



Hello and thank you for taking interest in my guide. If you've seen [Joana/Mancow's Horde Guide](#) you might realize mine is the Alliance version of his. I had to make an alliance guide like his since he made one for the horde, and I have received many praises on it. You can see why people say that because I posted coordinates on all the quests and locations I take you to and I link every single quest from 1-60 for easier navigation. There is also an interactive map mod that will greatly help you in the game

Any class can use this guide. I wrote it using a Hunter starting in Teldrassil there is now a guide from 1-12 for Humans and Dwarves/Gnomes, and a 1-20 Draenei so you can easily pick any race or class. If you don't pick a hunter then the only difference is your class quests. Please don't think you can't use this guide if you don't play a hunter. I hear all the time that people assume they can't use it, but if I had written it with any class I would have been told the same thing.

Below you'll find your index to the guide. I have a link to each zone that is entered.

Enjoy the guide. I know you won't be disappointed

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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 since he'd been Horde since day 1 and I've been Alliance.
- 2) 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:
- 3) [CT Raid](#) Lot of nifty options in and out of raids also shows coordinates on the map
- 4) [Scrolling Combat Text](#) (shows any combat stuff you want around your body like FF) better than the built in one.
- 5) [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
- 6) [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.
- 7) Whenever you see something on the guide surrounded by a box like this, it represents being in a town. I don't count little encampments like Chillwind Camp in WPL as a town even though it has a flight point. I usually tried to make sure it had an Inn and FP
- 8) 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.
- 9) Whenever you hit 15/25/35/45 etc, get the newest water and food you can have. It will greatly help downtime.
- 10) 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
- 11) 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
- 12) The more you level up to 60 the better, and faster you become with our without using this guide. Just like anything else in life.
- 13) 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.
- 14) 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.
- 15) 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.
- 16) I personally loot every mob from about 20-25 on up. The reason being is you'll never know if a blue or purple item drops. I found quite a few blue items that went for 50g and up. I had almost 300g after I bought my mount. That's almost half way to your epic mount by the time you got your first one. Between drops and skins etc you can easily have 500g by the time you hit 60. Most drops are luck and just vary. Mobs loot is determined when they spawn not when they're killed
- 19) I use hearthstones and dying so I resurrect at the GY near town through out the game. This saves a lot of time and can help you get a better total time. If your hearth isn't up, logging out will still count it down and not waste your /played
- 20) I don't do instances while I level up except Uldaman. The reason being is it really slows leveling down to do every single one, even if you get a killer group. You can do them if it's your first time playing or if you want a specific reward. Instances do give good gear but gear really makes no difference until you hit 60 and start really tweaking. If you know you got a good group then do them. But if you don't blow through it in 1 time it can greatly hurt your final /played so make sure no one is a noob. Plus on new servers you'll be far ahead and can't do most of them if you speed run.
- 21) The most annoying mobs are ones that can heal. If you see a mob starting to heal, then use a stun type move to stop it if your class has one.
- 21) 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

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- being ganked and corpse camped
- 23) People ask why I chose a Night Elf rather than another race, I don't like Gnomes, humans are ok, Dwarves are close to gnomes but look better. But truly I love NE because they look the best IMO. Plus NE rogues have an extra level of stealth because of meld, and hunters can meld and their pet can prowls 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.
  - 24) NOTE: Don't abandon quests anymore if it's a grab x item quest because they will vanish upon abandoning the quest.
  - 25) 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.
  - 26) In your video options, lower your ui scale to fit your needs. This makes it look better and can help you out.
  - 27) 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.
  - 28) 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!"

- 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.

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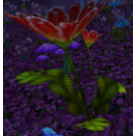
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6) Continue out of the south exit of the ship and accept "Spare Parts" and "Inoculation"

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

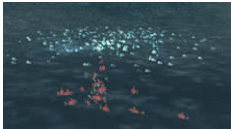
19) Run west to 66,53 the serrated dots on the map and go into the bigger zone

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!"





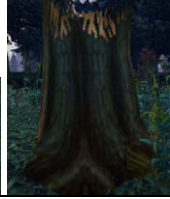
- 21) Walk up to the red snapper schools north and south in the river here and use the net on them. An angry murloc may appear. Kill him and he'll drop a fish otherwise you'll get one from the school. Once done turn it back in and get fishing pole if you want to fish. Accept "Find Acteon!" and should 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 "I've Got A Plant" then talk to Cookie and turn in "Cookie's Jumbo Gumbo" and you should be 7 now if you weren't already  
 29) You should be able to accept 2 new quests now, "Reclaiming the Ruins" from the priestess and "Precious and Fragile Things Need Special Handling" from the Archaeologist  
 30) Go north of here and stay east of the road, kill the stags for meat, it's almost a 100% drop, for "The Great Moongraze Hunt" and the root trappers for their vines, which is about 50% drop for "Medicinal Purpose". You need to grab a hollowed out tree around the loggers at 48,62 and the leaves are all around, grab those while hunting the lashers and elks for "I've Got A Plant"



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

32) Keep an eye out for Azure Snapdragons for "An Alternative Alternative". They spawn at the base of trees, but as the quest log says, the root trappers eat them. (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 63,47 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 28,82 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.

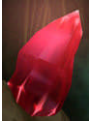


45) Hearth back to Azure Watch

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

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<p>"The Prophecy of Akida" accept "Stillpine Hold"</p> <p>47) Go to the hunter trainer and turn in "The Great Moongraze Hunt"</p> <p>48) Go south to the landing and turn in "Tree's Company" accept "Show Gnomercy" then turn in "Warlord Sriss'tiz"</p> <p>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..."</p>
<p>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.</p> <p>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</p> <p>52) Follow the road west until you hit Exodar.</p> <p>53) Once in Exodar, turn right and you'll see the Elekk breeder, turn in "Coming of Age" accept "Elekks Are Serious Business"</p>
<p>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"</p> <p>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.</p> <p>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</p>

<p>57) Go back outside to the chief and turn in, "Blood Crystals" then "Chieftain Oomooroo" to the right</p> <p>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</p> <p>59) Go back NE to Temper at 59,18 and turn in "Call of Fire" accept "Call of Fire"</p> <p>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 Murqurgula he'll drop "Gurf's Dignity"</p>

<p>61) Go back east to the hold and go to Gurf, turn in "Murlocs... Why Here? Why Now?" and "Gurf's Dignity"</p> <p>62) You should now be 12 or close to it</p> <p>63) Go north now, around the mountain and enter Bloodmyst Isle</p> <p>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.</p> <p>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"</p> <p>66) Now if you did it fast you should have 6 minutes left to ride this. Ride all the way SW on Azuremyst Isle</p> <p>67) At 11,82 you'll see a Wickeman 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</p>




- 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 pears for "A Favorite Treat"



- 2) Once done, go back east to Kessel's and turn in "A Favorite Treat" and "Alien Predators"
- 3) You should be close to 13 now
- 4) 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 and accept "Report to Exarch Admetius"
- 5) You should now be 13 if you weren't already
- 6) 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
- 7) Go into the Inn on your right and make it your home then accept "Beds, Bandages, and Beyond"
- 8) North of the inn near the general goods vendor, accept "Know Thine Enemy" then just west from 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 accept "Learning from the Crystals" beside him
- 9) Go to the center of town to Boros and turn in "What Argus Means to Me" accept "Blood Watch" and "Irradiated Crystal Shards"
- 10) Just NE of here, near the forge, accept "Explorers' League, Is That Something for Gnomes?" then go east of the center of town and accept "Mac'Are Mushroom Menagerie"
- 11) Go and grab the FP and turn in "Beds, Bandages, and Beyond" accept "On the Wings of A Hippogryph" don't fly yet
- 12) Go NW and kill bears, ravagers, flutterers, and treants for "Irradiated Crystal Shards" (don't need them all yet) while going to Bladewood at 46,60 there are 2 camps on the map and kill the blood

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elves for "Blood Watch" they also drop the shards

- 13) 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
- 14) Go to the center of town to Boros and turn in "Blood Watch" and get a better weapon hopefully
- 15) 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

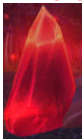


fel cone mushroom



Monument

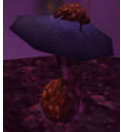
- 16) Now go west to the shore, or SW depending on where you wanna go, and head down to 34,90 and hotkey your murloc tagger and start using it on the murloc scouts out here for "Catch and Release" you have to be within range to use it but don't get in combat. Just spam the hotkey as you run towards one. If you see Cruelfin kill him, he drops a Red Crystal Pendant which starts "Cruelfin's Necklace"
- 17) 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"



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



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



- 20) Run west to Blood Watch and enter from the North, you should be 14 now or close
- 21) In the center of town 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"
- 22) Go east to Jessera and turn in "Mac'Are Mushroom Menagerie" then just below him accept "Constrictor Vines" and "The Bear Necessities" then go south just outside the inn and turn in "Know Thine Enemy" and "Signs of the Legion" accept "Containing the Threat"
- 23) On the sign outside the Inn accept "WANTED: Deathclaw" then go west to the herbalism trainer and turn in "Cruelfin's Necklace" and "Catch and Release" accept "Victims of Corruption" then go up into the big building NW of town and turn in "Learning from the Crystals" accept "The Missing Survey Team"
- 24) Fly to Exodar and go down to the center at 56,49 and turn it in, 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
- 25) Go SW to Middenvale at 51,73 and start killing the treants around the pod for "Victims of Corruption"
- 26) 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



- 27) Go back into Blood Watch and turn in "Victims of Corruption"
- 28) Run up into the big tower 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 Moraë and

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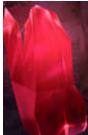
- accept "Searching for Galaen" then look for the wandering Messenger around town, accept "Urgent Delivery" it just completes right there. Not sure what this really does
- 29) Go to the first aid trainer and accept "Newfound Allies" then on the east side of town from Jessera accept "Ysera's Tears"
- 30) 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"

- 31) 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 kill the blood elves for "Intercepting the Message" and "Galaen's Fate" I was half way to 16 when I was done finding both
- 32) 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
- 33) At 45,47 you'll see some more big red crystals, manually use the pick to mine it for "The Second Sample"



- 34) Go back to Blood Hold and go into the big building and turn in "The Second Sample" and accept "The Final Sample"
- 35) Go south and turn in "Galaen's Fate"

- 36) 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.
- 37) 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.



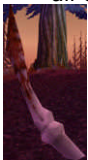
- 38) Once you're all done, go north of the satyr camp and to the west is a waterfall around 37,31 you should find deathclaw for "WANTED: Deathclaw" he's an undead bear like the ones in Felwood
- 39) Continue to kill bears and lashers if needed while you head to the turtle shell NE at 41,21 You may have 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"
- 40) 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.



- 41) Now you'll get a treasure map as a reward, click it to start "A Map to WHere?"
- 42) Now finish killing bears and lashers if you still need them, I know it's annoying but pretty good xp
- 43) 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, 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



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



- 45) Go back east to wyrmscar island and find Toreth wandering somewhere and hand in "Restoring

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**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

- 46) 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"**
- 47) 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 sim back north to the captain at 79,22 and turn it in



- 48) Hearth to Blood Watch
- 49) Exit the Inn and to the right turn in **"Containing the Threat"** then just north turn in **"The Bear Necessities"** and **"Constrictor Vines"** accept **"Culling the Flutterers"** then just north of him turn in **"Ysera's Tears"**
- 50) 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 and accept **"The Missing Expedition"**
- 51) Go into the big building and turn in **"The Final Sample"** and **"WANTED: Deathclaw"** accept **"Talk to the Hand"**
- 52) 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
- 53) 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. 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"**



- 54) Go back to blood watch to the first aid guy and turn it in, you should be 18 by now. Accept **"Nolkai's Words"**
- 55) In the center of town accept **"What We Know..."** then go into the big building and turn it in, 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"**
- 56) Go SE to 67,66 it's NW corner of Wrathscale Lair, and you will see a mound of dirt behind the tree, open it to complete **"Nolkai's Words"** you get a nice 8 slot bag and an off hand item




- 57) Either die or run back to Blood Hold then fly to Exodar
- 58) Go train and then go to the vault of lights at 32,54 and turn in **"Audience with the Prophet"** accept **"Truth or Fiction"**
- 59) 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"**
- 60) Now you can either go to Auberdine and continue with the guide from there and the beginning quests will be pretty easy, or you can finish the whole draenei area.
- 61) Fly back to Blood Hold

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62) Go to the center of town and turn in "Truth or Fiction" accept "I Shoot Magic Into the Darkness"
63) 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
64) Start killing royal blue flutterers for "Culling the Flutterers" while you head west to Vindicator's Rest at 30,46
65) Go to Corin at the front, turn in "Vindicator's Rest" SKIP "Clearing the Way" unless you get a group "Treant Transformation" and "Oh, the Tangled Webs They Weave"
66) In the back of the base, turn in "Talk to the Hand" accept "Cutting a Path" then accept "Critters of the Void"
67) Go South and look for mutated tanglers for "Oh, the Tangled Webs They Weave" corrupted stompers for "Treant Transformation" and enraged ravagers for "Cutting a Path" they're all mixed together
68) 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
69) Go north of the vector coil to Amberweb Pass, enter it at 22.37 and kill the myst leechers and spinners for "The Missing Expedition" Zarakh can be found at the end of the path at 18,35
70) Once you're all done, die on purpose so you end up at Vindicator's Rest
71) Turn in "Oh, the Tangled Webs They Weave" and "Treant Transformation" then turn around and turn in "Cutting a Path"
72) 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.
73) 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.
74) Go back to Vindicator's Rest and turn in "Clearing the Way" and you should be 19 now for sure.
75) Hearth to Blood Watch, go right to the center of town and turn in "I Shoot Magic into the Darkness" and "Critters of the Void" 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
76) Go just east 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 and turn in "Ending Their World" this will make him yell and people from all over exodar appear outside
77) Walk straight out to Velen and accept "The Unwritten Prophecy" it just completes and you get a ring and a tabbard
78) You should be about half way to 20 now
79) 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.

80) Go to the center of town and turn in "The Cryo-Core" then accept "Don't Drink the Water"
81) 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.
82) Go NW to where you found deathclaw at 34,33 and you'll see the waterfall, use the vial while standing under it
83) Hearth if you can, otherwise go back to the Watch and go right to the center of town and turn it in accept "Limits of Physical Exhaustion"
84) Go west and start killing Sunhawk Pyromancers and Defenders outside of the vector core for "Limits of Physical Exhaustion"
85) Hearth back to the Watch and go to the center of town and turn in "Limits of Physical Exhaustion" and accept "The Sun Gate"
86) Getting annoyed yet of this single quest running?
87) Go way west, south of the vector coil to the sun gate, just get close 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
88) Now you probably can't hearth so just run back to town
89) Go to the center of town and turn in "The Sun Gate"
90) 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.
91) Go to Exodar and train, then non shamans go to darkshore via the boat.
92) You will now have ghost wolf form so no more walking everywhere. Not to mention the dreaded frost bolt
93) Accept "Call of Water" at 33,25 then you have to see the trainer who's hidden up top, remember from the fire quest, at 27,29 which is right beside you, turn it in and accept "Call of Water"
94) Fly to Bloodmyst

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- 95) Now you have to go to the center, north part of the map. Off the shore and under the ocean, use the water breathing pot you were given, go to 32,16 and you'll see water elementals. Talk to Aqueous and turn in ["Call of Water"](#) accept ["Call of Water"](#)
- 96) Now you actually have to make a long trip to the SE around Axxarien and go to the red river on the map that is above the vector coil and drains into the ocean. Not hard in wolf form. You want to end up at 31,41 and kill the fouled water spirits, they're red. Once you're done head back to Aqueous at 32,16 and turn it in, then accept ["Call of Water"](#)
- 97) Now we wait a bit for when we hit Ashenvale. You should be at least 25% to 21
- 98) Get back to Exodar and run NW to the boat dock at 20,54 which will take you to Auberdine

#### **Darkshore**

- 1) In front of the inn on the wanted poster accept ["WANTED: Murkdeep!"](#)
- 2) From the Explorers' League accept ["The Absent Minded Prospector pt.1"](#)
- 3) Go to Thundris Windweaver at 37,40 and turn in ["The Way to Auberdine"](#) accept ["Onward to Ashenvale"](#)
- 4) Go way SW to 35,83 to the Prospector and continue with step 6 on Darkshore 21-23 (note you won't have some chains which is ok)

Continue with the Ashenvale section

#### **1-12 Teldrassil – (Night Elf Start)**

- 1) If you purchased the Collector's Edition Game, Right Click your [Gift Voucher](#) and start ["Welcome!"](#)
- 2) Turn in ["Welcome!"](#) at 58,44 (right in front of where you start) and pick your pet (I choose Mini Diablo)
- 3) Accept ["The Balance of Nature pt.1"](#) at 58,44 and go do it by killing mobs at 57,45 and 61,43. Turn it in at 58,44.
- 4) Accept ["The Balance of Nature pt.2"](#) and ["Etched Sigil"](#) at 58,44. ["The Woodland Protector pt.1"](#) at 59,42 and ["A Good Friend"](#) at 60,41
- 5) Hand in ["The Woodland Protector pt.1"](#) at 57,45 and accept ["The Woodland Protector pt.2"](#) Mobs are at 56,46. Turn it in at 57,45.
- 6) Accept ["Webwood Venom"](#) at 57,41.
- 7) Run up the ramp to the top of the tree, turn in ["Etched Sigil"](#) at 58,40 (hunter trainer) and get beast tracking
- 8) Jump down and go do the following:
- 9) ["The Balance of Nature pt.2"](#) mobs are all around 60,35
- 10) ["Webwood Venom"](#) at 57,32 in and outside the cave
- 11) Turn in ["A Good Friend"](#) at 54,32 in a cove just west of the cave. Accept ["A Friend in Need"](#)
- 12) Turn in ["Webwood Venom"](#) at 57,41. Accept ["Webwood Egg"](#)
- 13) Get new skills
- 14) Turn in ["The Balance of Nature pt.2"](#) at 58,44
- 15) Turn in ["A Friend in Need"](#) at 60,41, accept ["Iverson's Antidote pt.1"](#)
- 16) Go do:
- 17) ["Iverson's Antidote pt.1"](#) (lilies and mushrooms) around 57,37
- 18) ["Iverson's Antidote pt.1"](#) (ichor) in the cave 57,32 along with ["Webwood Egg"](#) at 56,26
- 19) Turn in ["Webwood Egg"](#) at 57,41 Accept ["Tenaron's Summons"](#) then Run up the ramp to the top of the tree and hand it in at 59,39. Accept ["Crown of the Earth pt.1"](#)
- 20) Turn in ["Iverson's Antidote pt.1"](#) accept ["Iverson's Antidote pt.2"](#)
- 21) Do ["Crown of the Earth pt.1"](#) at 59,32
- 22) Turn in ["Iverson's Antidote pt.2"](#) at 54,32
- 23) Turn in ["Crown of the Earth pt.1"](#) at 59,39 Accept ["Crown of the Earth pt.2"](#)
- 24) If you're not level 6 yet, you should be close. Level and get skills. Head towards Dolanaar
- 25) Accept ["Dolanaar Delivery"](#) at 61,47
- 26) Accept ["Zenn's Bidding"](#) at 60,56
- 27) Make Dolanaar your home.
- 28) Turn in ["Dolanaar Delivery"](#) at 55,59 in Dolanaar
- 29) Turn in ["Crown of the Earth pt.2"](#) at 56,61 accept ["Crown of the Earth pt.3"](#)
- 30) At the tower in Dolanaar grab the following:
- 31) ["Denalan's Earth"](#) ["A Troubling Breeze"](#) Get First Aid ["The Emerald Dreamcatcher"](#) ["Twisted Hatred"](#)
- 32) Accept ["The Road to Darnassus"](#) from the mounted patrol (if she's there) right around 56,57
- 33) Now do:
- 34) ["Zenn's Bidding"](#) mobs east of Dolanaar
- 35) ["Crown of the Earth pt.3"](#) at 63,58
- 36) Turn in ["A Troubling Breeze"](#) at 66,58 accept ["Gnarlpine Corruption"](#)
- 37) ["The Emerald Dreamcatcher"](#) 68,59
- 38) Turn in ["Zenn's Bidding"](#) at 60,56 then go to the
- 39) Dolanaar tower and get ["Seek Redemption!"](#)

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

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- 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 to 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 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 lvl 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](#)"

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- 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 lvl 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 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

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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 Night Elf to IF guide but just go backwards. You're going to go north through the wetlands to menethil, then boat to auberdine from here.

### **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!](#)"
- 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](#)"

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- 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](#)"
- 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](#)"

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- 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
- 80) 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
- 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 Night Elf to IF guide but just go backwards. You're going to go north through the wetlands to menethil, then boat to auberdine from here.

#### 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](#)"

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<p>35) Don't do "<a href="#">Deep Ocean, Vast Sea</a>" it's not worth it and too hard</p> <p>36) Go in the merchant house, turn in "<a href="#">Tools of the Highborne</a>"</p> <p>37) Turn in "<a href="#">Thundris Windweaver</a>" accept "<a href="#">The Cliffspring River</a>"</p> <p>38) Turn in "<a href="#">The Red Crystal</a>" near the Inn accept "<a href="#">As Water Cascades</a>"</p> <p>39) Fill the Vial in the Moonwell for "<a href="#">As Water Cascades</a>"</p> <p>40) Turn in "<a href="#">For Love Eternal</a>" on the dock. Watch the love story</p> <p>41) You should be 14 by now get skills in Darnassus</p>
<p>42) Turn in "<a href="#">Bashal'Aran pt.4</a>" at 44,36</p> <p>43) Kill Moonstalkers and Rabid Thistle Bears all around 48,30 while you head to 50,25 for "<a href="#">The Cliffspring River</a>"</p> <p>44) Accept "<a href="#">Beached Sea Turtle</a>" at 44,20</p> <p>45) Turn in "<a href="#">Buzzbox 323</a>" at 51,24 accept "<a href="#">Buzzbox 525</a>"</p> <p>46) Go to 54,32 and do "<a href="#">Cave Mushrooms</a>" the final mushroom is in a few spots, one has a few mobs and probably not soloable there, if in trouble just ask for a little help but you can find one near 1-2 guys</p> <p>47) Head south stopping at 47,48 to do "<a href="#">As Water Cascades</a>" accept "<a href="#">The Fragments Within</a>"</p> <p>48) Grind to 40,53 and do "<a href="#">How Big a Threat? Pt.2</a>"</p> <p>49) Stop at 37,62 and grab "<a href="#">Beached Sea Turtle</a>"</p> <p>50) Follow the shore and "<a href="#">Beached Sea Creature</a>" at 36,70</p> <p>51) Turn in "<a href="#">Grove of the Ancients</a>" at 43,76</p> <p>52) Kill Grizzled Thistle Bear South of Grove of the Ancients for "<a href="#">Buzzbox 525</a>" then turn it in at 41,80</p> <p>53) Grind over to 32,80 and get "<a href="#">Beached Sea Creature</a>"</p>
<p>54) Hearth back to Auberdine and turn in:</p> <p>55) Turn in all beached creature quests at the hippograph dock</p> <p>56) Go under the dock grab "<a href="#">Fruit of the Sea</a>"</p> <p>57) Turn in "<a href="#">Cave Mushrooms</a>" in front of the Inn Accept "<a href="#">Onu</a>"</p> <p>58) Turn in "<a href="#">The Fragments Within</a>" in front of the Inn</p> <p>59) Accept "<a href="#">The Absent Minded Prospector</a>" at 37,41</p> <p>60) Go to the merchant house turn in "<a href="#">The Cliffspring River</a>"</p> <p>61) You should be 15 by now so you can accept: "<a href="#">The Blackwood Corrupted</a>" and "<a href="#">WANTED: Murkdeep!</a>" in front of the Inn on the sign</p> <p>62) "<a href="#">Cleansing the Infected</a>" at the first house accept "<a href="#">Tharnariun's Hope</a>"</p> <p>63) Turn in "<a href="#">How Big a Threat? Pt.2</a>" accept "<a href="#">A Lost Master</a>"</p> <p>64) Fill the Cleansing Bowl at the Moonwell</p>
<p>65) You should be 16 now, fly to Darnassus get new skills.</p> <p>66) Do "<a href="#">The Blackwood Corrupted</a>" at 50,34(grains) clear b4 all 3 pick ups or the spawn will give adds. If so just run.</p> <p>67) Go do "<a href="#">Tharnariun's Hope</a>" 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.</p> <p>68) Do "<a href="#">The Blackwood Corrupted</a>" 51,33(nuts) 52,33(fruit)</p> <p>69) Clear around the Bonfire at 52,33 place the food. Don't worry they turn good. When Xabraxis appears kill him. Talisman falls beside.</p> <p>70) Go to 54,24 turn in "<a href="#">The Tower of Althalaxx pt.1</a>" Accept "<a href="#">The Tower of Althalaxx pt.2</a>" do it. Kill any mob around the tower, NOT in it</p> <p>71) Hand in "<a href="#">The Tower of Althalaxx pt.2</a>" accept "<a href="#">The Tower of Althalaxx pt.3</a>"</p> <p>72) Run to 53,18 and grab "<a href="#">Beached Sea Creature</a>"</p> <p>73) Do "<a href="#">Fruit of the Sea</a>" from crawlers around here.</p>
<p>74) Hearth back to Auberdine (if you're not 17 yet you will be) turn in:</p> <p>75) "<a href="#">Beached Sea Creature</a>" on the dock</p> <p>76) Turn in "<a href="#">Fruit of the Sea</a>" under the dock</p> <p>77) Turn in "<a href="#">The Blackwood Corrupted</a>" in the merchant house</p> <p>78) Turn in "<a href="#">Tharnariun's Hope</a>" at the last house</p> <p>79) Get on boat to Menethil Harbor. Follow attached run to IF.</p>
<p style="text-align: center;"><b>17-18 Loch Modan</b></p> <p>1) Stop right in Loch Modan tower at 24,18 and accept "<a href="#">Filthy Paws</a>" and "<a href="#">Stormpike's Order</a>"</p> <p>2) Run in the Cave at 35,18 and do "<a href="#">Filthy Paws</a>" Boxes are on the ground. Then turn it back in at 24,18</p>
<p>3) Arrive at Thelsamar get Flight Point at 33,50</p> <p>4) Grab "<a href="#">Ironband's Excavation</a>" in the last house on the right.</p>
<p>5) Turn in "<a href="#">Ironband's Excavation</a>" at 64,66 Accept "<a href="#">Gathering Idols</a>"</p> <p>6) Grab "<a href="#">Excavation Progress Report</a>" at 65,65</p> <p>7) Do "<a href="#">Gathering Idols</a>" behind here then turn it back in.</p> <p>8) Go behind the excavation site to the house at 82,62. If you're 18 now or close get hunter skills.</p> <p>9) Turn right when you enter and get "<a href="#">Crocotisk Hunting</a>" (behind hunter trainer) then go to the other side and grab "<a href="#">A Hunter's Boast</a>"</p>

- 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](#)"
- 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 Rededge 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](#)"

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

### 21-22 Ashenvale

- 1) Run to 26,36 Maestra's Post, and this will complete "[The Sleeper Has Awakened](#)" Go turn it in straight ahead in the house.
- 2) Go to 26,38 turn in "[The Tower of Althalaxx pt.3](#)" accept "[The Tower of Althalaxx pt.4](#)"
- 3) Accept "[Bathran's Hair](#)"
- 4) Kill mobs around 31,31 in 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) Grab plant bundles for "[Bathran's Hair](#)" at 31,21 in Bathran's Haunt
- 6) Go back to Maestra's Post 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](#)" accept "[Orendil's Cure](#)"
- 8) Go to 22,51 turn in "[Therylune's Escape](#)"

- 9) Run into Astranaar at 33,48 and get FP
- 10) Accept "[The Zoram Strand](#)" right as you enter town
- 11) Accept "[On Guard in Stonetalon pt.1](#)" on the house to the right.
- 12) Cross the road near the gazebo accept "[Journey to Stonetalon Peak](#)"
- 13) In the Inn accept turn in "[Onward to Ashenvale](#)" "[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 accept "[Flune's Tear](#)"

- 16) Go to The Zoram Strand. Stop at 14,31 accept "[The Ancient Statuette](#)"
- 17) Tame a Clattering Crawler lvl 20 to get Claw Rank 3 give it Growl 3
- 18) Use it to do "[The Zoram Strand](#)" Naga all around here.
- 19) And "[The Ancient Statuette](#)" at 14,20 it's on the ground.
- 20) Turn in "[The Ancient Statuette](#)" at 14,31 accept "[Ruuzel](#)"
- 21) Do "[Ruuzel](#)" at 9,15 you don't actually have to kill Ruuzel. Kill Lady Vespia. A 22 weak elite and doesn't have guards like Ruuzel
- 22) Turn in "[Ruuzel](#)" at 14,31
- 23) Turn in "[Raene's Cleansing pt.1](#)" at 20,42 accept "[Raene's Cleansing pt.2](#)" Kill murlocs for the gem

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

- 28) Grind to 46,46 and grab "[Flune's Tear](#)"
- 29) Go to 49,56 then grind north to 53,46 turn in "[Raene's Cleansing pt.3](#)" accept "[Raene's Cleansing pt.4](#)"
- 30) You should already be 22. Grind down to 50,67 and get new Skills.
- 31) Skip "[Elemental Bracers](#)" for now
- 32) Then back north all around 55,61 and do "[An Aggressive Defense](#)"

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

- 36) Exit Astranaar out the east exit follow the south path till you are at 33,66 and grab stardust covered bushes for "[The Ruins of Stardust](#)" also shamans need to fill the Bota bag for "[Call of Water](#)"
- 37) Grind east to Talondeep path at 42,71

### 22-23 Stonetalon Mountains

- 1) Run down to the hut at 58,62 accept "[Super Reaper 6000](#)"
- 2) Then go to 59,66 and turn in "[On Guard in Stonetalon pt.1](#)" accept "[On Guard in Stonetalon pt.2](#)"
- 3) Turn it in right behind you accept "[A Gnome's Respite](#)"
- 4) Kill Loggers and Deforesters for "[A Gnome's Respite](#)" and Operators for "[Super Reaper 6000](#)" all

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- around Windshear Crag. Operators hang out around buildings only.
- 5) Turn in "[Super Reaper 6000](#)" at the hut 58,62 SKIP "[Further Instructions](#)" Unless you want to run to Ratchet.
  - 6) Then go to 59,66 and turn in "[A Gnome's Respite](#)" accept "[An Old Colleague](#)" and "[A Scroll From Mauren](#)" We'll do these later.
  - 7) Stop at Mirkfallon Lake at 48,40 and kill Pridewings for "[Pridewings of Stonetalon](#)" South and East of it.
  - 8) Run to 37,8 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
- 2) Make Auberdine your home
- 3) Turn in "[The Absent Minded Prospector pt.2](#)" just outside the merchant house accept "[The Absent Minded Prospector pt.3](#)"
- 4) Go in the last house accept "[A Lost Master](#)"
- 5) Fly to Darnassus and turn in "[The Absent Minded Prospector pt.3](#)" outside the Temple of the Moon 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 accept "[Call of Water](#)" then go SW to around 25,42 and kill Tel'athion the Impure. Turn it back in and accept "[Call of Water](#)" then turn it in at the Exodar at 31,28 and get your water totem. Once done boat back to Auberdine since you're near the boat
- 7) Go to around 58,21 for "[Mathystra Relics](#)" The relics are all over
- 8) Stop at 56,13 accept "[Gyromast's Retrieval](#)" 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](#)" at 56,13 accept "[Gyromast's Revenge](#)"
- 11) Turn the key on The First Mate at 55,18 somewhere in the middle he's gonna attack you. You have to kill him. Then turn it in at 56,13
- 12) Run back to Auberdine
- 13) Turn in "[A Lost Master pt.1](#)" at the first house in town. Accept "[A Lost Master pt.2](#)"
- 14) Run down to 43,76 turn in "[Mathystra Relics](#)"
- 15) Run down 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](#)" at the house before exiting town. Accept "[Trek to Ashenvale](#)"
- 19) Fly to Darnassus and get new skills then Fly to Astranaar

### 24-25 Ashenvale

- 1) Turn in "[Trek to Ashenvale](#)" right in front of you when you hearth.
- 2) Run to the house on the East side, turn in "[The Ruins of Stardust](#)" accept "[Fallen Sky Lake](#)"
- 3) Run to the West side of town, turn in "[Pridewings of Stonetalon](#)" accept "[Kayneth Stillwind](#)"
- 4) Grind every mob down into Fire Scar Shrine and kill Ilkrug 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.
- 5) Grind a path up to between 35,33 and 36,36 (he patrols) and kill Dal Bloodclaw for "[Culling the Threat](#)"
- 6) I then grind furbolg's until I'm half way to 25
- 7) Then run to Maestra's Post at 26,38 turn in "[The Tower of Althalaxx pt.5](#)" accept "[The Tower of Althalaxx pt.6](#)"
- 8) Accept "[Supplies to Auberdine](#)" (escort) may seem out of the way, you run into a fight of 4, and 2 fights of 3. You only go to the darkshore border and it completes. Easy 2900 xp, not far out of the way. Turn it back in at 26,38
- 9) Run to Astranaar
- 10) Turn in "[Culling the Threat](#)" at the inn
- 11) Run down to Silverwing Refuge at 49,67 and accept "[Elemental Bracers](#)" do it in the lake here.
- 12) Once you have all 5 inert bracers, use the scroll on them and then hand it back in at 49,67 SKIP "[Mage Summoner](#)"
- 13) I'm usually about 1 bar from 25 so I grind to 25 on the elementals
- 14) Hearth to Auberdine
- 15) Get on the boat to Menethil Harbor.

### 25-27 Wetlands

- 1) Stop at the end of the docks, accept "[Claws From the Deep](#)"
  - 2) On the west side of town accept "[Young Crocolisk Skins](#)"
  - 3) Go to the top of the castle, accept "[War Banners](#)"
  - 4) On the east side of town accept "[Digging Through the Ooze](#)"
  - 5) In front of the Inn accept "[The Third Fleet](#)" and "[The Greenwarden](#)"
  - 6) Make Menethil Harbor your home
  - 7) Go upstairs in the inn, 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 the guy outside the inn. Accept "[The Cursed Crew](#)"
  - 9) On the bridge 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) Kill Bluegill Murlocs and Gobbler at 18,40 for "[Claws From the Deep](#)"
  - 12) Kill Mottled Raptors and Screechers around 25,46 for "[The Absent Minded Prospector pt.5](#)"
  - 13) Enter the Excavation Site at 34,40
  - 14) 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](#)"
  - 15) Turn in "[In Search of the Excavation Team pt.1](#)" accept "[In Search of the Excavation Team pt.2](#)"
  - 16) Accept "[Uncovering the Past](#)"
  - 17) Outside the cave accept "[Ormer's Revenge pt.1](#)"
  - 18) Go back to where you killed the raptors a few minutes ago at 25,46 and do "[Ormer's Revenge pt.1](#)" by killing mottled raptors and screechers
  - 19) Run back up to the cave at 38,52 and turn in "[Ormer's Revenge pt.1](#)" accept "[Ormer's Revenge pt.2](#)"
  - 20) 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)
  - 21) Go back up to 38,52 and turn in "[Ormer's Revenge pt.2](#)" accept "[Ormer's Revenge pt.3](#)"
  - 22) Turn in "[Uncovering the Past](#)"
  - 23) 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 at 38,52
  - 24) Go in to Angerfang Encampment at 43,40 and do "[War Banners](#)"
  - 25) Stop at 49,39 accept "[Daily Delivery](#)"
  - 26) Run straight East from here to 56,40 and turn in "[The Greenwarden](#)" accept "[Tramping Paws](#)"
  - 27) Kill Mosshide around 56,74 for "[Tramping Paws](#)" at the camp. They're a fast respawn I couldn't kill em fast enough. Turn it in at 56,40 and accept "[Fire Taboo](#)" You should be 26 by now, if not you will be soon
  - 28) Do "[Fire Taboo](#)" by killing any mosshides but the ones you just killed, The flints are easily dropped by the ones around 44,33 there is a few.
  - 29) Turn in "[Fire Taboo](#)" at 56,40 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.
- 30) Hearth back to Menethil Harbor
  - 31) Turn in "[The Absent Minded Prospector pt.5](#)" 2<sup>nd</sup> floor of the Inn
  - 32) Go inside the castle upstairs, turn in "[War Banners](#)" accept "[Nek'Rosh's Gambit](#)"
  - 33) On the west side of town hand in "[Daily Delivery](#)" and "[Young Crocolisk Skins](#)" accept "[Apprentice's Duties](#)"
  - 34) Go on the dock and turn in "[Claws From the Deep](#)" accept "[Reclaiming Goods](#)"
  - 35) On the bridge hand in "[In Search of the Excavation Team pt.2](#)"
- 36) You should definitely be 26 by this point and near 1/2 way to 27. You can either wait till you fly through IF to get talents or do it now.
  - 37) Touch the damaged crate at 13,41 turn in "[Reclaiming Goods](#)" accept "[The Search Continues](#)"
  - 38) Go just north to the next camp Touch the sealed barrel at 13,38 turn in "[The Search Continues](#)" accept "[Search More Hovels](#)"
  - 39) Go north again touch the half-burried barrel at 13,34 turn in "[Search More Hovels](#)" accept "[Return the Statuette](#)"
  - 40) Stop at the sunken ships around 14,28 14,25 and kill the unded on either ship for "[The Cursed Crew](#)" Try to stay on top of the ships. Kill Snellig in the broken part of the first ship in the rear near the shore for the box.
  - 41) From here north you should be able to find Giant crocolisks for "[Apprentice's Duties](#)" as well as the fen dwellers (track hidden) in the waters all over this area while you head toward Ironbeard's Tomb at 44,25 for "[Digging Through the Ooze](#)" Kill oozes for the bag.
  - 42) Now once all your fen creepers are dead head back to the greenwarden at 56,40 and hand it in
- 43) Hearth Back to Menethil Harbor
  - 44) Just outside hand in "[The Cursed Crew](#)" accept "[Lifting the Curse](#)"

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- 45) Go north a little bit and hand in "[Digging Through the Ooze](#)"
- 46) Go to the west side of town, turn in "[Apprentice's Duties](#)"
- 47) Next down to the docks, hand in "[Return the Statuette](#)"
- 48) You should be 27 now.
- 49) Fly to IF, get new skills, hand in "[An Old Colleague](#)" at 71,51 SKIP the next part
- 50) Fly to SW, hand in "[A Scroll From Mauren](#)" at 43,80 SKIP the next part
- 51) Fly to Lakeshire

### 27-28 Lakeshire

- 1) Accept "[Blackrock Bounty](#)" right in front of FP near bridge
- 2) Accept "[Blackrock Menace](#)" just over bridge on right.
- 3) Go in the town hall, accept "[Solomon's Law](#)"
- 9) Accept "[Wanted: Lieutenant Fangore](#)" Outside the Inn on the wall
- 10) Make Lakeshire your home
- 6) Just west of town at the house past the inn, accept "[An Unwelcome Guest](#)" now go do it just west of this house at 16,49 (Bellygrub) kill him then hand it back in.
- 7) Go to Rendar's Camp at 44,19 and kill the orcs here for "[Blackrock Menace](#)" while you head NW to 34,7 for "[Blackrock Bounty](#)"
- 8) I tore the camps up 4 and 5 at a time while heading to the cave easy with a crossbow I was leveling up.
- 9) Once at the cave kill for the axes and champions go left when you go in towards the down area with water, there is an escort quest here.
- 10) You should have your axes and champions killed by the time you get to the escort. If not you can kill them on your way out.
- 11) Get the escort quest "[Missing In Action](#)" at 28,12 in the cave 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, turn the quest in right where you stop as well as "[Blackrock Menace](#)" SKIP "[Tharil'Zun](#)"
- 12) Run over the Bridge near the FP turn in, "[Blackrock Bounty](#)"
- 13) Kill the Gnolls all around 74,42 for "[Solomon's Law](#)" and Keep an eye out for "[Wanted: Lieutenant Fangore](#)" he is at 80,40 Make sure you clear the mobs around him or they come running in
- 14) Once you got those both done, grind on these shadowhide until you're about 4k or 2 bars from 28
- 15) Hearth to Lakeshire
- 16) Go in the town hall and turn in both "[Solomon's Law](#)" and "[Wanted: Lieutenant Fangore](#)"
- 17) You should have hit 28 after that.
- 18) 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 south of FP at 79,47 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](#)"
- 4) Go towards town and the first big house on the left outside accept "[Worgen in the Woods pt.1](#)"
- 5) Go in the house and accept "[Raven Hill](#)" "[The Hermit](#)" and "[Deliveries to Sven](#)"
- 6) Exit the house and go straight to the house across the street 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, accept "[The Night Watch pt.1](#)"
- 9) 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 Nightbane Shadow Weaver
- 11) Turn in "[Worgen in the Woods pt.1](#)" back in 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 turn in "[Worgen in the Woods pt.2](#)" in the center of town again and accept "[Worgen in the Woods pt.3](#)"
- 14) Run to the house at 81,59 turn in "[Look to the Stars pt.2](#)" accept "[Look to the Stars pt.3](#)"
- 15) Do "[The Night Watch pt.1](#)" and the skeleton finger part of "[The Totem of Infliction](#)" at Tranquil Garden Cemetary around 79,70
- 16) Get Mary's Looking Glass for "[Look to the Stars pt.3](#)" inside the chapel here from the insane ghoul
- 17) Kill the mobs around 73,73 inside and out of the cave for "[Worgen in the Woods pt.3](#)"
- 18) Hearth back to Darkshire
- 19) Just outside the Inn, hand in "[The Night Watch pt.1](#)" accept "[The Night Watch pt.2](#)"

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- 20) Go east from here and hand in "[Worgen in the Woods pt.3](#)" accept "[Worgen in the Woods pt.4](#)" go in the house and turn that in
- 21) Go just south of the FP to 79,47 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  $\frac{3}{4}$  the way
- 23) Stop at the ogre mound cave at 33,75 and kill Zzarc' Vul for "[Look to the Stars pt.4](#)" Stay left inside the cave
- 24) Stop at the front of Raven Hill at 18,56 and turn in "[Raven Hill](#)" SKIP the rest since they're grey
- 25) Run north into the cemetery and kill skeletons for "[The Night Watch pt.2](#)" and spiders in here for "[The Totem of Infliction](#)"
- 26) Kill ghouls in the northern part of the cemetery at 22,38 to get ghoulish fangs for "[The Totem of Infliction](#)"
- 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 turn in "[The Hermit](#)" accept "[Supplies From Darkshire](#)"
- 30) Go to 17,29 at the grave and get "[The Weathered Grave](#)"
- 31) Run to 7,34 and turn in "[Deliveries to Sven](#)" accept "[Sven's Revenge](#)"
- 32) Hearth to Darkshire
- 33) Right in front of the inn, turn in "[The Night Watch pt.2](#)" accept "[The Night Watch pt.3](#)"
- 34) Go in town hall, turn in "[The Weathered Grave](#)" accept "[Morgan Ladimore](#)" Turn it in just out front of the town hall SKIP "[Mor'Ladim](#)"
- 35) Go in the house east of the Inn, turn in "[The Totem of Infliction](#)" and "[Supplies From Darkshire](#)" accept "[Ghost Hair Thread](#)"
- 36) Go in the last house to the east, turn in "[Look to the Stars pt.4](#)"
- 37) Go to Blind Mary in the house at 81,59 turn in "[Ghost Hair Thread](#)" accept "[Return the Comb](#)" Go turn it in at the house east of the Inn, accept "[Deliver the Thread](#)"
- 38) Go to 49,77 (you can sneak around everything to here by going towards STV and then to this location) and turn in "[Sven's Revenge](#)" accept "[Sven's Camp](#)"
- 39) Run up to the shack NE of Raven Hill and hand in "[Deliver the Thread](#)" accept "[Zombie Juice](#)"
- 40) Go to the underground at 23,35 kill plagued spreaders just around here and down inside for "[The Night Watch pt.3](#)" you probably won't get them all in 1 pass.
- 41) Grind your way back out then over to Sven at 7,34 hand in "[Sven's Revenge](#)" accept "[The Shadowy Figure](#)"
- 42) Hearth back to Darkshire
- 43) Turn in "[Zombie Juice](#)" right in front of you, SKIP the rest
- 44) Turn in "[The Night Watch pt.3](#)" right outside the Inn
- 45) Turn in "[The Shadowy Figure](#)" at the house east of the Inn accept "[The Shadowy Search Continues](#)"
- 46) Turn it in at the town hall, accept "[Inquire at the Inn](#)" and turn it in at the Inn to the tavernkeeper SKIP the rest
- 47) If you happened to find [An Old History Book](#) (drops off all mobs in Duskwood) start the quest "[An Old History Book](#)" and Fly to SW and turn it in at 74,7 and accept "[Southshore](#)"
- 48) Fly to Menethil Harbor and get on the boat to Auberdine, Fly to Ashenvale

### 29-30 Ashenvale

- 1) Stable your pet then head out East
- 2) Make Astranaar your home then exit the Inn
- 3) Talk to Vindicator Palanaar and accept "A Helping Hand"
- 4) Hunters tame an Elder Ashenvale Bear to the east of Raynewood Retreat, Give it growl and use it for the following:
- 5) Kill Withered Ancients for the Wooden Key for "[Raene's Cleansing pt.4](#)" around 55,35 then use the key on the chest at 54,35
- 6) Run to 53,46 turn in "[Raene's Cleansing pt.4](#)" accept "[Raene's Cleansing pt.5](#)"
- 7) Go to 85,44 and 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 Starshiper 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 accept "[A Shameful Waste](#)"
- 12) From Gnarl, the walking tree ancient, accept "[Reclaiming Felfire Hill](#)"
- 13) Go to 81,48 and get the second part of "[The Tower of Althalaxx pt.6](#)" also grab the tainted wood for "[A Shameful Waste](#)" 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 now to Xavian at 78,45 and you'll see Anilia in the middle of the camp. Turn in "[Vile Satyr! Dryads in Danger!](#)" then just north, you'll see some satyr and then Geltharis, he's a purple one. Kill him

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- 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](#)" Gorthak is in the small building at 88,58 beside the big building where you'd think he would be
- 16) Go SW 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](#)"
- 17) Go to 75,71 and do "[Forsaken Diseases](#)" the bottle is on the table
- 18) Kill rotting slimes until a chest falls east of the road near the lake for "[Raene's Cleansing pt.5](#)"
- 19) Go to 66,81 and do "[Fallen Sky Lake](#)" the mob is in the center
- 20) Go SW to the Silverwing Grove, the WSG entrance, 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
- 21) Go up to 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](#)"
- 22) Go SE to 66,56 and touch the crystal for the first part of "[The Tower of Althalaxx pt.6](#)"
- 23) Run back to Forest Song at 85,44 and at Kayneth Stillwind turn in "[Forsaken Diseases](#)" SKIP the next part also turn in "[The Lost Chalice](#)"
- 24) 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](#)"
- 25) Go to Vedaar and turn in "[Destroy the Legion](#)"
- 26) Go to Illiyana under the gazebo, or wandering, and turn in "[Vile Satyr! Dryads in Danger!](#)" and accept "[Satyr Slaying!](#)"
- 27) Look for Gnarl the giant tree ancient and turn in "[A Shameful Waste](#)" and "[Reclaiming Felfire Hill](#)"
- 28) 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
- 29) I suggest going east to Azshara and grabbing the FP for easier access to this camp later
- 30) Hearth back to Astranaar or fly if you grabbed the FP
- 31) Turn in "[Fallen Sky Lake](#)" at the last house on the east side of town
- 32) Go to 53,46 turn in "[Raene's Cleansing pt.5](#)" accept "[Raene's Cleansing pt.5](#)" Go turn it in at the shrine inside the tree at 56,49 accept "[Raene's Cleansing pt.6](#)" Turn it back in at the moonwell at 53,46 accept "[Raene's Cleansing pt.7](#)" die so you end up near town
- 33) Hand in "[Raene's Cleansing pt.7](#)" at the Inn, SKIP the rest but keep the rod, you can use it forever to transform for fun =P
- 34) Go to 26,38 turn in "[The Tower of Althalaxx pt.6](#)" SKIP the rest
- 35) Fly to Darnassus and get your level 30 talents
- 36) Go to the east side of town in the Warrior's Terrace to Thyn'tel Bladeweaver at 62,40 and turn in "[Velinde Starsong](#)" accept "[Velinde's Effects](#)"
- 37) Go SE into the sentinal bunkhouse, it's up top so you have to go in the building on the other side and take the bridge up into it. You'll see Velinde's Locker open it and take the journal then turn it back in to Bladeweaver and accept "[The Barrens Port](#)"
- 38) Now just turn this in next time we 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
- 39) Fly to Auberdine then get on the boat to Menethil Harbor

### 30-30 Wetlands

- 1) Make Menethil Harbor your home
- 2) Go to 14,25 and kill Captain Halyndor for his key on top of the ship, the chest is in the bottom of the ship. Send your pet in to grab all the aggro, and then send it out to attack a murloc so it trains them all out. If some go for you just feign death and resume. Touch the chest and turn in "[Lifting the Curse](#)" accept "[The Eye of Paleth](#)"
- 3) Touch the catapult at 47,47, hand in "[Nek'Rosh's Gambit](#)" accept "[Defeat Nek'Rosh](#)"
- 4) Go 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. He's kinda weak, it's just the adds. Pretty easy for a 32 elite. Don't be afraid to ask for help if this is too much.
- 5) Hearth back to Menethil Harbor
- 6) Turn in "[The Eye of Paleth](#)" right in front of you, accept "[Cleansing the Eye](#)"
- 7) Go up top of the castle, hand in "[Defeat Nek'Rosh](#)"
- 8) Accept "[Fall of Dun Modr](#)" from the fallen down dwarf near the town entrance
- 9) Turn in "[Fall of Dun Modr](#)" at 49,18 accept "[The Thandol Span pt.1](#)"
- 10) Go 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](#)" turn that back in at the camp at 49,18 accept "[The Thandol Span pt.3](#)"
- 11) Go back over the bridge, just to the right is a tinier bridge. Cross it and destroy the explosives cart for

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<p><a href="#">"The Thandol Span pt.3"</a> at 48,88 accept <a href="#">"Plea to the Alliance"</a></p>
<p>12) Run into Arathi Highlands to Refuge Point at 45,47 and hand in <a href="#">"Plea to the Alliance"</a>  13) Grab the FP</p>
<p>14) You should be half way to 31 or more by now.  15) Run 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 to Hillsbrad</p>
<p>18) Hearth back to Menethil Harbor  19) Turn in <a href="#">"The Eye of Paleth"</a> right in front of you, accept <a href="#">"Cleansing the Eye"</a>  20) Go up top of the castle, hand in <a href="#">"Defeat Nek'Rosh"</a>  21) Accept <a href="#">"Fall of Dun Modr"</a> from the fallen down dwarf near the town entrance</p>
<p>22) Turn in <a href="#">"Fall of Dun Modr"</a> at 49,18 accept <a href="#">"The Thandol Span pt.1"</a>  23) Go half way across the bridge to 51,8 and go in the door that leads down, look for the dead dwarf body, hand in <a href="#">"The Thandol Span pt.1"</a> accept <a href="#">"The Thandol Span pt.2"</a> turn that back in at the camp at 49,18 accept <a href="#">"The Thandol Span pt.3"</a>  24) Go back over the bridge, just to the right is a tinier bridge. Cross it and destroy the explosives cart for <a href="#">"The Thandol Span pt.3"</a> at 48,88 accept <a href="#">"Plea to the Alliance"</a></p>
<p>25) Run into Arathi Highlands to Refuge Point at 45,47 and hand in <a href="#">"Plea to the Alliance"</a>  26) Grab the FP</p>
<p>27) You should be half way to 31 or more by now.  28) Run towards Hillsbrad Foothills  29) 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  30) Continue heading to Hillsbrad</p>
<p><b>30-31 Hillsbrad Foothills</b></p>
<p>1) Run into southshore at 49,52 and grab the FP  2) Stop at the barn east of the FP, accept <a href="#">"Costly Menace"</a>  3) Go to the house in front of the barn, turn in <a href="#">"Southshore"</a> SKIP the next part  4) Go in front of the Inn, accept <a href="#">"Hints of a New Plague"</a>  5) Go in the Inn, make it your home, then accept <a href="#">"Down the Coast"</a> and at Huraan, the draenei near the front, accept <a href="#">"Missing Crystals"</a>  6) In front of the town hall, accept <a href="#">"Crushridge Bounty"</a>  7) Go in the town hall, accept <a href="#">"Syndicate Assassins"</a></p>
<p>8) Go NE to the tower at 56,35 in between SS and TM and grab the unopened crate for <a href="#">"Missing Crystals"</a> then go back to the Inn and turn it in to Huraan  9) Now go just SW of Southshore and do <a href="#">"Down the Coast"</a> on the shore, killing murlocs. Turn it in at the Inn when you're done, accept <a href="#">"Farren's Proof pt.1"</a>  10) Do <a href="#">"Farren's Proof pt.1"</a> again on the shore, if I'm not 31 by the time I'm done getting heads, I grind till I am.</p>
<p>11) Go back to the Inn, turn in <a href="#">"Farren's Proof pt.1"</a> accept <a href="#">"Farren's Proof pt.2"</a> hand that in just out front of the Inn, accept <a href="#">"Farren's Proof pt.3"</a> Go back into the Inn, hand it in accept <a href="#">"Stormwind hol."</a>  12) Go do <a href="#">"Stormwind hol!"</a> just SE of the dock now, kill the naga along the shore.  13) Go back to the Inn hand in <a href="#">"Stormwind hol!"</a>, accept <a href="#">"Reassignment"</a></p>
<p><b>31-31 Alterac Mountains</b></p>
<p>1) Run up into Alterac Mountains near the AV entrance around 39,80 and kill lions for <a href="#">"Costly Menace"</a> They're all along the southern border near AV. I usually get all mine in front and West of AV  2) Go east of AV and do <a href="#">"Syndicate Assassins"</a> at the camp around 55,67. There is a camp close to AV but this one has a quest you can grab near the tents on the table. Clear the camp and touch the <a href="#">syndicate document</a>, accept <a href="#">"Foreboding Plans"</a> and <a href="#">"Encrypted Letter"</a></p>
<p>3) Hearth to Southshore  4) Go into the town hall, turn in <a href="#">"Syndicate Assassins"</a> and <a href="#">"Foreboding Plans"</a> accept <a href="#">"Noble Deaths"</a>  5) Stop at the house North of the Inn, turn in <a href="#">"Encrypted Letter"</a> accept <a href="#">"Letter to Stormpike"</a>  6) Go to the barn and turn in <a href="#">"Costly Menace"</a>  7) Fly to Refuge Point</p>
<p><b>31-32 Arathi Highlands</b></p>
<p>1) Accept <a href="#">"Northfold Manor"</a> grind to it at 33,27 I grind here until I'm 32.  2) Hearth to Southshore, stable pet, go to Alterac and tame a level 32 Mountain Lion ( the ones you killed before) for Prowl rank 1 (stealth)  3) Die on purpose so you end up in Southshore</p>

- 4) Fly to Refuge point, turn in "[Northfold Manor](#)" Fly to IF
- 5) Go to the hall of explorers at 69,20 in IF accept "[Reclaimers' Business in Desolace](#)" then go turn in "[Letter to Stormpike](#)" accept "[Further Mysteries](#)"
- 6) Accept "[The Brassbolts Brothers](#)" in The Hall of Arms at 72,93 then get new Skills
- 7) Make IF your home at 18,51 Buy some Bloodstone Ore for a quest later in STV. If there is none check the AH in Booty Bay
- 8) Fly to SW
- 9) Go to the Keep at 72,15 and hand in "[Reassignment](#)"
- 10) Go to 39,27 in the Cathedral and hand in "[Cleansing the Eye](#)"
- 11) Fly to Duskwood, then run to 44,66 and go south into STV

### 32-32 Stranglethorn Vale

- 1) You should still have the mountain lion out.
- 2) Run to the Rebel Camp at 37,3 its just west after you enter.
- 3) Accept "[The Second Rebellion](#)" and "[Bad Medicine](#)"
- 4) Then Accept "[Krazek's Cookery](#)"
- 5) Go to Nessingway's at 35,10 and accept "[Welcome to the Jungle](#)" then turn it in behind you. This opens the 3 quest givers here.
- 6) Now Accept "[Raptor Mastery pt.1](#)" "[Panther Mastery pt.1](#)" "[Tiger Mastery pt.1](#)" Don't accept the page-collecting quest until you have all the pages.
- 7) Go to 29,8 just West of Nessingway's and tame a Stranglethorn Tiger for Dash Rank 1. Use this pet until you get to Booty Bay
- 8) Do "[Panther Mastery pt.1](#)" & "[Tiger Mastery pt.1](#)" Tigers are just behind Nessingway's, and the Panthers are to the east some but centralized around 41,9
- 9) Go to 44,10 and do "[The Second Rebellion](#)" and the Kurzen supply crate at 44,9 in front of the Inn for "[Bad Medicine](#)" the remedies are a low drop from medicine men. Make sure you either Scatter Shot or Intimidate the Medicine Men when they heal.
- 10) Run back up to the rebel camp at 37,3 Turn in "[The Second Rebellion](#)" and "[Bad Medicine](#)" SKIP "[Special Forces](#)"
- 11) Go back to Nessingway's at 35,10 and hand in "[Panther Mastery pt.1](#)" & "[Tiger Mastery pt.1](#)" accept "[Panther Mastery pt.2](#)" & "[Tiger Mastery pt.2](#)"
- 12) Kill Stranglethorn Tigers for around 29,10 for "[Tiger Mastery pt.2](#)" and the Panthers around 28,12 for "[Panther Mastery pt.2](#)"
- 13) Kill Stranglethorn Raptors for 26,15 "[Raptor Mastery pt.1](#)"
- 14) Go back to Nessingway's at 35,10 and turn in "[Tiger Mastery pt.2](#)", "[Panther Mastery pt.2](#)", and "[Raptor Mastery pt.1](#)". Accept "[Tiger Mastery pt.3](#)", "[Panther Mastery pt.3](#)" and "[Raptor Mastery pt.2](#)"
- 15) Run to Booty Bay and get the FP. Get your cat back out
- 16) Turn in "[Krazek's Cookery](#)" on the top floor of the inn, accept and hand back in (the bloodstone ores) "[Favor for Krazek](#)" then accept "[Return to Corporal Kaleb](#)" (this quest gives you your first helm) also accept "[Investigate the Camp](#)" and "[Supplies to Private Thorsen](#)"
- 17) Get on the Boat to Racht
- 18) Grab the FP (added in 1.11)
- 19) Now for a little bit of a run through horde territory.
- 20) Run all the way south in the barrens to the great lift and take it down into 1k needles. Jump off if you get attacked.

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

- 1) Just as you get off the lift, on the right is a dead guy holding a book, grab it to start "[Lonebrow's Journal](#)" now 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 turn in "[Lonebrow's Journal](#)" Falfindel Waywarder
- 2) You should be close to level 33 so grind to it on your way to Shimmering Flats.
- 3) Go to 78,77 and turn in "[The Brassbolts Brothers](#)" accept "[Hardened Shells](#)" and "[Salt Flat Venom](#)"
- 4) Go a little beside these guys and grab "[Rocket Car Parts](#)", "[Wharfmaster Dizzywig](#)" and "[Hemet Nesingway](#)"
- 5) Go east to 80,75 and accept "[Load Lightening](#)"
- 6) Go to 81,77 and accept "[A Bump in the Road](#)"
- 7) Now the car parts for "[Rocket Car Parts](#)" are scattered all over here, so grab them as you quest. The Buzzards for "[Load Lightening](#)" are all over as well so kill one if you see it.
- 8) Start off by going south and killing gazers and crystalhide at 76,87 for "[A Bump in the Road](#)"
- 9) Kill scorpions at 71,74 and north of here for "[Salt Flat Venom](#)"
- 10) Kill Basilisks around 73,59 for "[A Bump in the Road](#)"
- 11) Kill Turtles at 82,54 for "[Hardened Shells](#)"
- 12) Stop at 86,66 and do "[Load Lightening](#)"
- 13) Run back to 77,77 turn in "[Rocket Car Parts](#)"
- 14) Go to the 2 npc's next east of here and hand in "[Salt Flat Venom](#)" and "[Hardened Shells](#)" then accept

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["Martek the Exiled"](#)

- 15) Run east to 80,75 turn in ["Load Lightening"](#) accept ["Goblin Sponsorship pt.1"](#)
- 16) Go to 81,77 and turn in ["A Bump in the Road"](#)
- 17) Run south into Tanaris and Grab the FP at Gadgetzan
- 18) Hearth back to IF and fly to Menethil Harbor, get on the boat to Theramore, Get FP and either fly to Stonetalon Mountains or go back and reboat to Darkshore.

**33-33 Stonetalon Mountains**

- 1) Accept ["Reclaiming the Charred Vale"](#) in front of the moonwell then go do it in the Charred Vale at 32,66 while going towards Desolace

**33-35 Desolace**

- 1) Make Nijel's Point your home then fly back to Stonetalon and hand in ["Reclaiming the Charred Vale"](#) SKIP the next part.
- 2) Hearth back to Desolace
- 3) Go south of the Inn, hand in ["Reclaimers' Business in Desolace"](#) accept ["Reagents for Reclaimers Inc pt.1"](#) and ["The Karnitol Shipwreck pt.1"](#)
- 4) I SKIP both of the faction centaur quests. It's just a useless grind for 2 quests that aren't worth it.
- 5) Accept ["Centaur Bounty"](#)
- 6) Go south a little bit more and accept ["Vahlarriel's Search pt.1"](#)
- 7) Run west to 56,17 ["Vahlarriel's Search pt.1"](#) accept ["Vahlarriel's Search pt.2"](#)
- 8) Run east to Sargeron around 75,20 and kill the demons for ["Reagents for Reclaimers Inc pt.1"](#)
- 9) Run back to Nijel's, hand in ["Vahlarriel's Search pt.2"](#) accept ["Vahlarriel's Search pt.3"](#)
- 10) Run up a bit more, turn in ["Reagents for Reclaimers Inc pt.1"](#) accept ["Reagents for Reclaimers Inc pt.2"](#)
- 11) Now start grinding on the scorp and other stuff for ["Reagents for Reclaimers Inc pt.2"](#) as you head to 62,38 and accept ["Bone Collector"](#) since the scorp are a low drop rate just kill them as you're running around
- 12) Run east until you're at kolkar village around 72,45. Kill them for ["Centaur Bounty"](#) If you're not 34 when done with this, grind until you are
- 13) Grind down to 60,61 and accept ["Kodo Roundup"](#) This is a unique quest where you tame a kodo at the GY then bring it back until you have 5.
- 14) If you see the pack of aged kodo's running around kill 3 of them for ["Reagents for Reclaimers Inc pt.2"](#) if not you can find some inside the kodo graveyard.
- 15) Go to the Kodo Graveyard around 51,58. Do ["Bone Collector"](#) everytime you come to pick up a kodo for roundup. Lay a Freezing trap and loot the bones, because sometimes it spawns a mean kodo. If it does run after it freezes and hand in a kodo for the roundup.
- 16) Once you're done with ["Kodo Roundup"](#) hand it in and run NW of the GY towards the water. Killing scorp if you still need them.
- 17) Grab ["Sceptre of Light"](#) at 38,27 near the big tower
- 18) Go south on the beach to 36,30 and finish ["The Karnitol Shipwreck pt.1"](#) accept ["The Karnitol Shipwreck pt.2"](#) then accept ["Claim Rackmore's Treasure!"](#) from Rackmore's log.
- 19) Kill Drysnaps in the waters right here for the silver key of ["Claim Rackmore's Treasure!"](#) and The Slitherblades just North of here for the golden key.
- 20) Run up to Thunder Axe Fortress at 56,29 and go in the main building in the center and turn in ["Vahlarriel's Search pt.3"](#) at 54,26 accept ["Search for Tyranis"](#)
- 21) Run out and right, kill a seer up in a tower for ["Sceptre of Light"](#)
- 22) Go to the building west of the entrance at 53,29 kill Tyranis Malem for ["Search for Tyranis"](#) then turn it back in inside the main building. Clear the way in the main building to the right because an escort is next.
- 23) Accept the escort quest ["Return to Vahlarriel"](#) DON'T attack anything unless it hits or or she'll ignore it and keep walking. The reason it seems is melee just follow her, only the mages can hit her to start combat.
- 24) Go to 62,38 and turn in ["Bone Collector"](#)
- 25) Run back to 38,27 and turn in ["Sceptre of Light"](#) accept ["Book of the Ancients"](#)
- 26) 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 kinda hidden by the building
- 27) Go to the back of the island and clear all around the serpent statue at 28,7. You're gonna do ["Book of the Ancients"](#) This quest bugs if you do not click the gem in your inventory and then on the statue. Don't just click on the statue. Lay a frost trap down first so you can get the first hit. He's 38 but super easy.
- 28) Swim back to 38,27 and turn in ["Book of the Ancients"](#)
- 29) Hearth to Nijel's
- 30) Go south of the Inn and turn in ["Reagents for Reclaimers Inc pt.2"](#) SKIP pt.3 for now, and ["The Karnitol Shipwreck pt.2"](#) SKIP the rest.

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- 31) Go south a bit more, turn in "[Centaur Bounty](#)"
- 32) Finally turn in "[Return to Vahlarriel](#)"
- 33) Stable cat, Go around the Kodo GY and tame a lvl 34 scorp for claw rank 5. Or tame one north of 37,80

- 34) You should be within 2 bars to 35 now.
- 35) I grind down on the Centaurs at Gelkis Village at 37,80 until 35
- 36) Head south into Feralas to get the FP, this will again save more time later on.
- 37) Get on the Boat at 43,42 and grab the FP in Feathermoon. Get cat back out. Fly to Theramore, then to Ratchet.
- 38) Go to the engineer hut at 62,36 and hand in "[Goblin Sponsorship pt.1](#)" accept "[Goblin Sponsorship pt.2](#)" Then run out on the dock and hand in "[Wharfmaster Dizzywig](#)" accept "[Parts for Kravel](#)"
- 39) Get on the boat to Booty Bay

### 35-36 Stranglethorn Vale

- 7) Hand in "[Goblin Sponsorship pt.2](#)" as you get off the boat, accept "[Goblin Sponsorship pt.3](#)"
- 8) Go in the Inn make BB your home, Accept "[Singing Blue Shards](#)"
- 9) Accept "[Hostile Takeover](#)" and "[Bloodscalp Fars](#)"
- 10) Accept "[The Haunted Isle](#)" and turn it in just outside the door, accept "[The Stone of the Tides](#)" Then turn in "[Goblin Sponsorship pt.3](#)" accept "[Goblin Sponsorship pt.4](#)"
- 11) Go into the shop Tan-Your-Hide Leatherworks and accept "[Supply and Demand](#)" (it's down the ramp from the FP)

- 12) Go around 48,21 and Kill Shadowmaw Panthers for "[Panther Mastery pt.3](#)"
- 13) Run west to the Venture Co. Base Camp at 43,18 and Kill the goblins here for "[Hostile Takeover](#)" while you climb the Operations Tower behind the base for "[Goblin Sponsorship pt.4](#)" You're going to climb it and kill Foreman Cozzle for his key.
- 14) If you still don't have all the crystals kill the goblins until you do, then enter the tiny shack next to the base at 43,20 and open the chest to get the blueprints for "[Goblin Sponsorship pt.4](#)"
- 15) Kill Lashtail Raptors around 37,22 for "[Raptor Mastery pt.2](#)"
- 16) Kill Elter Tigers around 33,18 for "[Tiger Mastery pt.3](#)"
- 17) Run towards Nessingways and kill the crocs in the river around it for "[Supply and Demand](#)"
- 18) Go to Nessingways and turn in "[Tiger Mastery pt.3](#)", "[Panther Mastery pt.3](#)", "[Raptor Mastery pt.2](#)", and "[Hemet Nesingwary](#)", Accept "[Tiger Mastery pt.4](#)" "[Panther Mastery pt.4](#)" and "[Raptor Mastery pt.3](#)"
- 19) Run back south to the top of the hill at 32,17 and kill Sin'Dall for "[Tiger Mastery pt.4](#)" then turn it back in at Nessingways
- 20) Go up to the rebel camp at 37,3 and hand in "[Supplies to Private Thorsen](#)", If he's not here look south of the camp, if you save him when he patrols you can also get "[Jungle Secrets](#)" then u turn that in at the camp and get "[Bookie Herod](#)"
- 21) Hand in "[Return to Corporal Kaleb](#)" get your helm
- 22) Accept "[Special Forces](#)"
- 23) Go to the Inn looking building at 43,9 touch the book on the 2<sup>nd</sup> floor and hand in "[Bookie Herod](#)" accept "[The Hidden Key](#)"
- 24) Go in the cave at 45,7 and kill the mobs in here for "[Special Forces](#)" and make your way to the chest for "[Bookie Herod](#)", it's down the first fork, only 1 level down then in the boxes. Accept "[The Spy Revealed!](#)" (Easy from here)
- 25) Now grind back out since you should be close to 36. Once your out go back to the rebel camp.
- 26) Hand in "[Special Forces](#)" SKIP the next part
- 27) Hand in "[The Spy Revealed!](#)" accept "[Patrol Schedules](#)" turn around and hand that in and accept "[Report to Doren](#)" then turn around again and hand that back in (told you it was easy)
- 28) You should definitely be 36 by now. We'll get skills soon
- 29) Go south toward the GY, then go west north of the river and kill basalisks for "[Singing Blue Shards](#)" if you don't get them all now don't worry there is more south.
- 30) Kill Bloodscalp at 29,19 for "[Bloodscalp Ears](#)" You'll probably have to clear it 2-3 times. They're easy
- 31) Kill Basalisks to finish "[Singing Blue Shards](#)" just west of here above the shore.
- 32) Run south on the Island till it says complete for "[The Stone of the Tides](#)" Go back up and kill basalisks if needed.

- 33) Hearth to BB
- 34) Turn in "[Singing Blue Shards](#)" SKIP the next for now
- 35) Go upstairs turn in "[Investigate the Camp](#)", "[Bloodscalp Ears](#)" and "[Hostile Takeover](#)"
- 36) Go just outside, turn in "[The Stone of the Tides](#)" and "[Goblin Sponsorship pt.4](#)" Accept "[Water Elementals](#)" and "[Goblin Sponsorship pt.5](#)"
- 37) Go into the shop Tan-Your-Hide Leatherworks and turn in "[Supply and Demand](#)" (it's down the ramp from the FP) accept "[Some assembly required](#)"
- 38) I'm half way to 37 at this point
- 39) Fly to IF get new skills then fly to Menethil Harbor, make it your home, and boat to Theramore

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- 40) If you're first aid is at 225 go do "[Triage](#)" then fly to Gadgetzan
- 41) Run out to Shimmering Flats at 77,77 and turn in "[Parts for Kravel](#)" accept "[Delivery to the Gnomes](#)" then turn around and hand it in
- 42) Go a little East and hand in "[Goblin Sponsorship pt.5](#)" accept "[The Eighteenth Pilot](#)" then hand it in 2 feet away, accept "[Razzeric's Tweaking](#)"
- 43) Grab "[The Rumormonger](#)" at 77,77 then Hearth to Menethil Harbor and fly to SS

### 36-37 Alterac Mountains

- 1) Go to the Town Hall and turn in "[Further Mysteries](#)" accept "[Dark Council](#)" and "[Noble Deaths](#)"
- 2) Make Southshore your home
- 3) Run into Alterac Mountains to 47,55 and kill ogres for "[Crushridge Bounty](#)"
- 4) Grind up to Strahnbrad around 60,43 and kill the syndicate and grab their rings for "[Noble Deaths](#)" You can also kill shadow mages here for "[Dark Council](#)" which is easier than killing them in the camps later
- 5) Grind your way west to the house at 39,16 and kill Nagaz for "[Dark Council](#)". I take out the first camp you come across then grind anything in my way west that's not in a camp.
- 6) You wanna be at least 2 bars from 37, if so hearth to SS
- 7) Run across from the Inn, turn in "[Crushridge Bounty](#)" SKIP the next
- 8) Go in the Inn, turn in "[Dark Council](#)" and "[Noble Deaths](#)"
- 9) Fly to Arathi Highlands

### 37-38 Arathi Highlands

- 1) Accept "[Worth Its Weight In Gold](#)"
- 2) Run to 62,33 touch the crystal and accept "[The Princess Trapped](#)"
- 3) Go just east of Hammerfall to 80,40. (Load up on bloodstone ore here, you can sell it for a few g per 4 in BB) This is a tree, behind it is the path up to the cave to kill kobolds for "[The Princess Trapped](#)" 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 ¼ through this level when you exit the cave.
- 4) Go to the circle of east binding, just west of Hammerfall at 66,30 and grab the cresting key from the rock.
- 5) Stop at 60,53 and hand in "[Hints of a New Plague? Pt.1](#)" accept "[Hints of a New Plague? Pt.2](#)" If you see the courier kill him. Simply send your pet in get aggro, when he's hurt some multi shot some off of him. He's easy, just feign and let pet die once courier is dead. The courier walks between refuge and tarren mill.
- 6) Kill the trolls all around the lake at 67,69 for "[Worth Its Weight In Gold](#)" you can get tusks and medicine bags off the guys here, to get the dagger you have to kill Shadow Hunters in the cave at 68,74
- 7) Go to the circle of outer binding at 52,50 and grab the thundering key from the rock.
- 8) Go to refuge point and hand in "[Worth Its Weight In Gold](#)" this opens up "[Wand Over Fist](#)" from another NPC
- 9) Go do "[Wand Over Fist](#)" by killing Coldrage in the cave at 53,77 (follow the left path) run back to Refuge hand it in, SKIP the rest
- 10) Go to the circle of west binding at 25,30 and grab the burning key from the rock.
- 11) I found the courier at this point on the road (varies since he travels)
- 12) Go to the circle of inner binding at 36,57 and turn in "[Stones of Binding](#)" on the rock, SKIP the rest.
- 13) 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
- 14) Swim over to the ship and accept "[Land HQ!](#)" then turn around and hand it in.
- 15) Accept "[Deep Sea Salvage](#)"
- 16) Go by the fire accept "[Drowned Sorrows](#)" and "[Sunken Treasure pt.1](#)"
- 17) Do "[Sunken Treasure pt.1](#)" by escorting him right behind you in the cave. Turn it in, accept "[Sunken Treasure pt.2](#)"
- 18) Go down south near the sunken ships, around 24,84 and do "[Sunken Treasure pt.2](#)" (use goggles to find them easy), "[Drowned Sorrows](#)" (nagas), and "[Deep Sea Salvage](#)" (2 on each ship)
- 19) Turn in "[Deep Sea Salvage](#)" on the dock
- 20) Turn in "[Drowned Sorrows](#)" next to the fire, then "[Sunken Treasure pt.2](#)" accept "[Sunken Treasure pt.3](#)"
- 21) Hand that in on the dock accept "[Sunken Treasure pt.4](#)"
- 22) Run back towards Go'Shek Farm; if you haven't found the courier yet abandon quest and hearth to SS. If so go to 60,53 and hand in "[Hints of a New Plague? Pt.2](#)" accept "[Hints of a New Plague? Pt.3](#)" then turn it right back in accept "[Hints of a New Plague? Pt.4](#)"
- 23) Escort her when done turn it back in and accept "[Hints of a New Plague? Pt.5](#)" Grind until you're 3500 to 38
- 24) Hearth to Southshore

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- 25) Turn in "[Hints of a New Plague? Pt.5](#)" just outside the Inn
- 26) Fly to IF for new skills, then to Menethil and boat to Theramore

### 38-38 Dustwallow Marsh

- 1) Run up near the Inn, accept "[They Call Him Smiling Jim](#)"
- 2) Go in the Inn, accept "[Mudrock Soup and Bugs](#)" and make Theramore your home.
- 3) Go to the 2<sup>nd</sup> floor of the castle behind the Inn, not the tower, turn in "[They Call Him Smiling Jim](#)" This gives you hints about some quests at the old Inn near the Barrens.
- 4) Buy 3 soothing spices from the trade supplies person in the houst at 66,51 (for upcoming quest)
- 5) Just as you exit Theramore, go right and kill Mudrock turtles along the shore for "[Mudrock Soup and Bugs](#)"
- 6) Go to the house at 55,26 and accept "[Soothing Spices](#)" then turn it right back in, accept "[Jarl Needs eyes](#)"
- 7) Touch the mound of dirt beside the house, accept "[The Orc Report](#)"
- 8) Run over to Darkmist Cavern at 32,23 and kill spiders inside and outside for "[Jarl Needs eyes](#)" They drop 1-2 every kill
- 9) Stop at 35,38 and grab "[Hungry!](#)"
- 10) Go to 29,47, the shady rest inn, and grab these 3 quests, touch the hoofprints just out front "[Suspicious Hoofprints](#)" the badge on the board laying on the floorboards (it's a tiny badge) "[Lieutenant Pavai Reethe pt.1](#)" and the shield over the fireplace "[The Black Shield pt.1](#)"
- 11) Run over to 54,56 and open the shipping crate for "[Razzeric's Tweaking](#)"
- 12) Hearth to Theramore
- 13) Turn in "[Mudrock Soup and Bugs](#)" in front of you, accept "[...and bugs](#)"
- 14) Go outside near the exit and turn in "[The Orc Report](#)" accept "[Captain Vimes](#)" Run in the castle behind the Inn and turn it in
- 15) Turn in "[Lieutenant Pavai Reethe pt.1](#)" accept "[Lieutenant Pavai Reethe pt.2](#)"
- 16) Turn in "[The Black Shield pt.1](#)" accept "[The Black Shield pt.2](#)"
- 17) Turn in "[Suspicious Hoofprints](#)" accept
- 18) Turn around and hand in "[Lieutenant Pavai Reethe pt.2](#)" accept "[Daelin's Men](#)" then turn around hand it in accept "[The Deserters pt.1](#)"
- 19) Go to the blacksmith house, turn in "[The Black Shield pt.2](#)" accept "[The Black Shield pt.3](#)" go turn it in back up in the castle
- 20) Run out to 55,26 and turn in "[Jarl Needs eyes](#)" SKIP the next
- 21) Go just NE of here and kill murlocs for "[Hungry!](#)"
- 22) Stop at 46,17 and clear some raptors until you're 50% or more into 39, then accept "[Stinky's Escape](#)" just follow him, and kill what attacks him. Really easy.
- 23) Stop at 35,38 turn in "[Hungry!](#)"
- 24) Go to the tower at 35,53 and attack Balos Jacken, at ¼ life he'll become friendly and then turn in "[The Deserters pt.1](#)" accept "[The Deserters pt.2](#)"
- 25) Die so you end up near Theramore
- 26) Turn in "[Stinky's Escape](#)" in the Inn
- 27) Go up in the castle, turn in "[The Deserters pt.2](#)"
- 28) Fly to Gadgetzan and run up to the Shimmering Flats to 80,76 turn in "[Razzeric's Tweaking](#)" accept "[Safety First pt.1](#)" turn it in in Gadget and accept "[Safety First pt.2](#)" then run back to the flats and hand it in
- 29) Hearth to Theramore and fly to Ratchet, get on the boat to BB

### 38-40 Stranglethorn Vale

- 1) Run towards the Inn, accept "[The Bloodsail Buccaneers pt.1](#)" halfway
- 2) Go in the building next to the half boat upside down, accept "[Scaring Shaky](#)"
- 3) Go in the Inn, make it your home, accept "[Venture Company Mining](#)"
- 4) Go upstairs, turn in "[The Rumormonger](#)" accept "[Dream Dust In the Swamp](#)" and "[Skullsplitter Tusks](#)"
- 5) Go just outside, hand in "[Sunken Treasure pt.4](#)" SKIP the next
- 6) Go to around 33,39 and kill raptors for "[Raptor Mastery pt.3](#)"
- 7) Kill Snapjaw Crocolisks from the stream at 38,30 to the lake at 41,19 for "[Some assembly required](#)"
- 8) Go to the Island at 20,23 and kill elementals for "[Water Elementals](#)" You should be close to 39 by now, either grind on the elementals or raptors and basilisks around 33,39
- 9) Once you're 39, grind your way east to the road then to 41,41 and kill the goblins for "[Venture Company Mining](#)"
- 10) Run up to the camps around 42,37 and do "[Skullsplitter Tusks](#)"
- 11) Now you're gonna have to find Bhag'thera for "[Panther Mastery pt.4](#)" she is anywhere between just north of Mosh'ogg at 49,25 to just north of the ZG entrance at 48,17 she's elite. Easy way to do it is lay immolation trap and run her into it, once pet gets half health fear it and keep attacking it
- 12) Hearth back to BB

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<p>13) Turn in "<a href="#">Venture Company Mining</a>"</p> <p>14) Go upstairs, turn in "<a href="#">Skullsplitter Tusks</a>"</p> <p>15) Walk outside, turn in "<a href="#">Water Elementals</a>" SKIP the next</p> <p>16) Go into the shop Tan-Your-Hide Leatherworks and turn in</p>
<p>17) Go into the shop Tan-Your-Hide Leatherworks and turn in "<a href="#">Some assembly required</a>" accept "<a href="#">Excelsior</a>"</p> <p>18) Go out of BB and turn left to the camp of pirates at 27,69 and touch the letter on the barrel, turn in "<a href="#">The Bloodsail Buccaneers pt.1</a>" accept "<a href="#">The Bloodsail Buccaneers pt.2</a>"</p> <p>19) Go kill gorillas around 32,65 just NE of BB for "<a href="#">Scaring Shaky</a>"</p>
<p>20) Run back to BB</p> <p>21) Turn right after the tunnel, turn in "<a href="#">Scaring Shaky</a>" accept "<a href="#">Return to MacKinley</a>"</p> <p>22) Follow the lower dock towards the Inn, turn in "<a href="#">The Bloodsail Buccaneers pt.2</a>" accept "<a href="#">The Bloodsail Buccaneers pt.3</a>"</p> <p>23) Go In the house across from the half ship, turn in "<a href="#">Return to MacKinley</a>" accept "<a href="#">Voodoo Dues</a>"</p> <p>24) Go up top the Inn, accept "<a href="#">Up To Snuff</a>"</p> <p>25) Go just outside, 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. 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 up near Grom'Gol, 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 up to Nessingways at 35,10 and turn in "<a href="#">Raptor Mastery pt.3</a>" and "<a href="#">Panther Mastery pt.4</a>" accept "<a href="#">Raptor Mastery pt.4</a>"</p> <p>29) Accept "<a href="#">The Green Hills of Stranglethorn</a>" then turn it in</p> <p>30) You should be at least 25% or less to 40 now go grind on basalisks and raptors around 33,39 until you're 40.</p>
<p>31) Hearth to BB</p> <p>32) Go into the shop Tan-Your-Hide Leatherworks and turn in "<a href="#">Excelsior</a>"</p> <p>33) Now fly to IF, and either to Darnassus to get your new skills and your mount, or get skills in IF and prepare for a few badlands quests by buying a frost oil and a gyrochronatom (don't by a gyro if you can't find a frost oil) Then a healing potion and lesser invisibility potion. Again don't get either of the potions if you can't get a frost oil or gyro.</p> <p>34) GET NEW ARROWS</p> <p>35) Fly to Loch Modan Stable your pet and make Thelsamar your home</p> <p>36) Go in the house behind the Inn, accept "<a href="#">Badlands Reagent Run</a>"</p>
<p>37) Run to 65,65 and accept "<a href="#">Find Agmond</a>"</p> <p>38) Run down into Badlands at 46,76</p> <p><b>40-41 Badlands</b></p> <p>1) Go to 53,43 accept "<a href="#">Fiery Blaze Enchantment</a>", "<a href="#">Mirages</a>", and "<a href="#">A Dwarf and His Tools</a>"</p> <p>2) Stop at 42,52 and hand in "<a href="#">Martek the Exiled</a>" accept "<a href="#">Indurium</a>"</p> <p>3) Accept "<a href="#">Barbecued Buzzard Wings</a>", "<a href="#">Pearl Diving</a>" (if you have them)</p> <p>4) Now there only one area for buzzards. So fort he 2 quests that require their items, kill them whenever you see one.</p> <p>5) Go to 25,44 and accept "<a href="#">Study of the Elements: Rock pt.1</a>" and "<a href="#">Coolant Heads Prevail</a>" then turn it back in and accept "<a href="#">Gyro... What?</a>" then turn that back in.</p> <p>6) Accept "<a href="#">Liquid Stone</a>" then turn it back in</p> <p>7) Go to around 20,53 and tame a Ridge Stalker Patriarch for dash and prowl rank 2</p> <p>8) Hearth to Thelsamar, get cat back out, DON'T DISMISS THE BADLANDS CAT run back down to badlands</p> <p>9) Grind down to 66,21 and open the crate for "<a href="#">Mirages</a>"</p> <p>10) Grind over to the dig site at 53,29 and kill the dwarfs for "<a href="#">A Dwarf and His Tools</a>" On the right side of the hole at 53,33 touch the note in the tent for "<a href="#">A Sign of Hope</a>"</p> <p>11) Grind up to 53,43 and hand in "<a href="#">Mirages</a>" accept "<a href="#">Scrounging</a>"</p> <p>12) Also turn in "<a href="#">A Dwarf and His Tools</a>" and "<a href="#">A Sign of Hope</a>" accept the next part to Uldaman</p> <p>13) Grind down to 61,54 and accept "<a href="#">Tremors of the Earth</a>" The ogres spawn at 62,70 and wander to 29,56 so kill them if you see them. The boss is easy to pull off the back, with the small add or none.</p> <p>14) Go south to 62,70 and kill ogres here for "<a href="#">Scrounging</a>" and hopefully the boss is here. There isn't many ogres so don't worry</p> <p>15) Grind to 50,62, turn in "<a href="#">Find Agmond</a>" accept "<a href="#">Murdaloc</a>"</p> <p>16) Go just south to the gnoll camp and do "<a href="#">Murdaloc</a>" and "<a href="#">Indurium</a>"</p> <p>17) Go up to 42,52 and turn in "<a href="#">Barbecued Buzzard Wings</a>" and "<a href="#">Indurium</a>" accept "<a href="#">News for Fizzle</a>"</p> <p>18) Go to 18,41 and kill the lesser rock elementals for "<a href="#">Study of the Elements: Rock pt.1</a>" and "<a href="#">Badlands Reagent Run</a>"</p> <p>19) Go back to 26,44 turn in "<a href="#">Study of the Elements: Rock pt.1</a>" accept "<a href="#">Study of the Elements: Rock pt.2</a>" and do it by killing rock elemental</p>

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- 20) Go back to 26,44 turn in "[Study of the Elements: Rock pt.2](#)" accept "[Study of the Elements: Rock pt.3](#)"
- 21) Kill buzzards around 15,60 and coyotes around 33,62 for "[Badlands Reagent Run](#)" if you still need them
- 22) Grind down to 11,77 and kill ogres for "[Scrounging](#)"
- 23) Kill greater rock elementals at 14,88 for "[Study of the Elements: Rock](#)"
- 24) Go back to 26,44 turn in "[Study of the Elements: Rock pt.3](#)" accept "[This Is Going To Be Hard pt.1](#)" turn around and hand it in, accept "[This Is Going To Be Hard pt.2](#)" then turn around and hand it in, accept "[This Is Going To Be Hard pt.3](#)"
- 25) Kill the elemental that's summoned he's 45. Then turn it back in to get your [Nifty Stopwatch](#)
- 26) Go to 53,43 and turn in "[Scrounging](#)"
- 27) Go to 61,54 and turn in "[Tremors of the Earth](#)" SKIP the next part
- 28) Now you should be 41, if you're not go east into the ravine and kill the whelps until you level. I usually go here and grind for at least 30 min whether or not im 41 and try to get the heart for "[Fiery Blaze Enchantment](#)" If you don't find it in 30 min just abandon it

- 29) Hearth to Thelsamar
- 30) Go in the house behind the Inn and turn in "[Badlands Reagent Run](#)" accept the Uldaman part
- 31) Run to 65,65 turn in "[Murdaloc](#)" accept the Uldaman part I'm almost 25% into 41 now
- 32) Fly to Duskwood, make it your home. Fly to SW Go to 64,20 and accept "[In Search of The Temple](#)"
- 33) Fly back to Duskwood, Run into Swamp of Sorrows

#### 41-41 Swamp of Sorrows

- 1) Run into the Swamp of Sorrows, go to 12,58 and kill the whelps for "[Dream Dust In the Swamp](#)" low droprate but they respawn fast
- 2) Go to 26,59 and accept "[Enroaching Wildlife](#)" and go do it. Kill the 3 mob types around him and north. It's all close to the quest giver
- 3) Go up and find Noboru the Cudgel he circles around 43,38 and drops an item that starts "[Noboru the Cudgel](#)"
- 4) Go back to 26,59 and turn in "[Enroaching Wildlife](#)" accept "[The Lost Caravan](#)"
- 5) Grind up to 25,31 and turn in "[Noboru the Cudgel](#)" accept "[Draenethyst Crystals](#)"
- 6) From Avuun accept "[Mercy for the Cursed](#)" and from Holaru accept "[Pool of Tears](#)" (this used to be a horde only quest)
- 7) Go up to the sanctuary that starts at 54,29 and start collecting the "[Draenethyst Crystals](#)"
- 8) While 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 a giant draenei
- 9) When you get to the last camp with the npc in the cage at 65,18 first grab the chest off the cart to the left for "[The Lost Caravan](#)"
- 10) Make sure you clear the camp beside the caged npc.
- 11) Then accept "[Galen's Escape](#)" it's a breeze if you cleared the camp
- 12) Grind down to 48,39 to the busted up looking tent and open the chest to complete "[Galen's Escape](#)"
- 13) Go to 26,59 and turn in "[The Lost Caravan](#)" accept "[Driftwood](#)"
- 14) Run through the swamp and go south into the Blasted Lands and over to Nethergarde Keep at 63,18. Grab the FP and fly to Darkshire.
- 15) Stable your cat and get the badlands cat back out
- 16) Grab "[Supplies for Nethergarde](#)" on your way back NE
- 17) Fly back to Nethergarde, turn in "[Supplies for Nethergarde](#)" easy xp.
- 18) Run back up into the swamp of sorrows.
- 19) Run up to the lake around the Sunken Temple at 70,54 and you should get a complete message for "[In Search of The Temple](#)" and also in the water around the temple look for Atal'ai Artifacts for "[Pool of Tears](#)" I found only 5 of them at 68,43 65,46 67,60 75,60 & 76,53 there doesn't seem to be more than 5 so you just have to wait for respawns
- 20) Go up to about 76,6 and start killing silt and monstrous crawlers and work your way south for "[...and bugs](#)" until it's done. Also look for wood planks on the ground for "[Driftwood](#)"
- 21) When you got both of those done, abandon the cat and tame a lvl 40-41 silt crawler for claw rank 6.
- 22) Hearth to Darkshire and get your cat back out.
- 23) Fly to Nethergarde and run back up into the swamp
- 24) Go to 26,59 and turn in "[Driftwood](#)" accept "[Deliver the Shipment](#)"
- 25) Go back to 26,31 and turn in "[Draenethyst Crystals](#)"
- 26) Go to Avuun and turn in "[Mercy for the Cursed](#)" and at Holaru turn in "[Pool of Tears](#)"
- 27) Run down into the Blasted Lands and turn in "[Deliver the Shipment](#)" at 66,21
- 28) Fly to BB and turn in "[Dream Dust In the Swamp](#)" atop the Inn and accept "[Rumors for Kravel](#)"
- 29) Get on the ship to Ratchet and fly to Theramore and turn in "[...and bugs](#)" at the Inn
- 30) Fly to Desolace

#### 41-42 Desolace

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- 1) Make Nijel's Point your home
- 2) Accept "[Down the Scarlet Path](#)"
- 3) Go down accept "[Reagents For Reclaimers Inc pt.3](#)"
- 4) Run to 47,61 and accept "[Ghost-O-Plasm Round Up](#)"
- 5) Kill the demons around 51,75 for "[Reagents For Reclaimers Inc pt.3](#)"
- 6) Kill undead ravagers around 61,90 for "[Down the Scarlet Path](#)" and "[Ghost-O-Plasm Round Up](#)" between the 2 skeletons in the middle
- 7) You should hit 42 by the time you're done killing these
- 8) Go back to 47,61 and turn in "[Ghost-O-Plasm Round Up](#)"
- 9) Hearth to Nijel's Point
- 10) Turn in "[Down the Scarlet Path](#)" SKIP the next part
- 11) Go just south of the Inn, turn in "[Reagents For Reclaimers Inc pt.3](#)" accept "[Reagents For Reclaimers Inc pt.4](#)"
- 12) Fly to Theramore, Boat to Menethil and Fly to IF
- 13) Turn in "[Reagents For Reclaimers Inc pt.4](#)" at 67,17
- 14) Get new skills
- 15) Fly to Booty Bay

#### 42-43 Stranglethron Vale

- 1) Go into the Inn, accept "[Tran'Rek](#)"
- 2) Make BB your home
- 3) Accept "[Zanzil's Secret](#)" and "[Whiskey Slim's Lost Grog](#)"
- 4) Go near the Bank, accept "[Akiris By the Bundle pt.1](#)"
- 5) Go in the house next to the half ship, accept "[Stoley's Debt](#)"
- 6) Where the dock forks up and down, go up and around the corner, accept "[Keep An Eye Out](#)"
- 7) Go out of BB and to the right and south. All around 31,79 You're gonna kill the buccaneers for "[Up To Snuff](#)" and "[Keep An Eye Out](#)"
- 8) Kill the swashbucklers around the two camps at 29,81(bloodsail charts are here on the box) and 27,82 (bloodsail orders, on the box, NE tent) for "[The Bloodsail Buccaneers pt.4](#)"
- 9) Run back up into BB, and turn left
- 10) Turn in "[Keep An Eye Out](#)" near the forge
- 11) Go up in the Inn, turn in "[Up To Snuff](#)"
- 12) Go just outside and hand in "[The Bloodsail Buccaneers pt.4](#)" accept "[The Bloodsail Buccaneers pt.5](#)"
- 13) Go kill naga around 25,63 for "[Akiris By the Bundle pt.1](#)"
- 14) Grind on the nagas until you're at least 50% into 43
- 15) Go up to the Ruins of Aboraz and kill Chucky (40,58) for "[Voodoo Dues](#)" while killing the mobs for "[Zanzil's Secret](#)" you only need 8-10
- 16) Go up to the Ruins of Jubawal and kill Jon-Jon (34,51) and Maury (35,51) for "[Voodoo Dues](#)" and the rest of "[Zanzil's Secret](#)"
- 17) Go kill Tethis for "[Raptor Mastery pt.4](#)" behind the arena around 31,43 then turn it in at nassingways at 35,10 accept "[Big Game Hunter](#)"
- 18) Go up to the rebel camp at 38,3 and accept "[Colonel Kurzen](#)"
- 19) Go to the cave at 45,8 go to the fork and go down once like earlier kill the elites and subchiefs (when they get a red aura stop attacking or you'll get owned) for "[Colonel Kurzen](#)" Kurzen is at 49,3
- 20) Die on purpose so you're near the rebel camp
- 21) Go to the rebel camp at 38,3 and turn in "[Colonel Kurzen](#)"
- 22) Kill the trolls around 44,34 until you're about 9k from leveling
- 23) Hearth to BB
- 24) Turn in "[Zanzil's Secret](#)"
- 25) Go down by the Bank, turn in "[Akiris By the Bundle pt.1](#)" accept "[Akiris By the Bundle pt.2](#)"
- 26) Go to the house in front of the half boat, turn in "[Voodoo Dues](#)" accept "[Cracking Maury's Foot](#)"
- 27) Get on the boat to Ratchet then fly to Theramore
- 28) Turn in "[Akiris By the Bundle pt.2](#)" in front of you, fly to Gadget

#### 43-43 Tanaris

- 1) Accept "[Wastewander Justice](#)" and "[Water Pouch Bounty](#)"
- 2) Make Gadget your home
- 3) Go in front of the cage and grab the 2 quests off the sign "[WANTED: Caliph Scorpionsting](#)" and "[WANTED: Andre Firebeard](#)"
- 4) Turn in "[Tran'Rek](#)" SKIP the next part
- 5) On the left side of town on the hill accept "[Gadgetzan Water Survey](#)"
- 6) Go to The Shimmering Flats to 77,77 and turn in "[Rumors for Kravel](#)" accept "[Back to Booty Bay](#)"
- 7) Just beside him turn in "[News for Fizzle](#)"
- 8) Go to 80,75 and accept "[Keeping Pace](#)" do it by talking with zamek just south of here, has a blue ? on

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<p>his head. Don't follow him, run to rizzles house at 77,77 and when he leaves grab the unguarded plans which turns in "<a href="#">Keeping Pace</a>" accept "<a href="#">Rizzle's Schematics</a>" turn it in at 80,75</p> <p>9) Hearth to Gadget</p> <p>10) Run out to Steamwheedle Port at 59,80</p> <p>11) Turn in "<a href="#">Stoley's Debt</a>" at the southern most house, accept "<a href="#">Stoley's Shipment</a>" and "<a href="#">Southsea Shakedown</a>"</p> <p>12) Go to the northern houses, accept "<a href="#">Pirate Hats Ahoy!</a>" and "<a href="#">Screecher Spirits</a>"</p> <p>13) Go to around 63,30 and kill the mobs here for "<a href="#">Wastewander Justice</a>" and "<a href="#">Water Pouch Bounty</a>" Look for Caliph Scorpionsting and kill him for "<a href="#">WANTED: Caliph Scorpionsting</a>" while here. He has 2 stealthed guards but is fairly easy. He patrols up and down</p> <p>14) Run over to the cave at 68,41 and go through to Lost Rigger Cove.</p> <p>15) Start killing the mobs all back here for "<a href="#">Southsea Shakedown</a>" and "<a href="#">Pirate Hats Ahoy!</a>"</p> <p>16) You may get some drops of <a href="#">Pirate's Footlocker</a> which can hold <a href="#">Ship Schedule</a> and the <a href="#">upper middle</a> and <a href="#">lower</a> map fragments which starts "<a href="#">Cuergo's Gold</a>" and "<a href="#">Ship Schedules</a>" only do them if you find them. If I don't find them all I skip them or sell what I have.</p> <p>17) Kill Andre Firebeard at 73,47 for "<a href="#">WANTED: Andre Firebeard</a>"</p> <p>18) Go to the only 2-story house out here at 72,46 and get the stolen wine for "<a href="#">Stoley's Shipment</a>". It's on the 2<sup>nd</sup> floor</p>
<p>19) Hearth to Gadget</p> <p>20) Turn in "<a href="#">Wastewander Justice</a>" accept "<a href="#">More Wastewander Justice</a>"</p> <p>21) Turn in "<a href="#">WANTED: Caliph Scorpionsting</a>" and "<a href="#">Water Pouch Bounty</a>"</p> <p>22) You should be close to half way TNL</p>
<p>23) Go west to 39,29 and do "<a href="#">Gadgetzan Water Survey</a>" Run once you get the sample a 47 and 48 attack you.</p>
<p>24) Run back to Gadget and hand in "<a href="#">Gadgetzan Water Survey</a>" accept "<a href="#">Noxious Lair Investigation</a>"</p>
<p>25) Go do "<a href="#">More Wastewander Justice</a>" around 60,35 by killing the mobs</p> <p>26) Go back up to Steamwheedle Port at 66,24 to the southern house and turn in "<a href="#">Stoley's Shipment</a>" accept "<a href="#">Deliver to MacKinley</a>"</p> <p>27) Turn in "<a href="#">WANTED: Andre Firebeard</a>" and "<a href="#">Southsea Shakedown</a>"</p> <p>28) Go to the northern house, turn in "<a href="#">Pirate Hats Ahoy!</a>"</p>
<p>29) Hearth to Gadget</p> <p>30) Turn in "<a href="#">More Wastewander Justice</a>"</p> <p>31) Accept "<a href="#">Handle With Care</a>" near the north side of town</p> <p>32) You should be about <math>\frac{3}{4}</math> TNL now</p> <p>33) Fly to Feathermoon</p>
<p><b>43-45 Feralas</b></p>
<p>1) On the water side of the inn in the gazebo, accept "<a href="#">The Mark of Quality</a>"</p> <p>2) Make Feralas your home</p> <p>3) Go into the big building across from the Inn, accept "<a href="#">The Missing Courier pt.1</a>" and "<a href="#">The Ruins of Solarsal</a>"</p> <p>4) Go to the building just west accept "<a href="#">In Search of Knowledge</a>" and "<a href="#">The High Wilderness</a>"</p> <p>5) Go upstairs turn in "<a href="#">The Missing Courier pt.1</a>" accept "<a href="#">The Missing Courier pt.2</a>"</p>
<p>6) Go to the gazebo at 26,52 and turn in "<a href="#">The Ruins of Solarsal</a>" accept "<a href="#">Return to Feathermoon Stronghold</a>"</p>
<p>7) Go back to Feathermoon to the big building, turn in "<a href="#">Return to Feathermoon Stronghold</a>" accept "<a href="#">Against the Hatecrest pt.1</a>" turn around and hand it in accept "<a href="#">Against the Hatecrest pt.2</a>"</p>
<p>8) Kill naga around 26,54 for "<a href="#">Against the Hatecrest pt.2</a>"</p> <p>9) I kill the naga until im about 2500 TNL because I'm usually under 15k TNL when I get to this part. They give an average of 250 per kill</p>
<p>10) Go back to Feathermoon to the big building, turn in "<a href="#">Against the Hatecrest pt.2</a>" accept "<a href="#">Against Lord Shalzaru</a>"</p>
<p>11) Go down to the cave at 26,66 and kill Lord Shalzaru at the end for "<a href="#">Against Lord Shalzaru</a>"</p>
<p>12) Die so you end up at Feathermoon</p> <p>13) Go back to Feathermoon to the big building, turn in "<a href="#">Against Lord Shalzaru</a>" accept "<a href="#">Delivering the Relic</a>" go to the other side of the building and turn it in.</p>
<p>14) Take the boat to the mainland</p> <p>15) Go south of the dock and kill screechers for "<a href="#">Screecher Spirits</a>"</p> <p>16) Go down to 45,65 and touch the wrecked boat to turn in "<a href="#">The Missing Courier pt.2</a>" accept "<a href="#">Boat Wreckage</a>"</p>
<p>17) Hearth to Feathermoon</p> <p>18) Go in the little building across from the Inn on the 2<sup>nd</sup> floor, turn in "<a href="#">Boat Wreckage</a>" accept "<a href="#">The Knife Revealed</a>"</p>

- 19) Go up top of the big spiral tower, turn in "[The Knife Revealed](#)" accept "[Psychometric Reading](#)"
- 20) Go in the little building across from the Inn on the 2<sup>nd</sup> floor, turn in "[Psychometric Reading](#)" accept "[The Woodpaw Gnolls](#)"
- 21) Take the boat to the mainland
- 22) Go into the yeti cave at 56,56 and kill yeti's for "[The Mark of Quality](#)" you can skin them and it's also a drop.
- 23) If a [OOX-22/FE Distress Beacon](#) has fallen accept the quest "[Find OOX-22/FE!](#)" and turn it in at the back of the cave SKIP the escort.
- 24) Grind east and kill the Brutes around 60,56, and warlocks and shamans around 59,66 for "[The High Wilderness](#)" I kill any I see
- 25) Go up to 65,45 and accept "[Freedom For All Creatures](#)" It's pretty hidden, just NW of the camp entrance is a path that doesn't even look like you can walk on it. To do this simply escort her to the cage, open it and kill anything until it says complete.
- 26) Hand it back in and accept "[Doling Justice pt.1](#)" The mobs can be found in this camp.
- 27) Turn "[Doling Justice pt.1](#)" in at 65,45 and accept "[Doling Justice pt.2](#)"
- 28) Go down to 73,56 and touch Large Leather Backpacks on the big tree. Turn in "[The Woodpaw Gnolls](#)" accept "[The Writhing Deep](#)"
- 29) Right click the Backpack, accept "[Thalanaar Delivery](#)"
- 30) Grind down to the hive at 73,63 and go all the way down. Go into the southern tunnel and stay right, You'll see a Zukk'Ash Pod there. Turn in "[The Writhing Deep](#)" accept "[Freed From the Hive](#)"
- 31) Hearth to Feathermoon
- 32) On the water side of the Gazebo, turn in "[The Mark of Quality](#)" accept "[Improved Quality](#)"
- 33) Go in the small house across from the Inn, turn in "[The High Wilderness](#)" then go upstairs and turn in "[Freed From the Hive](#)" accept "[A Hero's Welcome](#)"
- 34) Go to the big building next door and turn in "[A Hero's Welcome](#)" accept "[Rise of the Silithid](#)"
- 35) Fly out to Thalanaar (spot between 1k needles and here) turn in "[Thalanaar Delivery](#)" at 89,46
- 36) Fly to Rut'theran Village (Darnassus)
- 37) Follow the dock and go in the house, turn in "[Handle With Care](#)" accept "[Favored of Flune?](#)"
- 38) Go upstairs, turn in "[In Search of Knowledge](#)" then go to the back of the house on the 2<sup>nd</sup> floor, open the green book and accept "[Feralas: A History](#)" turn it back in to her, accept "[The Borrower](#)"
- 39) Get new skills
- 40) Go to the temple of the moon at 39,86 and up to the 2<sup>nd</sup> floor, turn in "[Rise of the Silithid](#)" and "[Doling Justice pt.2](#)"
- 41) Buy 2 [Elixir of Fortitude](#) for a later part of this quest
- 42) Hearth to Feathermoon and fly to Gadgetzan and turn in "[The Borrower](#)" accept "[The Super Snapper FX](#)"

#### 45-46 Uldaman

- 1) I hate having you do this so I'm going to see how the rates go with some of the new quests out when I level a Draenei
- 2) Now you can either grind on the gnolls in Feralas around where you found the backpack on the tree, or you can do Uldaman. I highly suggest you do Uldaman. You picked up some quests earlier, there are a few more in IF and in the badlands. If you get a good group build you can easily do just about every quest in there in under 3 hours max. I usually fully do Uldaman inside and out, I don't finish all the quests unless I have to level. 1 full run inside and out should get you 75-100% through this level. I usually do this in about 3 hours no problem. Plus you can solo all the mobs outside of the instance 3 at a time no problem. The end of Uldaman, after the boss, (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. And you could miss some xp spots for later quests I do if you skip this.
- 3) I don't list all the quests for Uldaman because there is a good handful and you don't have to do them all to fully level, and again it is optional. 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+
- 4) You can stop at about 75% to 46 but again I suggest you level. It's not as bad as it seems.
- 5) 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://here.on.worldofwar.net)
- 6) Once you're all set, fly to SW and turn in "[In Search of The Temple](#)" at 64,20 and accept "[In Search of The Hinterlands](#)" get new skills then fly to Southshore.
- 7) Run up to the path at 84,33 behind Durnholde Keep (you'll see 2 griffins) into The Hinterlands

#### 46-47 The Hinterlands

- 1) Go up to 11,46 and turn in "[In Search of The Hinterlands](#)" accept "[Gryphon Master Talonaxe](#)"
- 2) Get the FP at 11,46 way up top then go in the cave and turn in "[Gryphon Master Talonaxe](#)", accept

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<p>"<a href="#">Rhapsody Shindigger</a>" and "<a href="#">Witherbark Cages</a>"</p> <p>3) Just outside the Inn in front of the big round archer tower is the draenei Ambassador Ruaeth who gives "<a href="#">Featherbeard's Endorsement</a>" "<a href="#">A Gesture of Goodwill</a>" and "<a href="#">Preying on the Predators</a>"</p> <p>4) Go into the Inn and turn right, accept "<a href="#">Skulk Rock Clean-Up</a>" and "<a href="#">Troll Necklace Bounty</a>"</p> <p>5) Go way in the back of the Inn up to around 13,41 and make Aerie Peak your home.</p> <p>6) Go south to Featherbeard's Hovel at 13,55 and in front of the fireplace is his journal which will turn in "<a href="#">Featherbeard's Endorsement</a>" and give you "<a href="#">In Pursuit of Featherbeard</a>"</p> <p>7) Grind north to 20,48 to the path while keeping an eye out for feathers on the ground for "<a href="#">Favored of Elune?</a>" You don't need them all yet. Also kill mangy silvermanes for "<a href="#">Preying on the Predators</a>"</p> <p>8) Follow the path up to 26,48 and turn in "<a href="#">Rhapsody Shindigger</a>" accept "<a href="#">Rhapsody's Kalimdor Kocktail</a>"</p> <p>9) Go back down and to the troll camp and clear most of them out at 23,58 and open the 2 cages for "<a href="#">Witherbark Cages</a>"</p> <p>10) Go south to the cave at 25,66 and kill Witch Doctor Mai'jin and his pet Tcha'kaz for "<a href="#">A Gesture of Goodwill</a>"</p> <p>11) In between here and 31,57 on the next step you need to kill silvermane wolves for the rest of "<a href="#">Preying on the Predators</a>"</p> <p>12) Grind east to 31,57 and open the 3<sup>rd</sup> cage for "<a href="#">Witherbark Cages</a>"</p> <p>13) You should also have 5 necklaces for "<a href="#">Troll Necklace Bounty</a>" now</p> <p>10) Go NE up to 46,42, collecting feathers if you still need them on the way, and kill the Green Sludges for "<a href="#">Skulk Rock Clean-Up</a>" part 1</p> <p>11) Go to 49,37 if you found <a href="#">OOX-09/HL Distress Beacon</a></p> <p>12) Go to 56,41 and kill Jade Oozes for part 2 of "<a href="#">Skulk Rock Clean-Up</a>"</p> <p>13) Go to the waterfall at 81,46 and dive into the water below, then go south along this shore until you see Gammerita and take her picture for "<a href="#">The Super Snapper FX</a>" Also you want to keep an eye out for bottles along the shore for "<a href="#">Whiskey Slim's Lost Grog</a>"</p>
<p>14) Hearth to Aerie Peak</p> <p>15) Go to the front of the Inn and turn in "<a href="#">Skulk Rock Clean-Up</a>" and "<a href="#">Troll Necklace Bounty</a>" and any extra 5 necklaces you have.</p> <p>16) In front of the Inn at Ruaeth turn in "<a href="#">A Gesture of Goodwill</a>" and "<a href="#">Preying on the Predators</a>"</p> <p>17) Go up past the FP in the cave at 9,44 and turn in "<a href="#">Witherbark Cages</a>" accept "<a href="#">The Altar of Zul</a>"</p> <p>18) Go SE into Shandra'Alor and into the eastern temple at 37,72 and you'll see Featherbeard's Remains up top. Turn in "<a href="#">In Pursuit of Featherbeard</a>" and accept "<a href="#">Reclaiming the Eggs</a>"</p> <p>19) Now go looking around here for gryphon eggs, they're kinda like easter eggs because they're kinda hidden. 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</p> <p>20) Get the quest "<a href="#">Jammal'an the Prophet</a>" here at 33,75 from Atal'al if you plan to do Sunken Temple later.</p> <p>21) Go run up top of the Altar of Zul at 48,68 for "<a href="#">The Altar of Zul</a>"</p> <p>22) Now I grind on the trolls and wolves around Zul until I'm 1 bar from 47. You should be at least half way through 46 at this point.</p> <p>23) I'm sure by the time you near 47 you're going to find <a href="#">OOX-09/HL Distress Beacon</a> accept "<a href="#">Find OOX-09/HL</a>" and turn it in at 49,37 and then accept "<a href="#">Rescue OOX-09/HL</a>" and escort it to 78,61 There's only 2 encounters of 3 mobs, but watch out for the stealthed wolves</p>
<p>24) Once you're about 6k or 1 bar from 47 hearth to Aerie Peak</p> <p>25) Turn in any "<a href="#">Troll Necklace Bounty</a>" you have just before you go out</p> <p>26) In front of the Inn at Ruaeth turn in "<a href="#">Reclaiming the Eggs</a>"</p> <p>27) Go up past FP to 9,44 and turn in "<a href="#">The Altar of Zul</a>" accept "<a href="#">Thadius Grimshade</a>"</p> <p>28) Fly to Menethil Harbor and take the boat to Auberdine, then fly to Rut'theran Village</p> <p>29) Run to the house at 55,92 and turn in "<a href="#">Favored of Elune?</a>"</p> <p>30) Go upstairs, turn in "<a href="#">The Super Snapper FX</a>" accept "<a href="#">Return to Troyas</a>"</p> <p>31) You should now be 47 and about 8k into it.</p> <p>32) Fly to Feralas</p>
<p><b>47-47 Feralas</b></p> <p>1) Make Feathermoon Stronghold your home</p> <p>2) Go across from the Inn to the 2 story house, turn in "<a href="#">Return to Troyas</a>" accept "<a href="#">The Stave of Equinex</a>"</p> <p>3) Accept "<a href="#">The Sunken Temple</a>" Next to him</p> <p>4) Swim or boat east to the dock.</p> <p>5) Beside the dock at 45,43 accept "<a href="#">Zapped Giants</a>" and "<a href="#">Fuel for Zapping</a>"</p> <p>6) Make the Zorbin's Ultra-Shrinker a hotkey. Then go south along the shore and start zapping giants and killing them for "<a href="#">Zapped Giants</a>" and kill water elementals for "<a href="#">Fuel for Zapping</a>"</p> <p>7) Go back to 45,43 and turn in "<a href="#">Zapped Giants</a>" and "<a href="#">Fuel for Zapping</a>" You can now do those again, but I wouldn't, for about 500 xp per turn in. Now he opens his store to you.</p> <p>8) Run over to the grimtotem camp at 65,45 and accept "<a href="#">An Orphan Looking For A Home</a>"</p>



- 9) Go down to the yeti cave at 56,56 and do the robot chicken escort if you can, don't be afraid to ask for help if needed. It's really easy now
  - 10) Grind to the yeti cave at 51,31 on Ironfur Bears and Groddoc Gorillas until you get 3 livers from each of them for "[Rhapsody's Kalimdor Cocktail](#)"
  - 11) Kill the Rage Scar Yeti's here for "[Improved Quality](#)" remember you can skin them for these as well. If a Pristine Yeti Hide drops, accept the quest it gives "[Pristine Yeti Hide](#)"
  - 12) Go to Rockbiter at 42,22 and accept "[The Giant Guardian](#)"
  - 13) Do "[The Stave of Equinox](#)" by doing the following. Get the Blytan Essence from the fire at 38,15 "[The Stave of Equinox](#)" 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) Go back out the back and Grab the Imbel Essence from the fire at 39,9. Get the Lahassa Essence from the fire at 37,12 under the brown gazebo. Go down to the Equinox Monolith just over the cliff. Use Troya's Staff next to it. Touch the Monolith and turn in "[The Stave of Equinox](#)" accept "[The Morrow Stone](#)"
  - 14) Go back up near the previous flame to 38,10 and turn in "[The Giant Guardian](#)" accept the escort "[Wandering Shay](#)"
  - 15) Grab the bell from the chest and hotkey it. This is similar to the druid quest back in darkshore. Run her back to Rockbiter at 42,21 and turn in "[Wandering Shay](#)" (the trick is to keep ahead of her, if she's with you by your side she will wander off a lot more and the bell has a 1-minute timer.
- 16) Hearth to Feathermoon Stronghold
  - 17) Go to the gazebo near the water beside the hippograph master, turn in "[Pristine Yeti Hide](#)" and "[Improved Quality](#)"
  - 18) Take your 2 Elixirs of Fortitude out of your mailbox if you don't already have them on you.
  - 19) Go across to the 2 story house, turn in "[The Morrow Stone](#)"
  - 20) You should be close to 70% into 47
  - 21) Fly to Gadgetzan

#### 47-48 Tanaris

- 1) Just inside Gadget to the right, accept "[The Thirsty Goblin](#)"
  - 2) Make Gadget your home
  - 3) Go behind the Inn, accept "[The Dunemaul Compound](#)"
  - 4) Near the north entrance, accept "[Thistleshrub Valley](#)"
- 5) Go south to the skeleton in the ground at 49,36 and 44,39 and 47,45 kill Rocs for "[Rhapsody's Kalimdor Cocktail](#)" If it's busy just do it later.
  - 6) Ride over to 52,45 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 over west to the Dunemaul Compound clear a path to 40,58 and kill Gor'Marok the Ravager for "[The Dunemaul Compound](#)" You don't need the 20 ogre kills all from here
  - 9) Head over to 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 10,000 from 48
  - 11) Sneak up the left side of Uldum and go up 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 pedestal to turn it back in
  - 13) Touch the pedestal one more time and accept "[Return to Ironforge](#)"
  - 14) Go west to 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](#)" I found him at 29,73 near the zeppelin, but you can find him anywhere around this valley. He follows you, you don't have to follow him
  - 16) Go up to the noxious lair around 34,46 and kill centipaar there for "[Noxious Lair Investigation](#)" If you can't get them all before tooga has 10 minutes left, go turn that in and then come back.
  - 17) Turn in "[Tooga's Quest](#)" near steamwheedle port at 66,25
  - 18) Accept "[Yuka Screwspigot](#)"
  - 19) Turn in "[Screecher Spirits](#)" at 66,22 SKIP the ZF part
- 20) Hearth to Gadget
  - 21) Go near the entrance and accept "[The Thirsty Goblin](#)" back and turn it in accept "[In Good Taste](#)"
  - 22) Go behind the Inn near the fire, turn in "[The Dunemaul Compound](#)"
  - 23) Go near the north entrance, hand in "[Thistleshrub Valley](#)"
  - 24) Go west to Sprinkle, turn in "[In Good Taste](#)" accept "[Sprinkle's Secret Ingredient](#)"
  - 25) In the building behind her, turn in "[Noxious Lair Investigation](#)"
  - 26) Go on the hill behind the building, accept "[The Schrimshank Redemption](#)"
  - 27) Run down to 52,45 and turn in "[Gahz'Ridian](#)"
  - 28) Run down to the entrance at 55,70 take the spiral down to the entrance that is north. first fork go right. after the circular room at the next fork go right. You will enter a big square room. Go right to

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55,71 and grab the survey gear for " <a href="#">The Schrimshank Redemption</a> "
<ul style="list-style-type: none"> <li>29) Die on purpose so you end up at Gadget</li> <li>30) Go to the hill on the west side of town, turn in "<a href="#">The Schrimshank Redemption</a>" accept "<a href="#">Insect Part Analysis pt.1</a>"</li> <li>31) Go to the house on the NW part of town, turn in "<a href="#">Insect Part Analysis pt.1</a>" accept "<a href="#">Insect Part Analysis pt.2</a>"</li> <li>32) Go back up on the hill, turn in "<a href="#">Insect Part Analysis pt.2</a>" accept "<a href="#">Rise of the Silithid</a>"</li> </ul>
33) Run up to the Shimmering Flats to 78,74 and turn in " <a href="#">An Orphan Looking For A Home</a> " accept " <a href="#">A Short Incubation</a> " and since you already have this, turn it back in and accept " <a href="#">The Newest Member of the Family</a> " now you have 1 hour.
<ul style="list-style-type: none"> <li>34) Fly to Theramore and get any mageweave you have out and build up first aid as much as you can.</li> <li>35) Boat to Menethil and fly to IF</li> <li>36) Make IF your home and get new skills</li> <li>37) Go to 77,11 and turn in "<a href="#">Return to Ironforge</a>" accept "<a href="#">A Future Task</a>" and "<a href="#">Passing the Burden</a>"</li> <li>38) Turn around to 70,18 and turn in "<a href="#">A Future Task</a>"</li> <li>39) Go to 31,4 and turn in "<a href="#">Passing the Burden</a>" accept "<a href="#">Arcane Runes</a>" and "<a href="#">An Easy Pickup</a>"</li> <li>40) Go to 70,93, turn in "<a href="#">An Easy Pickup</a>" accept "<a href="#">Signal For Pickup</a>" then turn it back in. Now you got the flare gun to signal later on.</li> <li>41) Fly to the Hinterlands</li> </ul>
<b>48-48 The Hinterlands</b>
<ul style="list-style-type: none"> <li>1) Go in the base downstairs to 14,43 and turn in "<a href="#">The Newest Member of the Family</a>" accept "<a href="#">Food For Baby</a>"</li> <li>2) Run up to 26,48 and turn in "<a href="#">Rhapsody's Kalimdor Cocktail</a>" Accept "<a href="#">Rhapsody's Tale</a>"</li> <li>3) Grind down to the lake at 40,59 and Violet Tragan (Mushroom) from the bottom of the lake for "<a href="#">Sprinkle's Secret Ingredient</a>"</li> <li>4) Grind until you're east of 57,47 and kill Silvermane Stalkers for "<a href="#">Food For Baby</a>"</li> </ul>
<ul style="list-style-type: none"> <li>5) Run back to Aerie Peak and go to the bottom floor of the Inn</li> <li>6) Turn in "<a href="#">Food For Baby</a>" accept "<a href="#">Becoming A Parent</a>" then turn it back in. Cute pet and good xp =)</li> <li>7) Hearth to IF and fly to BB</li> </ul>
<b>48-49 Stranglethorn Vale</b>
<ul style="list-style-type: none"> <li>1) Go down to the first floor of the Inn, make it your home</li> <li>2) Turn in "<a href="#">Back To Booty Bay</a>" and "<a href="#">Whiskey Slim's Lost Grog</a>"</li> <li>3) Enter the house next to the upside down, half ship, turn in "<a href="#">Deliver to MacKinley</a>"</li> <li>4) Under that boat outside, accept "<a href="#">Stranglethorn Fever</a>"</li> <li>5) Go up the ramp and first house past the bridge, turn in all of the robot chicken escorts you've gotten. I didn't get the Tanaris one while writing this guide so I missed out on the quest to get 7100 extra exp</li> <li>6) Near the boat, accept "<a href="#">The Captain's Chest</a>"</li> </ul>
<ul style="list-style-type: none"> <li>7) Go kill gorillas around 34,63 for "<a href="#">Stranglethorn Fever</a>" then go up into the cave at 35,60 turn it in. the guy in the cave asks for 10 gorilla fangs, then he summons 3 waves of gorillas. Mokka is in the 3<sup>rd</sup> wave. They're all around level 42-44 it starts with 3, then 5 then I think 6 or 7. It can get tough. Just kill Mokka first in case you die.</li> <li>8) Go up to 38,34 and kill King Bangalash for "<a href="#">Big Game Hunter</a>" he spawns level 33 minions. You can kill him before a few come out. Not like they're a problem.</li> <li>9) Run up to 48,25 and kill the elite ogres all around here until Maury's Key drops for "<a href="#">Cracking Maury's Foot</a>" If you don't find this after an hour just abandon the quest. It has a low drop rate. I grind till im 2 bars from 49 if I don't get the key. Usally it's about an hours worth.</li> <li>10) Go up to Nessingways at 35,10 and turn in "<a href="#">Big Game Hunter</a>"</li> </ul>
<ul style="list-style-type: none"> <li>11) Hearth to Booty Bay Run up to the half boat just outside the Inn</li> <li>12) Turn in "<a href="#">Stranglethorn Fever</a>" and "<a href="#">Cracking Maury's Foot</a>" if you found the key</li> <li>13) Run to the shore just east of BB and open blue bottles until you get Carefully Folded Note which starts "<a href="#">Message in A Bottle pt.1</a>"</li> <li>14) Go to 36,69 and kill Gorgash for "<a href="#">The Captain's Chest</a>" He's a 47 elite, it can be tough but I did it. Use everything you have</li> <li>15) Go to 38,80 and turn in "<a href="#">Message in A Bottle pt.1</a>" SKIP the next part, unless you can get a group to kill the 51 ape</li> <li>16) Go down to the pirate ships, 1 is at 33,87 and the other 2 are at 30,88 You want to go to the 2<sup>nd</sup> floor near the front of the ship and kill the captain of each for "<a href="#">The Bloodsail Buccaneers pt.5</a>"</li> <li>17) Look for a scroll on one of the ships called Cortello's Riddle which starts "<a href="#">Cortello's Riddle pt.1</a>"</li> <li>18) If hearth is up, use it, otherwise die so you end up at BB</li> <li>19) Go near the boat, turn in "<a href="#">The Captain's Chest</a>"</li> </ul>

- 20) Go up top of the Inn, turn in "[The Bloodsail Buccaneers pt.5](#)"
- 21) Fly to SW and go to 64,20 turn in "[Rhapsody's Tale](#)" SKIP the rest
- 22) From here on, either look at the AH when you go by one, or use your AH char to search for your Beaststalker Bracers. I got mine for 8g also look for a mithril casing for later in Un'Goro
- 23) Fly to Duskwood
- 24) Run east through Deadwind to the Swamp of Sorrows
- 25) Follow the road until it forks and the left fork has a bridge at 22,48 and under it is A Soggy Scroll which turns in "[Cortello's Riddle pt.1](#)" accept "[Cortello's Riddle pt.2](#)"
- 26) 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) Stop at 50,14 and accept the following 5 quests: "[The Basilisk's Bite](#)" "[Vulture's Vigor](#)" "[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 which are farther to the south you should make some nice money with skinning here.
- 5) You should be close to 3 1/2 bars into 49 now
- 6) Grind down to 51,35 and accept "[Everything Counts In Large Amounts](#)" If you do find one of these, hand 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.
- 7) Go to 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 and turn in "[Thadius Grimshade](#)" SKIP the next part.
- 9) You should be close to 70% into 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.

- 10) Hearth to Booty Bay
- 11) Accept "[Zanzil's Mixture and A Fool's Stout](#)"
- 12) Get on the boat to Ratchet
- 13) Accept "[Volcanic Activity](#)" at the first hut off the dock
- 14) Just outside this hut is a green chest, open it for "[The Stone Circle](#)"
- 15) Fly to Tanaris
- 16) Go near the NW entrance, turn in "[Sprinkle's Secret Ingredient](#)" accept "[Delivery For Marin](#)"
- 17) Go back near the South entrance and turn in "[Delivery For Marin](#)" accept "[Noggenfogger Elixir](#)" then turn it back in. Now you get 5 elixirs and can buy them. These have some useful effects but are more fun than useful.

- 18) Run in the Shimmering Flats to 77,77 and turn in "[Zanzil's Mixture and A Fool's Stout](#)" accept "[Get the Goblins Drunk](#)" go to 79,76 and turn it in.
- 19) Go back to 77,77 and accept "[Report Back to Fizzlebub](#)"
- 20) Go to 52,45 and turn in "[The Stone Circle](#)" SKIP the rest unless you plan on doing the Sunken Temple.
- 21) You should be about 30k from 50 now, Like I said above, either go do ZF or you should have grinded in Blasted Lands.
- 22) 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.
- 23) 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.

- 24) Hearth to BB and turn in "[Report Back to Fizzlebub](#)"
- 25) Fly to IF to get new skills and accept the quest "[The Hunter's Charm](#)"
- 26) Make sure you get at least 15 silk cloths out of the mailbox or AH alt
- 27) Make IF your home and accept "[Assisting Arch Druid Staghelm](#)"
- 28) Fly to Thelsamar

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

#### 50-51 Searing Gorge

- 1) Go down to 65,62 and touch the outhouse, accept "[Caught!](#)"

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- 2) Go just below the outhouse and kill the geologists for "[Caught!](#)"
  - 3) Clear all the mobs and at the bottom of the little pit, accept "[Suntara Stones pt.1](#)" escort him to 74,19 and when he dies grab the note which starts "[Suntara Stones pt.2](#)"
  - 4) Run back down near the outhouse at 65,62 and get the last of your geologist kills if you need them and turn in "[Caught!](#)" at the outhouse, accept "[Ledger From Tanaris](#)" and grab the book he slips you under the door.
  - 5) Run 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 over to 39,38 and accept "[Divine Retribution](#)" then talk to him until completed, accept "[The Flawless Flame](#)"
  - 7) Run up to Thorium Point at 38,26
  - 8) Grab these quests off the sign: "[WANTED: Overseer Maltorius](#)" (this will require a group) "[STOLEN: Smithing Tuyere and Lookout's Spyglass](#)" and "[JOB OPPORTUNITY: Culling the Competition](#)"
  - 9) Accept "[Curse These Fat Fingers](#)" "[Fiery Menace!](#)" "[Incendosaurs? Whateverosaur is More Like It](#)" near the tower
  - 10) Under the tent accept "[What The Flux?](#)"
- 
- 11) Grab the FP and fly to IF
  - 12) Stop at 71,16 and turn in "[Suntara Stones pt.2](#)" accept "[Dwarven Justice](#)"
  - 13) Fly to Thelsamar
- 
- 14) Run down to 18,83 and turn in "[The Horn of the Beast](#)" accept "[Proof of Deed](#)"
- 
- 14) Hearth to IF
  - 15) Go to 69,11 turn in, "[Proof of Deed](#)", accept "[At Last!](#)"
  - 16) Go to 75,23 and accept "[A Little Slime Goes A Long Way](#)"
  - 17) Fly to Thelsamar and run to 18,83
- 
- 16) Turn in "[At Last!](#)" put the key on your keyring. Easy 12k xp
  - 17) Now the fun part, doing all these quests. Some of the mobs you have to kill are in a widespread area so I really won't list coords on them.
  - 18) From here south kill glassweb spiders for "[Ledger From Tanaris](#)"
  - 19) Kill any golems you see over here for "[The Flawless Flame](#)"
  - 20) Go around the southern part of the cauldron (the pit) and circle it back towards TP and do the following:
    - 21) Kill heavy war golems and infernal elementals (not magma elementals for "[The Flawless Flame](#)" and heavy war golems for "[Curse These Fat Fingers](#)"
    - 22) Kill dark iron lookouts and steamsmiths (Only 6 of them, so come back if they don't drop, they seem to drop outhouse key a lot) for "[STOLEN: Smithing Tuyere and Lookout's Spyglass](#)"
    - 23) Turn in Turn in "[The Flawless Flame](#)" accept "[Forging the Shaft](#)" when you're near TB again.
    - 24) Kill greater lava spiders (not searing) for "[Fiery Menace!](#)" Mostly SW
    - 25) If the Grimesilt Outhouse Key dropped, use it to start "[The Key to Freedom](#)" and turn it in at 65,62
    - 26) Go to 63,38 and start going down into the cauldron.
    - 27) 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](#)"
  - 28) Enter the caves at 41,54
  - 29) Go in the cave to 41,25 and go through the jail bar door, turn in "[Dwarven Justice](#)" accept "[Release Them](#)"
  - 30) Go up the ramp and stay right until 40,35 kill the boss here for "[WANTED: Overseer Maltorius](#)" and grab "[What The Flux?](#)" on the rail behind him. If you can't find a group have the pet get the aggro and run the guys away from the plans. This is doable with 2 people but very tough. If you can't get this quest done no big deal but I usually get it done.
  - 31) Keep following the path that goes outside and curves back in. You'll come to a big dead end area with lots of Incendosaur for "[Incendosaurs? Whateverosaur is More Like It](#)" Save the scales
  - 32) Grind until you're 36k from leveling
  - 33) Die on purpose so you end up back at TP and turn in these quests
  - 34) Go next to the sign, turn in "[WANTED: Overseer Maltorius](#)"
  - 35) To the right of the tower, turn in "[Curse These Fat Fingers](#)" "[Fiery Menace!](#)" and "[Incendosaurs? Whateverosaur is More Like It](#)"
  - 36) Go to the tent behind here, turn in "[STOLEN: Smithing Tuyere and Lookout's Spyglass](#)" and "[JOB OPPORTUNITY: Culling the Competition](#)"
  - 37) Go to the next tent, turn in "[What The Flux?](#)"
  - 38) Once this is all handed in you can now do repeat quests for small xp and faction with TB. The reason I said to save the scales or sell em
  - 39) You should be a hair from 51 now, go south of base to 38,38
  - 40) Turn in "[Forging the Shaft](#)" accept "[The Flame's Casing](#)"
  - 41) Now you should be between 1-2 bars into 51
  - 42) Run over to the path up the mountain at 24,32
  - 43) Kill the elites 1 by 1 on your way up to the lava pit at 29,25 and clear the mobs around it, the

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- idolators don't chain link and don't attack when you touch the rock in the center. Jump on the rock either with mount or jump in lava then on it. Open it for "[Release Them](#)"
- 44) While killing these guys around the pool you should have found a Symbol of Ragnaros for "[The Flame's Casing](#)" if not kill until you do
  - 45) Make sure you talk to the caged npc next to the lava, he gives you "[Prayer to Flune pt.1](#)" Listen to his short story and turn it in for "[Prayer to Flune pt.2](#)" Now you have to kill these for the Rag dropping and the Prayer of Elune, Easy drops
  - 46) Go down to 38,38 and turn in "[The Flame's Casing](#)" accept "[The Torch of Retribution pt.1](#)" then 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 that back in 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 brazier, or just run in on your mount past the elite and light the brazier.
  - 48) When you get them all, 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 and run to the room with the golem at 41,25 and touch the candle covered stone and 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 both elites.
  - 49) Die on purpose so you end up at TP and go down to 39,39 and turn in "[Set Them Ablaze!](#)" watch the cutscene as he turns into a dragon
  - 50) Open the chest on the ground accept "[Trinkets...](#)" Then open it again and complete it. Open it and keep the Black Dragonflight Molt for later In the Burning Steppes.
  - 51) Fly to the Blasted Lands and run up into the Swamp of Sorrows
  - 52) Go to 81,91 and look for a named murloc Jarquia for "[Ledger From Tanaris](#)"

- 53) Once you kill him hearth to IF then either get a portal to Darnassus or fly to Menethil then boat to Auberdine and fly to Darn
- 54) Go to the top of the temple of the moon at 38,80 and turn in "[Prayer to Flune pt.2](#)"
- 55) Go to the next section up here and turn in "[Rise of the Silithid](#)" accept "[March of the Silithid](#)"
- 56) Go to 34,9 at the top of the tower and turn in "[Assisting Arch Druid Staghelm](#)" accept "[Un'Goro Soil](#)"
- 57) Make Darnassus your home at 67,15
- 58) Now either fly to Theramore or boat to Menethil then to Theramore
- 59) Get first aid up to 290 if you haven't for heavy rune cloth bandages

- 60) Go over to 54,55 to the wrecked ship and grab the overdue package for "[Ledger From Tanaris](#)"
- 61) Go to the cave at 31,66 and touch the scroll in the back of the cave which turns in "[Cortello's Riddle pt.2](#)" accept "[Cortello's Riddle pt.3](#)"

- 62) Aggro all the raptors and die so you end up at Theramore
- 63) Fly to Gadgetzan
- 64) Just as you enter Gadget, turn in "[Ledger From Tanaris](#)"
- 65) Get your level 52 set gloves out of bank or mail for later
- 66) Between the 2 North gates accept "[Super Sticky](#)"
- 67) Go to the hut just west and turn in "[March of the Silithid](#)" accept "[Bungle in the Jungle](#)"
- 68) Run down into the Un'Goro Crater at 26,52

#### 51-52 Un'Goro Crater

- 1) Keep an eye out for the following items laying around the crafter: Power Crystals (need 7 of red,blue,green,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 here only for 1 reason. To find the item A Mangled Journal. Once you have it you don't have to grind through the raptors.
- 3) Follow the path down to the waterfall at 71,75 and accept "[The Apes of Un'Goro](#)" and "[The Fare of Lar'Korwi](#)"
- 4) Grind to 62,68 and click on the wrecked raft, accept "[It's A Secret to Everybody pt.1](#)" then take 2 steps under the water, turn it in and accept "[It's A Secret to Everybody pt.2](#)"
- 5) Grind to 68,56 and get the meat off the big dinosaur for "[The Fare of Lar'Korwi](#)"
- 6) Go back to 71,75 and turn in "[The Fare of Lar'Korwi](#)" accept "[The Scent of Lar'Korwi](#)"
- 7) Grind west to about 67,63 and there will be 2 spots with a bunch of eggs. Clear the raptors around it and stand on the eggs to get the mates to spawn for "[The Scent of Lar'Korwi](#)"
- 8) Once you have this done, go back to 71,75 and turn in "[The Scent of Lar'Korwi](#)" accept "[The Bait For Lar'Korwi](#)" you should have found the journal by now as well, if not keep grinding raptors while you're questing in this spot. If you have start the quest "[Williden's Journal](#)"
- 9) Go up to 79,49 it's off to the east side in the mountains, behind the east pylon. You'll see a big skeleton which is also the GY. There is a fairly big flat stone, stand on it and use the meat and pheromone. This will summon Lar'Korwi for "[The Bait For Lar'Korwi](#)" super easy kill even at 51 and he's 56, he has 3600 hp.
- 10) Go to 46,13 and accept "[Chasing A-Me 01](#)" and run up the path behind her into Marshal's Refuge.
- 11) Just to the left accept "[Shizzle's Flyer](#)"

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- 12) Next to the left, a little bit back, accept "[Muigin and Larion](#)"
- 13) Next, near the sign accept "[Lost!](#)" and on the sign accept "[Beware of Pterrodax](#)"
- 14) In front of the cave, accept "[Roll the Bones](#)"
- 15) 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.
- 16) To the right of the cave, accept "[Alien Ecology](#)"
- 17) To the right again, turn in "[Williden's Journal](#)" accept "[Expedition Salvation](#)"
- 18) Run just south a bit and you'll find Linken just outside of a half hollow tree. Turn in "[It's A Secret to Everybody pt.2](#)" accept "[It's A Secret to Everybody pt.3](#)"
- 19) Get the FP to the right of the cave (added in 1.11) then go in the cave all the way to the end and accept "[Crystals of Power](#)" and then turn it in 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) Go east along the mountains to 54,13 and take that path up examine the pylon for "[The Northern Pylon](#)" and go farther north, there should be some pterrodaxes.
- 25) Go east to 63,16 and kill gorillas for "[The Apes of Un'Goro](#)" then go in the cave and stay right to turn in "[Chasing A-Me 01](#)" SKIP the next part for now
- 26) You're gonna see a bunch of black lakes near the north of the map around 52,23 Kill the tar monsters around the lakes for "[Super Sticky](#)" The 3 lakes south of the gorillas around 61,27 have lower level tar monsters and there is also bloodpetals around here for "[Muigin and Larion](#)" there is also diametradons and pterrodaxes for "[Shizzle's Flyer](#)" running around
- 27) Stop at 68,36 and grab the crate of foodstuff for "[Expedition Salvation](#)"
- 28) Try to collect all the stuff for "[Shizzle's Flyer](#)" out here if you aren't just going around looking for them alone. I always seem to find them all before I finish the bloodpetals.
- 29) Go to 76,51 and follow the path up to the pylon for "[The Eastern Pylon](#)" and there should be pterrodaxes further south at 75,61
- 30) Go to 71,75 and turn in "[The Bait For Lar'Korwi](#)" and "[The Apes of Un'Goro](#)" SKIP the next part for now
- 31) Now if you grinded a whole lot like I did on those damn flowers and dinosaurs, you should be really close to 52 if not 52 now.
- 32) Just east of the volcano (center of map) there are pterrodaxes all for "[Beware of Pterrodax](#)" 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 diametradon camp of about 5-6 Kill these if you need scales still for "[Shizzle's Flyer](#)" or "[Roll the Bones](#)"
- 34) Go west to 50,77 into the slithering scar, at the fork go left into the big room, stand in the middle, use the scraping vial for "[Alien Ecology](#)"
- 35) Now you should have found your scent gland, if not keep killing until you do.
- 36) There is another diametradon camp if you still need scales or bones for "[Shizzle's Flyer](#)" or "[Roll the Bones](#)" and they're also all over now
- 37) Run to the camp at 38,65 and grab the research equipment for "[Expedition Salvation](#)"
- 38) Kill frenzied pterrodaxes all around 35,38 (they're everywhere) in the NW part of the map for "[Beware of Pterrodax](#)" plus there are many diametradons here for "[Shizzle's Flyer](#)" or "[Roll the Bones](#)"
- 39) Go down to 23,59 and touch the western pylon for "[The Western Pylon](#)" and kill any pterrodaxes you need behind it
- 40) Go to 30,50 and accept "[Finding the Source](#)"
- 41) Go over to Fire Plume Ridge at 51,48 and kill elementals, try to avoid anything 56+ for "[Volcanic Activity](#)" Leave blazing invaders alone
- 42) Once you have that done mount up towards the top of the volcano and look for what 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.
- 43) Unless you need ashes still run to 30,50 and turn in "[Finding the Source](#)" accept "[The New Springs](#)"
- 44) Go up into the cave (in the same manner) at 51,49 and turn in "[Lost!](#)" then accept "[A Little Help From My Friends](#)" he follows you, once you get him out of the ridge it's easy. Just go straight out the cave over the edge, if done right you only have to fight 1 element. Once you go north past the river it's pie.
- 45) When you get him back to town run up near the sign by the cave and it will complete then turn it in and "[Beware of Pterrodax](#)"
- 46) Turn in "[Shizzle's Flyer](#)"
- 47) Turn in "[Muigin and Larion](#)" SKIP the rest
- 48) Turn in "[Roll the Bones](#)"
- 49) Turn in "[Alien Ecology](#)"
- 50) Turn in "[Expedition Salvation](#)"

51) In the back of the cave 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.

52) Run to 29,22 and follow the path into Slithus to 50,34 grab the FP and fly to gadget.

53) Go to the NW part of town, turn in "[Bungle in the Jungle](#)" SKIP the next part then hand in "[Super Sticky](#)" between the 2 entrances

54) Hearth to Darnassus and get new skills

55) You should have at least 50+ soils easy now.

56) Go to 31,8 and turn in "[Un'Goro Soil](#)"

57) Now go up to the top of the tower and accept "[Morrowgrain Research pt.1](#)" then go downstairs and turn it in, accept "[Morrowgrain Research pt.2](#)"

58) Now you might want to get extra seed packets depending on how many soils you have. You can use the pouch every 10 minutes and you won't always get a morrowgrain. All you need is 10 anyway

59) Run through to Rut'theran Village and go in the house to the right and accept "[Moontouched Wildkin](#)" it's a winterspring feather quest

60) 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 when we did the Forest Song Quest hub. I suggest grabbing the FP then for easier travel before we had a mount

### 52-53 Azshara

1) Just as you enter, on the right at 11,77 grab the FP

2) Just behind him, accept "[Spiritual Unrest](#)" and "[A Land Filled With Hatred](#)"

3) Go just north to around 14,72 and 16,67 and kill all the ghosts around here until you complete "[Spiritual Unrest](#)"

4) Go just north to 19,61 and kill all the satyr's around here for "[A Land Filled With Hatred](#)"

5) Go back to 11,77 and turn in "[Spiritual Unrest](#)" and "[A Land Filled With Hatred](#)"

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

7) Go to 36,53 and get the Beth'Amara Rubbing for "[Arcane Runes](#)"

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

9) Go to 42,42 and turn in "[The Hunter's Charm](#)" accept "[Coursers Antlers](#)" (this is a hunter class quest) this quest and the follow up are optional to do after you turn 53, I do them so if you don't you'll be behind a little on the guide. It takes about 1-2 hours unless you get lucky, to get all the pieces for this and the next quest but will put you about 20-25% into the level. Either grind or do your class quest if you have one

10) Ride NE to 53,18 and go up top and accept "[Kim'jael Indeed](#)"

11) Go south of here around 56,29 and kill the blood elves (practice for the expansion lol) and look around for crates that are kim'jaels for "[Kim'jael Indeed](#)"

12) Go back to 53,21 and turn in "[Kim'jael Indeed](#)" accept "[Kim'jael's Missing Equipment](#)"

13) Go down anywhere in the runes at 37,52 and start killing nagas for "[Kim'jael's Missing Equipment](#)" low droprate, if it takes you a while you'll probably grind yourself to 53.

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) Kill the coursers all around Kim'jael's area for "[Coursers 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 or something. This is good because you'll grind about 20k

16) Go back to 42,42 and turn in "[Coursers Antlers](#)" You should be near 4 bars into 53 from killing these for hunters. accept "[Wavethrashing](#)"

17) Start on the beach at 87,26 and looking for the wavethrashers for "[Wavethrashing](#)". I type /target wave and that finds them easy. Scales are like a 25-50% drop. There is a good amount up here in and out of the water.

18) Go back to 42,42 and turn in "[Wavethrashing](#)" SKIP the next part unless you plan on doing Sunken Temple

19) Go 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 Tvmor](#)"

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 extras, 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 Jafefire](#)"

4) Under the tent accept "[Verifying the Corruption](#)" and "[To Winterspring!](#)"

5) Just across the road accept "[Timbermaw Ally](#)"

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- 6) Go just SW of here around 48,91 and kill the Furlbogs 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 jadefire demons for "[The Corruption of the Jadefire](#)" 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 Jadefire](#)" 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 xp
  - 23) Go through the cave to Winterspring and just outside the cave to the right at 27,34 turn in "[Speak to Salfa](#)"
  - 24) Run south to 31,45 and turn in "[The New Springs](#)" accept "[Strange Sources](#)" also turn in "[It's A Secret to Everybody pt.3](#)" accept "[The Videre Elixir](#)" and "[Threat of the Winterfall](#)"
  - 25) Run back through the cave and go west at the fork into Moonglade.
  - 26) Go to 48,67 and grab the FP
- 
- 27) You should be a hair from leveling now. You can kill something or just wait. Hearth to Astranaar and fly to Feralas
  - 28) Go in the Inn, accept "[Jonespyre's Request](#)"
  - 29) Go up to the top of the tower, turn it in, accept "[The Mystery of Morrowgrain](#)" 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
  - 30) Stable your pet and ride or swim to the mainland
- 
- 31) Tame a 48+ Ironfur Patriarch for Claw rank 7
  - 32) Go up to 45,25 and buy a bait and read on how to get the videre elixir
  - 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.
  - 34) Go up to 44,10 and place the bait on the ground then go loot an everroot
  - 35) Go back south to 45,25 to get your 3 videre elixir
- 
- 36) Hearth to Astranaar
  - 37) Get cat back out
- 
- 38) Run back up into Felwood to 54,86 and turn in "[Cleansing Felwood](#)"
  - 39) Now she allows you to get stuff for some neat potions that are on different cooldowns than potions are.
  - 40) Go up to 51,81 and in the house turn in "[Further Corruption](#)" and "[Flute of Xavaric](#)" accept "[Felbound Ancients](#)"
  - 41) Under the tent, turn in "[Verifying the Corruption](#)"
  - 42) Run up to 62,23 and get new skills
  - 43) Go through the cave to Winterfall and just outside the cave accept "[Winterfall Activity](#)"
  - 44) Go to 31,45 and turn in "[The Videre Elixir](#)" accept "[Meet at the Grave](#)"
- 
- 45) Go to 62,36 and grab the FP
  - 46) Fly to Ratchet
  - 47) Run west of the dock and turn in "[Volcanic Activity](#)"
  - 48) Run down to 65,43 and turn in "[Seeking Spiritual Aid](#)" accept "[Cleansed Water Returns to Felwood](#)"
  - 49) Fly to Theramore and boat to Menethil then fly to IF

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- 24) Just outside the military ward there should be a wandering npc, one is near FP too, grab the quest "[The New Frontier pt.1](#)"
- 50) Go to 75,23 and turn in "[A Little Slime Goes A Long Way pt.1](#)" accept "[A Little Slime Goes A Long Way pt.2](#)"
- 51) Go to 31,4 and turn in "[Return to Tymor](#)" see it was worth the run
- 52) Fly to Menethil then boat to Theramore and fly to Gadget

#### 54-54 Tanaris

- 1) Get your mithril casing out of your bank or mailbox
- 2) Go east to the GY at 54,28 and drink your videre elixir
- 3) Now you're gonna die, don't rez just release and run north to 53,23 and turn in "[Meet at the Grave](#)" accept "[A Grave Situation](#)"
- 4) Go back and rez at 54,28 and touch the only tombstone there, turn in "[A Grave Situation](#)" accept "[Linken's Sword](#)"
- 5) Run into Un'Goro, I'd say fly but we have to go way SE

#### 54-54 Un'Goro Crater

- 1) Run up to 71,76 and accept "[The Mighty U'cha](#)"
- 2) Keep collecting dirt here if you need more morrowgrain
- 3) 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 Little Slime Goes A Long Way pt.2](#)" 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.
- 4) Go to the cave at 64,16 and go to the right, when you see A-Me 01 accept "[Chasing A-Me 01 pt.1](#)" and turn it back in. Fall over the edge and to the right and up around until you see U'cha for "[The Mighty U'cha](#)"
- 5) Run back to the front and go right again and accept "[Chasing A-Me 01 pt.2](#)" now escort her out

- 6) Escort A-Me to Marshal's at 46,13 and turn in "[Chasing A-Me 01 pt.2](#)"
- 7) Go into Marshal's and turn in "[Linken's Sword](#)" accept "[A Gnome's Assistance](#)"
- 8) Go to the back of the cave and turn in "[A Gnome's Assistance](#)" and accept "[Linken's Memory](#)"
- 9) Run down and let the tar monsters kill you so you're closer to the SE
- 10) Run down to 71,75 and turn in "[The Mighty U'cha](#)"
- 11) You should be over half way to 55 now

- 12) Hearth back to Astranaar and fly to Darnassus
- 13) Go in the Temple of the Moon at 39,84 and fill the vial for "[Felbound Ancients](#)"
- 14) Run into Felwood

#### 54-54 Felwood

- 1) Go to 51,82 and turn in "[Cleansed Water Returns to Felwood](#)" accept "[Dousing the Flames of Protection](#)"
- 2) Go in the house, turn in "[Felbound Ancients](#)" accept "[Purified!](#)" then turn it back in, easy 10k xp. Also turn in "[Linken's Memory](#)" accept "[Silver Heart](#)"
- 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 "[Silver Heart](#)"
- 5) Go into the cave at 35,58
- 6) At the first open area with the caged npc at 36,56 is brazier for "[Dousing the Flames of Protection](#)" 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 "[Dousing the Flames of Protection](#)"
- 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.
- 9) Run back outside and up to 51,19 and kill the tree elementals for "[Silver Heart](#)"
- 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 "[Dousing the Flames of Protection](#)" SKIP the next part for now
- 13) In the house turn in "[Silver Heart](#)" accept "[Aquementas](#)"
- 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 "[Salve via Skinning](#)"

- 15) Hearth to Astranaar and fly to Winterspring

#### 54-55 Winterspring

- 1) Go in Everlook accept "[Enraged Wildkin pt.1](#)"

<p>2) Go in the Inn, make it your home</p> <p>3) Accept "<a href="#">The Everlook Report</a>" "<a href="#">Duke Nicholas Zverenhoff</a>" and "<a href="#">Sister Pamela</a>"</p> <p>4) On the other side of town accept "<a href="#">Are We There, Yeti? pt.1</a>"</p>
<p>5) Keep your eye out for those blue moonkin feathers to finish up "<a href="#">Moontouched Wildkin</a>"</p> <p>6) Run All the way south to 60,73 to complete "<a href="#">Strange Sources</a>"</p> <p>7) Hearth back to Everlook, if it's not up die on purpose</p> <p>8) Go to 65,45 and kill yeti's for "<a href="#">Are We There, Yeti? pt.1</a>"</p>
<p>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>"</p> <p>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</p>
<p>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>"</p> <p>11) Go just east of the Inn and scare Legacki for "<a href="#">Are We There, Yeti? pt.3</a>"</p>
<p>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>"</p> <p>13) Hopefully you'll find an Empty Firewater Flask on one of them which starts "<a href="#">Winterfall Firewater</a>"</p> <p>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>"</p> <p>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>"</p> <p>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</p> <p>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>"</p> <p>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>"</p> <p>19) Run to 27,34 and turn in "<a href="#">Winterfall Activity</a>"</p> <p>20) You should now be 25-30% into 55</p> <p>21) Run through the tunnel to Felwood</p> <p>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>"</p>
<p>23) Hearth to Everlook then fly to Darnassus</p> <p>24) In Rut'theran Village turn in "<a href="#">Moontouched Wildkin</a>" 55,92 accept "<a href="#">Find Ranshalla</a>"</p> <p>25) Go into Darnassus up to 34,8 in the big tower and turn in "<a href="#">The New Frontier pt.1</a>" accept "<a href="#">The New Frontier pt.2</a>" go down 1 floor and turn that in, accept "<a href="#">Rabine Saturna</a>"</p> <p>26) Fly to Moonglade to 51,45 and turn in "<a href="#">Rabine Saturna</a>" accept "<a href="#">Wasteland</a>"</p> <p>27) Fly to Auberdine, boat to Menethil and fly to IF, make it your home. Make sure you have your black dragonflight molt</p> <p>28) Go to 75,23 and turn in "<a href="#">A Little Slime Goes A Long Way pt.2</a>"</p> <p>29) Go to 38,55 in the throne room and accept "<a href="#">The Smoldering Ruins of Thaurissan pt.1</a>" then click on her and listen to the story and turn it back in, accept "<a href="#">The Smoldering Ruins of Thaurissan pt.2</a>"</p> <p>30) In front of the FP accept "<a href="#">Taking Back Silithus</a>"</p> <p>31) Fly to Lakeshire</p>
<p>32) Run north to 46,6 and enter the Burning Steppes</p> <p style="text-align: center;"><b>55-56 Burning Steppes</b></p> <p>1) Go to 83,63 and follow the path up and grab the FP</p> <p>2) Accept "<a href="#">Extinguish the Firegut</a>" and "<a href="#">FIFTY! YEP!</a>"</p> <p>3) In front of the broken house, accept "<a href="#">Dragonkin Menace</a>" This is the start of the ony key chain</p> <p>4) Start killing ogres all over the mountain at 81,42 for "<a href="#">Extinguish the Firegut</a>" then run back to 84,68 and turn it in, accept "<a href="#">Gor'tesh the Brute Lord</a>"</p> <p>5) Go NW to around 66,40 and collect the ruins that look like tombstones for "<a href="#">The Smoldering Ruins of Thaurissan pt.2</a>"</p> <p>6) Run up to 65,24 and go in the cave, turn in "<a href="#">Yuka Screwspigot</a>" SKIP the rest</p> <p>7) Outside accept "<a href="#">Tablet of the Seven</a>" and "<a href="#">Broodling Essence</a>"</p> <p>8) Go to 54,40 and touch the dwarf statue for "<a href="#">Tablet of the Seven</a>"</p> <p>9) Go west to 43,46 to blackrock stronghold or south to 49,55 the pillar of ash and kill the orcs for "<a href="#">FIFTY! YEP!</a>" they drop in large amounts</p> <p>10) While in the pillar of ash at 40,56 you should kill Gor'tesh for "<a href="#">Gor'tesh the Brute Lord</a>"</p> <p>11) Get a group if you can for "<a href="#">Dragonkin Menace</a>" 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 "<a href="#">Broodling Essence</a>" by using the device on them before you attack them.</p> <p>12) Go to the cave at 94,31 and accept "<a href="#">A Taste of Flame</a>" then give him the molt and hand the quest back in. SKIP the next part</p> <p>13) Run back up to 65,23 and turn in "<a href="#">Tablet of the Seven</a>" and "<a href="#">Broodling Essence</a>" accept "<a href="#">Felnok Steelspring</a>"</p>



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 mountain 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 "[Aquementas](#)" He's a level 54 water elemental pansy

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](#)"

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- 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 Auberdine 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**

- 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 Malvinus for his cauldron key. Then go right click

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- 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 upstairs 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 and turn in "[Return to Chillwind Camp](#)" accept "[Target: Gahrron's Withering](#)"
  - 37) Go just north of the Writhing Haunt between the mountains on the map at, 52,56 and kill diseased grizzlies 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.

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- 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 Plaques](#)" 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 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](#)"

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- 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 termintes, 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.

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- 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 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) There are no quest links. All quests to be linked are red. I couldn't link them because they would go to beta quests, while although that seems good, it would have never been updated with comments which can be important
- 2) At about 62-63 I start naming the npc you talk to, I plan to edit this and make 1-70 the whole way.
- 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. I found an awesome blue gun, 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 good without good gear, you can
- 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



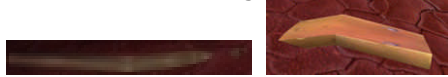
- 1) First thing you need for an upcoming quest is a mug of Nethergarde Bitter which you can get off Bernie Heisten in Nethergarde keep at 63,16 which is in the building north of the entrance
- 2) You need to be level 55+, I highly recommend being 60 or just grinding the rest of 59-60 on mobs because 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 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. Turn in "Force Commander Danath" then accept "The Legion Reborn" and "Know Your Enemy".

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- 8) Take the road West out of Honor Hold to the tower at 50,60 and turn in "Know your Enemy" accept "Fel Orc Scavengers" then outside accept "Waste not, Want not"
- 9) Once that's all done go east of Honor Hold at 61,60 and turn in "The Legion Reborn" accept "The Path of Anguish"
- 10) Go directly north to the main road that goes east/west through this zone 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"



- 11) Go South to 68,56 or NE to 66,36 and kill Dreadcaller, 4 flamewaker imps, and 6 infernal warbringers for "The Path of Anguish"
- 12) Go west 61,60 and turn in "The Path of Anguish" accept "Expedition Point" then go directly east to 71,62 , the broken fel reaver, 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 grab a flight and get on your armored gryphon. Now this is a really interesting quest. You're gonna 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" and then talk to Wing Commander Dabir'ee and grab a flight and get on your armored gryphon again.
- 14) 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 accept "Mission: The Abyssal Shelf" and "Go to the Front" 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"
- 15) 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.
- 16) Once you land turn in "Go to the Front" SKIP "Forge Base Mageddon" unless you group for it

- 17) Fly back to shatter point then take the real Gryphon to Honor Hold. Or hearth
- 18) Go into the Inn and accept "The Longbeards" from the innkeeper, then in front of the innkeeper accept "An Old Gift"
- 19) Go up into the main castle and accept "The Path of Glory", against the wall accept "Weaken the Ramparts" this is for Hellfire Citadel which is an instance
- 20) 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

- 21) Exit HH to the west and go to the tower outside turn in "Waste Not, Want Not" accept "Laying Waste to the Unwanted" go inside and turn in "Fel Orc Scavengers" accept "Ill Omens" then to the left accept "Unyielding Souls"
- 22) Exit the tower and go right and you should see the Gan'arg cave. Out front accept "This Caves-a-Rockin" and "A Job for an Intelligent Man" then go into the cave and start killing the Gan'arg Sappers for "This Caves-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.
- 23) Once you turn in that quest you should turn friendly with Honor Hold
- 24) 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"
- 25) Run down to the zeppelin Crash at 49,74 and accept "Ravager Egg Roundup" and "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:



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



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

- 27) 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
- 28) Once you have the talisman, go east to 70,63 at the fallen fel reaver and turn it in to Ironridge accept "Cursed Talismans"
- 29) Hold off on doing this quest for now, we'll come back here later when we level and make it easy.
- 30) 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.



- 31) 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
- 32) Run down the trench beside you, across towards HH, but go east to the tower at 51,60 just outside HH and turn in "Laying Waste to the Unwanted" then go inside and turn in "Unyielding Souls" accept "Looking to the Leadership"
- 33) Exit the tower and turn right toward the cave and turn in "A Job for an Intelligent Man"
- 34) Enter Honor Hold, go in the Inn, then turn in "An Old Gift" then leave the Inn and go up into the castle at 56,65 and go up top. Turn in "The Path of Glory" accept "The Temple of Telhamat"
- 35) You should be about 50% through level 60 or very close to it
- 36) Exit HH through the west gate and follow the road NW around the tower to the Temple of Telhamat

37) The Temple of Telhamat is at 23,40

38) Accept "Deadly Predators" "Cruel Taskmasters" and "In Search of Sedai" SKIP "The Rock Flayer Matriarch"

39) Go up the steps and take your first left to the medic and up your first aid past 300. Follow the path north into the Inn and turn in "The Temple of Telhamat" then accept "The Pools of Aggonar" and then make this your home.

40) Go east from the Inn to 25,37 and grab the FP

41) 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"

42) Run back to west to town to 23,40 and turn it in then accept "Makuru's Vengeance"

43) 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"

44) 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"

45) Hearth to Telhamat and go to the entrance first then turn in "Makuru's Vengeance" accept "Atonement" then run up into the Inn, turn in "The Pools of Aggonar" accept "Cleansing the Waters" turn in "Atonement" accept "Sha'naar Relics"

46) Run SW to the Cenarion Post at 15,52 and turn in "Missing Missive"

47) 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"

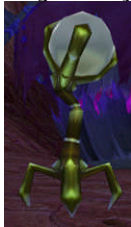
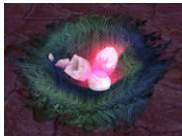


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- 48) Go in the SE corner of the camp up the path to a hut at 16,65 and accept "A Traitor Among Us" Now go back down to the hut at 14,63 and open the chest and grab the key, make sure the 63 elite isn't around then go back up and turn it in. Accept "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"
- 49) Go SE to 23,72 turn in "The Longbeards" accept "The Arakkoa Threat" "Rampaging Ravagers" and "Gaining Mirren's Trust" You should be friendly now and already have the bitter for it, then turn it back in and accept "The Finest Down"
- 50) 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 Longbeard camp at 23,72 and turn it in
- 51) 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



- 52) Mount and run back up to the Longbeards camp Turn in "The Finest Down" and "The Arakkoa Threat"
- 53) 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"
- 54) You're gonna exit the Stonescythe area right into the Southern Rampart at 42,68
- 55) Go down SW from here into Razorthorn Trail at 39,86 and start collecting ravager eggs for "Ravager Egg Roundup"



- 56) Go NE to the zeppelin crash site at 49,74 and turn in "Ravager Egg Roundup" accept "Helboar, the Other White Meat" and turn in "In Case of Emergency..." accept "Voidwalkers Gone Wild"
- 57) 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

#### **Hellfire Peninsula 61-62**





58) 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 and turn in "Helboar, the Other White Meat" SKIP "Smooth as Butter" it's just too low of a drop rate, then turn in "Voidwalkers Gone Wild"

59) Hearth back to Telhamat

60) Turn in "Sha'naar Relics" accept "The Seer's Relic" and "Helping the Cenarion Post" Turn around and accept "An Ambitious Plan". Go south of town, turn in "Deadly Predators" and "Cruel Taskmasters"

61) 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 Agqonar at 40,31 and you will spawn Agqonar, he's 63, kinda rough but not too hard.

62) If you're racing for time, die so you end up at the temple, otherwise run back

63) Run back up into the Inn, turn in "The Seer's Relic" and "Cleansing the Waters"

64) Fly to HH

65) Leave town by the west entrance and head straight for the tower below and turn in "Looking to the Leadership"

66) You should be 61 now for sure, you're probably past 61 a bit at this point

67) 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



68) Go up into Zeth'Gor to the east at 64,74 and kill the Grunts, Necrolytes, and shamans for "Cursed Talismans" I hit the 25% through 61 mark while doing this. Kinda bad drop rate but a good grind spot while doing a quest.

57) Once you're done turn it back in at Expedition point to the NE at 70,63 accept "Warlord of the Bleeding Hollow"

58) 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 and turn it in.

59) Unfortunately that quest chain ends there, but it's a good xp grind getting the talismans, even though you lose 250 rep for doing it, at least in beta so it may be a bug.

60) Now either hearth to Telhamat if your hearth is up, or get on the gryphon to shattered point then fly to the Temple and run into the Inn, turn in "An Ambitious Plan"

61) Start using the lfg tool and chat to look for a group for Hellfire Citadel Ramparts for that quest you picked

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up earlier. Plus they designed outlands as I explained, to make you do instances, or else you're gonna hit 63 ½ or so and get stuck grinding or instancing them. Try to do HFC before you leave town here for quests. You could grind instead if you want

- 62) Vazruden, the guy who gets off the last dragon, in ramparts will drop a letter called Ominous Letter which starts "Dark Tidings"
  - 63) Go back into HH up in the main castle and turn in "Weaken the Ramparts" accept "Heart of Rage" and "The Blood is Life" then turn in "Dark Tidings" you should now be close to 50% to 62.
  - 64) Now you can either go and do the Blood Furnace (which is easier than ramparts) or you can finish up the rest of HFP before you attempt it. I say do it later if you want because running 2 instances can suck, but as you seen ramparts was pretty short
  - 65) Enter the wall on the West side of HFC, there are some stairs at 45,58 and follow it up to the entrance
  - 66) 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.
  - 67) 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.
- 
- 68) From Telhamat run down SW to Cenarion Post at 15,52 and accept "The Cenarion Expedition" "Keep Thornpoint Hill Clear!" and turn in "Helping the Cenarion Post" to Thiah Redmane and accept "Demonic Contamination" SKIP "Colossal Menace" unless you want to do it with a group
  - 69) Go east of here and start killing Hulking Helboars. There all around HFP but there is a lot to the east. Once you're done head back West to Cenarion Post and turn it in then accept "Testing the Antidote" then go back east, find a helboar and use the antidote on him and he'll turn into dreadtusk, just kill him then go back and turn it in
  - 70) Go just west now to Thornpoint Hill and start killing ravagers for "Keep Thornpoint Hill Clear!" make sure you're at full health before each one. They have some wierd thorn protection and seem to break stuns early. Go back to Cenarion Point and turn it in
  - 71) Now overall you should be at least 90% through 61 if you're not already 62 which you should be after grinding or doing HFC.
  - 72) 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
  - 73) 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.

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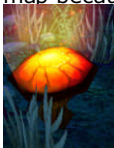
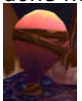
Accept "The Umbrafen Tribe" and "Plants of Zangarmarsh" then cross the bridge and turn left up into the big tower to Warden Hamoot, atop it accept "A Warm Welcome" Go back down (at the base of the tower are 2 group quests on the wanted poster optional if you want to do them) and when you exit go left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

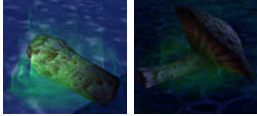
- 2) Go to the back of the Inn and turn in "The Cenarion Expedition" accept "Disturbance at Umbrafen Lake"
  - 3) On some mobs here you will get spores, the important ones are fertile spores, you need to get 10 which will save some time later on when we're 62, it will save a headache
  - 4) Just south of the refuge you will find Boglash, a 62 elite for "The Dying Balance" he's fairly easy now at 62, I didn't have a problem soloing him on my hunter or rogue at 62, would never hurt to get a partner if it's a problem being that it's close to the base.
  - 5) Go south of the Refuge and kill all the mobs you see for Unidentified Plant Parts until you get all 10 for "Plants of Zangarmarsh" you can also harvest them with herbalism also while you head to Umbrafen Village at 82,81 and kill the oracles (mainly in the tents) and seers for "The Umbrafen Tribe" you will find Kataru at the top of the big tower 85,90 on the east side of the village. At the eastern tent at the encampment of 83,85 accept "Escape From Umbrafen" ESCORT this is really easy, you get ambushed by 2 guys 2 times, and they're just as easy as the others were.
  - 6) You should be just south of the refuge now, finish getting your plants if needed (you have to finish this before you go to town or you can't get other quests), then go to the east side of the refuge and turn in "The Umbrafen Tribe" accept "A Damp,Dark Place" then turn in "Plants of Zangarmarsh" you can now repeat this for faction, the pack you get from this quest **can** contain a plant which starts "Uncatalogued Species" then turn it back in to Lauranna which gives rep and is repeatable until friendly, then accept "Saving the Sporeloks"
  - 7) Turn around and accept "Safeguarding the Watchers"
  - 8) Go to the Inn and turn in "The Dying Balance" then in the back turn in "Escape From Umbrafen"
  - 9) Go directly west of the refuge, across the lake to the next lake, The Lagoon, you should see a pump at 64,64. These are the nagas you need to kill for "A Warm Welcome" They're a 100% drop rate in this spot. Not the ones around Umbrafen Lake, they won't drop claws
  - 10) Go to the big pump at the SW of Umbrafen Lake at 70,80 to investigate for "Disturbance at Umbrafen Lake"
  - 11) Go to Funggor Cave south from here at 74,90 and kill Marsh Dredgers and Lurkers for "Saving the Sporeloks" the sporeloks help you in the cave. While in here, if you stayed right, you will find Ikeyen's Belongings, they're on a big rock, at 70,97 for "A Damp,Dark Place"
- 
- Continue down to 72,49 and kill Lord Klag for "Safeguarding the Watchers" I don't see why this is labeled a group quest it's very easy. Once you are done, die so you end up at the refuge
- 12) In the back of the Inn, turn in "Disturbance at Umbrafen Lake" accept "As the Crow Flies" then use the amulet to explore the lakes for "As the Crow Flies" you'll take a long flight as a crow and at the end it will say complete, turn it in and accept "Balance Must Be Preserved"
  - 13) Exit the Inn and go atop the tower, turn in "A Warm Welcome" then exit the tower, turn right over the bridge and next to the moonwell turn in "Safeguarding the Watchers" turn around to the 2 npc's and turn in "A Damp, Dark Place" "Saving the Sporeloks" and "Identify Plant Parts" if you found 10 more, which you should have at least 10 after all that killing.
  - 14) You should now be friendly with the Cenarion Expedition, turn around to the moonwell and accept "Blessings of the Ancients" Go east and ask Ashyen for his blessing, he's the treant guardian then go SW and ask Keleth for his blessing then turn it back in at the moonwell now you can get these blessings whenever you want for use in Zangarmarsh
  - 15) You should be about 40% plus through 62 now.
  - 16) Go SW to the pump at 70,80 and use the seeds on the Umbrafen controller. The guard should drop a paper that starts "Drain Schematics" then Go a bit NW to the pump at 63,34 and use the seeds on the Lagoon controller for "Balance Must Be Preserved"
  - 17) 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.
  - 18) Near the steps to the left is Idaar, accept "The Dead Mire" and "The Fate of Tuurem"
  - 19) Go up the stairs and grab the FP
  - 20) Now go back down and in front of the fountain accept "The Boha'mu Ruins" and "The Orebor Harborage" then to the right, under the entrance stairs, accept "Unfinished Business" then to the left from Ruam accept "Fulgur Spores"

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21) Go up the stairs to the north and accept "Menacing Marshfangs" and "Too Many Mouths to Feed"
22) Finally make Telredor your home on the west side of the fountain.
23) Go NE towards the dead mire and kill marshfang rippers for "Menacing Marshfangs" and look for the Glowing Green spores for "Fulgor Spores" they look like  <p>you probably won't get them all right now</p>
24) Head to the dead mire at 80,43 and look for a pile of dirt for "The Dead Mire"
25) 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.
26) Go into Telredor and near the entrance stairs, go right and talk to Ruam. Hand in "Fulgor Spores" then go to the guy just east under the stairs, turn in "Unfinished Business" accept "Blacksting's Bane"
27) A bit east of here, turn in "The Dead Mire" accept "An Unnatural Drought" then go up the stairs on the west side 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)
28) Once you have those both done go east to the Cenarion Refuge and into the Inn, accept "What's Wrong at Cenarion Thicket?" and "Watcher Leesa'Oh" then run east to the 2 npc's and turn in any 10 plant parts you have
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 and turn in "An Unnatural Drought"
31) To the west of the entrance stairs, turn in "Withered Basidium" accept "Withered Flesh"
32) Go up the Northern stairs, turn in "Umbrafen Eel Filets" then 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 Ferafen 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. 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 wanna 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 accept "More Spore Sacs" for any multiples of 10 you have and you should be friendly with sporeggar now and can accept "Sporeggar"
41) Go back to east the watchpost 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 the watchpost and turn it in accept "Familiar Fungi"
- 43) Any additional 6 tendrils you have, turn back in to Fahssn for some more rep
- 44) Go NW to Sporegggar at 19,51 and in the first house, turn in "Sporegggar" accept "Glowcap Mushrooms" and you should already have at least 20 of these so turn it back in and you can hand in any more in 10's for rep until friendly then you can buy stuff with them here. If you didn't get 20 you can go back and do the spore sacs since they're in an easier spot to grab
- 45) Exit this building and to the right, straight ahead you want to go in the left building 19,49 and accept "Fertile Spores" and you should already have the 10 needed as stated at the start of this zone, so turn it back in and friendly now with Sporegggar. This is also repeatable for rep past friendly
- 46) Outside of the house, now that you're friendly, accept "Now That We're Friends..."
- 47) You should now be about 80-85% to 63
- 48) Then go NW 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 Sporegggar 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 accept "Secrets of the Daggerfen" then go up in front of the Inn, 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 turn in "Secrets of the Daggerfen" 7500xp
- 56) Up by the Inn turn in "Ango'rosh Encroachment" accept "Overlord Gorefist" also turn in "Daggerfen Deviance" and "Wanted: Chieftain Mummaki"
- 57) You should be 63 now for sure as well as neutral with the Kurenai so you can make this your home

#### Zangarmarsh 63-64





58) The armor Merchant, Maktu, gives you "Natural Armor" then down towards the front of town, in the hut is Puluu accept "Stinger Venom" "Lines of Communication" and "The Terror of Marshlight Lake"

59) Leave town and go SE into serpent lake to 50,41, the coilfang reservoir, and kill the fenclaw thrashers here for "Natural Armor" they are blue hydras only around the pipes. While out here you should go up to the top of the pipes, and just enter the pipe that leads to Coilfang and you will get the complete message for "Drain Schematics"

60) Go south around the horde base at 31,50 and kill marsfang slicers between here, and east of the spawning glen (see 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 From Thieves", 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 near the Inn and turn in "Overlord Gorefist" then at the armor merchant turn in "Natural Armor" accept "Maktu's Revenge"

65) In the front of town 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

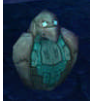
70) Go back to Orebor, near the Inn and turn in "Maktu's Revenge"

71) You should now be friendly with Kureni

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- 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, turn in "The Boha'mu Ruins" accept "Idols of the Feralfen" then under the stairs turn in "Blacksting's Bane"
- 74) Go up the northern stairs 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 in the back turn in "Balanced 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 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 and turn in "Withered Flesh"
- 85) Next to the fountain, 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 turn it in 7050xp 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 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

#### 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"

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- 2) Right before you enter the center of town, take the path down to the left and grab the FP
- 3) Enter the Terrace of Light and you will see A'dal in the center, he's the big glowing white key looking thing. Turn in "A'dal" then Khadgar, the guy beside him will tell you to leave him alone, then he'll give you "City of Light" and he will summon a Servant which you must follow and he will bring you by 2 quest givers, accept "Rather Be Fishin'" accept "The Eyes of Skettis " then at the end of the tour you can return to Khadgar and turn in "City of Light"
- 4) Briefly from what I've seen and heard from other players, scryer is more for horde and aldor is more for alliance.
- 5) Now it's up to you to pick what side you want, I'm writing this guide based on the Aldors so if you choose Scryer you're on your own. Accept "Allegiance to the Aldor" this will make you friendly. Now accept "Ishanah" with the Aldor and hostile with the Scryers.
- 6) Go up to the Aldor Rise to 30,34 and talk to Adyen the Lightwarden and accept "Marks of Kil'jaeden"
- 7) Continue up the path to the top to Ishanah and turn in "Ishanah" accept "Restoring the Light"
- 8) Go south to the Inn at 28,49 and make it your home
- 9) 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

- 10) Exit town to the NE and you'll see Silmyr Lake, go in there and kill eels for "Rather Be Fishin'"
- 11) 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. Ignore the guy walking around the thicket, his quest is elite.
- 12) 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"



- 13) 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 "Lathrai the Ethereal"
- 14) You should be over 50% now to 64
- 15) 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



- 16) Any arakkoa feathers you find now, hold on to until later on for some rep
- 17) Hearth to Shattrath and go up to the building at 24,29 to Ishanah and turn in "Restoring the Light"
- 18) 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"
- 19) Go south some to 71,31 and talk to Wind Trader Lathrai and turn in "Wind Trader Lathrai" accept "A Personal Favor"
- 20) Go south to the tunnel at 69,65 and exit town
- 21) 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.
- 22) 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"
- 23) 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"
- 24) Then talk to Kirrik and turn in "Seek Out Kirrik" accept "Veil Skith: Darkstone of Terokk"

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- 25) 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
- 26) 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 Darkstoen of Terokk, use your rod of purification on it for **"Veil Skith: Darkstone of Terokk"**



- 27) Go back down to the shadow tomb (wouldn't hurt to have a friend here) at 30,52 but this time go down inside and at the first room, go in the left room and loot the chest in the back and grab the Gavel of K'alén for **"The Shadow Tomb"** then on the room across the hall do the same for the Drape of Aruunen then finally go to the last room and grab the chest which has the Scroll of Atalor. On your way out talk to Akuno SKIP **"Escaping the Tomb"** (only if you have a group, the ambushes keep spawning non stop once you get outside, this is an escort back to the caravan
- 28) 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.
- 29) Run back north to the Caravan and talk to Lakotae, turn in **"The Infested Protectors"** then turn in **"Veil Skith: Darkstone of Terokk"** to Kirrik, accept **"Veil Rhaze: Unliving Evil"**
- 30) Then accept **"Missing Friends"** from the child Ethan then go up and talk to Mekeda and turn in **"The Shadow Tomb"** and **"Before Darkness Falls"**
- 31) Go West to 26,53 the Veil Rhaze and kill the undead for **"Veil Rhaze: Unliving Evil"**
- 32) 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



- 33) Go back to the caravan and turn in **"Veil Rhaze: Unliving Evil"** accept **"Veil Lithic: Preemptive Strike"** then at Ethan turn in **"Missing Friends"**
- 34) You should be about 80-85%+ to 64
- 35) 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



- 36) Go back to the caravan and turn it in to Kirrik accept **"Veil Shalas: Signal Fires"** and High Priest Orglum gives a quest, but bugged at this time and can't even talk to him
- 37) Go east to 55,66 and follow the path up into Veil Shalas and start extinguishing the fires. The first spot you come to, you see 2 birds around a purple circle, go to the right side of the tree behind them and enter it at 55,72 and go up top and you'll exit on the Bloodstone Fire and the Violet Fire is on the next tree. 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



- 38) Go back to the caravan and turn it in to Kirrik accept "**Return to Shattrath**"
- 39) Now run east to the Allerian Stronghold at 55,54
- 40) Go to the 2nd building on your left and make the stronghold your home
- 41) 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'ealth accept "**Olemba Seeds**" then all the way inside talk to LT Gravelhammer and accept "**Speak With Private Weeks**" and "**Thin the Flock**"
- 42) 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**"
- 43) Go in the building across 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
- 44) Go down to the lower city at 72,30 and turn in "**A Personal Favor**" accept "**Investigate Tuurem**"
- 45) Go 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.
- 46) DO NOT accept "**Voren'thal's Visions**" it will make your Aldor rep go down
- 47) 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 as turning in 10
- 48) You should now be 64 or really close, most likely you're almost a bar into it
- 49) 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. Both times I ran my characters through my runs I found one
- 50) 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





- 51) Exit Allerian to the north
- 52) Keep an eye out while you're running around for Olemba Cones, which carry seeds, lying all over the ground for "**Olemba Seeds**"



- 53) Go east 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
- 54) Once that's done, all around out here you will find warp stalkers for "**Magical Disturbances**" and timber worg alphas for "**Timber Worg Tails**"
- 55) After you get your tails and warp stalker kills head to Allerian Post at 69,44 and turn in "**Unruly Neighbors**" accept "**The Firewing Liaison**" and "**Thinning the Ranks**"
- 56) 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 near her but you can pull them all solo
- 57) Head back up to the Post at 69.44 when you're finished and turn them both in. You should now be about 20-25% or more into 64
- 58) Go way north to Veil Sheinor and go to the purple hut at 59,23 on the ground and kill Ayit for "**Stymying the Arakkoa**" don't worry about getting all the kills yet for "**Thin the Flock**"
- 59) 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**"



- 60) Go north to Veil Reskk and go up the ramp at 49,16 to the treetop and kill Ashkaz for "**Stymying the Arakkoa**" also finish killing what you need at this camp for "**Thin the Flock**"
- 61) 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?**"
- 62) Go SW to just north of Grangol'var Village and you will see Private Weeks between some trees, turn in "**Speak with Private Weeks**" accept "**Who Are They?**" now go south into Grangol'var Village and put on your disguise, but as warned, the disguise can be seen through by the hunters. The costume can disappear since Weeks told you it's flimsy, go back to him if you lose it. The laborer is near the entrance chopping a fence at 38,41, the initiate is at 39,39 near the water, and the advisor is at 40,38 in the big building.



- 63) Go back to Weeks at 40,36 once done and turn it in, accept "**Kill the Shadow Council!**" then go back in the village 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
- 64) Go SW to Veil Skith and go to the ramp at 29,42 and go up it and kill Urdak for "**Stymying the Arakkoa**"
- 65) Now go south into the bone wastes and kill 20 bonelashers, they're birds, for "**Wanted: Bonelashers Dead!**" theres a bit east and west of the caravan but they're all around

- 66) Hearth to Allerian Stronghold
- 67) Just outside the inn, turn in "**What Are These Things?**" to Jenai Starwhisper accept "**Report of the Allerian Post**" then next to the ballista is Thander, turn in "**Stymying the Arakkoa**" near the water wheel behind him turn in "**Timber Worg Tails**" to Bertelm accept "**The Elusive Ironjaw**"
- 68) Go into the town hall and turn in "**Olemba Seeds**" accept "**Vessels of Power**" then at LT Gravelhammer turn in "**Kill the Shadow Council!**" and "**Thin the Flock**" then leave and go across to Taela Everstride and turn in "**Wanted: Bonelashers Dead!**" SKIP "**Torgos!**" unless you get a group then go in the building beside her and turn in "**Magical Disturbances**"
- 69) You should now be nearing 50% through 64

- 70) Go NE to Allerian Post at 69,44 and turn in "**Report to the Allerian Post**" accept "**Attack on Firewing Point**"
- 71) Go NE to just north of Firewing Point around 67,35 and look for Ironjaw for "**The Elusive Ironjaw**" then go just south to Firewing Point and kill the Blood Elves for "**Attack on Firewing Point**" save any

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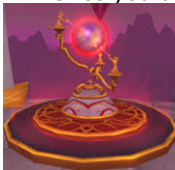
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- firing signets to sell. Use them as a grind marker. Try for 20 before you leave
- 72) Once done go up into the building at 73,36 and you'll see Isla Starmane caged up, accept "**Escape from Firewing Point!**" now this is labeled a group quest but 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.
- 73) Go 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



- 74) Once you get them all hearth to Allerian Stronghold
- 75) Exit the Inn and enter the town hall, at Ros'eleth turn in "**Vessels of Power**" then go to the Captain and turn in "**Escape from Firewing Point!**"
- 76) Go outside near the water wheel and turn in "**The Elusive Ironjaw**" now everyone gets a cool wolf mask no matter what you can wear

- 77) Go NE back to the Post at 69,44 and turn in "**Attack on Firewing Point**" accept "**The Final Code**"
- 78) 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

- 79) Hearth if it's up, otherwise die then run south to the stronghold
- 80) Right beside the inn turn in "**The Final Code**" then you get praised. Accept "**Letting Earthbinder Tavgren Know**"
- 81) Fly to Shattrath
- 82) Exit to the east
- 83) Run east to the Cenarion Thicket and turn in "**Letting Earthbinder Tavgren Know**"
- 84) You should now be about 60-65% or more to 65 as well as very close to honored with the Cenarion Expedition
- 85) Fly to Orebor Harborage
- 86) Go in front of the Inn and accept "**A Message to Telaar**" from Ikuti
- 87) Fly to Telredor
- 88) 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) Accept "**Windroc Mastery**" "**Clefthoof Mastery**" and "**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.
- 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) 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 accept "**Murkblood Corrupters**" then accept "**The Underneath**" from Untrag 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 but don't enter it, you want to go down below it, to the water on the map that surrounds it. Kill Muck Spawns here for "**Muck Diving**" the stuff is just a drop

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- 14) If Halaa 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
- 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 then 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
- 17) 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" Make sure you go down to the entrance at 35,67 for an easy 1100 xp for uncovering the map



- 18) 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
- 19) At Zerid just outside camp, turn in "Matters of Security" accept "Gava'xi"
- 20) You should be 65 now or very close, if you're not 65.
- 21) 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 look for Gava'xi for "Gava'xi"
- 22) If you're not 65 now, grind until you are

#### Nagrand 65-66



- 23) Keep going east now until you reach Telaar at 51,70
- 24) While in town keep an eye out for Huntress Kima walking around, accept "The Ravaged Caravan"
- 25) 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"
- 26) Across the way from Bintook accept "Do My Eyes Deceive Me" then go in the building behind her to Loki and accept "The Throne of the Elements"
- 27) 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

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

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

30) 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 are boulderfist hunters for **"Do My Eyes Deceive Me"**

31) 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 building at 71,81 the big round one

32) Hearth to Telaar

33) Go down by the wanted sign to lolol and turn in **"Wanted: Giselda the Crone"** and across the road at Bintook turn in **"Do My Eyes Deceive Me"** accept **"Not On My Watch!"**

34) 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

35) Follow the road NW until you get to Aeris Landing at 30,57 and turn in **"Gava'xi"** to Zerid

36) 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) and manually use your torch on the sunspring villager corpses for **"Stopping the Spread"**



37) 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



38) 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

39) 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"** turn in **"Muck Diving"**

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

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

42) 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 because I'm sure you remember those ones near Nesingwary's

43) Go south about 100 yards to Skysong Lake and kill the lake spirits for **"Agitated Spirits of Skysong"**

44) 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"**

45) Go back east to Nesingwary's at 71,40 and turn in **"Windroc Mastery"** **"Cleftfoot Mastery"** and **"Talbuk Mastery"** SKIP the follow-ups unless you plan on getting a group.

46) You should be 40-50% to 65 now

47) 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

48) Go back NW to the Throne of the Elements and turn in **"Blessing of Incineratus"** accept **"The Spirit Polluted"**

49) 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.

50) 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"**

51) Go south of Oshu'gun to the edge of the zone, you'll see shattered rumpers, 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.

52) Hearth to Telaar

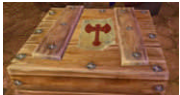
53) Go straight out of the Inn, near the fountain and at Poli'lukluk turn in **"Solving the Problem"** then at

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<p>Otonbu turn in <b>"Stopping the Spread"</b></p> <p>54) Just over the bridge, near the wanted sign at lolol, turn in <b>"Wanted: Zorbo the Advisor"</b> and <b>"Fierce Enemies"</b> and you can turn in any additional 10 warbeads you get now for rep</p> <p>55) Find Huntress Kima walking around and turn in <b>"The Ravaged Caravan"</b></p>
<p>56) Go east now to Wazat at 61,67 and you should have the 3-air elemental gases now so turn in <b>"I Must Have Them!"</b> SKIP <b>"Bring Me The Egg!"</b> (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</p> <p>57) 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 <b>"Not On My Watch!"</b></p>
<p>58) Go back to Telaar to Bintook and turn it in and accept <b>"Mo'mor the Breaker"</b> then as the log says, go to the fountain to Mo'mor and turn it in, accept <b>"The Ruins of Burning Blade"</b></p> <p>59) Go east to 71,70 the burning blade ruins, and start killing the ogres for <b>"The Ruins of Burning Blade"</b> also near the front is a cage with Corki in it, accept <b>"HELP!"</b> and once you get the key, open the cage. Easy enough.</p>
<p>60) Run back to Telaar and at the north part of town overlooking the water is Arechron, turn in <b>"HELP!"</b> accept <b>"Corki's Gone Missing Again!"</b></p> <p>61) Go to Mo'mor in the center of town by the fountain and turn in <b>"The Ruins of Burning Blade"</b> accept <b>"The Twin Clefts of Nagrand"</b></p>
<p>62) 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>63) Go north to the northwind cleft at 40,31 and kill the ogres for <b>"The Twin Clefts of Nagrand"</b> there is also the southern cleft at 49,57 but this one has Corki at 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>64) Hearth to Telaar</p> <p>65) Go down to the fountain and talk to MO'mor, turn in <b>"The Twin Clefts of Nagrand"</b> accept <b>"Diplomatic Measures"</b> then go to the cliff overlooking the north and turn in <b>"Corki's Gone Missing Again!"</b> accept <b>"Corki's Ransom"</b></p> <p>66) You should be 80-85% to 66</p>
<p>67) Go east to the burning blade ruins again and up to the top at 73,62 and you'll see Lantresor of the Blade, hear his story then turn in <b>"Diplomatic Measures"</b> then accept <b>"Armaments For Deception"</b> and <b>"Ruthless Cunning"</b></p> <p>68) 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 <b>"Ruthless Cunning"</b> and keep an eye out for the Armament boxes for <b>"Armaments for Deception"</b></p>

<p>69) Once done go back up to 73,62 in the burning blade ruins and turn them both in. Then accept <b>"Returning the Favor"</b> and <b>"Body of Evidence"</b></p> <p>70) Go NW to the throne of the elements to Lo'ap and turn in <b>"The Spirit Polluted"</b> then find Gordawg and turn in <b>"Shattering the Veil"</b> SKIP <b>"Gurok the Usurper"</b></p> <p>71) Go west to the laughing skull ruins and plant banners on the ogres here now in the same fashin as before for <b>"Returning the Favor"</b>. 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 <b>"Body of Evidence"</b>, very easy</p>
<p>72) Hearth to Telaar</p> <p>73) At lolol turn in any more warbeads you have now for rep</p>
<p>74) Go back east to the burning blade ruins up top to Lantresor and turn in <b>"Returning the Favor"</b> and <b>"Body of Evidence"</b> accept <b>"Message to Telaar"</b></p> <p>75) Now either use the LFG and go do the Slave Pens once then after it you skip to step 76, 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>76) Go back to Telaar up to Arechron at the north overlook and turn in <b>"Message to Telaar"</b></p> <p>77) You should be about half way through honored with Kurenai as well as very close to 66, like 5-10% to 66. I am usually about half a bar from leveling, 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</p> <p>78) 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 <b>"Failed Incursion"</b></p>

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- 79) 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 is no quests for just the slave pens
- 80) The slave pens is the left instance
- 81) 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
- 82) Fly to Orebor Harborage and as you land 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, 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 Enroaching 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 you'll see the dryad Daranelle and 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 Enroaching 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. The bridge going up into the trees is at 34,76 go up in it and you'll see the book on a table. Use the book and turn in "**Malaise**" accept "**Scratches**" then stand on one of the purple circles and use the feathers to get a Kaliri Totem bird like pet



- 8) Go back north to Sylvanaar and left as you enter to Rina, turn in "The Enroaching 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 goblin 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 electromental that comes out and then kill it for "Picking Up Some Power Converters"



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

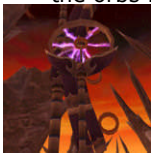
- 23) Now you're on the other side of the canyon
- 24) Now go north of this spot and pop on the magneto sphere and absorb lightning strikes from scawling serpents, you should get about 2-4 per fight depending on your class, while gathering glands from them for "Ride the Lightning" this can be rather annoying since you have to have the debuff on you for a minute before you can remove it and the lightning makes you take extra damage and you have a permanent hamstring on you too.
- 25) Keep an eye out for Ridgespine Stalkers for "Ridgespine Menace" they're the stealthed spiders that creep near the spikes 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?"



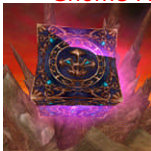
- 27) Also kill crystal flayers for "Crystal Clear" as you go through the ridge and back to Toshley's
- 28) Once you kill them all go back to Toshley's to Nickwinkle and turn in "Crystal Clear" accept "Gauging the Resonant Frequency"
- 29) Go to Tally and turn in "Test Flight: The Singing Ridge"
- 30) At Dizzy Dina turn in "Ridgespire 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 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 Fanatic" 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 down from the Inn and go right to Skyshadow and turn in "The Den Mother" then more to the right down the hill at Rina turn in "Marauding Wolves" accept "Protecting Our Own"
- 43) Go south out of town and look for grove seedlings on the ground and click them to grow defenders for "Protecting Our Own"



- 44) Go back and turn it in and accept "A Dire Situation"
- 45) Go south again into the bloodmaul ravine and use the powder on the bloodmaul wolves for "A Dire Situation" they turn small and friendly when you do this
- 46) Follow the road north until you reach Bladespire Hold
- 47) At 43,51 is 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

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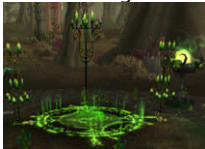
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- 49) Droggam is in the building at 39,53 and has 4 guards, 2 elite 2 non-elite. Pull the non-elites, then lay a mug of the brew in the doorway, on the green part, make sure you don't do it too far, and he'll come out without the 2 elites since they're 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 the imps for **"Little Embers"** also look for mounds of fertile volcanic soil for **"From the Ashes"** and plant a seed in it. If it was used it will look like trees out here so you can spot it. The southern soil is at 71,22 the central soil is at 71,20 and the northern just ahead at 71,18



- 66) Go back to Evergrove
- 67) Go to O'Mally Zapnabber and turn in **"Damaged Mask"** accept **"Mystery Mask"** then hand it in to Antelarion the old dryad who circles town and accept **"Felsworn Gas Mask"**
- 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 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, north and west of Evergrove and 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

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- 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, grinding on them, to 40,17 and go up the tree 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



89) You should have also found at least one Orb of Grishna which starts **"The Truth Unorbed"**

90) 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 will come out and die on the trap, then lay the 3 totems around his body



91) 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.

92) 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

93) Head to the back of the cave, put on the costume, and talk to Kolphis Darkscale for **"Meeting at the Blackwing Coven"**

94) Hearth To Sylvanaar then fly to Evergrove

95) 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"**

96) Go Timeon on the other side of the moonwell and turn in **"Whispers of the Raven God"**

97) 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"**

98) You should be roughly 30% through 67

99) 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"** (bugged in beta so didn't finish)

100) 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

101) Go back to Evergrove and turn in **"Maxnar Must Die!"**

102) 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 here was just for a tiny bit of free xp

103) 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**

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

- 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 kill 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 then from Exarch Orelis accept **"Distraction at Manaforge B'naar"**
- 10) Exit the Inn and cross the bridge, on your right speak with Ravandwyr and accept **"The Archmage's Staff"**
- 11) Exit to the north, now while you're out here kill the shaleskin flyers for **"Securing the Shaleskin Shale"** it's a low droprate but there are a lot out here
- 12) 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.



- 13) Go back to Area 52 and as you enter talk to Boots and turn in **"Securing the Shaleskin Shale"** (you should be done, if not just turn in next time) accept **"That Little Extra Kick"**
- 14) 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"**

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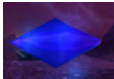
15) Go back north again and start killing Mana Wraiths for "Essence For the Engines", they're around the glowing trenches, as well as Nether Rays for "That Little Extra Kick" they're around the rocks near the shaleskin flayers. Don't forget anymore shaleskin flayers if you still need them

16) Go back to Area 52 again to Boots and turn in "That Little Extra Kick" then watch him blow himself up if you want

17) Go south to Trep and turn in "Essence for the Engines" accept "Elemental Power Extraction"

18) Go west out of town and SW to Manaforge B'naar and kill the Magisters and Bloodwarders for "Distraction at Manaforge B'naar"

19) Go south 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"



20) 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 don't need to explain this one really



21) Go to the center of town now to the broken fountain and use the conjuring powder to summon Ekkorash the Inquisitor for "The Archmage's Staff"



22) Go back to Area 52 and outside of town in the trench at 34,68 is Blastfizzle, turn in "Invaluable Asset Zapping" accept "Dr. Boom!"

23) 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"

24) 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"

25) Just outside the Inn is Khay'ji turn in "Assisting the Consortium" accept "Consortium Crystal Collection"

26) 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

27) Go back north to the ruins of Enkaat and kill the draenei for "Rebuilding the Staff"

28) Go back to Area 52 to the south and talk to Ravandwyr and turn in "Rebuilding the Staff" accept "Curse of the Violet Tower"

29) Go just outside of town in the trench again to Blastfizzle and turn in "Dr. Boom!"

30) You should be roughly 75% to 68 now

31) 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 at East 28,72

32) Go east now to 41,73 which is the east entrance to the Arklon Ruins and as you enter turn right and you'll see pentatharon for "Consortium Crystal Collection"



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 1-70 Alliance Guide

33) Go out east across the bridge to Town Square at 57,85 and talk to Thadell and accept **"Need More Cowbells"** then beside him accept **"Indispensable Tools"**

34) Up by the tower accept **"Malevolent Remnants"**

35) 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"**

36) When you go back down you can talk to Morran and accept **"The Unending Invasion"** and from Dieworth **"A Fate Worse Than Death"**

37) While out here kill severed spirits for **"Malevolent Remnants"**

38) South of the tower here you should find Abjurist Belmara and she'll drop Belmara's tomb to drop which starts **"Abjurist Belmara"**

39) Inside the town hall building at 60,87 you'll find Battle-Mage Dathric who drops Dathric's Blade which starts **"Battle-Mage Dathric"**

40) At the Blacksmith house at 60,85 kill the apprentices for the smithing hammer for **"Indispensable Tools"**

41) You will see Conjurer Luminrath walking around here, kill him for his mantle which starts **"Conjurer Luminrath"**

42) You will also see Cohlien Frostweaver, a little gnome, walking the path here. Kill him for his cap which starts **"Cohlien Frostweaver"**

43) 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 **"Needs 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 stop then you can kill. It will stop at Thadell, turn it in

44) Beside him turn in **"Indispensable Tools"** accept **"Master Smith Rhonsus"**

45) 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)

46) 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)

47) 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)

48) Right in front of this house is the mana bomb fragment for **"The Unending Invasion"**

**Steps 1-17**

1. Abjurist Belmara	9. Luminrath's Mantle
2. Battle-Mage Dathric	10. Cohlien's Footlocker
3. Blacksmith house	11. Mana Bomb Fragment
4. Conjurer Luminrath	12. Belmara's Bookshelf
5. Cohlien Frostweaver	13. Necromantic Focus
6. Bessy	14. Suspicious Outhouse
7. Mageslayers and Mana Seekers (whole circle is the mob)	15. Chapter 3
8. Dathric's Weapon Rack	16. Chapter 1
	17. Chapter 2

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- 49) The next house at 55,86 has the bookshelf, use Belmara's Tome on it for "Abjurist Belmara" (12 on picture)
- 50) Go back up by the tower 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"
- 51) 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"
- 52) Go back to the tower 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"
- 53) You should be 68 now or very close

### Netherstorm 68-69

Continue using the above map for quests around town square

- 54) 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 Lingerin 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"



- 55) Go back to Chapel Yard, and across from the barn, there are 3 outhouses, the middle one is a suspicious outhouse, which has the phylactery. Go back to the tower and turn it in, SKIP "Destroy Naberious!" unless you want to get a group
- 56) 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"



- 57) Go back to the tower to Morran and turn in "Potential Energy Source" accept "Building A Perimeter"
- 58) 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"



- 59) 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 and the western ruin at 54,86



- 60) Go to the tower and turn it in then accept "Torching Sunfury Hold" then from Dieworth accept "The Sunfury Garrison"
- 61) 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
- 62) 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"
- 63) 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

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- Vargoth and turn it in and accept "Ar'kelos the Guardian"
- 64) 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
- 65) Go back up to Manaforge Duro to the west side of it at 57,65 and you'll see Daelis Dawnstrike running up and down the path. Kill him for "Down With Daellis"



- 66) 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!"
- 67) 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
- 68) Once you got all the blood, go turn it in
- 69) Fly to Area 52, we're going to get skills then hearth back rather than hearthing now and wasting time flying back from skills
- 70) You'll see Papa Wheeler as you enter, accept "Pick Your Part"
- 71) Outside the inn talk to Khay'ji and turn in "Consortium Crystal Collection" accept "A Heap of Ethereals"
- 72) 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"
- 73) Fly to Shattrath and take the portal to the town of your choice and get your skills and then hearth back to Area 52
- 74) You should now be about 45-50% to 69
- 75) 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
- 76) 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"



- 77) 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"



- 78) 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
- 79) 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"

- 80) Go back down 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 moving guard so you can pull him with just 1 add
- 81) 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. Kill the techs that try to stop it
- 82) Go NW into Eco-Dome Midrealm to 46,56 which is the Midrealm Post
- 83) At Gahruj accept "Drihya Needs Your Help" then at Mama Wheeler turn in "Help Mama Wheeler" accept "One Demon's Trash..."
- 84) At Mehrdad accept "Run a Diagnostic!" and "New Opportunities" then at Shauly Pore (It's the We ee easle Buddddddy) accept "Keeping Up Appearances"
- 85) Go south to Drihya and turn in "Drihya Needs Your Help" SKIP his escort quest unless you get friends
- 86) 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..."



- 87) Go a little bit north now to 48,55 and you'll see the diagnostic equipment for "Run a Diagnostic!"



- 88) 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



- 89) Go back to Midrealm Post at 46,56 to Mama Wheeler and turn in "One Demon's Trash..." accept "Declawing Doomclaw"
- 90) Go to Mehrdad and turn in "New Opportunities" and "Run a Diagnostic!" accept "Deal With the Saboteurs" then go up to Shauly and turn in "Keeping Up Appearances" accept "The Dynamic Duo"
- 91) Go west to Area 52 and see Papa Wheeler and turn in "In A Scrap With The Legion" then go to Khay'ji and turn in "Warp-Raider Nesaad" accept "Request For Assistance"
- 92) Go in the Inn to Karja and turn in "Shutting Down Manaforge Coruu" accept "Shutting Down Manaforge Duro" at Orelis next to her, turn in "Attack on Manaforge Coruu" accept "Sunfury Briefings" and possibly friendly with The Sha'tar

- 93) Go back east to Midrealm Post turn in "Request for Assistance" accept "Rightful Repossession"
- 94) If you go through the eco-dome to the east side, you can exit above The Scrap Field and go all the way over to 50,57 where Doomclaw is, unless you want to grind through, for "Declawing Doomclaw" he's a big baby. He was hitting for about 150
- 95) Go east to Manaforge Duro and kill archers and centurions for the military briefing and the conjurers for the arcane briefing for "Sunfury Briefings" also look for the boxes of surveying equipment for "Rightful Repossession"




- 96) At the southern part of the building at 60,68 is Overseer Athanel who will drop the access crystal for "Shutting Down Manaforge Duro" then go to the control console like before, start the shutdown and wait 2 minutes while keeping the technicians and protectors away from it
- 97) Go back west to the eco-dome to Midrealm Post and talk to Gahruj, turn in "Rightful Repossession" accept "An Aucience with the Prince"

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98)	At Mama Wheeler turn in "Declawing Doomclaw" accept "Warn Area 52!"
99)	Go to Area 52 and as you enter speak with Fuselage and turn in "Warn Area 52!" accept "Doctor Vomisa, PH.T."
100)	Go into the Inn to Karja and turn in "Shutting Down Manaforge Duro" SKIP "Shutting Down Manaforge Ara" then at Orelis turn in "Sunfury Briefings" accept "Outside Assistance"
101)	Go east to the little tent at 37,63 and turn in "Doctor Vomisa, PH.T." SKIP "You, Robot" it's fun to try it out and possibly solo it but I don't think it's likely. Both the robot and Negatron (transformers ripoff?) have a ton of health
102)	Go in the Eco-Dome to the lake at 46,53 and kill the crocolisks for "Deal With the Saboteurs" then run back to the midrealm post and turn it in to Mehrdad then accept "To the Stormspire"
103)	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
104)	Follow the road through the eco-dome and across the bridge into the bigger eco-dome up to 41,32 which is Stormspire
105)	At the bottom of the elevator is Aurine Moonblaze, accept "Flora of the Eco-Domes" then take the elevator up
106)	Go ahead to Ghabar and turn in "To the Stormspire" accept "Diagnosis: Critical" then go left and in between the building and the ramp up is Zephyrion, accept "Surveying the Ruins" then from Nauthis accept "The Minions of Culuthas" and "Fel Reavers, No Thanks!"
107)	Go up the ramp and to the left grab the FP then go in the building and talk to the hologram of Haramad and turn in "An Audience with the Prince" accept "Triangulation Point One"
108)	Leave the building and go left to Audi the Needle and turn in "The Dynamic Duo" accept "Retrieving the Goods"
109)	Go down and into the Inn and make it your home
110)	Go down the elevator and get near the lashers and use the energy field modulator near them which will mutate them and then kill it for "Flora of the Eco-Domes"
111)	Go NE to the Sutheron generator and use the diagnostic device for "Diagnosis: Critical"
112)	Go a tiny bit NE, just outside the eco-dome, to the Ruins of Farahlon and start killing eyes and hoods 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
	
113)	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 LOL
114)	Go down to Tuluman's Landing at 34,38 and at Kaylaan turn in "Outside Assistance" accept "A Dark Pact" then go to Tuluman and accept "Dealing with the Foreman" then to Oazul and accept "Neutralizing the Nethermancers"
115)	While around Ara you need to kill Gan'arg Warp-Tinkerers (near top outside and in cave), Daughters of Destiny (near nethermancers outside), and Mo'arg Warp-Masters (near top inside and outside and in cave) for "A Dark Pact" (you don't need anything up here besides the Daughters) as well as Nethermancers for "Neutralizing the Nethermancers"
116)	Once you get the daughters and the nethermancers, go down into the Trelleum Mine at 26,42 and 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
117)	Hearth back to The Stormspire
118)	As you exit the Inn, go left towards the elevator and talk to Ghabar and turn in "Diagnosis: Critical" accept "Testing the Prototype"
119)	Go between the left building and the up ramp to Zephyrion and turn in "Surveying the Ruins"
120)	Beside him turn in "The Minions of Culuthas" and "Fel Reavers, Not Thanks!" accept "The Best Defense" and you should now be friendly with the Consortium.
121)	Go down the elevator and talk to Aurine Moonblaze and turn in "Flora of the Eco-Domes" accept "Creatures of the Eco-Domes"
122)	You should definitely be 69 by now and about 5-10% into it

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### Netherstorm 69-70

- 123) Now similar to the last quest with mutating the lashers, you have to attack either Talbuk does or sires until they're 20% or less on life, then use the talbuk tagger on them for "Creatures of the Eco-Domes" It doesn't kill them it just knocks them out but they won't attack when they get back up. It's possible to stay in the same camp of talbuds to finish this since you don't kill them
- 124) 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"
- 125) 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
- 126) Go south to Tuluman's Landing at 34,38 and go to Kaylaan and turn in "A Dark Pact" accept "Aldor No More"
- 127) Go to Tuluman and turn in "Dealing with the Overmaster" then beside him turn in "Neutralizing the Nethermancers"
- 128) Go NW into Forge Base: Gehenna at 39,21 and start killing wrathbringers for "The Best Defense"
- 129) 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 laying on the ground next to a few eggs, not really in a nest like you'd think that is guarded. 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!"



- 130) Run back down to Stormspire and up the elevator go to Ghabar and turn in "Success!"
- 131) 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"
- 132) Go back west to Forge Base: Gehenna and get near each teleporter and use the mental interference rod on the cyber-rage forgelords for "The Best Defense". The western teleporter is at 39,20 the central teleporter is at 41,18 and the eastern teleporter is at 44,20

- 133) Go back to Stormspire to Nauthis and turn it in
- 134) Fly to Area 52 and go in the Inn to Orelis and turn in "Aldor No More" then hearth back to Stormspire
- 135) You should be 25-30% to 70

- 136) Run NE through the Ruins of Farahlon over the bridge into Protectorate Watch Post at 58,31
- 137) As you enter talk to Wind Trader Marid and accept "A Not-So-Modest Proposal"
- 138) Up some more at Navuud accept "Electro-Shock Goodness!" then next to him from Ameer accept "The Ethereum"
- 139) Then up at Dabiri accept "Recipe for Destruction" then from Viridius, who walks around, accept "Captain Tyralius"
- 140) Drink Navuud's Concoction and hit the void wastes to split them into globules for the first part of "Electro-Shock Goodness!" down in the staging grounds where we're about to go
- 141) Go just south of here into the Ethereum Staging Grounds at 56,38 and start killing for "The Ethereum" Captain Zovax wanders around. 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" then to the south 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"



- 142) Now you have to kill the guys 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
- 143) 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, or let stuff attack him. It does that thing where it chases him but doesn't hit him) then go back to the teleporter and turn it in and SKIP the next part
- 144) Just a bit SW there is warden Icoshock, 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"
- 145) Go east to 59,45 and speak with Araxes and accept "The Flesh Lies..." then enter the mine, Access Shaft Zeon and use the lighter on the withered corpses. Don't get too close or they spawn into parasitic fleshbeasts. As you enter the tunnel you can go left, keep left until you end up at 60,41 and you'll see Ya-

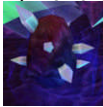
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six and the power pack, accept "Arconus the Insatiable" and he'll give you his hologram to help then grab the power pack for "A Not-So-Modest Proposal" then go back up towards the entrance and go deeper in, staying right until you hit the big room 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..."



- 146) Go up around Manaforge Ultris and drink Navuud's Concoction 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 "Recipe for Destruction"
  - 147) Go to 66,33 and you should get the complete message for "Triangulation Point One" if not use the triangulation device and a hunters mark will appear where you have to stand
  - 148) 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"
  - 149) 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"
  - 150) 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"
- 
- 151) 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" then find Viridius walking around and turn in "Captain Tyralius"
  - 152) Go to Navuud and turn in "Electro-Shock Goodness!" then to Ameer and turn in "Arconus the Insatiable"
  - 153) 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
  - 154) 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"
  - 155) Go east down into the Celestial Ridge again to Tyri at 71,35 and turn in "Troublesome Distractions" SKIP "Securing the Celestial Ridge"
  - 156) Hearth to Stormspire then go SW into Manaforge Ara to 28,41 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. Again I'm not sure if you need to have the mark on it to get the point but I think you do
  - 157) Now go to Tuluman at Tuluman's Landing at 34,37 and turn it in and SKIP "Full Triangle"
  - 158) Now head back to Stormspire
  - 159) 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 and hearth back. If not, or after getting skills, fly to Allerian Stronghold and 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 is 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 then find Zorus the Judicator walking between here the Inn and accept **"A Ghost in the Machine"** then go in the Inn and make it your home
  - 6) 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"**
  - 7) Go up to Gnomus, the gnome on the bleachers, and accept **"Splendid!"**
  - 8) 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.
  - 9) 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"**
  - 10) South of here are enraged fire (near the green lava) and earth spirits (near lava and land). Place the totem of spirits and kill them near it until you have 8 of each for **"Enraged Spirits of Fire and Earth"**
  - 11) Once done head back to 42,45 to Torlok and turn it in and accept **"Enraged Spirits of Water"**
  - 12) 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
- 
- 13) 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"**
  - 14) Go west to the Sketh'lon Wreckage at 37,30 and kill them for the commander's journal pages for **"The Sketh'lon Wreckage"**
  - 15) 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"**
  - 16) If you still need more wildlife kills, kill them as you head NW to Legion Hold at 23,36 up in the building (look out for the elite that roams and stands in the building at times). You'll see the Legion

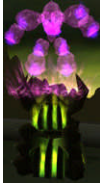
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Communication Device and you should use the Box o' Tricks and watch the scene for "To Legion Hold"



17) Any Marks of Sargeras you get you should hold for later rep and xp

18) Hearth back to Wildhammer Stronghold

19) In the building next to the Inn at Yoregar turn in "Put On Yer Kneepads..."

20) Find Zorus walking around and turn in "A Ghost in the Machine" accept "Harbingers of Shadowmoon" then talk to Gnomus on the bleachers and turn in "Splendid!" accept "The Second Course..."

21) Now put on the spectrecles and you can now see the shadowmoon harbingers. Kill them for "Harbingers of Shadowmoon" They're no 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.

22) Once it's finished turn it in to Zorus and accept "Teron Gorefiend - Lore and Legend"

23) Near the exit at Kieran turn in "The Sketh'lon Wreckage" accept "Find the Deserter" then go outside the gate tu Nuainn and turn in "To Legion Hold" accept "Setting Up the Bomb"

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

25) 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 at 35,39 and you'll see Parshah pacing, turn in "Find the Deserter" accept "Asghar's Totem"

26) 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 we killed the water spirits earlier by the bridge at 48,24 and below it in the laava are greater felfire diemetradons that drop the gizzard for "The Second Course..."

27) Go back SW to Parshah on the road and turn in "Asghar's Totem" accept "The Rod of Lianthe"

28) 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"



29) Run back to Wildhammer Stronghold, and outside at Nuainn turn in "Setting Up the Bomb"

30) Go inside to the gnome on the bleachers and turn in "The Second Course..." accept "The Main Course!"

31) 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.

32) 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



33) Hearth back to Wildhammer Stronghold and go outside to Nuainn and turn in "Blast the Infernals!" accept "The Deathforge"

34) 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 for "The Rod of Lianthe"



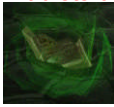
35) Go back north then east on the road to the Netherwing Fields and kill enraged air spirits, use the totem like before and capture their souls for "Enraged Spirits of Air" as you head south to 58,70 to the Shadowmoon Spirit and turn in "Teron Gorefiend - Lore and Legend" SKIP all 3 follow ups

36) Go NW some now to 56,43 just north of Warden's Cage and kill Felspine the Greater for "The Main

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<p><b>Course!"</b></p> <p>37) Now go back out and north to the Altar of Sha'tar at 61,30 and stay right and grab the FP</p> <p>38) At Harbinger Saronen accept "<b>Marks of Sargeris</b>" and since you should have at least 10, turn them in.</p> <p>39) Inside the building talk to Ceyla and accept "<b>Tablets of Baa'ri</b>"</p> <p>40) On the west side in front of the Inn at Aluumen, accept "<b>The Ashtongue Tribe</b>" then from Onaala accept "<b>Karabor Training Grounds</b>"</p>
<p>41) Go directly south out of the town gates and into the Ruins of Baa'ri and kill the handlers warriors and shamans for "<b>The Ashtongue Tribe</b>" and pick up the tablet fragments and loot them from the workers for "<b>Tablets of Baa'ri</b>"</p>  <p>42) Go 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 "<b>Karabor Training Ground</b>" 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 regen</p>
<p>43) Go back to the Altar of Sha'tar to the building in the back to Ceyla and turn in "<b>Tablets of Baa'ri</b>" SKIP "<b>Oronu the Elder</b>"</p> <p>44) Go over to Aluumen in front of the Inn and turn in "<b>The Ashtongue Tribe</b>" SKIP "<b>Reclaiming Holy Grounds</b>" because it was bugged, then turn in "<b>Karabor Training Grounds</b>" SKIP "<b>A Necessary Distraction</b>"</p> <p>45) 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</p> <p>46) Fly to Wildhammer Stronghold</p> <p>47) Go to Gnomus on the bleachers and turn in "<b>The Main Course!</b>"</p>
<p>48) Exit and go north to 42,45 and speak with Torlok and turn in "<b>Enraged Spirits of Air</b>"</p> <p>49) Now go north to Deathforge Tower at 40,41 up top of the little tower and talk to Wildwing and turn in "<b>The Deathforge</b>" SKIP the next part</p> <p>50) Go west to the road and look for Parshah and turn in "<b>The Rod of Lianthe</b>" SKIP the rest for now because again you should be 70. I will finish the last bit of quests but it's nearing the end of beta and I wanted to have this guide fully ready the best I could for everyone =)</p> <p><a href="#">Copyright Brian Kopp © 2007 B&amp;C Kopp Inc</a></p>