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)



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



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



57) 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](#)"

58) 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](#)"

59) 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](#)"

60) 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 Lingering 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

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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 Dieworth 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 Daellis 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 Imp-ossible!](#)"
- 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

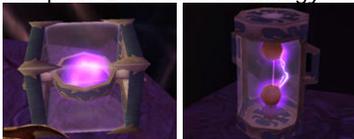
- 80) Go in the Inn to Spymaster Thalodien and turn in "[High Value Targets](#)" accept "[Shutting Down Manaforge B'naar](#)" then beside him from Larynna turn in "[Bloodgem Crystals](#)"

#### 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

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#### 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 be talking to start 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 Gahrj accept "[Drijya 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 Buddddd) accept "[Keeping Up Appearances](#)"

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

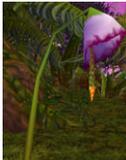
102) Go north to The Scrap Field at 50,59 and kill the doomsmiths and engineers for "[In A Scrap With The Legion](#)" and look for fel reaver parts for "[One Demon's Trash...](#)"



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](#)"

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<p><a href="#">Saboteurs</a>" then go up to Shauly and turn in "<a href="#">Keeping Up Appearances</a>" accept "<a href="#">The Dynamic Duo</a>"</p>
<p>107) Go west to Area 52 and at Papa Wheeler turn in "<a href="#">In A Scrap With The Legion</a>" then go to Khay'ji and turn in "<a href="#">Warp-Raider Nesaad</a>" accept "<a href="#">Request For Assistance</a>"</p> <p><b>Aldor</b></p> <p>108) Go in the Inn to Karja and turn in "<a href="#">Shutting Down Manaforge Coruu</a>" accept "<a href="#">Shutting Down Manaforge Duro</a>" at Orelis next to her, turn in "<a href="#">Attack on Manaforge Coruu</a>" accept "<a href="#">Sunfury Briefings</a>" and possibly friendly with The Sha'tar</p> <p><b>Scryers</b></p> <p>109) Go in the Inn to Spymaster Thalodien and turn in "<a href="#">Return to Thalodien</a>" accept "<a href="#">Shutting Down Manaforge Duro</a>" then beside him at Larynna accept "<a href="#">Kick Them While They're Down</a>"</p>
<p><b>Aldor &amp; Scryers</b></p> <p>110) Go back east to Midrealm Post turn in "<a href="#">Request for Assistance</a>" accept "<a href="#">Rightful Repossession</a>"</p> <p>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 "<a href="#">Declawing Doomclaw</a>" he's a big baby and hits for about 150</p> <p><b>Aldor</b></p> <p>112) Go east to Manaforge Duro and kill archers and centurions for the military briefing and the conjurers for the arcane briefing for "<a href="#">Sunfury Briefings</a>"</p> <p><b>Scryers</b></p> <p>113) Go east to Manaforge Duro and kill conjurer's, bowmen, and centurion for "<a href="#">Kick Them While They're Down</a>"</p> <p><b>Aldor &amp; Scryers</b></p> <p>114) Look for the boxes of surveying equipment lying around for "<a href="#">Rightful Repossession</a>"</p>  <p>115) At the southern part of the building at 60,68 is Overseer Athanel who will drop the access crystal for "<a href="#">Shutting Down Manaforge Duro</a>" then go to the control console like before, start the shutdown and wait 2 minutes while keeping the technicians and protectors away from it</p> <p>116) Go back west to the eco-dome to Midrealm Post and talk to Gahruj, turn in "<a href="#">Rightful Repossession</a>" accept "<a href="#">An Audience with the Prince</a>"</p> <p>117) At Mama Wheeler turn in "<a href="#">Declawing Doomclaw</a>" accept "<a href="#">Warn Area 52!</a>"</p>
<p>118) Go west to Area 52 and as you enter speak with Fuselage and turn in "<a href="#">Warn Area 52!</a>" accept "<a href="#">Doctor Vomisa, PH.T.</a>"</p> <p><b>Aldor</b></p> <p>119) Go into the Inn to Karja and turn in "<a href="#">Shutting Down Manaforge Duro</a>" SKIP "<a href="#">Shutting Down Manaforge Ara</a>" unless you get a group and then at Orelis turn in "<a href="#">Sunfury Briefings</a>" accept "<a href="#">Outside Assistance</a>"</p> <p><b>Scryers</b></p> <p>120) Go in the Inn to Spymaster Thalodien and turn in "<a href="#">Shutting Down Manaforge Duro</a>" SKIP "<a href="#">Shutting Down Manaforge Ara</a>" then beside him at Larynna turn in "<a href="#">Kick Them While They're Down</a>" accept "<a href="#">A Defector</a>"</p>
<p><b>Aldor &amp; Scryers</b></p> <p>121) Go east to the little tent at 37,63 and turn in "<a href="#">Doctor Vomisa, PH.T.</a>" SKIP "<a href="#">You, Robot</a>" it's fun to try it out and possibly solo it but I don't think it's likely. Both the robot and Negatron (transformers ripoff?) have a ton of health</p> <p>122) Go east to the Eco-Dome to the lake at 46,53 and kill the crocolisks for "<a href="#">Deal With the Saboteurs</a>" then run back to the midrealm post and turn it in to Mehrdad then accept "<a href="#">To the Stormspire</a>"</p> <p>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</p> <p>124) Follow the road through the eco-dome and across the bridge into the bigger eco-dome up to 41,32 which is Stormspire</p>
<p>125) At the bottom of the elevator is Aurine Moonblaze, accept "<a href="#">Flora of the Eco-Domes</a>" then take the elevator up</p> <p>126) Go ahead to Ghabar and turn in "<a href="#">To the Stormspire</a>" accept "<a href="#">Diagnosis: Critical</a>" then go left and in between the building and the ramp up is Zephyrion, accept "<a href="#">Surveying the Ruins</a>" then from Nauthis accept "<a href="#">The Minions of Culuthas</a>" and "<a href="#">Fel Reavers, No Thanks!</a>"</p> <p>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 "<a href="#">An Audience with the Prince</a>" accept "<a href="#">Triangulation Point One</a>"</p> <p>128) Leave the building and go left to Audi the Needle and turn in "<a href="#">The Dynamic Duo</a>" accept "<a href="#">Retrieving the Goods</a>"</p> <p>129) Go down and into the Inn and make it your home</p>
<p>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 "<a href="#">Flora of the Eco-Domes</a>"</p> <p>131) Go to NE part of the dome to the Sutheron generator and use the diagnostic device for "<a href="#">Diagnosis:</a></p>

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**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 talbucs 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](#)"

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- 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...](#)"

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- 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 Tyralius](#)"
- 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

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(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) Hearth 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 "[Spleendid!](#)" 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**

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**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.

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