

Guide Color Codes:

Accept a quest

Do a quest

Turn in a quest

General mob/item link

Skipped Quest

Video link

##) Numbered on map

Abbreviations:

AH = Auction Hall

FP = Flight Path

XR = Cross Roads

BB = Booty Bay

CT = Camp Taurajo

STV = Stranglethorn Vale

UC = Under City

SoS = Swamp of Sorrows

TB = Thunder Bluff

1-6 Valley of Trials (Durotar)

First Pick the Class you are playing top left of screen!!!

- 01) Right in front of you, accept "Your Place In The World".
- 02) West at The Den entrance, turn in "Your Place In The World" (42.68), accept "Cutting Teeth".
- 03) Start doing "Cutting Teeth" by killing the Mottled Boars all around the area. Once you hit level 2, go accept "Sarkoth" (40.62), then do next step..

- 04) Go south a bit and do "Sarkoth": kill/loot the scorpis Sarkoth (41.67).

- 05) Turn in "Sarkoth" (40.62, #3 on map), accept the next part.

Remember to Choose Your Class At Top of Screen!!

- 06) Make sure "Cutting Teeth" is complete, then go to The Den entrance and turn in "Cutting Teeth" and "Sarkoth" (42.68, #2 on map), accept "Sting of the Scorpis" and .

- 07) . Also get new spells/abilities from your class trainer.

- 08) Just outside of The Den, next to the wagon, accept "Vile Familiars" (43.69).

- 09) By the cauldron / cooking area, accept "Galgar's Cactus Apple Surprise" (43.67). Make sure you get resupplied here.

- 10) East a bit, accept "Lazy Peons" (45.69).

- 11) Around the starting area, do: "Galgar's Cactus Apple Surprise", "Sting of the Scorpis", "Lazy Peons". Pick up Cactus Apples, kill/loot Scorpis Workers, use the Foreman's Blackjack quest item on the Lazy Peons.

- 12) Once everything is done, go turn in "Galgar's Cactus Apple Surprise" (at the cooking area, 43.67, #9 on map). Make sure you get resupplied.

- 13) In The Den entrance, turn in "Sting of the Scorpis" (42.68, #2 on map).

- 14)

- 15) Go east a bit and turn in "Lazy Peons" (45.69, #10 on map), accept "Thazz'ril's Pick".

- 16) Go north inside the cave (44.56) and do "Burning Blade Medallion" and "Thazz'ril's Pick": keep hugging the right side of the cave until you get to Yarrog Baneshadow and kill/loot him. Then drop down and keep hugging the left side of the cave until you get to Thazz'ril's Pick, and loot it.

- 17) Once done, use your Hearthstone to go back to the Valley of Trials and then by the wagon, turn in "Burning Blade Medallion" (43.69, #8 on map), accept "Report to Sen'jin Village".

- 18) Go east a bit and turn in "Thazz'ril's Pick" (45.69, #10 on map).

- 19) Leave starting noob zone by heading east on the path...



6-8 Durotar

Remember to Choose Your Class At Top of Screen!!!

■ 01) Follow the main path just east and accept "A Peon's Burden" (52.68).

■ 02) Go SE towards **Sen'jin Village** and then accept "Thwarting Kolkar Aggression" (NPC patrols around 54.76 and hides behind rocks and trees).

■ 03) At **Sen'jen Village** (56.75), turn in "Report to Sen'jin Village", accept all quests there: "Minshina's Skull", "Report to Orgnil" and "Zalazane". Next to you, accept "A solvent Spirit". Then next to you up in the little hut, accept "Practical Prey". You can get resupplied by the **dancing male troll** by the Raging Bonefire.

■ 04) Run up north to **Razor Hill**. Once there, on your left, turn in "Report to Orgnil" (52.44), accept "Dark Storms". In the burrow next to you, accept "Vanquish the Betrayers" and "Encroachment".

■ 05) Go up to the top of the watchtower NW of **Razor Hill**, (up at 50.40) and accept "Carry Your Weight".

■ 06) Drop down SE and accept "Break a Few Eggs" (at the cooking area, 51.42).

■ 07) Go in the Inn next to you and turn in "A Peon's Burden" (52.42). And also make **Razor Hill** your new home for your Hearthstone. Make sure you are repaired/resupplied.

■ 08) Enter the Barracks across the path, make a left at the entrance and get **Apprentice First Aid** (54.42) from **Rawrk**.

■ 09) Go SE to **Tiragarde Keep** and do "Vanquish the Betrayers" along with "Carry Your Weight": kill/loot the humans around and in the fortress, also work your way to the top of the fortress and kill/loot **Lieutenant Benedict** (60.58). Once you loot the key from his corpse, then go up the other steps to open **Benedict's Chest**, to accept "The Admiral's Orders" from the **Aged Envelope** inside.

■ 10) Once done, die on purpose at the NW side of the fortress and res at spirit to get back to **Razor Hill** and up in the burrow, turn in "Vanquish the Betrayers" (52.44, #4 on map), accept "From The Wreckage....". Also turn in "The Admiral's Orders", accept the next part.

■ 11) Go up to the top of the watchtower NW of **Razor Hill**, (up at 50.40, #5 on map) and turn in "Carry Your Weight". Make sure you are repaired/resupplied.

■ 12) Go east to the beach and under the water do "A solvent Spirit" along with "From The Wreckage....": kill/loot the crabs and makrura mobs and loot the **Gnomish Toolboxes**.

■ 13) Go just SW of **Razor Hill** and do the first half of "Encroachment" (around 49.49): kill the **Razormane Quilboars** and **Razormane Scouts**.

■ 14) Then go to **Razor Hill** and at the top of the burrow turn in "From The Wreckage...." (52.44, #4 on map). Also make sure you are repaired/resupplied.



8-10 Durotar

- 01) Run west down south (to 51.79) and do "Thwarting Kolkar Aggression": click on the attack plans (scrolls) on the ground. Follow the steps below to find all the scrolls...
- 02) Click on Attack Plan: Valley of Trials (50.81).
- 03) Click on Attack Plan: Sen'jin Village (48.77).
- 04) Click on Attack Plan: Orgrimmar (46.79).
- 05) Go east towards **Sen'jin Village** to the **NPC** that patrols and hides around trees/rocks (around 55.75) and turn in "Thwarting Kolkar Aggression".
- 06) Go to **Sen'jin Village** and turn in "A solvent Spirit" (56.74). Make sure you are repaired/resupplied.
- 07) Go to **Echo Isles** (the islands SE of Durotar) and do the following 4 quests together "Break a Few Eggs", "Practical Prey", "Minshina's Skull" and "Zalazane": kill/loot **Durotar Tigers**, pickup **Taillasher Eggs**, and (at 68.88) pickup **Minshina's Skull** (on the little hill with candles around it) and in that same area kill the needed trolls and kill/loot **Zalazane** /target (See Video).
- 08) After completing all these quests, die on purpose (then res) to get to **Sen'jin Village** quickly, and turn in "Minshina's Skull" and "Zalazane" (56.75). **NOTE:** Save the quest reward item **Faintly Glowing Skull** for a later quest.
- 09) In the little hut next to you, turn in "Practical Prey" (56.74).
- 10) Hearth to **Razor Hill** and turn in "Break a Few Eggs" (by the cooking area next to the Inn, 51.43). Make sure you are repaired/resupplied.
- 11) Go west of **Razor Hill** and do the second half of "Encroachment": kill the **Razormane Dustrunners** and **Razormane Battleguards** (around 44.40).
- 12) Grind north to the little house (43.30) and accept "Lost But Not Forgotten".
- 13) Go NE to the **goblin** and accept "Winds in the Desert" (46.23).
- 14) Go east a bit (49.22) and do "Winds in the Desert": loot **Stolen Supply Sacks** around the harpies.
- 15) Go back to the **goblin** and turn in "Winds in the Desert" (46.23, #13 on map), accept "Securing the Lines".
- 16) Keep grinding on any mob in the area until you are at least 1.5 bars away from level 10, then run back to **Razor Hill** [Don't Hearth] (or you can die on purpose south in the **Razorwind Canyon** harpy camp at about 47.31).
- 17) At the top of the burrow turn in "Encroachment" (52.43). Make sure you are repaired/resupplied.
- Remember to Choose Your Class At Top of Screen!!!**
- 18) On the west side in **Razor Hill**, accept "Conscript of the Horde" (51.44).



Ran up North to **Razor Hill**. Once there, on your left, turn in "Report to Orgnil" (52.44), accept "Dark Storms". In the burrow next to you, accept "Vanquish the Betrayers" and "Encroachment".

■ 05) Go up to the top of the watchtower NW of **Razor Hill**, (up at 50.40) and accept "Carry Your Weight".

■ 06) Drop down SE and accept "Break a Few Eggs" (at the cooking area, 51.42).

■ 07) Go in the Inn next to you and turn in "A Peon's Burden" (52.42). And also make **Razor Hill** your new home for your Hearthstone. Make sure you are repaired/resupplied.

■ 08) Enter the Barracks across the path, make a left at the entrance and get **Apprentice First Aid** (54.42) from Rawrk.

■ 09) Go SE to **Tiragarde Keep** and do "Vanquish the Betrayers" along with "Carry Your Weight": kill/loot the humans around and in the fortress, also work your way to the top of the fortress and kill/loot **Lieutenant Benedict** (60.58). Once you loot the key from his corpse, then go up the other steps to open **Benedict's Chest**, to accept "The Admiral's Orders" from the **Aged Envelope** inside.

■ 10) Once done, die on purpose at the NW side of the fortress and res at spirit to get back to **Razor Hill** and up in the burrow, turn in "Vanquish the Betrayers" (52.44, #4 on map), accept "From The Wreckage....". Also turn in "The Admiral's Orders", accept the next part.

■ 11) Go up to the top of the watchtower NW of **Razor Hill**, (up at 50.40, #5 on map) and turn in "Carry Your Weight". Make sure you are repaired/resupplied.

■ 12) Go east to the beach and under the water do "A solvent Spirit" along with "From The Wreckage....": kill/loot the crabs and makrura mobs and loot the **Gnomish Toolboxes**.

■ 13) Go just SW of **Razor Hill** and do the first half of "Encroachment" (around 49.49): kill the **Razormane Quilboars** and **Razormane Scouts**.

■ 14) Then go to **Razor Hill** and at the top of the burrow turn in "From The Wreckage...." (52.44, #4 on map). Also make sure you are repaired/resupplied.



Crossroads (The Barrens)

- 01) Go west across the river and next to the path, turn in "Conscript of the Horde" (62.19 in The Barrens), accept "Crossroads Conscription".
- 02) Die on purpose (or use Unstuck if Hearthstone is still on a cooldown) to get to **Crossroads**, then rest at spirit.
- 03) South in XRs accept "The Forgotten Pools" (52.32). Then next to you, get repaired/resupplied from the **Clothier**.
- 04) Just north a bit at **Serga Darkthorn**, turn in "Crossroads Conscription" (52.31). Accept "Plainstrider Menace".
- 05) Go NE in XRs and accept "Meats to Orgrimmar" (53.30).
- 06) Right outside the Inn and next to the mailbox, accept "Raptor Thieves" (52.30).
- 07) At the **orc** standing at the bottom of the watchtower accept "Disrupt the Attacks" (52.31), and "Supplies for the Crossroads".
- 08) Go north a bit to the undead under the red canopy and accept "Fungal Spores" and "Wharfmaster Dizzywig" (51.30).
- 09) Next to you at the **Wind Rider Master** turn in "Meats to Orgrimmar", accept "Ride to Orgrimmar". Then take a flight to **Orgrimmar, Durotar**.



Orgrimmar

- 01) Stay up (cross the bridge), then Go north to **Thrall** and accept "Hidden Enemies" (32.38). Next to you, turn in "The Admiral's Orders".
- 02) Use the **Unstuck** feature to **Teleport To Graveyard** (if your Hearthstone is ready to use with no cooldown, then destroy your hearthstone first).



10-12 Durotar

- 01) and do "Securing the Lines": kill the harpies (through the other side of the small cave 52.28 in Durotar).
- 02) At the goblin, turn in "Securing the Lines" (46.23).
- 03) Along the river west of **Durotar** do "Lost But Not Forgotten": kill/loot the **Dreadmaw Crocolisk** until **Kron's Amulet** drops.
- 04) Enter **Thunder Ridge** (at 39.31)...
- 05) In **Thunder Ridge**, do "Dark Storms": work your way to **Fizzle Darkstorm** (a goblin at 42.27, /target) and kill/loot him. Be careful he is heavily guarded..
- 06) Exit **Thunder Ridge**, then go east to the little house and turn in "Lost But Not Forgotten" (43.30).
- 07) Go SE to **Razor Hill** and turn in "Dark Storms" (52.43). Accept "Magoz". Make sure you are repaired/resupplied. ALSO: If you destroyed your **Hearthstone** earlier, then get a new one in **Razor Hill's Inn** by making it your new home. If for some reason you are already level 12, get new spells/abilities while in town.
- 08) Go NE and turn in "Magoz" (56.20), accept "Skull Rock".
- 09) Go to the cave up north (55.10) and do "Skull Rock" along with "Hidden Enemies": kill/loot the mobs in the cave. If you can, try to kill **Gazz'uz** /target, he drops **Eye of Burning Shadow** item which starts "Burning Shadows" quest. TIPS: use the quest reward item **Faintly Glowing Skull** to help you kill him, he's tough without it. If you are an Orc, don't use **Blood Fury** before you have used your healing items. Try to party up with somebody if you can. (See **Video** on how I killed **Gazz'uz**). Also don't leave this cave until you have grinded out **First Aid** (40) to learn **Heavy Linen Bandage** soon.
- 10) Exit the cave and go directly south to turn in "Skull Rock" (56.20, #8 on map). Accept "Neeru Fireblade".



Orgrimmar

- 01) Go into **Orgrimmar** and go to the Inn and turn in "Ride to Orgrimmar" (54.68), accept "Doras the Wind Rider Master".
- 02) Go up to the **Wind Rider Master** (45.64) and turn in "Doras the Wind Rider Master", accept "Return to the Crossroads.".
- 03) Go north to **Thrall** and turn in "Hidden Enemies" (32.38). Accept the next part.
- 04) Go to **Cleft of Shadows** (entrance at 47.53 in Orgrimmar).
- 05) In **Cleft of Shadows** (50.51), turn in "Neeru Fireblade" (accept "Ak'Zeloth") and (if you have it) "Burning Shadows". Also keep talking to this NPC to complete "Hidden Enemies".
- 06) Go back to **Thrall** (32.38, #3 on map) and turn in "Hidden Enemies", SKIP the next part (Dungeon). **NOTE:** You can destroy the Lieutenant's Insignia, as its not used for anything else.
- 07) Hearth to **Razor Hill**. Make sure you are level 12 (grind on any mobs until you are). Make sure you get repaired/resupplied. Upgrade **First Aid** in the Barracks from **Rawrk** to learn **Heavy Linen Bandage**.
- 08) Run west into the **Barrens**...



Levels 12-15 Barrens

01) Over the bridge, next to the watchtower, turn in (if you have it from the Durotar section) "Ak'Zeloth" (62.20), accept "The Demon Seed". Then loot a **Flawed Power Stone** from the table next to you.
NOTE: The **Flawed Power Stone** item received only lasts 30 minutes, so you need to do the next few steps somewhat quickly (but you should have plenty of time).

02) While working on the following steps, also start working on "Plainstrider Menace" and "Raptor Thieves" by killing plainstriders and raptors all around the fields of the **Barrens**, but don't make it your main priority:

03) Go west across the main path, then go up the big mountain ramp (begins at 51.22).

04) Once you get at the top do "The Demon Seed": go in the small cave and use your **Flawed Power Stone** quest item on **The Altar of Fire** (48.19). **NOTES:** Watch out for a rare elite named **Rathorian**, he is very dangerous. If he is in the way, then either try to team up with someone to help you kill him, or this quest can be skipped. His respawn is every 5.5 hours.

05) Go east and do "Disrupt the Attacks": kill the needed **Razormane** mobs (all around 54.27). **ALSO:** Back in the Razormane camp is a barrel called **Chen's Empty Keg** (56.27), loot it and accept the **quest** from the **item** received.

06) Go to the NE side of XRs and turn in "Return to the **Crossroads**." (53.30).

07) Turn in (if it's complete) "Plainstrider Menace" (from **Sergra Darkthorn** 52.31), accept "The Zhevra".

08) Go in the Inn and make XRs your new home (52.30).

09) At the **orc** standing at the bottom of the watchtower, turn in "Disrupt the Attacks" (52.30, #7 on map). Accept "The Disruption Ends". Make sure you are repaired/resupplied.

10) Go up the watchtower next to you and accept "Harpy Raiders".



1-6 Mulgore

First Pick the Class you are playing top left of screen!!!

- 01) Right in front of you, accept "The Hunt Begins" (45.77).
- 02) Do "The Hunt Begins": kill/loot Plainstriders around the area.
- 03) Go back to **Camp Narache** and turn in "The Hunt Begins" (45.77), accept "The Hunt Continues" and **Remember to Choose Your Class At Top of Screen!!!**
- 04) Talk to your class trainer (in the immediate area) and turn in while getting new spells/abilities. Also accept "A Humble Task" in the big hut (44.76).
- 05) Go SE and turn in "A Humble Task" (50.81), accept the next part then pickup a **Water Pitcher** on the well (next to the quest giver).
- 06) Go back NW to **Camp Narache** and turn in "A Humble Task" (44.76), accept "Rites of the Earthmother".
- 07) Go south and turn in "Rites of the Earthmother" (42.92), accept "Rite of Strength".
- 08) Do "The Hunt Continues": kill/loot **Mountain Cougars** in the immediate area around the mountain slopes.
- 09) Grind your way back **Camp Narache** (make sure you are at least 3 bars away from level 4) and then turn in "The Hunt Continues" (45.77), accept "The Battleboars". Also accept (from the **NPC** patrolling around) "Break Sharptusk!". Get your level 4 spells/abilities.
- 10) Go to the cave at (58.85) while killing Battleboars along the way for "The Battleboars". Once you get to the cave, then go to the next step..
- 11) Grind your way to the tent at (64.77) while kill/looting Bristlebacks for "Rite of Strength". Once you get to the tent, kill/loot **Chief Sharptusk Thornmantle** /target for "Break Sharptusk!".
- 12) Then grind to the little cave at (63.82) and on the inside is a **Dirt-stained Map**. Use it to start "Attack on Camp Narache".
- 13) Make sure all other quests are complete then Hearth to **Camp Narache** and turn in all quests: "The Battleboars", "Break Sharptusk!", "Attack on Camp Narache" and "Rite of Strength" then accept "Rites of the Earthmother" part 2.
- 14) Go west on the path and accept "A Task Unfinished" (38.81).
- 15) The starting noob zone is complete, continue following the road to **Bloodhoof Village** (47.62) while grinding mobs along the way and make sure you are level 6 before getting there for new spells/abilities.



6-8 Mulgore

Remember to Choose Your Class At Top of Screen!!!

- 01) Once at Bloodhoof Village accept "Dangers of the Windfury" (47.62).
- 02) Go into the Inn (entrance is at 47.60) and train **Apprentice First Aid**, and turn in "A Task Unfinished". Also make **Bloodhoof Village** your new home for your hearthstone (by talking to the innkeeper).
- 03) Just outside of the inn, turn in "Rites of the Earthmother" and accept "Sharing the Land", "Dwarven Digging" and "Rite of Vision".
- 04) East a bit accept "Poison Water" (48.60).
- 05) Go in the hut (next to you) and accept "Swoop Hunting" (49.59).
- 06) North a bit by the fire turn in "Rite of Vision" (48.57), accept the next part.
- 07) West a bit accept "Mazzranache" (47.57).
- 08) Get new spells/abilities for your class. **Remember to Choose Your Class At Top of Screen!!!**
- 09) Go east of the main path and do "Rite of Vision": loot **Ambercorns** around the trees and loot **Well Stones** (around the well at 53.64). Grind any mobs you see along the way.
- 10) All around the area, start doing "Poison Water", "Swoop Hunting" and "Mazzranache": kill & loot **Swoops**, **Wolves**, **Plainstriders** and **Cougars**. Work your way south to do the next steps as well:
- 11) Go south a bit and do "Sharing the Land" (around 52.70).
NOTE: There are several camps of these mobs and the **Poachers** are only in certain camps.
- 12) Go east a bit and do "Dangers of the Windfury" (62.71): kill and loot the harpies.
- 13) Find **Morin Cloudstalker** /target along the path (patrols around 54.60) and accept "The Ravaged Caravan".
- 14) Go north to the ravaged caravan (54.48) and do "The Ravaged Caravan": open the **Sealed Supply Crate** to turn the quest in, accept the next part.
- 15) Make sure all quests are complete (besides "Dwarven Digging" and "Swoop Hunting"), then Hearth (or die on purpose) to go back to **Bloodhoof Village** and turn in "Sharing the Land" (47.60).
- 16) South a bit turn in "Dangers of the Windfury" (47.62).
- 17) NE a bit turn in "Poison Water" (49.60), accept "Winterhoof Cleansing".
- 18) If you completed "Swoop Hunting" turn it in next to you in the hut (49.59).
- 19) North a bit by the fire and turn in "Rite of Vision" (48.58), accept the next "Rite of Wisdom". **NOTE:** Don't bother using **Water of the Seers** quest item.
- 20) West a bit and turn in "Mazzranache" (47.57). Make sure you are all repaired, supplied and new spells/abilities.



8-10 Mulgore

Remember to Choose Your Class At Top of Screen!!!

■ 01) Go to Morin Cloudstalker /target along the main path going east (around 54.60) and turn in "The Ravaged Caravan", accept "The Venture Co." and "Supervisor Fizsprocket".

■ 02) Go south a bit and do "Winterhoof Cleansing": use the Winterhoof Cleansing Totem quest item on the well (54.66).

■ 03) Go NW to **Bloodhoof Village** and turn in "Winterhoof Cleansing" (49.60), accept "Thunderhorn Totem".

■ 04) While focusing on the next steps, also start working on "Thunderhorn Totem" by kill/looting **Prairie Stalkers** (wolves) and **Flatland Cougars** (cats)...

■ 05) Go NW and start working on "Dwarven Digging" (around 31.50): find **Prospector's Picks** and use them at a Forge. **NOTE:** Without grouping, it's hard to get to the Forge there. Instead, there will be other Forges later on in the guide you will use. For now, just get 5 **Prospector's Picks**. The diggers are easier to kill solo, and taurens can use their **War Stomp** ability to prevent the **Appraiser's** from healing themselves.

■ 06) Go up north (past the harpy camp) to the cave (33.36) and turn in "Rite of Vision", accept "Rite of Wisdom".

■ 07) Work your way east and accept "A Sacred Burial" (60.25).

■ 08) Work your way to the **Ancestral Spirit** (62.21) and turn in "Rite of Wisdom" accept "Journey into Thunder Bluff". Keep the next step in mind:

■ 09) In the Immediate area around **Red Rocks** do "A Sacred Burial": kill 8 **Bristleback Interlopers** (#8 on map).

■ 10) Go SW a bit and turn in "A Sacred Burial" (60.25, #7 on map)

■ 11) Finish up "Thunderhorn Totem": kill/loot **Prairie Stalkers** and **Flatland Cougars** (around the middle of Mulgore).

■ 12) If you are not level 10 (or at least 1 bar away from it), grind until you are,

■ 13) Right outside of the Inn, accept (if you are lvl 10) "The Hunter's Way" (47.60). If you're not lvl 10 do the next step before this one:

■ 14) East turn in "Thunderhorn Totem" (49.60), accept "Thunderhorn Cleansing". Also turn in (if you need to) "Swoop Hunting" (in the tent next to you).

■ 15) Get new spells/abilities and accept your class's level 10 quests.

■ 16) Go north and do "Thunderhorn Cleansing": use the Thunderhorn Cleansing Totem on the well (45.45).

■ 17) Go north to **Thunder Bluff** (a Lift is at 36.30 in Mulgore), and build up **First Aid** while waiting for the Lift.



Thunder Bluff (TB)

- 01) In TB, accept "Preparation for Ceremony" (38.60).
- 02) Finish up "Dwarven Digging" by using your 5 Prospector's Picks at the **Thunder Bluff Forge** (40.56).
- 03) Go up east and turn in "Journey into Thunder Bluff" (60.52), accept "Rites of the Earthmother".
- 04) Go north and leave TB by taking the Lift down (54.28).



10-12 Mulgore

- 01) Go SE and do "Supervisor Fizsprocket" along with "The Venture Co.": kill **Supervisor Fizsprocket** in the cave (62.47, /target). Keep hugging the right side of the cave straight through to get to him.
- 02) Make sure "The Venture Co." is finished before continuing, then die on purpose to get to **Bloodhoof Village** and turn in "Dwarven Digging" (by the big totem, 48.60).
- 03) Go east a bit and turn in "Thunderhorn Cleansing" (49.60), accept "Wildmane Totem".
- 04) Go east and find **Morin Cloudstalker** /target along the path (around 54.60) and turn in "The Venture Co." and "Supervisor Fizsprocket".
- 05) While doing the following steps up north also focus on doing "The Hunter's Way" along with "Wildmane Totem" by kill/looting the **Flatland Prowler** & **Prairie Wolf Alphas** (mostly north of TB):
- 06) Do "Rites of the Earthmother": kill **Arra'chea** and loot his horn. **Arra'chea** /target is a kodo that patrols clockwise just to the right of TB. His original spawn point is at (49.19). If you can't find him in time, then it can be skipped.
- 07) Work your way to the very north of Mulgore (around 55.17) and do "Preparation for Ceremony": kill/loot the harpies (These harpies are in many camps north and NW of Mulgore).
- 08) Make sure "The Hunter's Way" along with "Wildmane Totem" are finished: kill/loot **Flatland Prowlers** & **Prairie Wolf Alphas** (mostly north of TB).
- 09) Go to the Lift (41.22) to go into TB. **NOTE:** If you are real far away from that, you can die on purpose to get right to the Lift.



Thunder Bluff

- 01) Go to the **Elder Rise** and accept "The Barrens Oases" (79.29).
- 02) Turn in (if you did it) "Rites of the Earthmother" (60.52).
- 03) Go to the **Hunter Rise** and turn in "The Hunter's Way" (62.81), accept "Sergra Darkthorn".
- 04) Turn in "Preparation for Ceremony" (38.59).



11-12 Mulgore

- 01) Hearth to **Bloodhoof Village**.
- 02) East a bit and turn in "Wildmane Totem" (49.60), accept "Wildmane Cleansing".
- 03) If you turned level 12, get your lvl 12 spells/abilities.
Remember to Choose Your Class At Top of Screen!!!
- 04) Grind your way north to (47.33) then die on purpose and res at spirit.
- 05) Go north a bit and do "Wildmane Cleansing": use the **Wildmane Cleansing Totem** quest item at the well (43.14).
- 06) Hearth or grind south to (47.38) and die on purpose to get back to **Bloodhoof Village**.
- 07) Turn in "Wildmane Cleansing" (49.60, #2 on map).
- 08) If you haven't got your lvl 12 spells/abilities yet then make sure you are lvl 12 (grind until you are) and get them at **Bloodhoof Village**. **Remember to Choose Your Class At Top of Screen!!!**



12 The Barrens

01) Run east into the **Barrens** and get the **Flight Path** in Camp Taurajo from the **Wind Rider Master** (44.59 in the Barrens).

02) In the middle of CT accept "Journey to the Crossroads" (45.59).

03) Follow the path north to the **Crossroads** (XRs) and turn in "The Barrens Oases" (south in XRs, 52.32), accept "The Forgotten Pools".

04) At **Sergra Darkthorn**, turn in "Sergra Darkthorn" (52.31), accept "Plainstrider Menace".

05) Go in the Inn and make XRs your new home (52.30).

06) Right outside the Inn on your right accept "Raptor Thieves" (52.30).

07) At the **orc** standing at the bottom of the watchtower, turn in "Journey to the Crossroads" (52.31), accept "Disrupt the Attacks" and "Supplies for the Crossroads".

08) Go up the watchtower next to you and accept "Harpy Raiders".

09) Drop down, and right next to the **Wind Rider Master** accept "Fungal Spores" and "Wharfmaster Dizzywig".

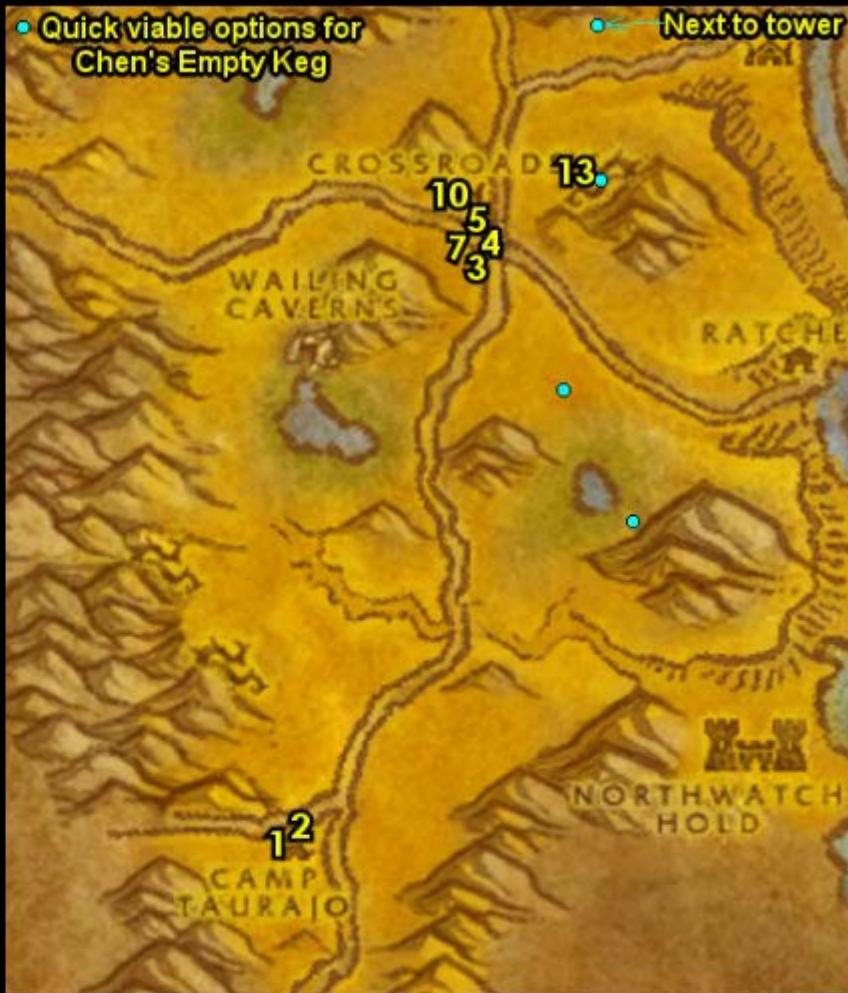
10) NW in XRs, accept "A Bundle of Hides" (51.29).

11) At the **Wind Rider Master** (51.30), turn in "A Bundle of Hides", SKIP "Ride to Thunderbluff" (for now).

12) While working on the following steps, also start working on "Plainstrider Menace" and "Raptor Thieves" by killing plainstriders and raptors all around the fields of the **Barrens**, but don't make it your main priority:

13) Go NE and do "Disrupt the Attacks": kill the needed **Razormane** mobs (all around 54.27). **ALSO:** Back in the Razormane camp is a barrel called **Chen's Empty Keg** (56.27), loot it and accept the **quest** from the **item** received.

14) Go back SW to XRs and at the **orc** standing at the bottom of the watchtower turn in "Disrupt the Attacks" (52.30, #7 on map). Accept "The Disruption Ends". Make sure you are repaired/resupplied.



1-6 DeathKnell (Tirisfal Glades)

First Pick the Class you are playing top left of screen!!!

- 01) Run up the stairs to exit the crypt and in front of you accept "Rude Awakening" (30.72).
- 02) Follow the path down the hill and go into the first building on the left (a church) and turn in "Rude Awakening" (31.66), accept "The Mindless Ones".

Remember to Choose Your Class At Top of Screen!!!

- 03) Go down the hill a bit (32.63) and do "The Mindless Ones": kill the needed zombies.
- 04) Once done, go back to the church (31.66, #2 on map) and turn in "The Mindless Ones". Accept and "Rattling the Rattlecages". Next to you accept "The Damned".

■ 05) Remember to Choose Your Class At Top of Screen!!!.

- 06) Do "The Damned" along with "Rattling the Rattlecages": kill **Rattlecage Skeletons** (in the village area) and kill/loot wolves and bats all around the outside of the village area.
- 07) Go back to the church and turn in "Rattling the Rattlecages" (31.66, #2 on map). Next to you, turn in "The Damned". Accept "Marla's Last Wish".

- 08) Right outside the church (32.66), accept "Night Web's Hollow" and "Scavenging Deathknell".

- 09) Do "Scavenging Deathknell": pick up the **Equipment Boxes** in and around the village buildings.

- 10) Go NW and do "Night Web's Hollow": kill the **Young Night Web Spiders** outside of the mine and the **Night Web Spiders** inside the mine.

- 11) Go east and do part of "Marla's Last Wish": kill/loot the zombie **Samuel Flippy** (37.62, [/target](#)).

- 12) Die on purpose (res at spirit), then next to you in the graveyard do the last part of "Marla's Last Wish": click on **Marla's Grave** (31.65).

- 13) Once everything is done, go back (32.66) and turn in "Scavenging Deathknell" and "Night Web's Hollow", accept "The Scarlet Crusade". Make sure you are repaired/resupplied.

- 14) In the church, turn in "Marla's Last Wish" (31.66, #2 on map).

- 15) Go east of the village (around 37.67) and do "The Scarlet Crusade": kill/loot the **Scarlet** humans.

- 16) Back west, turn in "The Scarlet Crusade" (32.66), accept "The Red Messenger". Make sure you are repaired/resupplied.

- 17) Go east and do "The Red Messenger": kill/loot **Meven Korgal** (37.69, [/target](#)). He is guarded by a few other mobs, but it can be soloed.

- 18) Back west, turn in "The Red Messenger" (32.66), accept "Vital Intelligence".

- 19) Follow the path NE out of **Deathknell** and accept "A Rogue's Deal" (38.57). The starting noob zone is complete.



6-10 Tirifal Glades

Remember to Choose Your Class At Top of Screen!!!

■ 01) Down the path at the intersection, accept "Fields of Grief" (41.54).

■ 02) Run east to Brill (58.51), grinding mobs along the way, and make sure you get to level 6 before you get there (for new spells/abilities). Along the way on the path accept "Gordo's Task" (from Gordo).

■ 03) Once at Brill, in front of the graveyard entrance, accept "A Putrid Task" (58.51, #2 on map).

■ 04) Go in the first house on your right and accept "A New Plague" (59.52). And just outside of the house pick up Apprentice Herbalist from the Herbalism Trainer. I recommend getting this for helping you find the Gloom Weed and Doom Weeds later in this zone.

■ 05) In front of the Town Hall building, turn in "Vital Intelligence" (61.52). Accept "At War with the Scarlet Crusade".

■ 06) Right behind this NPC, accept "Wanted: Maggot Eye" (from the Wanted! sign).

■ 07) Go in the Town Hall building right next to you and accept "Graverobbers".

■ 08) Go in the Inn and the first NPC you see (62.53) get Apprentice First Aid. At the Innkeeper turn in "A Rogue's Deal". Also make this Inn your new home for your Hearthstone (by talking to the Innkeeper). Make sure you are repaired/resupplied.

■ 09) In Brill's Inn, get your level 6 spells/abilities.

■ 10) Go just west of Brill and do "Gordo's Task" and "A Putrid Task": pick up Gloom Weed and kill/loot zombies. Also, start working on (but does not need to be completed yet) "A New Plague" (kill/loot darkhounds). TIPS: There is a merchant in the small house (53.56) that you can sell items to. Don't forget to turn Find Herbs on to spot the Gloom Weed on mini map.

■ 11) Once "Gordo's Task" and "A Putrid Task" are finished, go in front of the graveyard entrance and turn in "A Putrid Task" (58.51, #2 on map). Accept "The Mills Overrun".

■ 12) Go to the grave next to you (57.49) and turn in "Gordo's Task" (the NPC patrols around the grave), accept "Doom Weed".

■ 13) Go just north above Brill and do "Graverobbers" along with "Doom Weed": kill/loot the Rot Hide Graverobbers (around 55.42), and pickup Doom Weeds all around the area. You will find the Rot Hide Mongrels north at the farm (around 61.37). Keep the next step in mind:

■ 14) First make sure you are level 7, then do "Wanted: Maggot Eye": kill/loot Maggot Eye in the hut (59.31). TIPS: This can be hard to solo, make sure you are prepared and try to team up with some one if you can. If you cant do it then skip it or try later.

■ 15) On the east side of the path, finish "A New Plague": kill/loot Darkhounds (demon dogs).



07) Go in the **Town Hall** building right next to you and accept "Graverobbers".

08) Go in the Inn and the first **NPC** you see (62.53) get **Apprentice First Aid**. At the **Innkeeper** turn in "A Rogue's Deal". Also make this Inn your new home for your Hearthstone (by talking to the Innkeeper). Make sure you are repaired/resupplied.

09) In **Brill's Inn**, get your level 6 spells/abilities.

10) Go just west of **Brill** and do "Gordo's Task" and "A Putrid Task": pick up **Gloom Weed** and kill/loot **zombies**. Also, start working on (but does not need to be completed yet) "A New Plague" (kill/loot **darkhounds**). **TIPS:** There is a merchant in the small house (53.56) that you can sell items to. Don't forget to turn **Find Herbs** on to spot the **Gloom Weed** on mini map.

11) Once "Gordo's Task" and "A Putrid Task" are finished, go in front of the graveyard entrance and turn in "A Putrid Task" (58.51, #2 on map). Accept "The Mills Overrun".

12) Go to the grave next to you (57.49) and turn in "Gordo's Task" (the **NPC** patrols around the grave), accept "Doom Weed".

13) Go just north above **Brill** and do "Graverobbers" along with "Doom Weed": kill/loot the **Rot Hide Graverobbers** (around 55.42), and pickup **Doom Weeds** all around the area. You will find the **Rot Hide Mongrels** north at the farm (around 61.37). Keep the next step in mind:

14) First make sure you are level 7, then do "Wanted: Maggot Eye": kill/loot **Maggot Eye** in the hut (59.31). **TIPS:** This can be hard to solo, make sure you are prepared and try to team up with some one if you can. If you cant do it then skip it or try later.

15) On the east side of the path, finish "A New Plague": kill/loot **Darkhounds** (demon dogs).

01) Grind back to **Brill** and in the Inn, accept "Deaths in the Family" and "The Haunted Mills" (62.52). And go upstairs in the Inn and accept "The Chill of Death".

02) In front of the **Town Hall**, turn in (if you did it) "Wanted: Maggot Eye" (61.52).

03) Go in the **Town Hall** and turn in "Graverobbers". Accept "Forsaken Duties" (61.51).

04) In the small house (59.52), turn in "A New Plague", accept the next part. Make sure you are all repaired and resupplied.

05) Go to the grave and turn in "Doom Weed" (**NPC** patrols around 57.49).



NOTE: While doing this section start working on "The Chill of Death" by kill/looting **Duskbats** you see along the way:

- **01)** Go NW to **Agamand Mills** and do "The Mills Overrun" (kill/loot the skeletons around the mill) while also killing the named mobs for "Deaths in the Family" and "The Haunted Mills". Follow the steps below to kill the named mobs for these quests:
- **02)** Kill/loot **Devlin Agamand** /target, a skeleton warrior patrolling around the grassy area (47.41).
- **03)** Kill/loot **Nissa Agamand** /target, she is a ghost that patrols around in the house (50.36).
- **04)** Kill/loot **Gregor Agamand** /target, a ghoul that patrols around the windmill (46.30). His original spawn point is (47.29).
- **05)** Kill/loot **Thurman Agamand** /target, a zombie that patrols between the two windmills next to the cliff (around 44.34).
- **06)** Make sure "The Mills Overrun" is finished then go SW and do "Fields of Grief" and "At War with the Scarlet Crusade": pickup **Tirisfal Pumpkins** and kill/loot the **Scarlet Warriors**. You will find more **Scarlet Warriors** north and west of the farm.
- **07)** Go north to the beach (around 35.45) and do "A New Plague": kill/loot the murlocs.
- **08)** Hearth to **Brill** and next to you in the Inn turn in "Deaths in the Family" and "The Haunted Mills", accept "Speak with Sevren". **NOTE:** While doing the **Agamand** quests, you may have received an item called **A Letter to Yvette**, accept "A Letter Undelivered" from it, then turn it in the Inn.
- **09)** Make sure you are repaired/resupplied. Also get your level 8 spells/abilities. **Remember to Choose Your Class At Top of Screen!!!**
- **10)** Leave the Inn and in front of the **Town Hall**, turn in "At War with the Scarlet Crusade" (61.52), accept the next part. Also next to you accept "Proof of Demise".
- **11)** In the **Town Hall** turn in "Speak with Sevren" (61.51), accept "The Family Crypt".
- **12)** In the small house (59.52), turn in "Fields of Grief" and "A New Plague", accept the next part to both of these quests.
- **13)** At the graveyard entrance, turn in "The Mills Overrun" (58.52).
- **14)** If you finished "The Chill of Death", go to the **Trade Supplies** vendor (under the red tent 61.52) and purchase a **Coarse Thread**, then go upstairs in the Inn and turn in "The Chill of Death" (but it doesn't need to be completed now).
- **15)** Go downstairs in the Inn and turn in "Fields of Grief" (62.51).
- **16)** **Remember to Choose Your Class At Top of Screen!!!**



10-12 Tirifal Glades

■ 01) In front of the **Town Hall**, turn in "At War with the Scarlet Crusade" (61.52), accept the next **part**. Also turn in next to you (if it is done) "Proof of Demise". Make sure you are repaired/resupplied.

■ 02) If you are still working on "The Chill of Death", then go to the **Trade Supplies** vendor (under the red tent 61.52) and purchase a **Coarse Thread** (remember not to sell this!).

■ 03) Go SE to the small camp along the main path and turn in "Forsaken Duties" (66.60), accept "Return to the Magistrate" and "Rear Guard Patrol".

■ 04) Go east to **Balnir Farmstead** (around 76.61) and do "Rear Guard Patrol": kill the zombies and spirits around the farm.

■ 05) Go NE a bit and do "At War with the Scarlet Crusade": kill 5 **Scarlet Friars**, and kill **Captain Vachon** (in the watchtower 79.56).

NOTE: "Proof of Demise" does not need to be completed now.

■ 06) Go east and do "A New Plague": kill/loot the spiders (around 84.54). Also, make sure you have all 5 of the **Duskbat Pelts** for "The Chill of Death".

■ 08) In front of the **Town Hall**, turn in "Proof of Demise" (if it is done), and next to you "At War with the Scarlet Crusade", accept the next **part**.

■ 01) In the small house (60.52), turn in "A New Plague", accept the next **part**. Also accept "Delivery to Silverpine Forest". Make sure you are repaired/resupplied.

■ 02) Above **Agamand Mills**, go down in the crypt (entrance at 52.26) and do "The Family Crypt": kill the zombies and ghosts, and kill/loot **Captain Dargol**, he is at the very bottom of the crypt. NOTE: This quest is not easy, but every class should be able to solo it at level 11 with good skill.

■ 03) Die on purpose and res at the spirit, then go in the **Town Hall** (61.51) and turn in "The Family Crypt" and "Return to the Magistrate".

■ 04) Go in the basement of the Inn and turn in "A New Plague". Make sure you are repaired/resupplied.

■ 05) Do "At War with the Scarlet Crusade": kill **Captain Melrache** and his two bodyguards in the watchtower (79.25). Also make sure "Proof of Demise" is now finished.

■ 06) Hearth, or run back to **Brill** and in front of the **Town Hall**, turn in "At War with the Scarlet Crusade" (61.52) and (if you still need to) "Proof of Demise".

■ 07) At the **First Aid Trainer** (62.53) just in the entrance of the Inn, learn **Heavy Linen Bandage** (skill 40), and if possible **Journeyman First Aid** (skill 50).

■ 09) Make sure you are level 12, grind on any mobs around **Brill** until you are. Then go in **Brill's Inn** and get your level 12 spells/abilities.



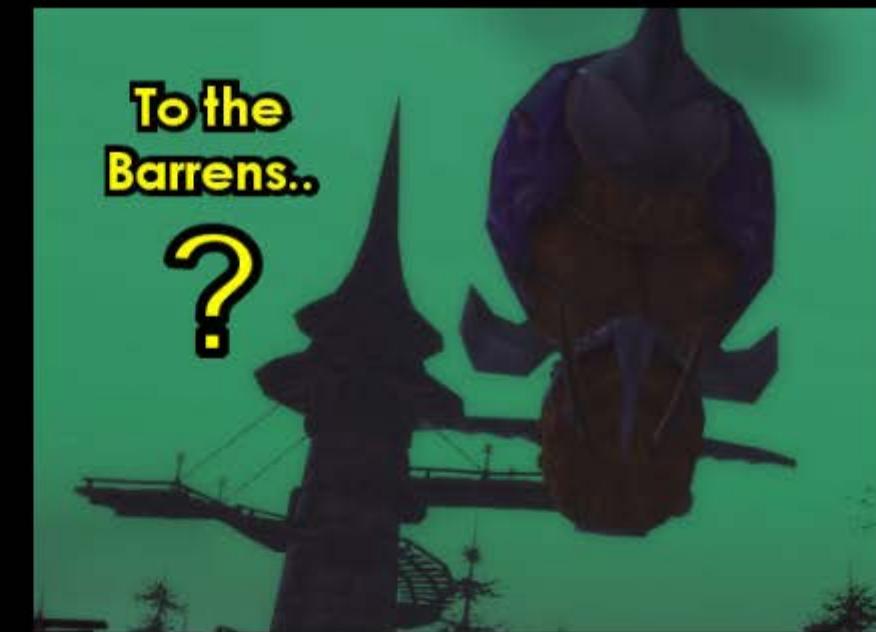
Levels 12+ Options

Now you have two options on where to go. You can go to **The Barrens**, or you can go to **Silverpine Forest** (next section below). Overall I recommend doing Silverpine Forest first as it will allow you to not need to do the 19-20 grind later on. Silverpine will also make the Barrens a bit easier with some quests such as the harpy quests and the Grimgotem quests at Stonetalon.

If you decide to go to **The Barrens** right away, then abandon "[Delivery to Silverpine Forest](#)" and follow the steps in this section to get to **The Barrens**. Otherwise, skip to the **Silverpine Forest 12-15** section below.

To The Barrens Only:

- 01) Get on the Zeppelin to go to **Orgrimmar** (61.59 in Tirfal Glades). **NOTE:** There are two Zeppelins, the eastern one takes you to **Stranglethorn Vale** and the western one to **Orgrimmar**.
- 02) Once in **Orgrimmar**, get the **Flight Path** from the **Wind Rider Master** (up at 45.64).
- 03) Leave **Orgrimmar** (south) and run to **Razor Hill** and on the west side of the town, accept "Conscript of the Horde" (51.44 in Durotar).
- 04) Then go to the [Levels 15 Barrens \(Undead\)](#) section down below in this guide.



Silverpine Forest 12-15

- 01) Head south on the main path to enter **Silverpine Forest** (54.76 in Tirfal Glades).
- 02) Just to your right off the main path at **Malden's Orchard**, in the small house (56.9), accept and do the escort "Escorting Erland" by escorting **Deathstalker Erland** SW a bit to **The Ivar Patch**. Then turn it in from the **NPC** (53.13) in front of the big house and accept "The Deathstalkers' Report". Do NOT accept "Wild Hearts" yet.
- 03) Die on purpose and res at spirit to get to **The Sepulcher**. **NOTE:** Save any **Discolored Worg Hearts** you may have.
- 04) At the **Innkeeper** just outside of the crypt/Inn (43.41), make **The Sepulcher** your new home.
- 05) Go down in the Inn/crypt and turn in "The Deathstalkers' Report" (down at 43.41), accept "Speak with Renferrel". Also accept "Lost Deathstalkers" and "The Dead Fields".
- 06) Exit the crypt and make a sharp left to the **NPC** (43.41) under the canopy and turn in "Delivery to Silverpine Forest" and "Speak with Renferrel", SKIP "Zinge's Delivery" (for now). Also accept "A Recipe For Death".
- 07) At the largest tombstone in the graveyard, accept "Border Crossings" (44.41).
- 08) Just north from the **NPC** in purple, accept "Prove Your Worth" (44.40). Make sure you are repaired/resupplied.



01) As you do the following steps also start working on part of "A Recipe For Death" by kill/looting any bears you see along the way:

02) Work your way north and east of the main path around **Valgan's Field** (around 52.25) do "Prove Your Worth": kill 5 **Moonrage Whitescalps** (worgen).

03) Work your way north to **The Ivar Patch** and from the **NPC** (53.13) in front of the big house, turn in "Lost Deathstalkers". Also accept "Wild Hearts".

04) Around the immediate area do "Wild Hearts": kill/loot worgs.

05) Grind south to **The Dead Fields** and do "The Dead Fields": keep killing the gnolls until **Nightlash** /target spawns in the middle of the field (45.21), then kill/loot her.

06) Grind west to **The Skittering Dark** (watch out for the **lvl 24 elite**) and do part of "A Recipe For Death": kill/loot the spiders (in and outside of the cave, 36.14, #1 on map). Keep the next step in mind:

07) You can get resupplied from the **Fisherman** (33.18) by the shore. Be careful not to sell your **Discolored Worg Hearts**!

08) Finish "A Recipe For Death" by kill/looting the rest of bears you need. You can find a lot of **Giant Grizzled Bears** around where you are at and **Ferocious Grizzled Bears** a bit more east. #1 on map.

09) Die on purpose to get to **The Sepulcher**.

10) Down in the crypt/inn turn in "The Dead Fields" (43.41), accept "The Decrepit Ferry".

11) Exit the crypt and make a sharp left to the **NPC** (43.41) under the canopy and turn in "Wild Hearts", accept "Return to Quinn".

12) Just north from the **NPC** in purple, turn in "Prove Your Worth" (44.40), accept "Arugal's Folly". Make sure you are repaired/resupplied.



01) Go east to the shore and click on the **Corpse Laden Boat** (58.35) to turn in "The Decrepit Ferry", accept "Rot Hide Clues".

02) Go north to **Valgan's Field** and do "Arugal's Folly": upstairs in the big house, loot the **Dusty Spellbooks** (53.29) on the ground.

03) Go north to **The Ivar Patch** and upstairs in the big house, turn in "Return to Quinn" (53.13).

04) Just outside the house, accept "Ivar the Foul" (53.13).

05) Go in the barn next to you and do "Ivar the Foul": kill/loot **Ivar the Foul** (51.14). Be careful there is a few other mobs around this ghoul.

06) Go back to **Rane** in front of the big house and turn in "Ivar the Foul" (53.13, #3 on map).

07) Die on purpose to get to **The Sepulcher**.

08) Down in the crypt/inn, turn in "Rot Hide Clues" (43.41), SKIP "Rot Hide Ichor".

09) Exit the crypt, and just north from the **NPC** in purple, turn in "Arugal's Folly" (44.40), accept the next part. Make sure you are repaired/resupplied.

10) Go east to **Deep Elem Mine** (around 56.46) and do "Arugal's Folly": kill/loot **Moonrage Glutton** and **Darksoul** (worgen). You will find more **Darksouls** in the mine.

11) Go SW to the small Dalaran camp and click on the **Dalaran Crate** (next to a canopy, 50.60) to turn in "Border Crossings", accept "Maps and Runes".

12) Die on purpose to get to **The Sepulcher**.



■ 01) At **The Sepulcher**, outside at the largest tombstone in the graveyard, turn in "Maps and Runes" (44.41), accept "Dalar's Analysis".

■ 02) Just north from the **NPC** in purple, turn in "Arugal's Folly" (44.40), accept the next **part**. And turn in "Dalar's Analysis", accept "Dalaran's Intentions". Make sure you are repaired/resupplied.

■ 03) back at the largest tombstone in the graveyard, turn in "Dalaran's Intentions" (44.41), accept "Ambermill Investigations".

■ 04) Go SE back to **Deep Elem Mine** and do "Arugal's Folly": enter the mine (entrance at 57.46) and at the end of the mine kill/loot **Grimson the Pale**.

■ 05) Go south to **Ambermill** (around 56.63) and do "Ambermill Investigations": kill/loot the **Dalaran Protectors**, **Mages** and **Conjurors** for the 8 **pendants**.

■ 06) Die on purpose to get to **The Sepulcher**.

■ 07) Once at **The Sepulcher**, next to the Inn/crypt/mailbox, accept "Supplying the Sepulcher" (43.42).

■ 08) Next to the crypt/inn, from the **NPC** (43.41) under the canopy, accept "Zinge's Delivery".

■ 09) At the largest tombstone in the graveyard, turn in "Ambermill Investigations" (44.41), SKIP "The Weaver".

■ 10) Just north from the **NPC** in purple, turn in "Arugal's Folly" (44.40, #2 on map), SKIP the next **part**. Make sure you are repaired/resupplied.

■ 11) SE in town from the **Bat Handler** (46.43), turn in "Supplying the Sepulcher", accept "Ride to the Undercity". Then take a bat ride to **Undercity, Tirifal**.



■ 01) When you land at the UC, go across the room in the **Trade Quarter** and turn in "Ride to the Undercity" (61.42), accept "Michael Garrett".

■ 02) Go to the **Bat Handler** (63.48) and turn in "Michael Garrett", accept "Return to Podrig". Skip the ride for now.

■ 03) Go SW down in **The Apothecarium** and turn in "A Recipe For Death" (49.69), SKIP the next part.

■ 04) Next to you in the room, turn in "Zinge's Delivery" (50.68), accept "Sample for Helbrim".

■ 05) Hearth to **The Sepulcher**.

■ 06) Next to the crypt/Inn/mailbox, turn in "Return to Podrig" (43.42 in **Silverpine Forest**).

■ 07) SE at the **Bat Handler** (46.43), take a bat ride to **Undercity, Tirfal**.

■ 08) Once at the UC, exit it and head north to the Zeppelin to go to **Orgrimmar** (61.59 in Tirfal Glades). **NOTE:** There are two Zeppelins, the eastern one takes you to **Stranglethorn Vale** and the western one to **Orgrimmar**.

■ 09) Once in **Orgrimmar**, get the **Flight Path** from the **Wind Rider Master** (up at 45.64).

■ 10) Leave **Orgrimmar** (south) and run to **Razor Hill** (in Durotar) to get new spells/abilities. You can also upgrade **First Aid** if you need to in the Barracks from the **First Aid Trainer** (54.42).

■ 11) At the west entrance of **Razor Hill** accept "Conscript of the Horde" (51.44).

■ 12) Head west on the main path to enter **The Barrens..**



Levels 15 Barrens (Undead)

- 01) Just over the bridge, next to the path, turn in "Conscript of the Horde" (62.19 in the Barrens), accept "Crossroads Conscription".
- 02) Go SW to XRs and in the Inn, make XRs your new home from the **Innkeeper** (52.30).
- 03) Right outside the Inn on your right accept "Raptor Thieves" (52.30).
- 04) At the **orc** standing at the bottom of the watchtower accept "Disrupt the Attacks" (52.31), and "Supplies for the Crossroads".
- 05) Go up the watchtower next to you and accept "Harpy Raiders".
- 06) Drop down and get the FP from the **Wind Rider Master** (51.30).
- 07) Right next to you under the red canopy, turn in (if you have it) "Sample for Helbrim". Also accept "Fungal Spores" and "Wharfmaster Dizzywig".
- 08) At **Sergra Darkthorn**, turn in "Crossroads Conscription" (52.31). Accept "Plainstrider Menace".
- 09) Go south in XRs and accept "The Forgotten Pools" (52.32). Then next to you, get repaired/resupplied from the **Clothier**.
- 10) While working on the following steps, also start working on "Plainstrider Menace" and "Raptor Thieves" by killing plainstriders and raptors all around the fields of the **Barrens**, but don't make it your main priority:
- 11) Go NE and do "Disrupt the Attacks": kill the needed **Razormane** mobs (all around 54.27). **ALSO:** Back in the Razormane camp there is a barrel called **Chen's Empty Keg** (56.27), loot it and accept the **quest** from the **item** received.
- 12) Go back SW to the XRs and at the **orc** standing at the bottom of the watchtower, turn in "Disrupt the Attacks" (52.30, #4 on map). Accept "The Disruption Ends". Make sure you are repaired/resupplied.



NOTE: As you continue on in **The Barrens**, you might be a few levels above what the guide indicates, but that is ok, simply follow **The Barrens** guide entirely (whether you did the Silverpine section or not).

First Pick the Class you are playing top left of screen!!!

■ 01) Go back to the other Razormane camps up NE (around 57.25) and do "The Disruption Ends" and "Supplies for the Crossroads": kill the needed **Razormane** mobs and loot a **Crossroads' Supply Crates** (there are multiple locations of these crates). **Kreenig Snarlsnout** is at (59.27, /target).

■ 02) Once done, go SE to **Ratchet** and accept "Raptor Horns" (next to Ratchet's bank, 62.38).

■ 03) At the **WANTED** sign next to the bank, accept "WANTED: **Baron Longshore**" (63.38).

■ 04) Go to the **Flight Master** (63.37) to get the FP, then next to you accept "Samophlange". **NOTE:** To free up bag space you can destroy the **Control Console Operating Manual** as it is not needed.

■ 05) Go in the engineering building and accept "Southsea Freebooters" (63.36).

■ 06) Go to the **goblin** on the docks and turn in "Wharfmaster Dizzywig" (63.39). Accept "Miner's Fortune".

■ 07) Turn in "Chen's Empty Keg" (male orc next to the **Plate-n-Chain** hut, 62.38), accept the next part. Also focus on doing this quest while throughout **The Barrens** by kill/looting cats, plainstriders and Thunderlizards...

■ 08) Right outside of the **Ratchet** Inn, accept "The Guns of Northwatch" (up at 62.39). **NOTE:** At the **Ratchet** Inn you can buy **Longjaw Mud Snapper** food for really cheap. Make sure you are repaired/resupplied.

■ 09) Follow the path south of **Ratchet** to **The Merchant Coast** and do "Southsea Freebooters" along with "WANTED: Baron Longshore": kill the needed **Southsea** pirates and kill/loot **Baron Longshore** /target, he has 3 possible spawns at the southern most tents (starting at 64.47).

■ 10) Go back to **Ratchet**, and in the engineering building turn in "Southsea Freebooters" (accept "The Missing Shipment") and "WANTED: Baron Longshore" (63.36).

■ 11) Go to the **goblin** at the docks and turn in "The Missing Shipment" (63.39, #6 on map), accept the next part.

■ 12) Go back in the engineering building and turn in "The Missing Shipment" (63.36), accept "Stolen Booty".



■ 01) South of Ratchet again at **The Merchant Coast**, do "Stolen Booty": loot the **Fragile - Do Not Drop** box for the Lens (64.49). For the boots, see next step:

■ 02) Go SW a bit to the other small pirate camp and loot **Drizzlik's Emporium** box for the boots (63.50).

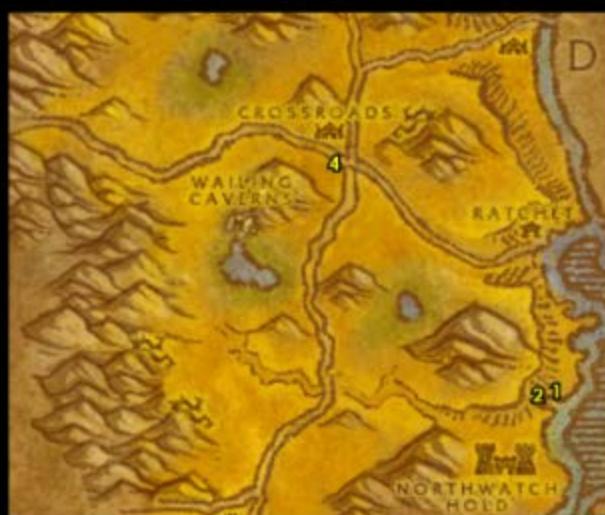
■ 03) Hearth to XRs.

■ 04) Go to the **orc** at the bottom of the watchtower and turn in "The Disruption Ends" and "Supplies for the Crossroads" (52.31).

■ 05) Turn in (if you haven't yet) "Plainstrider Menace" (it should be done by now) (52.31), accept "The Zhevra". **NOTES:** If "Plainstrider Menace" is not done yet, you can find a lot of Plainstriders just around the outskirts of the XRs. Also make sure you are level 14 before continuing.

■ 06) South in XRs, accept "Consumed by Hatred" and "Lost in Battle" (52.32).

■ 07) At this point, I make sure I have 3/4 six slot bags, if I don't, I buy them at the **bag vendor** (**target**) (the southern most vendor in XRs, 52.32). Make sure you are repaired/resupplied.



■ 01) Go west of XRs (grinding on zhevra, plainstriders and raptors along the way), to the **orc** in the burrow and accept "Kolkar Leaders" and "Centaur Bracers" (45.28).

■ 02) While focusing on the following quests, also kill any Plainstriders, Centaur, Raptors and Zhevra along the way, but don't make them your main focus...

■ 03) Grind your way to **The Forgotten Pools** and do "The Forgotten Pools": discover the fissure under the water (45.23). Also start working on (or finish?) "Fungal Spores": loot the **Laden Mushrooms** around **The Forgotten Pools**. **ALTERNATE ROUTE**

CHOICE: Some classes can get away without needing to get all the shrooms for "Fungal Spores" right now, or for other classes that can get away without needing to go to TB at lvl 16 for new spells/abilities and wait to lvl 20 to get them instead. This choice dramatically changes the route below for the 16-20 sections. Speedlevelers may want to skip going to TB at 16 and get their spells/abilities instead at lvl 20 to save travel time. With all that being said, choose your route:

Choose Your Route: **Fungal Spores Complete / TB at 16**



■ 04) Do "Kolkar Leaders": grind your way to **Barak Kodobane** (43.24, **target**), and kill/loot him. **NOTE:** "Centaur Bracers" does not need to be completed now.

■ 05) Go NW to **The Dry Hills** and do "Harpy Raiders": kill/loot the harpies (around 41.19). Watch out there is an **Elite** (**target**) that wanders around in the area.

■ 06) Grind your way west (at 35.28 in the Barrens) and accept "Goblin Invaders" and "Avenge My Village".

15-16 Stonetalon Mountains

- 01) Go west into **Stonetalon Mountains** and do "Avenge My Village": kill the needed **Grimtotem** taurens (around 81.90). **TIP:** Kill the **Grimtotem Sorcerers** first as they do a lot of damage.
- 02) Once done, go back and turn in "Avenge My Village" (35.28), accept "Kill Grundig Darkcloud".
- 03) Go back into **Stonetalon**, to the path that goes up into **Grimtotem post** (starting at 76.89).
- 04) Do "Kill Grundig Darkcloud": kill 6 **Grimtotem Brutes** and also kill **Grundig Darkcloud** /target, he is standing on the steps outside the hut (74.86).
- 05) Accept and do the escort quest there ("Protect Kaya" 73.85 in the hut). **TIPS:** Make bandages during the escort. When reaching down to **Camp Aparaje**, kill the **Ruffian** behind the big totem before the final fight starts. Try to keep aggro off of **Kaya Flathoof**, as she has low HP. Kill the Sorcerer first that pops out during the one battle you have to fight. If it's too hard for you, skip it.
- 06) Once done, go back and turn in (if you did it) "Protect Kaya" (at 35.28 in the Barrens, #2 on map), accept "Kaya's Alive". Also turn in "Kill Grundig Darkcloud".



16-20 Barrens

- 01) Grind your way to the **orc** in the burrow and turn in "Kolkar Leaders" (45.28). Accept "Verog the Dervish". Also turn in (if it's done) "Centaur Bracers" if not don't worry.
- 02) At this point, make sure "The Zhevra" is finished, kill/loot Zhevra while you work your way to the XRs...
- 03) Go to XRs and turn in all quests and accept new ones: Turn in "Fungal Spores" (next to **Wind Rider Master**, 51.30). Wait a few seconds then accept "Apothecary Zamah".
- 04) Go up in the watchtower and turn in "Harpy Raiders" (52.31), accept "Harpy Lieutenants".
- 05) If you finished "Raptor Thieves", turn it in next to the Inn (52.30), accept "Stolen Silver". If not, don't worry, I will mention when it needs to be finished.
- 06) At Sergra Darkthorn turn in "The Zhevra" (52.31), accept "Prowlers of the Barrens".
- 07) South in XRs, turn in "The Forgotten Pools" (52.32), accept "The Stagnant Oasis". Then next to you, get repaired/resupplied from the **Clothier**.
- 08) Grind your way down south (to 49.50) and do "Lost in Battle" (Manrik's Wife): She's laying dead by the hut, west of the bridge. Simply examine the **Beaten Corpse**. Also as you work your way down south, grind on mobs and make sure you are at least 800xp from level 16.
- 09) Go south to **Camp Taurajo** (CT) and accept "Tribes at War" (quilboar in the cage at 44.59). **NON TAURENS:** get the FP there next to you from the **Wind Rider Master**.
- 10) Follow the path west into **Mulgore** and as you enter on your right, die on purpose, then res at spirit. If you are a Tauren, just fly to **Thunder Bluff**, **Mulgore** and skip to the TB section below.
- 11) Follow the path north and then get on a Lift (at 36.30 in Mulgore) to go into **Thunder Bluff**.



Thunder Bluff

- 01) Once in Thunder Bluff (TB), go to the **weapon master** (41.63) and get new weapon possibilities.
- 02) Go to the **Pools of Vision** cave underneath **The Spirit Rise** (entrance is 30.30) and turn in "**Apothecary Zamah**".
- 03) Above you on **The Spirit Rise**, upgrade **First Aid** from the **First Aid Trainer** (30.21).
- 04) **NON TAURENS:** Go up to the top of the tower in the middle of TB and get the FP there from the **Wind Rider Master** (47.50).
- **GET NEW ABILITIES)** Go to your class trainer to get new spells/abilities.
- 05) Hearth back to XRs. Make sure you are upgraded to lvl 15 food/water!



- 01) Go south in XRs and turn in "**Lost in Battle**" (52.32).
- 02) Go NW of XRs and do "**Prowlers of the Barrens**" along with "**Raptor Thieves**" (if you still need to): kill/loot raptors and **Savannah Prowlers** starting at (42.29), then work your way up north. Look for the green grassy areas for the Prowlers. Work your way to the next step:
- 03) Go up north to **The Dry Hills** (harpy camp) and do "**Harpy Lieutenants**" (around 40.17): kill/loot the **Witchwing Slayers** (they are the only ones that drop the **rings**). Watch out there is an **Elite /target** that wanders around in the area.
- 04) Grind east and you can get repaired/resupplied from **Vrang Wildgore** next to the hut (at 44.12).
- 05) Grind your way east and do "**Samophlange**" (52.12): clear the **Venture Co.** mobs out of the area, then click on the **Control Console** to turn in the quest and accept the next **part**. Do the next **part** by clicking on the 3 Valves around the research facility. Then click on the **Control Console** to turn it in and accept the next **part**. (See Video of whole quest chain) See next step:
- 06) Go NE a bit and do the next part of "**Samophlange**": kill/loot **Tinkerer Snuggles** (in the hut, 53.10).
- 07) Go back to the research facility's **Control Console** to turn in "**Samophlange**" (52.12, #5 on map), accept the next **part**.
- 08) Go NE to **The Sludge Fen** at **Wizziecrank's Shredder** (56.7) and accept "**Ignition**". **NOTE:** This shredder may currently be in an escort, if this is the case keep grinding on mobs until the escort completes then accept this.
- 09) Go up to the top of the building in the middle of the pond and do "**Ignition**": kill/loot **Supervisor Lugwizzle /target** (he patrols around at the top, around 56.8).
- 10) Go back down to **Wizziecrank's Shredder** (56.7, #8 on map) and turn in (as long as he is currently not in an escort) "**Ignition**". Then accept and do the escort "**The Escape**" by escorting the shredder out of **The Sludge Fen**. (See video on how I do Ignition and Escape)
- 11) Go NE to **Boulder Lode Mine** and do "**Miner's Fortune**" (61.5): kill/loot the mobs there until the **Cats Eye Emerald** drops. **NOTE:** The mobs outside of the mine can drop the emerald as well (it's a low drop rate).



- 01) NON TAURENS:** Grind your way south to the watchtower and turn in (if you have it) "The Demon Seed" (62.20).
- 02)** Continue south to **Ratchet** and in the engineering building turn in "Stolen Booty" (63.37).
- 03)** Near the **Flight Master** (63.37), turn in "The Escape" and "Samophlange". Accept "Ziz Fizziks" and "Wenikee Boltbucket".
- 04)** At the **goblin** at the docks, turn in "Miner's Fortune" (63.39).
- 05)** By the **Bank** (62.37) accept "Deepmoss Spider Eggs". And turn in (if it is complete) "Raptor Horns". Then in the hut next to you, make sure you are repaired/resupplied.
- 06)** Turn in (if it's done) "Chen's Empty Keg" (male orc next to the **Plate-n-Chain** hut, 62.38), accept the next part. If it's not done yet, don't worry.
- 07)** Go west of **Ratchet**, and do "The Stagnant Oasis": click on the **Bubbling Fissure** down in the lake (56.43). Also continue working on "Fungal Spores" (if you still need to): loot **Laden Mushrooms** around the lake (and it doesn't need to be completed now).
- 08)** Go west a bit and do "Verog the Dervish": by kill/looting **Verog the Dervish** (spawns at 53.42, *target*). **NOTE:** Verog spawns in randomly when a centaur has been killed around the area, and there will be a **yell** notice to let you know he spawns in. Also, make sure "Centaur Bracers" is finished.
- 09)** Go to XRs and turn in "The Stagnant Oasis" (south in XRs, 52.32), accept "Altered Beings". **NOTE:** If the **Dried Seeds** is still in your bags, you can destroy it, as it now has no use.
- 10)** At **Sergra Darkthorn** turn in "Prowlers of the Barrens" (52.31), accept "Echeyakee".
- 11)** Next to the Inn, turn in (if it's complete) "Raptor Thieves" (52.30), accept "Stolen Silver".
- 12)** At the bottom of the watchtower, accept "Report to Kadrank" (52.31).
- 13)** Go up the watchtower and turn in "Harpy Lieutenants", accept "Serena Bloodfeather".
- 13b)** Drop down and turn in (If it's complete) "Fungal Spores" (next to **Flight Master**, 51.30). SKIP (if it's available) "Apothecary Zamah" (for now).
- 14)** Get repaired/resupplied NW in XRs at the Forge/blacksmith area (51.29).



■ 01) Go west from XRs to the [orc](#) at the burrow and turn in "Verog the Dervish" and (if you still need to) "Centaur Bracers" (45.28), accept "Hezrul Bloodmark".

■ 02) Grind your way north to **The Dry Hills** (harpy camp) and do "Serena Bloodfeather": far back in the camp, kill/loot [Serena Bloodfeather](#) (39.12, [/target](#)).

■ 03) Go east (grind mobs along the way) and do "Echeyakee": use your [Horn of Echeyakee](#) quest item at the kodo bones (55.17), then kill/loot [Echeyakee](#) [/target](#) (See Video). Also make sure "Raptor Thieves" is finished now (kill/loot raptors).

■ 04) Hearth to XRs. Get resupplied in the Inn.

■ 05) At [Sergra Darkthorn](#), turn in "Echeyakee" (52.31), accept "The Angry Scytheclaws".

■ 06) Next to the Inn, turn in (if you still need to) "Raptor Thieves" (52.30), accept "Stolen Silver".

■ 07) Go to the top of the watchtower and turn in "Serena Bloodfeather" (52.31). Accept "Letter to Jin'Zil".

■ 08) Go SW to **The Lushwater Oasis** and do "Altered Beings" along with "Hezrul Bloodmark": kill/loot the [Oasis Snapjaw](#) (turtles) in and around the lake (55.42). Also kill/loot [Hezrul Bloodmark](#) [/target](#), he patrols clockwise around the lake. **TIPS:** Try to avoid the gray lvl mobs. If you can't find Hezrul in time, the quest can be skipped. Also finish "Fungal Spores" (if you still need to): loot [Laden Mushrooms](#) around the lake.

■ 09) Go SE to the **Raptor Grounds** and do "Stolen Silver" along with (if you still need to) "Raptor Horns": kill/loot raptors and loot the [Stolen Silver](#) chest (58.54). (See Video)

■ 10) Go NW and do "The Angry Scytheclaws" (around 52.46): kill/loot raptors for [Sunscale Feathers](#), then use them at the 3 Raptor nests. Make sure "Raptor Horns" is complete now as well.



01) Go south (around 50.53) and see if a lvl 22 gray kodo named **Lakota'mani** (`/target`) is there and kill/loot him. He might also be on the left side of the main path (around 47.51). He drops **Hoof of Lakota'mani** which starts "Lakota'mani", accept it if you can spot him soon. Keep the next step in mind:

02) Just west of you at **Agama'gor** do "Tribes at War" along with "Consumed by Hatred" (around 43.46): kill/loot the **Bristlebacks** (Quilboar). The **Geomancers** are north in the area, **Thornweavers** are in the middle and **Water Seekers** are south. If you go to the area east of the main path they are evenly spaced out there.

03) Go to **Camp Taurajo** and accept "Weapons of Choice" (by the Forge, 45.57). Get resupplied while in town. **NOTE:** Don't sell your **Blood Shards** to a vendor.

04) Turn in (if you have it) "Lakota'mani" (45.59). **NOTE:** If you hit level 20 before leaving CT, then accept "Melor Sends Word" from this NPC.

05) Go to the quilboar in the cage and turn in "Tribes at War" (45.59). Accept "Blood Shards of Agamaggan" and then talk to the NPC to turn it in. Then accept "Betrayal from Within" **NOTE:** You can turn in **Blood Shards** for ability boosts here. You can turn in multiple and they will stack. Save **Blood Shards** for later (I recommend storing them in the mailbox and use some for the next step).

06) At this point, make sure you are at least 5 bars away from level 20. If you aren't then I recommend grinding on **Bristlebacks** (Quilboar) to obtain **Wool Cloth** so you can get skill 115 for **Heavy Wool Bandage** sooner. You can also grind on beasts around where **Lakota'mani** is at (47.51, #1 on map). You can use some **Blood Shards** to help the grind. **NOTE:** Instead of the grinding, you could get a 5 man group and do the **Wailing Caverns** instance (46.36).

07) From CT, fly to XRs (or run there if you are close by).



01) Next to XR's Inn, turn in "Stolen Silver" (52.30).

02) At Sergra Darkthorn turn in "The Angry Scythesclaws" (52.31), accept "Jorn Skyseer".

03) South in XR's, turn in "Consumed by Hatred" and "Lost in Battle" (52.32).

04) Across the path, turn in "Altered Beings" (52.32). Make sure you are level 20 now and repaired/resupplied next to you at the Clothier.

05) Go to the **Wind Rider Master** (52.30) and fly to **Thunder Bluff, Mulgore**.

06) At the **Wind Rider Master** next to you, fly to **Camp Taurajo, The Barrens**.

07) At CT, turn in "Jorn Skyseer" (45.59), accept "Ishamuhale". Also accept "Melor Sends Word".

08) Follow the path west into **Mulgore** and as you enter on your right, die on purpose, then res at spirit. If you are a Tauren, just fly to **Thunder Bluff, Mulgore** and skip to the TB section below.

09) Follow the path north and then get on a Lift (at 36.30 in Mulgore) to go into **Thunder Bluff**.



01) As you do the following steps in TB keep an eye out for **Bluff Runner Windstrider** /target and accept "The Ashenvale Hunt" from him. He patrols around TB, see patrol path on map:

02) Turn in (if you have it) "Melor Sends Word" (on **The Hunter's Rise**, 62.81), then accept "Steelsnap".

03) Go to your class trainer to get new spells/abilities.

04) Make sure "The Ashenvale Hunt" is accepted from **Bluff Runner Windstrider** /target . He patrols around TB, see patrol path (#1 on map). PLEASE REPORT TO ME if "The Ashenvale Hunt" quest is needed to be turned in first at Ashenvale in order to open the 3 quest items from the named mobs in Ashenvale. You would do this by going to Ashenvale later at lvl 26 without getting this quest first! Thanks!

05) Above **The Spirit Rise**, upgrade **First Aid** from the **First Aid Trainer** (30.21). NOTE: You need skill 80 for **Wool Bandage** and skill 115 for **Heavy Wool Bandage**.

06) Hearth back to XRs.



01) Go to XR's **Wind Rider Master** (52.30) and fly to **Ratchet** (east of XRs).

02) By **Ratchet's Bank**, turn in (if you still need to) "Raptor Horns" (62.37). Accept (if you haven't yet) "Deepmoss Spider Eggs".

03) Turn in (if you still need to) "Chen's Empty Keg" (male orc next to the **Plate-n-Chain** hut, 62.38), accept the next part.

04) Go south of **Ratchet** and do "The Guns of Northwatch": kill/loot the mobs at **Northwatch Hold** (entrance is at 60.55), and kill the 3 named mobs, listed below:

05) Go up in the tower (62.55) and kill **Captain Fairmount** /target . NOTE: SKIP the escort quest at the bottom of the tower (not worth xp/time).

06) Go up to the other tower (63.57) and at the top kill **Cannoneer Smythe**.

07) Go over to the top of the last tower (60.55) and kill **Cannoneer Whessian**.

08) Hearth to XRs. Or if Hearthstone is still on a cooldown, die on purpose and then turn in "The Guns of Northwatch" (up at 62.39) then fly to XRs (**Flight Master** is at 63.37 in Ratchet). Make sure you are repaired/resupplied.

09) Go west from the XR's to the orc in the burrow and turn in (if you did it) "Hezrul Bloodmark". NOTE: SKIP "Counterattack!" (requires group and can fail or take to long for xp/time).



20-21 Stonetalon Mountains

First Pick the Class you are playing top left of screen!!!

01) Run west into **Stonetalon Mountains**. When you get there take the path (starting at 82.98 in Stonetalon)..

02) Go to the **witch doctor** in the small cave and turn in "Letter to Jin'Zil" (75.98). Accept "**Jin'Zil's Forest Magic**".

03) At the other side of the village, accept "**Blood Feeders**" (71.95).

04) Go NW to the **Wanted Poster: Besseleth** and accept "**Arachnophobia**" (59.76).

05) Follow the path west to **Sishir Canyon** and start working on "**Deepmoss Spider Eggs**" and do part of "**Blood Feeders**": start looting the **Deepmoss Eggs** and kill 10 **Deepmoss Creepers** (the **Deepmoss Venomspitters** does not need to be completed now). Keep the next step in mind:

06) **GROUP 2+ Players:** West in **Sishir Canyon** do "**Arachnophobia**" (Elite): kill/loot **Besseleth** (lvl 21 elite orange spider, with several possible spawn locations, around 52.74, `/target`). **NOTE:** **Besseleth** can be soloed later in the guide at level 24 by all classes.

07) Go north to **Windshear Crag** and turn in "**Ziz Fizziks**" at the **goblin** in the hut (59.63), accept "**Super Reaper 6000**".

08) Do "**Goblin Invaders**", "**Super Reaper 6000**" and finish up "**Deepmoss Spider Eggs**" and "**Blood Feeders**" around **Windshear Crag**: kill the **Venture Co. Loggers**, kill/loot the **Venture Co. Operators** until the Blueprints drop (its a low drop rate). Also loot the **Deepmoss Eggs** and kill **Deepmoss Venomspitters**. **NOTES:** There are a lot of operators on the big tank shredder, (63.54) and more around other structures in the area. Keep the next step in mind:

09) There is a **goblin merchant** to the west in **Windshear Crag** (58.52) that you can get repaired/resupplied at.

10) Go back to the **goblin** in the hut and turn in "**Super Reaper 6000**" (59.63, #7 on map), accept "**Further Instructions**".



- 01** Run to **Sun Rock Retreat** and at the **tauren** next to the Inn turn in "**Arachnophobia**" (47.61).
- 02** Just north of you at the **female tauren**, turn in (if you have it) "**Kaya's Alive**" (47.58). Also accept "**Cycle of Rebirth**".
- 03** West in the village, get the FP from the **Wind Rider Master** (45.60). Then next to you from the **Bowyer** under the red tent, make sure you are repaired/resupplied.
- 04** Run up the little pathway SW in **Sun Rock Retreat**, make a left and then accept "**Boulderslide Ravine**" and "**Trouble in the Deeps**" (47.64).
- 05** Go SE to **Boulderslide Cavern** (entrance at 61.93) and do "**Boulderslide Ravine**": loot the **Resonite Crystals** in the cave and go far back into the cave towards the water for the *Investigation*.
- 06** Go east to the small village of **Malaka'Jin** and turn in "**Blood Feeders**" (71.95). You can get resupplied in the village.
- 07** Run east and turn in "**Goblin Invaders**" (at 35.28 in the Barrens). Accept "**Shredding Machines**".
- 08** Grind your way up NE and turn in "**Wenikee Boltbucket**" (49.11), SKIP "**Nugget Slugs**".
- 09** Go north a bit and turn in "**Report to Kadarak**" (up in the watchtower, 48.5), SKIP "**The Warsong Reports**".



21-21 Ashenvale

- 01** Run to **Splintertree Post** and turn in "**The Ashenvale Hunt**" (74.61). Then accept and turn it in again.
- 02** Get the **Flight Path** there from the **Wind Rider Master** (73.62). Make sure you are repaired/resupplied from **Burkrum** next to the Inn.
- 03** The goal now is to go all the way to the other side of **Ashenvale**, to **Zoram Strand**. Once you get to **Astranaar** (alliance town, #3 on map), go south of it to get around it, grind mobs along the way.
- 04** South in **Zoram Strand**, go to the small horde Outpost and get the **Flight Path** there from the **Wind Rider Master** (12.34).
- 05** Turn in "**Trouble in the Deeps**" (in the hut, 12.34), SKIP "**The Essence of Aku'Mai**" (Blackfathom Deeps dungeon).
- 06** From the **female troll** in the other hut, accept "**Naga at the Zoram Strand**" (12.35). **NOTE:** The other quests will be done later.
- 07** You can get resupplied from the **Fish Merchant & Supplies** at the Outpost.
- 08** Do "**Naga at the Zoram Strand**": kill/loot the **Wrathtail** mobs (fishmen) around **Zoram Strand**.
- 09** Go back south to the Outpost and at the **female troll**, turn in "**Naga at the Zoram Strand**" (12.35).



22-23 Southern Barrens

- 01) Hearth to XRs. Make sure you are repaired/resupplied.
- 02) West in XRs, accept "Egg Hunt" (51.30).
- 03) Go to the Wind Rider Master (52.30) and fly to **Camp Taurajo, The Barrens**.
- 04) Turn in "Jorn Skyseer" (45.59), accept "Ishamuhale". And (if you haven't yet) accept "Melor Sends Word".
- 05) Go in the Inn and make CT your new home from the **Innkeeper** (46.59).
- 06) If you have **Blood Shards**, give them to the quilboar in the cage (45.59).
- 07) First go south of CT to see if a blue thunderlizard named **Owatanka** (*/target*) is roaming around the area and kill/loot him. If he is not there then go check east across the main path (he patrols randomly around the east area, 49.60). He drops **Owatanka's Tailspike** which starts "Owatanka", accept it. **NOTE:** If you've been grinding for awhile looking for **Owatanka**, then return to CT to turn in the quest, get resupplied and refresh your **Blood Shard** buffs.
- 08) Go south and do "Egg Hunt": loot the **Silithid Mounds**. **NOTE:** There is an rare elite mob called **Silithid Harvester** (at 43.70 or 48.69, */target*) that drops an **item** which starts "The Harvester", accept it if you are able to kill this mob. This rare elite has a 2 hour 45 min respawn, so he may not be there. You can try again later at the level 25 **Southern Barrens** section below. This bug can also be hard to solo, so be prepared or just skip it for now if you cant solo it or find help.
- 09) As you focus on the follow quests below, also start working on "Chen's Empty Keg" by kill/looting the **Stormhides, Greater Thunderhawks** and kodos along the way. Also if you run across a reddish thunderhawk named **Washte Pawne** (*/target*), kill/loot him, he drops **Washte Pawne's Feather**, which starts "Washte Pawne", accept it. **Washte Pawne** randomly wonders around **Blackthorn Ridge** (or to the east of the main path).
- 10) Go south to **Blackthorn Ridge** and do "Betrayal from Within" along with "Weapons of Choice": kill the **Razormane Seers** for the **Wand**, **Razormane Warfrenzy** for the **Shield**, and the **Razormane Pathfinder** for the **Backstabber**. Also, kill/loot the 3 named mobs, **Kuz** wonders around (45.80, */target*), see below for the other named mobs to kill...
- 11) Kill/loot **Lok Orcbane** up in the tent (40.81, */target*).
- 12) Kill/loot **Nak** in the middle of the field (44.83, */target*). Watch out for the stealthed mobs in the area!



01) Once done, go find the tauren **Gann Stonespire** /target, he patrols up and down the main path to the right of **Blackthorn Ridge** (around 46.81). From him, accept "Gann's Reclamation".

02) Go down south to **Bael Modan** (entrance is 47.86)...

03) Do "Gann's Reclamation": kill the **Bael'dun** (dwarf) mobs and kill/loot **Prospector Khazgorm** far back in **Bael Modan** (48.86).

04) Find the tauren **Gann Stonespire** along the main path (around 46.81, #1 on map /target) and turn in "Gann's Reclamation", accept "Revenge of Gann".

05) Make sure "Chen's Empty Keg" is finished by kill/looting the **Stormhides**, **Greater Thunderhawks** and kodos.

06) Hearth to **Camp Taurajo**. NOTE: DONT vendor items yet!

07) North at CT by the Forge, turn in "Weapons of Choice" (45.58).

08) Turn in (if you haven't yet) "Owatanka", "Washte Pawne" and (if you did it) "The Harvester" (45.59).

09) Go to the quilboar in the cage and turn in "Betrayal from Within" (45.59), accept the next part.

10) At the **Wind Rider Master** next to you, fly to XRs.

11) West in XRs, turn in "Egg Hunt" (51.30). After turning this in you can destroy any remaining **Silithid Eggs** left.

12) Go to the **orc** at the bottom of the watchtower and turn in "Betrayal from Within" (52.31). Make sure you are repaired/resupplied now.

13) Go east (above **Ratchet**) and do "Ishamuhale". First find and kill/loot a Zhevra along the way there. Then use the **Fresh Zhevra Carrass** quest item at the dead tree (60.30), then kill/loot **Ishamuhale** /target when he appears.

14) Go SE to **Ratchet** and next to the bank turn in "Deepmoss Spider Eggs" (62.38). NOTE: If you have any leftover Deepmoss Eggs, you can destroy them.

15) Turn in "Chen's Empty Keg" (male orc next to the **Plate-n-Chain** hut, 62.38). NOTE: This quest is now repeatable, but you do not get additional XP from it.

16) Turn in (if you still need to) "The Guns of Northwatch" (up next to the Inn, 62.39).

17) Next to the **Flight Master** turn in "Further Instructions" (63.37), accept the next part.

18) At the **Flight Master** next to you fly to **Sun Rock Retreat**, **Stonetalon Mountains**.



23-25 Stonetalon Mountains

- 01) At Sun Rock Retreat, accept "Cenarius' Legacy" at the blood elf (46.60).
- 02) At the tauren by the Inn, accept "Harpies Threaten" (47.61).
- 03) Go in the Inn next to you and make Sun Rock Retreat your new home from the Innkeeper (48.62).
- 04) Follow the path SW of Sun Rock Retreat and go turn in "Boulderslide Ravine" (47.64). And from the water elemental next to you, accept "Elemental War".
- 05) Go north to Mirkfallon Lake and do "Cycle of Rebirth": loot Gaea Seeds from the ground around the lake (50.43). Also start working on "Jin'Zil's Forest Magic" by killing the deer around the lake.
- 06) Work your way north while killing deer & saps for "Jin'Zil's Forest Magic". Once you get to Stonetalon Peak (36.13) do "Cenarius' Legacy": kill the Cenarion night elf mobs around the middle of Stonetalon Peak. Keep the next step in mind:
- 07) Go to the south and west side of Stonetalon Peak and finish up "Jin'Zil's Forest Magic": kill the deer, cats (west), saps (south), and fey dragons. There are 3 spawn locations for the fey dragons, (see map for locations).
- 08) Once done, grind SE to the goblin in the hut and turn in "Further Instructions" (59.63), accept "Gerenzzo Wrenchwhistle".



01) Go north into **Windshear Crag** and do "Shredding Machines": kill the two shredder machines. **XT:9** patrols around the south side of the river in **Windshear Crag** and **XT:4** patrols around the NW side of the river (around 65.46). **TIP:** Use `/target xt` to find either of them. Keep the next step in mind:

02) There is a **goblin merchant** to the west in **Windshear Crag** (58.52) that you can get repaired/resupplied at.

03) Go NE to the path at (70.41)...

04) Do "Gerenzo Wrenchwhistle": follow the path up to the construction site and go down to kill/loot **Gerenzo Wrenchwhistle** (has several spawn locations on the platforms, around 65.40, `/target`). (See Video)

05) Go back to the **goblin** in the hut (you can try to die on purpose by jumping off the platform to land on the ground below [unless you still need to kill the lvl 21 elite spider **Besseleth**], then res at spirit) and turn in "Gerenzo Wrenchwhistle" (59.63).

06) **STILL NEED "Arachnophobia"?** If you are a class that could not solo the lvl 21 Elite orange spider earlier you can try again now: Go south to the **Wanted Poster: Besseleth** and accept "Arachnophobia" (59.76).

07) **STILL NEED "Arachnophobia"?** Follow the path west into **Sishir Canyon** and do "Arachnophobia": kill/loot **Besseleth** (lvl 21 elite orange spider, with several possible spawn locations, around 52.74, `/target`).

08) Go SE to the **witch doctor** in the cave and turn in "Jin'Zil's Forest Magic" (74.98).

09) Go east to the border of Stonetalon & Barrens and turn in "Shredding Machines" (35.28 in the Barrens).

10) Hearth back to **Sun Rock Retreat**.



01) STILL NEED "Arachnophobia"? At the **tauren** right outside of the Inn turn in "**Arachnophobia**" (47.61)..

02) At the **female tauren**, turn in "**Cycle of Rebirth**" (48.58). Accept "**New Life**".

03) At the **blood elf**, turn in "**Cenarius' Legacy**" (46.60), accept "**Ordanus**". Make sure you are repaired/resupplied.

04) Go to the path SW in **Sun Rock Retreat** and continue following it SW into **The Charred Vale** (37.67) and do "**Harpies Threaten**" along with "**Elemental War**" and "**New Life**": kill/loot the fire elementals, click on the **Gaea Dirt Mounds** on the ground and kill the harpies. **NOTE:** All these are evenly done throughout **The Charred Vale**, but the **Bloodfury Harpy & Bloodfury Ambushers** are north, while the **Bloodfury Slayers & Bloodfury Roguefeathers** are south.

05) Once they are all done, make sure you are at least 4 bars away from level 25, so you may have to grind a little, then go to the path that leads back to **Sun Rock Retreat** (38.68)...

06) Go to the **water elemental** and turn in "**Elemental War**" (47.64).

07) Drop down and from the **tauren** by the Inn, turn in "**Harpies Threaten**" (47.61), SKIP "**Bloodfury Bloodline**" (for now). Accept "**Calling in the Reserves**".

08) Just north a bit at the **female tauren**, turn in "**New Life**" (48.58, #2 on map).

09) Make sure you are repaired/resupplied.

10) Go to the **Wind Rider Master** (45.60) and fly to **Thunder Bluff, Mulgore**.



Thunder Bluff

01) Go east a bit to the **Cooking Trainer** (51.53 in TB) and get **Apprentice Cook**. **NOTE:** I only get this *side profession* during a speedrun so I can do an easy turn in XP quest at level 30 Hillsbrad. I don't actually build up the profession.

02) Just east a bit by the Bonfire, accept "**The sacred Flame**" (55.51).

03) Turn in (if you haven't yet) "**Melor Sends Word**" (on **The Hunter Rise**, 62.81), accept "**Steelsnap**".

GET NEW ABILITIES) Get new spells/abilities for your class.

04) If you still need to upgrade to **Heavy Wool Bandage** (requires **First Aid** skill 115), then go to the top of **The Spirit Rise** to the **First Aid Trainer** (30.21) to get that. You don't necessarily need to learn **Silk Bandage** yet, as you can save your **Silk Cloth** until you get the book to advance to **Expert First Aid** later.

05) Go up to the **Wind Rider Master** in the middle of TB (47.50) and fly to **Camp Taurajo, The Barrens**.



25-25 Southern Barrens

- 01) Turn in "Ishamuhale" (45.59), accept "Enraged Thunder Lizards".
- 02) Go in the Inn and Make CT your home from the Innkeeper (46.59). Don't forget to upgrade to lvl 25 food/water!
- 03) North in CT by the Forge, accept "A New Ore Sample" (45.58). **NOTE:** you need to be lvl 25 to get this.
- 04) As you do the following steps start working on "Enraged Thunder Lizards" by kill/looting thunderlizards (stegosaurus dinos) along the way. They are scattered everywhere in the open fields of southern Barrens:
- 05) If you haven't killed/looted the elite mob called **Silithid Harvester** (43.70 or 48.69, `/target`), then go give it a try right now. This elite drops an item which starts "The Harvester", accept it if you are able to kill this mob. This elite has a 2 hour 45 min respawn. If the elite is not there, it can be skipped.
- 06) At **Bael'dun Keep** (up at 49.84) do "Revenge of Gann": kill/loot the **Bael'dun** dwarves there for the items you need. **OPTIONAL GROUP QUEST HERE:** If you can find the help of one other player, then down and SE of the **Bael'dun Keep** entrance is a quest giver next to a tent (49.86) that gives "Tear of the Moons". This is done down in the keep by looting **General Twinbraid's Strongbox** in front of the fireplace. There is a **lvl 30 mob** and numerous other dwarf mobs in the area. If done, turn it in.
- 07) Find the tauren **Gann Stonespire** patrolling along the main path (around 46.81, `/target`) and turn in "Revenge of Gann", accept the next part.
- 08) Do "Revenge of Gann": go south to **Bael Modan** and click on the **Bael Modan Flying Machine** on top of the small tower. **NOTE:** You can be about 30 yards away to activate it.
- 09) Go back to the tauren **Gann Stonespire** along the main path (around 46.81, #7 on map, `/target`) and turn in "Revenge of Gann".
- 10) Make sure "Enraged Thunder Lizards" is finished: kill/loot thunderlizards (stegosaurus dinos) scattered everywhere in the open fields of southern Barrens.
- 11) Head south down the path to **The Great Lift** (at 44.91 in the barrens) and turn in "Calling in the Reserves". Next to you there, accept (if it's available) "Message to Freewind Post".
- 12) Go down the Lift to enter **Thousand Needles...**



25-26 Thousand Needles

01) First off, keep an eye out for the **Galak Messenger** /target and kill/loot this centaur when you see him in 1k Needles. He has a very large patrol path. He drops an item which starts "Assassination Plot", accept it (if you can). But, don't intentionally do this yet, continue on with the next step:

02) Go to the Lift, to go up to **Freewind Post** (47.48 in Thousand Needles).

03) Once up at **Freewind Post**, by the Bonfire turn in (f you have it) "Message to Freewind Post" (46.51), accept "Pacify the Centaur".

04) From the Wanted Poster - Arnak Grimtotem next to the Inn, accept "Wanted - Arnak Grimtotem" (46.51). Make sure you are repaired/resupplied.

05) On the west side of **Freewind Post**, accept "Alien Egg" (45.50).

06) NW at **Freewind Post**, accept "Wind Rider" (45.49). Next to you there, get the FP from the **Wind Rider Master**.

07) Go back down the Lift (47.48, #2 on map). **Summon in 30m**

08) Go just north to **Splithoof Crag** and do "Pacify the Centaur": kill the needed **Galak** Centaur (around 46.43).

09) Go up the mountain ramp (entrance is east at 55.44)...

10) Once you get to the top in the cave, accept and do "Test of Faith" (54.41). Once teleported, simply jump (or walk) off the wooden plank to complete the quest, then turn it in, SKIP "Test of Endurance" (Elite).

11) Go east and try to do "A New Ore Sample": kill/loot the **Gravelsnout Surveyors** or **Gravelsnout Diggers** /target until an **Unrefined Ore Sample** drops. **NOTES:** The drop rate is about 20%, but there are only a few of these mob spawns all around 1k Needles at the bottom of the pinnacles. If you can't find the ore sample in time, then this can be skipped for now. You'll have opportunities to try again later. Also, while working on this quest, you can continue working on the steps below...

12) Do "Alien Egg": loot an **Alien Egg**. This egg has several possible spawn points (either: 56.50 - 52.55 - 41.60).

13) Make sure you are at least 2 bars away from level 26, then go get on the Lift to go back to **Freewind Post** (47.48, #2 on map).

Summon in 10m



01) At **Freewind Post**, next to the Bonfire turn in "Pacify the Centaur" (46.51, #3 on map), accept "Grimtotem Spying".

02) West in **Freewind Post** turn in "Alien Egg" (45.50). Accept "Serpent Wild".

03) Hearth to **Camp Taurajo**.

04) Turn in (if you did it) "A New Ore Sample" (north in CT at the Forge, 45.58 in the Barrens).

05) Turn in "Enraged Thunder Lizards" (accept "Cry of the Thunderhawk"), (if you have it) "Washte Pawne" and (if you did it) "The Harvester" (45.59).

06) Go just south of CT (around 45.64) and do "Cry of the Thunderhawk": kill/loot a **Thunderhawk** /target . 6 spawns around CT (see map). Drop rate is 100%.

07) Go back to CT and turn in "Cry of the Thunderhawk" (45.59, #5 on map), SKIP "Mahren Skyseer".

08) Go to the **Wind Rider Master** at CT (44.59) and fly to **Summon to Splinterree Post!** **Splinterree Post, Ashenvale**.

While flying, keep the next step in mind:

09) If you still need to upgrade to **Heavy Wool Bandage** (requires **First Aid** skill 115), then as you are flying click on the **Request Stop** button (to stop at **Orgrimmar**), then go SW to **The Valley of Spirits** and get that at the **First Aid Trainer** (34.85 in Orgrimmar). You don't necessarily need to learn **Silk Bandage** yet, as you can save your **Silk Cloth** until you get the **book** to advance to **Expert First Aid** later.

Then hop back on the Flight to **Splinterree Post, Ashenvale**.



26-27 Ashenvale

- 01) Once you land at **Splinterree Post**, next to you from the female **goblin** on the box, accept "Satyr Horns" (73.62 in Ashenvale).
- 02) Next to the Inn, accept "Stonetalon Standstill" (74.60).
- 03) Go in the Inn and make **Splinterree Post** your new home from the **Innkeeper** (74.61). Make sure you are repaired/resupplied.
- 04) At the outskirts of **Splinterree Post**, accept "Ashenvale Outrunners" (71.68).
- 05) Just south of **Splinterree Post**, kill the first of the three mobs related to the Ashenvale hunt: **Sharptalon** /target. This lvl 31 blue hippogryph (patrols around and spawns at 75.70). This mob drops an item, which starts "Sharptalon's Claw", accept it. **TIP:** An easy way to kill this mob is to bring his health to a 3rd left, then drag him into the guards at **Splinterree Post**, they will finish em.
- 06) Just south of **Splinterree Post**, do "Ashenvale Outrunners": kill 9 **Ashenvale Outrunners** /target.
- 07) Go slightly west and do the escort quest "Torek's Assault" (starts at 68.75): escort **Torek** /target & his raiders west into the **Silverwing Outpost**.
- 08) Go west to **Mystral Lake** and do "Stonetalon Standstill": kill the **Befouled Water Elementals** around the lake and discover the gazebo on the small island in the middle of the lake (49.70). Also, make sure you find and kill/loot **Tideress** /target, this water elemental patrols around under the lake, he drops an item which starts "The Befouled Element", accept it.
- 09) Kill the next mob related to the Ashenvale Hunt: **Ursangous** /target, this bear patrols clockwise around the mountain and trees (43.67). He drops an item, which starts "Ursangous's Paw", accept it.
- 10) Kill the last mob related to the Ashenvale Hunt: **Shadumbra** /target, this black panther patrols around (57.56). This cat drops an item, which starts "Shadumbra's Head", accept it.
- 11) Do "The Sacred Flame". First kill/loot the **Laughing Sisters** around **Raynewood Retreat** (59.55) until you get an **Etched Phial** (low drop rate), then see next step...
- 12) Use the quest item **Etched Phial** at the Moonwell down south (60.73).



■ 01) Hearth (or run back) to **Splintertree Post**.

■ 02) Right outside the Inn on your left turn in the 3 Ashenvale Hunt quests: "**Sharptalon's Claw**", "**Ursangous's Paw**" and "**Shadumbra's Head**" (74.62). Then accept and complete "**The Hunt Completed**".

■ 03) Next to the Inn, turn in "**Stonetalon Standstill**" and "**The Befouled Element**" (74.60), accept "**Je'neu of the Earthen Ring**". Make sure you are repaired/resupplied.

■ 04) At the orc next to the western watchtower, turn in "**Torek's Assault**" (73.63).

■ 05) At the **Wind Rider Master**, fly to **Zoram'gar Outpost, Ashenvale**.

■ 06) At **Zoram'gar Outpost**, first accept "**Vorsha the Lasher**" (starts in front of the bigger tent, 12.34) (**IMPORTANT:** This starts an escort. If he is not there you can try later in the guide. Do the next few steps quickly in the village before following **Muglash** for the escort:

■ 07) turn in "**Je'neu of the Earthen Ring**" (12.34).

■ 08) From the **troll** up in the other tent, accept "**Troll Charm**".

■ 09) From the **orc** next to the **Cauldron** accept "**Between a Rock and a Thistlefur**".

■ 10) Do the escort you previously accepted (if you were able to) "**Vorsha the Lasher**": follow and protect **Muglash** /target until you can click on the **Naga Brazier**, then after a few waves of Naga mobs, kill **Vorsha the Lasher**. (See Video).

■ 11) Grind your way to the **Thistlefur Hold** cave (entrance is 39.31) killing mobs for "**Between a Rock and a Thistlefur**". Also, before getting to the cave, make sure **Rorgish Jowl** /target is dead. He is a rare mob that patrols around (before the cave entrance) making your future escort quest difficult. He has a 5.5 hour respawn.

■ 12) In the cave do "**Troll Charm**": loot the **Troll Chests** on the ground.. Then, in the back of the cave, from the white bear in the cage (41.34), accept and try to do the escort quest "**Freedom to Ruul**". You may have to fight 3-5 mobs at once several times, if you fail then it can be skipped.



01) Make sure "Between a Rock and a Thistlefur" is finished, then go back to **Zoram Strand** and turn in "Vorsha the Lasher" (12.34).

NOTE: If you didn't do "Vorsha the Lasher" previously you can try now.

(click to show instructions):

02) At the **orc** next to the **Cauldron**, turn in "Between a Rock and a Thistlefur" (12.34).

03) Up in the tent, turn in "Troll Charm" (12.35).

04) Hearth to **Splinterree Post**. Summon in 30m

05) In the Inn, turn in (if you did it) "Freedom to Ruul" (74.61). Make sure you are repaired/resupplied.

06) At the outskirts of **Splinterree Post**, turn in "Ashenvale Outrunners" (71.68).

07) Go up in the building at **Raynewood Retreat** and try to do "Ordanus": kill/loot **Keeper Ordanus** (62.51). Just kill the guy, grab his head and jump out of there to the right! Make sure you have enough health to take the fall damage, (See **Video**).

08) Go east to **Satyrnaar** (82.52) and do "Satyr Horns": kill/loot the Satyr mobs.

Summon in 10m (when almost done with this quest)

09) Run back to **Splinterree Post** (don't hearth) and turn in "Satyr Horns" (73.61, #5 on map).

10) Summon to Sun Rock Retreat right now! Next to you at the **Wind Rider Master**, fly to **Sun Rock Retreat, Stonetalon Mountains**.



27-28 Stonetalon Mountains

01) Once at Sun Rock Retreat, at the **blood elf**, turn in (if you did it) "Ordanus" (46.60), SKIP "The Den" (Group quest).

02) From the **tauren** next to the Inn, accept "Bloodfury Bloodline" (47.61).

03) Go in the Inn next to you and make **Sun Rock Retreat** your new home from the **Innkeeper** (48.62).

04) Go to the path SW in **Sun Rock Retreat** and continue following it SW into **The Charred Vale** and do "Bloodfury Bloodline" (Elite): kill **Bloodfury Ripper** (lvl 26 elite, 31.62, **/target**) (See Video).

Summon in 10m

05) Make sure you are at least 2 bars away from level 28 (or 1 bar away if you did not kill **Bloodfury Ripper**). Grind on any mobs at **The Charred Vale** until you are. Then Hearth to **Sun Rock Retreat**.

06) Just outside of the Inn, turn in "Bloodfury Bloodline" (47.61).

07) **Summon to TB right now!** Go to the **Wind Rider Master** (45.60) and fly to **Thunder Bluff, Mulgore**.

08) East at the Bonfire, turn in "The Sacred Flame" (55.51 in TB), accept the next part.

09) Get your level 28 spells/abilities.

10) Go to TB's Inn and make **Thunder Bluff** your new home from the **Innkeeper** (46.65).

11) If you still need to upgrade to **Heavy Wool Bandage** (requires **First Aid** skill 115), then go to the top of **The Spirit Rise** to the **First Aid Trainer** (30.21) to get that. You don't necessarily need to learn **Silk Bandage** yet, as you can save your **Silk Cloth** until you get the book to advance to **Expert First Aid** later.

12) **Summon to Freewind Post right now!** Go to the **Wind Rider Master** at the top of the tower in the middle of TB (47.50) and fly to **Freewind Post, Thousand Needles**.



28-29 Thousand Needles

01) In the Inn, turn in "The Sacred Flame" (46.52 in Thousand Needles), accept the next part. Make sure you are repaired/resupplied.

02) Take the Lift down from **Freewind Post** and then go to the cave north (entrance is at 44.37) and do "The Sacred Flame": keep hugging the left side of the cave until you get to the **Ancient Brazier**, then loot it (See Video).

03) REMINDER: Keep an eye out for the **Galak Messenger** /target and kill/loot this centaur when you see him in 1k Needles. He has a very large patrol path. He drops an item which starts "Assassination Plot", accept it (if you can). But, don't intentionally do this yet, continue on with the next step...

04) Grind west to **Whitereach Post** (21.32) and turn in "Serpent Wild", accept "Sacred Fire". And next to you, accept "Hypercapacitor Gizmo". NOTES: If you have already killed **Galak Messenger** /target and accepted the quest from the item he dropped, then turn in "Assassination Plot", then accept, do & turn in the easy follow up escort quest. You can also get resupplied here from **Laer Stepperunner**.

05) Go east to the Boiling Pool (35.35) and do "Sacred Fire": loot the **Incendia Agave** from the ground and under the water.

06) Go west and do "Steelsnap": kill/loot **Steelsnap** /target . This hyena patrols counter-clockwise around a somewhat large circle (starting at 18.26) and has two bodyguards. Original spawn is in **Camp E-thok** (17.19). (See Video)

07) If you are still working on "A New Ore Sample", then see if you can find the Ore Sample: kill/loot the **Gravelsnout Surveyors** /target (there are two spawns nearby to check) for the **Unrefined Ore Sample** (see map for locations).

08) Go to the **Highperch** (entrance is 13.34) and do "Wind Rider": loot the **Highperch Wyvern Eggs** from the ground.

09) In **Highperch**, go up the mountain ramp (14.40). Once up there watch out for **Heartrazor** /target (a patrolling rare elite with a 12 hour respawn) and then accept and do the escort quest there "Homeward Bound". You can have the escort try to help you kill the rare elite. It's also possible to time it so you can start and complete the escort so the rare is out of the way (just as he passes from the escorte). If you fail, then this escort can be skipped.

Summon in 10m

10) Once again, if you are still working on "A New Ore Sample": kill/loot the **Gravelsnout Surveyors** /target (there are two spawns nearby to check) for the **Unrefined Ore Sample** (see map for locations, #7 on map).



Thunder Bluff

01) Hearth to **Thunder Bluff**.

02) Go to **The Hunter Rise** and turn in "Steelsnap" (61.81). Accept "Frostmaw".

03) If you haven't got all your level 28 spells/abilities you need yet, do so now.

04) Go to **The Elder Rise** and turn in "Sacred Fire" (70.31). Accept "Arikara".

05) Summon to **Freewind Post** right now! Go to the **Wind Rider Master** at the top of the tower in the middle of TB (47.50) and fly to **Freewind Post, Thousand Needles**.

06) Right when you land back at **Freewind Post**, turn in "Wind Rider" (45.49 in **Thousand Needles**).

07) Go in the Inn (46.52) and make **Freewind Post** your new home.

08) Next to you in the Inn, turn in "The Sacred Flame". Make sure you are repaired/resupplied.



01) Go up the mountain ramp (starting at 31.37) that allows you to enter **Darkcloud Pinnacle** at the top...

02) Once you get to the top do "Grimtotem Spying": loot the three **Document Chests** for the secret notes. For **Secret Note #1**, cross the bridges up in **Darkcloud Pinnacle** until you get to the **Document Chest** (32.33) and loot it. For the other two, see next steps...

03) Secret Note #2 is in the hut (34.40).

04) Secret Note #3 is in the hut (39.41).

05) Go over to the other pinnacle (up at 38.35) and do "Arikara" (Elite): click on the **Sacred Fire of Life** in the middle of the pinnacle, then kill/loot **Arikara** (lvl 28 elite). (See Video)

06) Stay up and go north (to 38.27) then do "Wanted - Arnak Grimtotem": kill/loot **Arnak Grimtotem** **/target**. Summon in 30m

07) Do the escort "Free at Last" (same area, 38.26, #6 on map): escort **Lakota Windsong** **/target** all the way out of **Darkcloud Pinnacle**.

08) Go to **Whitereach Post** (21.32) and turn in "**Homeward Bound**" and "**Arikara**". You can also get resupplied here from **Laer Stepperunner**.

09) You should be level 29 by now, if not grind to level 29, I grind away at centaurs around **Camp E'Thok** (18.23) or wyverns at **Highperch** (entrance is 14.34).

10) Do "Hypercapacitor Gizmo" (Elite): clear the mobs around the **Panther Cage** (23.24), open the cage and kill the lvl 30 elite panther.

11) This is your last chance to kill/loot the centaur **Galak Messenger** **/target**. He has a very large patrol path (see map). He drops an item which starts "**Assassination Plot**", accept it. If you can't find him in time, then skip it along with the follow up quest.

Summon in 5m

12) Go to **Whitereach Post** (21.33, #8 on map) and turn in "**Hypercapacitor Gizmo**". Also turn in (if you did it) "**Assassination Plot**", accept and do the easy and short escort "**Protect Kanati Greycloud**", then turn it in.



- 01) Hearth to **Freewind Post**.
- 02) In the Inn, turn in "Free at Last" (46.52).
- 03) Just outside the Inn, turn in "Grimtotem Spying" and "Wanted - Arnak Grimtotem" (56.51).
- 04) Go to the **Wind Rider Master** (north in **Freewind Post**, 45.49) and if you have "A New Ore Sample" finished fly to **Camp Taurajo**, **The Barrens** to turn it in. Then, (or otherwise) fly to **Orgrimmar**, **Durotar**. **Summon to Orgrimmar now!**
- 05) Once at **Orgrimmar**, (if for some reason you are already level 30) go get new spells/abilities.
- 06) Go in the Inn and make **Orgrimmar** your new home from the **Innkeeper** (54.68).
- 07) Go to the **Bank** (50.70) and put the following item into it: **Kodo Skin Scroll**. And get out (if you have it) **Swim Speed Potions**, you can get these from the AH as well.
- 08) **Summon to Tarren Mill right now!** The goal now is to go all the way to **Hillsbrad Foothills**. To get there, first leave **Orgrimmar** at the south entrance, then get on a Zeppelin (51.14 in **Durotar**) to go to the **Undercity**. Make sure you get on the **Undercity** Zeppelin (south landing) and not the **STV** zeppelin (north landing)!



29-30 Hillsbrad Foothills

01) Run all the way to Tarren Mill in Hillsbrad Foothills and get the FP there from the **Bat Handler** (60.19 in **Hillsbrad**). You can just bypass the UC for now (no need to get UC's FP yet) and just follow the path shown on the map to get to Hillsbrad. **NOTES:** If you can, use a **Swim Speed Potion** to cross the lake. Once you reach **Alterac Mountains** you can start grinding on some mobs along the way to **Tarren Mill**. **TIP:** Focus on killing some **Snapjaw** turtles along the shore and save the **Turtle Meat** for a later **quest**, I recommend obtaining at least 4 **Turtle Meat** before moving on (you can get more later on), and remember to not sell them to a vendor!

02) In the small house (61.19), accept "Elixir of Suffering", "Elixir of Pain" and "Elixir of Agony".

03) From **High Executor Darthalia** in front of the church, accept "Battle of Hillsbrad" (62.21).

04) At the graveyard next to the church building, accept "Helcular's Revenge" (64.20).

05) At the **Dangerous!** sign (next to the mailbox/Inn), accept "Dangerous!" (63.20). Make sure you are repaired/resupplied.



01) Go east to the vertical river running through Hillsbrad (68.21), and start working on "Elixir of Suffering" along with obtaining 10 **Turtle Meat** from the **Snapjaw** turtles in the river for a later **quest** (and remember not to sell them). Higher level **spiders** and **bears** are found east of the river. Work your way toward the next step:

02) South at **Nethander Stead** (around 64.62) do "Elixir of Agony": loot the **Mudsnout Blossoms** around the farm.

03) Start working on "Elixir of Pain" (kill/loot cats south and west of the farm) and finish "Elixir of Suffering" (kill/loot bears and spiders, #1 on map). The Spiders are everywhere, while the bears are more north of the farm along with lower level bears around **Tarren Mill**.

04) Go back to **Tarren Mill**, and in the small house, turn in "Elixir of Suffering", accept the next **part**. Then turn it in right next to you in the house. And turn in "Elixir of Agony", SKIP the next **part**.

05) Go in the Inn (bigger house 62.19). From **Christoph Jeffcoat**, accept "Soothing Turtle Bisque" (requires the cooking profession to accept). From this NPC, buy a **Soothing Spices**. Then with your **Turtle Meat** you farmed earlier, simply turn in the quest right there.

06) Go SW to the yeti cave (46.32) and do "Helcular's Revenge": keep killing the yetis until **Helcular's Rod** drops (it's a very low drop rate). Also, just outside of the cave finish "Elixir of Pain": kill/loot the **Starving Mountain Lions** (#3 on map).

07) Go back to the small house at **Tarren Mill** and turn in "Elixir of Pain" (61.19), accept the next **part**.

08) At the graveyard next to the church, turn in "Helcular's Revenge" (64.20), accept the next **part**. Make sure you are repaired/resupplied.



01) Go SW back to the yeti cave (46.32) and start doing the next part of "Helcular's Revenge": charge 2 of 3 Flames (for now). Go right as you enter the cave for the first one. Then drop down in the cave and go north for the 2nd one. The 3rd one will be done later in the guide.

02) Go west to the front of the house at the farm and turn in "Elixir of Pain" (33.35).

03) In the immediate area, start working on "Battle of Hillsbrad" along with "Dangerous!": kill the **Hillsbrad Farmers & Farmhands** (the ones holding shovels or rakes) and 6 named mobs. First named mob to kill is **Farmer Ray** **/target** up in the house (33.35, #2 on map) where **Stanley** the wolf was at.

04) Kill **Citizen Wilkes** **/target** (patrols on the path around 33.38). Wikes patrols between the house you are at now to the other small house to the east of the path.

05) Kill **Farmer Getz** **/target** either in the small house, barn or field (around 37.39).

06) Kill **Farmer Kalaba** **/target** (she patrols around the farm 35.47).

07) Kill **Clerk Horrace Whitesteed** **/target** in the Town Hall building (entrance is at 31.42). He is wearing brown clothes. Be cautious he is heavily guarded. **NOTE:** Make sure "Battle of Hillsbrad" is finished before proceeding to next step.

08) Kill **Miner Hackett** **/target** in the mine. Check out the lower entrance first at 27.59. Make sure you go to the lower mine entrance, then keep hugging the right side of the mine until you get to **Miner Hackett**. **NOTE:** If he is not there, then he will be at another spot in the mine, look around for him.

09) Make sure you are at least 2 bars away from level 30 (grind mobs in the mine), then die on purpose to get back to **Tarren Mill** (res at spirit).

10) From **High Executor Darthalia** in front of the church, turn in "Battle of Hillsbrad" (SKIP the next part) and "Dangerous!" (62.21).

11) In the church building, accept "Regthar Deathgate" (63.21). Requires lvl 30. Make sure you are repaired/resupplied.

12) Go east into **Arathi Highlands**...



30-30 Arathi Highlands

First Pick the Class you are playing top left of screen!!!

■ 01) Summon in 20m Follow the path all the way to **Hammerfall** and accept "Hammerfall" (down by the Forge, 73.34 in Arathi Highlands).

■ 02) SE at Hammerfall, turn in "Hammerfall" (75.36), accept "Raising Spirits".

■ 03) Go up the steps and get the FP from the **Wind Rider Master** (73.33). Make sure you are repaired/resupplied.

■ 04) Just to the west of **Hammerfall** (around 70.35), do "Raising Spirits": kill/loot **Highland Striders** (raptors). 80% drop rate.

Summon in 5m (when you need 2 more raptor eyes)

■ 05) Go back to **Hammerfall** (at **Tor'gan**, #2 on map) and turn in "Raising Spirits" (75.36), accept the next part.

■ 06) Down in **Hammerfall**, turn in "Raising Spirits" (73.34, #1 on map), accept the next part.

■ 07) Go back to **Tor'gan** and turn in "Raising Spirits" (75.36, #2 on map), SKIP "Guile of the Raptor" (for now).

■ 08) Hearth to **Orgrimmar**.

■ 09) If you have the **Rod of Helcular** item, put it in the **Bank** (49.69).

■ 10) At **Orgrimmar**, get your level 30 spells/abilities if you haven't yet.

■ 11) Summon to **Grom'gol** right now! Leave **Orgrimmar** at the south entrance, then get on the Zeppelin (51.13 in **Durotar**) to go to **Grom'Gol** (in STV).



30-31 Stranglethorn Vale

- 01) Get the FP SE at **Grom'Gol** from the **Wind Rider Master** (33.29). Make sure you are repaired/resupplied.
- 02) Go north to **Nesingwary's Expedition** (see the path to take on map) and accept "Welcome to the Jungle" (36.11).
- 03) Next to you, turn in "Welcome to the Jungle". Accept "Raptor Mastery".
- 04) Next to you also accept "Tiger Mastery" and "Panther Mastery". **NOTE:** The "**The Green Hills of Stranglethorn**" quest requires that you save any Green Hills of Stranglethorn pages you find. These pages can drop from any humanoid mob in STV. You will need one of each of the following pages: 1, 4, 6, 8, 10, 11, 14, 16, 18, 20, 21, 24, 25, 26, and 27. I recommend mailing them to your alt for storage. Once your alt collects all the pages, mail them back to your main. You can also find these pages in the AH or from other players. You don't need to accept the quest to get the page drops, so accept and turn this in if you get all the pages. You will return to STV numerous times in the future for more chances to find the pages.
- 05) Right around **Nesingwary's Expedition** camp to the SW, do "Tiger Mastery": kill 10 **Young Stranglethorn Tigers** (around 35.10).
- 06) Go back to **Nesingwary's Expedition** camp and turn in "Tiger Mastery" (36.11, #2 on map), accept the next part. **NOTE:** At the camp, you can get repaired/resupplied from **Jaqilina Dramet**.
- 07) Go east of the river and do "Panther Mastery": kill 10 **Young Panthers** (around 39.9).
- 08) Just SE do "Tiger Mastery": kill 10 **Stranglethorn Tigers** (around 47.14). **Summon in 20m**
- 09) Go back to **Nesingwary's Expedition** camp and turn in "Panther Mastery" and "Tiger Mastery" (36.11, #2 on map), accept the next parts to these quests.
- 10) Go west and do "Panther Mastery": kill 10 **Panthers** (up around 30.10).
- 11) Go just SW up on the ledges and do "Raptor Mastery": kill 10 **Stranglethorn Raptors** (around 27.15). **Summon in 10m (when half-way done with raptors)**
- 12) Go back to **Nesingwary's Expedition** camp and turn in "Raptor Mastery" (36.11, #2 on map), accept the next part. Next to you, turn in "Panther Mastery", SKIP the next part (for now). **Summon to XRs right now!**



- 01) Hearth to **Orgrimmar**. Make sure you are repaired/resupplied.
- 02) Go up to the **Wind Rider Master** (45.64) and fly to **Crossroads, The Barrens**.
- 03) Run west in the XRs and accept "**The Swarm Grows**" (51.30).
- 04) Run west from the XRs to the **orc** up in the burrow and turn in "**Regثار Deathgate**" (45.28), accept "**The Kolkar of Desolace**".
- 05) **Summon to Mirage Raceway right now!** Run back to the **Wind Rider Master** at XRs (52.50) and fly to **Freewind Post, Thousand Needles**.
- 06) At **Freewind Post**, IF you are level 32, accept "**Family Tree**" by the Bonfire.
- 07) Go east into **Shimmering Flats** (at 77.77)...



31-32 Thousand Needles (Shimmering Flats)

- 01) Go to the **Mirage Raceway** in the middle of **The Shimmering Flats** and from the **dwarf**, accept "Rocket Car Parts" (78.77 in Thousand Needles). Next to you at the two gnomes, accept "Salt Flat Venom" and "Hardened Shells". **NOTE:** SKIP "Wharfmaster Dizzywig" and "Hemet NesiNgray" (for now).
- 02) East at the Goblin's side of **Mirage Raceway** accept "Load Lightening" (80.76).
- 03) SE in **Mirage Raceway** by the starting line accept "A Bump in the Road" (82.78).
- 04) Do **The Shimmering Flats** grind. Do the following 5 steps below (in any order) all together around **The Shimmering Flats**:
- 05) "Rocket Car Parts": pick up **Rocket Car Rubble** from the ground.
- 06) "Hardened Shells": kill/loot turtles all over **The Shimmering Flats**. **ALSO:** If you have not completed the **Turtle Meat** turn in quest at **Tarren Mill in Hillsbrad** yet, then make sure you save 10 **Turtle Meat** for later (do not sell to vendor). You can get the **Turtle Meat** from any turtle at **The Shimmering Flats** and there is a large amount up north.
- 07) "Load Lightening": kill/loot vultures (**Salt Flats Scavengers & Salt Flats Vultures**).
- 08) "Salt Flat Venom": kill/loot scorpids (**Scorpid Reavers & Scorpid Terrors**).
- 09) "A Bump in the Road": kill basilisks. **Saltstone Basilisks** are NW, **Saltstone Crystalhides** are everywhere but NW, and the **Saltstone Gazers** are south at **Tahonda Ruins**.
- 10) Once all done **Summon in 15m**, go back to **Mirage Raceway** (at the gnomes section) and from the **dwarf** (78.77, #1 on map) turn in "Rocket Car Parts". Accept "Wharfmaster Dizzywig" and "Hemet NesiNgray". Then next to you, turn in "Salt Flat Venom" and "Hardened Shells".
- 11) East at the goblin section of the **Mirage Raceway** turn in "Load Lightening" (80.76, #2 on map), accept "Goblin Sponsorship".
- 12) SE in **Mirage Raceway** by the starting line turn in "A Bump in the Road" (82.78, #3 on map).
- 13) Make sure you are level 32 (grind on any mobs until you are).
- 14) Go south to the path that leads into **Tanaris** (starting at 74.94)...
- 15) Follow the path south to **Gadgetzan** and get the FP there from the **Wind Rider Master** (52.25 in Tanaris).
- 16) If you have not accepted "Family Tree" from **Freewind Post** yet (requires lvl 32), then fly to **Freewind Post, Thousand Needles** and accept this by the Bonfire.
- 17) Hearth to **Orgrimmar**. **Summon in 5m** Make sure you are repaired/resupplied.



Orgrimmar

01) Go to the **Bank** (49.69) and put the following items into it: **Kravel's Parts Order** and **Kravel's Crate**. Also get the following items out: (if you have any) **water breathing potions** and **Swim Speed Potions** (for the Desolace section), try to get a stack of each if you can (you can try the AH too). Also, make sure you save all your extra Cloths in either your bank or mailbox (50.70), you will need them later for Cloth Donation turn-ins. If you happen to have 60 **Wool Cloth** (get that out now).

02) Go NE to **Magar's Cloth Goods** and (if you have the 60 **Wool Cloth**) accept and turn in the wool cloth donation quest from **Rashona Straglash** (63.51). **NOTE:** We will save the **Silk Cloth** to build up **First Aid** first before the silk donations.

03) Go to the **Valley of Honor** and turn in "**The Swarm Grows**" (75.34), accept the next part.

04) Get your level 32 spells/abilities.

05) Go down to the **Cleft of Shadow** (entrance at 53.41) and accept "**Alliance Relations**". The **NPC** patrols around in the **Cleft of Shadow**.

06) If you haven't got **Silk Bandage** for **First Aid** yet, do that now at the **First Aid Trainer** (34.85) at the **Valley of Spirits**. **NOTE:** Save your **Silk Cloth** until you get the **book** to advance to **Expert First Aid** later.

07) West in **Orgrimmar**, turn in "**Alliance Relations**" (in the hut 23.53), accept the next part.

08) [Summon to Desolace right now!] Stay up and go over to the **Wind Rider Master** (45.64) and fly to **Sun Rock Retreat, Stonetalon Mountains**.

09) Go to the path SW in **Sun Rock Retreat** to go to the **Charred Vale**, then run south into **Desolace**...



32-34 Desolace

- 01) Go south to **Smeed Scrabblescrew** (goblin next to hut) and accept "Kodo Roundup" (61.62 in Desolace).
- 02) Go west to the **Kodo Graveyard** (55.62) and start working on "Kodo Roundup": use the **Kodo Kombobulator** quest item on any **Ancient, Aged or Dying** Kodo. Then bring them back one at a time to **Smeed Scrabblescrew** (previous step, #1 on map). You need to talk to the kodo once you bring them to **Smeed**. **NOTE:** You don't have to finish all of this now, but try to get a few Kodos tamed for now.
- 03) Go to **Ghost Walker Post** (entrance is 57.57)...
- 04) Make a left at the main entrance, then turn in "The Kolkar of Desolace" (56.60). Accept "Khan Dez'hepah". Next to you, accept "Gelkis Alliance" (this one is faster). SKIP "Magram Alliance".
- 05) Just north a bit at the hut get repaired/resupplied and turn in "Family Tree" (55.56). Then go across the bridge in **Ghost Walker Post** and turn in "Alliance Relations" (53.54). Accept the next part. Also accept (from the same NPC) "Befouled by Satyr".
- 06) Next to you, turn in "Alliance Relations" (52.53), accept "The Burning of Spirits".
- 07) Go east to the **Kolkar Village** and do "Khan Dez'hepah": kill/loot **Khan Dez'hepah** /target. This big bearded centaur is usually in the bigger tent (73.42), but can sometimes be found in other areas around the **Kolkar Village** as well, so you may need to grind around the village to find him.



- 01) Go south to the **Magram Village** (73.72) and do "Gelkis Alliance": keep killing the **Magram** centaur until you are friendly with the Gelkis Alliance. You need to kill about 40 mobs to achieve this. The **Magram Bonepaw** (hyenas) are worth more rep points.
- 02) If you need to, finish up "Kodo Roundup": use the **Kodo Kombobulator** quest item on any **Ancient, Aged or Dying** Kodo (at the Kodo Graveyard, 55.62). Then bring them back one at a time to **Smeed Scrabblescrew** (#2 on map). You need to talk to the kodo once you bring them to **Smeed**. Turn in once done.
- 03) Go to **Ghost Walker Post**, make a left at the entrance (57.57, #3 on map) and then turn in "Khan Dez'hepah" (56.59). Accept "Centaur Bounty".
- 04) Follow the main path SW and under the tent, turn in "Gelkis Alliance" (36.79), accept "Stealing Supplies".
- 05) Continue following the main path west to **Shadowprey Village** and accept "Hunting in Stranglethorn" (25.72).
- 06) Go up in the village and accept "Hand of Irukos" (on top of the mound next to the gong, 26.68).
- 07) Go in the Inn (24.68) and make **Shadowprey Village** your new home from the **Innkeeper**. Make sure you are repaired/resupplied. If you still have "A New Ore Sample" in your log, abandon it.



01) Go down to the docks and accept "Other Fish to Fry" (23.73).

02) Next to you in the hut, accept "Clam Bait" (22.72).

Also, make sure you get the FP at the end of the docks from the **Wind Rider Master** (22.74).

03) **Water breathing potion ONLY (or Undead):** If you have the potion (or Undead) Go in the water all around **Shadowprey Village** and loot the **Shellfish Traps** to obtain 10 **Shellfish**. Once you get the 10 **Shellfish** go to **Jinar'Zillen** on the docks (22.73) at **Shadowprey Village** and turn them in for 2 **Bloodbelly Fish** (and remember to not use these or sell these to a vender).

04) Make sure you are resupplied from **Lah'Mawhani** (23.72) up in the hut. Then swim north up the water (use **Swim Speed Potions** if you have them) and work your way to the wrecked boat at the shore (36.30) and from **Rackmore's Log** sitting on the barrel, accept "Claim Rackmore's Treasure!".

05) Go up to **The Argent Dawn** dude and accept "Sceptre of Light" (39.27).

06) Go east to the **Thunder Axe Fortress** (entrance at 56.30) and do "The Burning of Spirits": use the **Burning Gem** quest item on the mobs at the fortress right before they die to collect the **Infused Burning Gems**. While working on this, do the following 2 steps below as well:

07) Do "Sceptre of Light": as you enter **Thunder Axe Fortress**, make a left, go up the watchtower and kill/loot the **Burning Blade Seer**.

08) Go in the fortress (55.27) and do "Hand of Irukos": click on the **Hand of Irukos Crystal** in the middle and then kill/loot the **Demon Spirit** that spawns. Be prepared to kill the lvl 37 demon! (See Video).



01) Before leaving the **Thunder Axe Fortress**, make sure you have found an item called **Flayed Demon Skin** (2% drop rate), which starts "The Corrupter", (you can accept this later).

02) Go to **Ghost Walker Post** (shortcut at 56.54)...

03) Straight forward at the shortcut, and if you have the 2 **Bloodbelly Fish**, then accept and turn in "Catch of the Day" (55.56). Next to you, get repaired/resupplied.

04) Make sure you accept "The Corrupter" from **Flayed Demon Skin** item. Then go across the bridge in **Ghost Walker Post** (52.53) and turn in "The Burning of Spirits" and "The Corrupter", accept the next part.

05) Go NE to **Sargeron** (74.22) and do "Befouled by Satyr" along with "The Corrupter": kill the needed **Hatefury** demons (Satyrs: **Rogue** **Felsworn** **Betrayer** **Hellcaller**) there and kill/loot the **Hatefury Shadowstalkers** (**/target**) until a **Shadowstalker Scalp** drops.

06) Go SW to **Kormek's Hut** and accept "Bone Collector" (62.39). Requires lvl 33. If you are not 33, ignore this step and you will be able to accept this later in the guide. **NOTE:** You can get resupplied from **Vendor-Tron 1000** if he is there.

07) Go to **Ghost Walker Post** (shortcut at 56.54, #2 on map), then go across the bridge and turn in "Befouled by Satyr" (53.54, #4 on map), accept "Alliance Relations".

08) Next to you, turn in "The Corrupter" (52.53), accept the next part. Make sure you are resupplied.



01) Go NW up to **The Argent Dawn** dude and turn in "Sceptre of Light" (39.27), accept "Book of the Ancients".

02) Go to where the boat is under the water (around 32.30) and do the first part of "Claim Rackmore's Treasure!": kill/loot the **Drysnap** mobs for the **Silver Key** (15% drop rate). Also start working on "Clam Bait" by kill/looting **crabs** and looting **Giant Softshell Clams**. Use a **water breathing** potion if you have one. As you do the following steps, you should find the **Golden Key** from any **Slitherblade** mob...

03) Do "Book of the Ancients": grind your way to the NW end of the bigger island and click on the **Serpent Statue** (28.7), then kill/loot **Lord Kragaru** when he spawns. (See Video)

04) Do the last part of "Claim Rackmore's Treasure!": Once you find the **Golden Key** from any **Slitherblade** mob, click on **Rackmore's Chest** (30.9) on the bigger island to turn this in.

05) Do "The Corrupter": kill/loot the **Slitherblade Oracles** /target in the water and on the 2 bigger islands until you get the **Oracle Crystal** (low drop rate). Use a water breathing potion if you have one.

06) Finish up "Other Fish to Fry": kill the needed **Slitherblade** mobs. The **Myrmidon** are scattered between the two biggest islands, the **Naga** are more towards the shore and there are only a few **Sorceresses** scattered everywhere.

07) Make sure "Clam Bait" is finished: collect **Soft-shelled Clam Meat** from **Enraged Reef Crawlers** (crabs) or from the **Giant Softshell Clams** under the water (around #2 on map and slightly north of it as well).

08) Go up to **The Argent Dawn** dude and turn in "Book of the Ancients" (39.27, #1 on map).

09) If you have not accepted "Bone Collector" yet, do so now at **Kormek's Hut** (62.39).

10) Go to **Ghost Walker Post** (shortcut at 56.54)....

11) Make sure you are repaired/resupplied, then go across the bridge and turn in "The Corrupter" (52.53). Wait a few seconds, then accept the next part.

12) Next to you, turn in "The Corrupter", SKIP the next part (for now).



01) At the **Kodo Graveyard** next to you (around 53.59), do "Bone Collector": loot the **Kodo Bones** on the ground. NOTE: Looting some of these bones spawns a high lvl **Kodo Apparition**.

02) Summon in 30m Go SE to the **Magram Village** (70.72) and do "Centaur Bounty" along with "Stealing Supplies": kill/loot any centaur mobs there for the **ears** and loot the **Sacks of Meats** around the tents.

03) Go to **Ghost Walker Post**, make a left at the entrance (57.57)...

04) Turn in "Centaur Bounty" (56.60).

05) Stop at the hut just north to get repaired/resupplied from **Muuran** (55.56).

06) Grind your way NE to **Kormek's Hut** and turn in "Bone Collector" (62.39).

07) Hearth to **Shadowprey Village**. Summon in 5m

08) Just outside of the Inn, and up on the mound, turn in "Hand of Iruxos" (26.68), SKIP "Portals of the Legion" (for now).

09) Go east to **Uthek the Wise** (under the tent 36.79) and turn in "Stealing Supplies" (36.79), accept "Ongeku".

10) Go back west to **Shadowprey Village** and down at the docks turn in "Other Fish to Fry" and next to you at the hut "Clam Bait" (23.73).

11) Summon to Shadyrest Inn Go to the Wind Rider Master (22.74) at the end of the docks at **Shadowprey Village** and fly to **Camp Taurajo, The Barrens**. NOTE: Consider flying to TB first to get new spells/abilities.



01) Once at CT, run SE into **Dustwall Marsh** (51.79 in the Barrens) and collect the 3 quest-objects at the **Shady Rest Inn** (See Video): "Suspicious Hoofprints" (on the ground in front of the old Inn), "Lieutenant Paval Reethe" (a small white dot on a plank) and "The Black Shield" (on the fireplace).

02) Go NE to **Brackenwall Village** (36.32) and turn in "The Black Shield" (accept the next part), "Suspicious Hoofprints" and "Lieutenant Paval Reethe".

03) Next to you from **Do'gol**, turn in "The Black Shield" (37.31), SKIP the next part (for now).

04) Behind **Do'gol**, from the female troll (37.30), buy the 3 **First Aid books**: Expert First Aid - Under Wraps, Manual: Heavy Silk Bandage, Manual: Mageweave Bandage. Read what you can on the boat in a bit..

05) Go to the **Wind Rider Master** (36.32)

First get FP, then Summon to Ratchet! and fly to **Ratchet, The Barrens**.

06) Go to **Gazlowe** in the engineering building and turn in "Goblin Sponsorship" (63.36 in The Barrens), accept the next part.

07) Go to the **Bank** (63.37) and get the following items out: **Kravel's Parts Order**, **Kravel's Crate** and **Silk Cloth** (to build up **First Aid**). Put in the bank: **Belgrom's Sealed Note** and any water breathing potions.

08) Go to the **goblin** on the docks and turn in "Wharfmaster Dizzywig" (63.39), accept "Parts for Kravel".

09) Get on the boat to go to BB (**Booty Bay**). While waiting for the boat, build up **First Aid**.



34-36 Stranglethorn Vale

- 01) As soon as you get off the boat, turn in "Goblin Sponsorship" (26.74 in STV), accept the next part.
- 02) Go in the Inn (**The Salty Sailor Tavern**) and make BB your home from the **Innkeeper** (27.77). Next to you in the Inn, accept "Singing Blue Shards".
- 03) Go upstairs in the Inn and accept "Bloodscalp Ears", "Hostile Takeover" and "Investigate the Camp".
- 04) Stay up on the top of the docks and go over past the Alliance FP to **Tan-Your-Hide Leatherworks** and accept "Supply and Demand" (28.78).
- 05) Go back over to the top of the Inn and then go up the steps to **Baron Revilgaz** on the boat-deck and turn in "Goblin Sponsorship", accept the next part.
- 06) Next to you on the roof, go to the **Wind Rider Master** and fly to **Grom'gol, Stranglethorn**.
- 07) In **Grom'gol** accept the following: "The Defense of Grom'gol", "Mok'thardin's Enchantment", "Hunt for Yenniku" and "Bloody Bone Necklaces". Make sure you are repaired/resupplied.
- 08) REMINDER: The "**The Green Hills of Stranglethorn**" quest requires that you save any **Green Hills of Stranglethorn** pages you find. These pages can drop from any humanoid mob in STV. You will need one of each of the following pages: 1, 4, 6, 8, 10, 11, 14, 16, 18, 20, 21, 24, 25, 26, and 27. I recommend mailing them to your alt for storage. Once your alt collects all the pages, mail them back to your main. You can also find these pages in the AH or from other players. You don't need to accept the quest to get the page drops, so accept and turn this in at **Nesingwary's Expedition** (36.11) if you get all the pages. You will return to STV numerous times in the future for more chances to find the pages.



01) Go to the ledges along the shore (26.18) and start working on "Singing Blue Shards": kill/loot **Crystal Spine Basilisks**. 80% drop rate. There's only 9 mob spawns in the area. If you run out of mobs, you can start working on the next step(s) then come back to this spot. You will also have more opportunities later in the guide to complete this.

02) Go south at **Bal'lal Ruins**, just off the shore (30.20) then do "Bloodscalp Ears" along with "Hunt for Yenniku" and start working on "Bloody Bone Necklaces": kill/loot the trolls at the ruins. There is another Ruins up NE (34.16) for more mobs. **NOTE:** "Bloody Bone Necklaces" does not need to be finished now.

03) Do "Tiger Mastery": kill **Elder Stranglethorn Tigers** between the two Ruins from the previous step (around 33.19).

04) Go just south (right above **Grom'gol**, around 32.23) and do "Raptor Mastery" along with "The Defense of Grom'gol": kill **Lashtail Raptors**.

05) Go to **Grom'gol** and turn in "Hunt for Yenniku" (32.28), accept "Headhunting".

06) Turn in "The Defense of Grom'gol" (32.29), accept the next part.

07) Make sure you are repaired/resupplied. **REMINDER:** Once you turn lvl 35, start using the higher tier food/drink.



01) Go up north to the troll Ruins (around 21.13) and do "Headhunting" along with finishing up "Bloody Bone Necklaces": kill/loot the trolls around the Ruins for the necklaces (low drop rate). And kill/loot the Bloodscalp Headhunters for the Shrunken Heads. You can kill lower level trolls for the necklaces down south at the two ruins (between step #3 on map).

02) Go to **Nesingwary's Expedition** (35.11) and turn in "Raptor Mastery" (accept the next part), "Hemet Nesingwary", "Hunting in Stranglethorn" and (next to you) "Tiger Mastery" (accept the next part). Also accept "Panther Mastery". Get repaired/resupplied from Jaquolina Dramet.

03) Go SW at the mound (32.17) and do "Tiger Mastery": kill/loot Sin'dall (lvl 37 tiger). Could be on top of the mound or patrolling around it.

04) Go back to **Nesingwary's Expedition** (35.11, #2 on map) and turn in "Tiger Mastery". Make sure you are repaired/resupplied.

05) At the river east of you do "Supply and Demand": kill/loot **River Crocolisk**. And continue working on (if you still need to) "Singing Blue Shards" by kill/looting **Stone Maw Basilisk** around the north end of the river. Work your way to the next step:

06) Go SE across the river to the **Venture Co. Operations Center** and do "Hostile Takeover": kill/loot the **Venture Co. Geologist** scattered around the Operations for the crystals. Also do the first part of "Goblin Sponsorship": work your way to the top of the Operations Center and then kill/loot **Foreman Cozzle** (in the control room, 43.18). See next step for where to use **Cozzle's Key** at...

07) Do the last part of "Goblin Sponsorship": loot **Cozzle's Footlocker** (in the small house, 43.20). **NOTE:** Your key will disappear as soon as you click the chest, so make sure you have room in your bags for the **Blueprints**.

08) Go east and do "Panther Mastery" along with "Mok'thardin's Enchantment": kill/loot **Shadowmaw Panthers** /target (around 49.23). Also kill/loot **Stranglethorn Tigress** around the same area for the fang.

09) Finish (if you still need to) "Singing Blue Shards": kill/loot **Crystal Spine Basilisks** just NE around the mountain ledges (48.8).

10) Go west across the river to **Mizjah Ruins** (around 37.31) and do "The Defense of Grom'gol": kill the needed **Mosh'Ogg** ogres.

11) Go to **Nesingwary's Expedition** (35.11, #2 on map) and turn in "Panther Mastery", accept the next part.

12) Hearth to BB.



01) In the Inn, turn in "Singing Blue Shards", SKIP "Venture Company Mining" (for now).

02) Go upstairs in the Inn and turn in "Bloodscalp Ears", "Hostile Takeover" and "Investigate the Camp".

03) Stay up on the top of the docks and go over past the Alliance FP to **Tan-Your-Hide Leatherworks** and turn in "Supply and Demand" (28.78). Accept "Some Assembly Required".

04) Go back over to the top of the Inn and then go up the steps to **Baron Revilgaz** on the boat-deck and turn in "Goblin Sponsorship", accept the next part.

05) Next to you on the roof, go to the **Wind Rider Master** and fly to **Grom'gol, Stranglethorn**.

06) Turn in ALL quests in **Grom'gol**: "The Defense of Grom'gol", "Mok'thardin's Enchantment" (SKIP the next part for now), "Headhunting" and "Bloody Bone Necklaces". Accept "Trollbane".

07) You should be level 36 now, if not grind to it.

08) **Summon in 5m** Get on the zeppelin to go to the **The Undercity** (up in the Inn, 32.29). Build up **First Aid** while waiting. You can save a good chunk of time by doing a suicide warp by **jumping off of the zeppelin** at a certain timing.

09) At the UC, get new spells/abilities if you are a Mage, Priest, Rogue, Warlock or Warrior.

10) Go to the **Bank** in the middle of UC (66.44) and get out the following items: **Rod of Helcular** and (if you have any) **Elixir of Water Breathing** potions. If you were able to get an **Elixir of Water Breathing**, also get out (if you have any) a stack of **Swim Speed Potions**. Also put in the bank: **Fuel Regulator Blueprints** and **Kravel's Parts**.

11) Accept "To Steal From Thieves" (64.49).

12) Next to you at the **Bat Handler**, First get FP, then Summon to **Tarren Mill** fly to **Tarren Mill, Hillsbrad**.

13) Once at **Tarren Mill**, accept "The Hammer May Fall" (from Tallow 62.20).

14) If you have not finished the **Turtle Meat** turn-in yet, do so now... Go in the Inn (bigger house 62.19). From **Christoph Jeffcoat**, accept "Soothing Turtle Bisque" (requires the cooking profession to accept). From this NPC, buy a **Soothing Spices**. Then with your **Turtle Meat** you farmed earlier, simply turn in the quest right there.

15) Go to the **Bat Handler** (60.19 in Hillsbrad) and fly to **Hammerfall, Arathi**.



36-37 Arathi Highlands

■ 01) Go in the Inn and make **Hammerfall** your new home from the **Innkeeper** (74.33). Make sure you are repaired/resupplied.

■ 02) On the balcony next to you, turn in "Trollbane" (74.34), accept "Sigil of Strom". **NOTE:** This quest requires a group of at least 3 players. While out questing you can see if you can get a group to do this while in Arathi.

■ 03) Go down to **Tor'gan** (75.36) and accept "Foul Magics" and "Guile of the Raptor".

■ 04) Go west and click on the **Shards of Myzrael** to accept "The Princess Trapped" (62.34).

■ 05) Go east of **Hammerfall** and do "The Princess Trapped": kill/loot the **Drywhisker** (Kobolds), in and outside of the cave (entrance at 83.36). **TIPS:** Look for the tree and rock (81.40), it shows you where the hidden path is to the cave. If you have mining, then mine as many **Lesser Bloodstone Deposits** as you can. These are used for an Alliance **quest** only at STV and sell good in the neutral AH.

■ 06) Once done, go to the **Iridescent Shards** (at the end of the cave, 84.31) and turn in "The Princess Trapped", accept "Stones of Binding".

■ 07) If you have 225 **First Aid** now, then go to **Hammerfall** and in the building accept and do "Triage" (73.38): use the **Triage Bandage** quest item right there in the room on the wounded soldiers (See **Video**). Once done, turn it in. Your **First Aid** should boost to 300 max skill. **NOTES:** You will also be revisiting this Doctor in the future to get **Heavy Mageweave Bandage** (240 skill), **Runecloth Bandage** (260 skill), and **Heavy Runecloth Bandage** (290 skill). You can also destroy the **Triage Bandage** in your inventory as it is no longer needed. If you were not able to do this quest yet, you will be farming more cloth in **Arathi** to try again later.

■ 08) Go up the steps in **Hammerfall** and make sure you are repaired/resupplied. Then take the north exit and go west to the **Circle of East Binding** and do part of "Stones of Binding": loot the **Stone of East Binding** (67.30) for the **Cresting Key**.

■ 09) Go west to **Dabyrie's Farmstead** and do "To Steal From Thieves": kill/loot the 3 named mobs. Kill/loot **Kenata Dabyrie** /target (up in the small house 56.36). See next steps for the other 2...

■ 10) Kill/loot **Fardel Dabyrie** /target (standing outside next to the barn, 57.39, or in front of the stables 54.38)...

■ 11) Kill/loot **Marcel Dabyrie** /target (in the stables, 54.38).



■ 01] Go south a bit and do part of "Stones of Binding": loot the Stone of Outer Binding (52.51) for the **Thundering Key**.

■ 02] Go south and do "Guile of the Raptor": kill/loot **Highland Fleshstalkers** (around 52.68).

■ 03] Go NW to **Boulder'gor** and do "The Hammer May Fall": kill the **Boulderfist Ogres** (outside of the mine) and the **Boulderfist Enforcers** (inside of the mine, 35.44).

■ 04] Go north to **Northfold Manor** (around 32.29) and do "Foul Magics": kill/loot the **Syndicate** mobs. Any of them can drop the amulets.

■ 05] Go west and do the last part of "Stones of Binding": loot the Stone of West Binding (25.30) for the **Burning Key**.

■ 06] Go right above **Stromgarde Keep** to discover it for XP (at 30.56). **GROUP ONLY (3+ Players)**: If you are with a group of 2 more players you can do "Sigil of Strom": at the east side in **Stromgarde Keep** (around 29.61) kill/loot the **Syndicate Prowlers**, **Conjurors** and **Magus** for the **Sigil of Strom**.

■ 07] Go slightly east and click on the **Stone of Inner Binding** to turn in "Stones of Binding" (36.57), accept "Breaking the Keystone" (Elite).



IMPORTANT: Only do this section if you have an **Elixir of Water Breathing** with you (or if your Undead). If you don't, skip to the next section below.

■ **01)** Go SW to the hidden path (that starts at 29.68). Follow this path (see map). It leads through a cave, then cross the water (use a **Swim Speed Potion**) to **Faldir's Cove** and accept (from the **ogre**) "Land Ho!" (32.83).

■ **02)** On the dock next to you, turn in "Land Ho!" (32.81).

■ **03)** Next to you, accept "Deep Sea Salvage".

■ **04)** Just east of you at the Bonfire (34.81), accept "Drowned Sorrows" and accept and do the escort "Sunken Treasure": escort **Professor Phizzlethorpe** to the small cave to the east. You will have to fight two or more lvl 40 water elementals. This quest is not easy but doable. You will need to let enough time pass in order to complete this escort, so try to survive for about a minute or so when the water elementals come to accomplish this.

■ **05)** Back at the Bonfire, turn in "Sunken Treasure" (34.80, #4 on map), accept the next **part**.

■ **06)** Go out west in the water (use an **Elixir of Water Breathing** potion along with any extra **Swim Speed Potions** you may have) and do "Deep Sea Salvage" along with "Drowned Sorrows" and "Sunken Treasure": loot the **Calcified Elven Gems** (use the **Goggles of Gem Hunting** quest item to help you find these). Kill 10 **Daggerspine Raiders** and 3 **Daggerspine Sorceress**. While doing these work your way to the 4 objects you need to loot, first one is **Maiden's Folly Log** in the middle layer of the boat within a bunch of junk, and its in a cauldron (23.85). See next steps for the other 3:

■ **07)** On the same boat you are on and at the same level, go over in the other room and on a ledge next to a crack in the floor (kind of hard to see), loot **Maiden's Folly Charts** (23.1, 84.5). (looks like a brown piece of paper).

■ **08)** Go over to the other boat and at the bottom touching the floor of the sea, loot the **Spirit of Silverpine Log** (looks like a white book, 20.6, 85.1).

■ **09)** Just above you on the middle layer on the boat you are at and in front of the ship, next to a cannon, sitting on a crate, loot the **Spirit of Silverpine Charts** (20.5, 85.6).

■ **10)** Go back east to **Faldir's Cove** and on the dock turn in "Deep Sea Salvage" (33.81, #2 on map).

■ **11)** East by the Bonfire (34.81, #4 on map), turn in "Drowned Sorrows" and "Sunken Treasure", accept the next **part**.

■ **12)** On the dock, turn in "Sunken Treasure" (32.81, #2 on map), accept the next **part**.



01) Hearth to Hammerfall.

02) On the balcony just outside the Inn, turn in "The Hammer May Fall" (74.34), accept "Call to Arms". Also turn in (if you did it) "Sigil of Strom", SKIP "The Broken Sigil" (for now).

03) Go down to **Tor'gan** (75.36) and turn in "Foul Magics" and "Guile of the Raptor" (accept the next part).

04) Go down and turn in "Guile of the Raptor" (73.34). Wait a few seconds then accept the next part. Make sure you are repaired/resupplied by the Forge.

05) Go back up to **Tor'gan** (75.36, #3 on map) and turn in "Guile of the Raptor", SKIP "Foul Magics".

06) Grind south to **Witherbark Village** (around 67.64) and do "Call to Arms": kill the needed **Witherbark** trolls around the village.

07) Grind back north to **Hammerfall** and up the steps turn in "Call to Arms" (74.34), accept the next part. Make sure you are repaired/resupplied.

08) GROUP ONLY (3+ players): While doing the rest of Arathi quests, if you happen to run across the lvl 42 Elite Giant named **Fozruk** /target, you can kill/loot him for "Breaking the Keystone" (Elite). This giant has a large patrol path (see map). Don't intentionally try to find him. If you did kill/loot him, then turn this in (at 36.58).

09) Grind SW to **Boulderfist Hall** and do "Call to Arms": kill the needed **Boulderfist** ogres. If you still need to do "Triage", then make sure you get your **First Aid** skill to 225 before proceeding.

Summon in 5m (when grinding back to Hammerfall)

10) Hearth (or grind back if its still on a cooldown) to **Hammerfall**. Make sure you are repaired/resupplied.

11) On the deck turn in "Call to Arms".

12) GROUP ONLY (3+ players): Only do the Elite quests "Call to Arms", "The Broken Sigil", "The Real Threat" and "Foul Magics" if you are able to get a group of at least 3 players and these can be done at **Stromgarde Keep**, otherwise skip them. Turn them in once done and my guide will not cover the follow up quests to these.

13) If you have not done the **First Aid** quest "Triage" yet, do so now:

(click to show instructions):

14) Summon to TM Go up to the **Wind Rider Master** (73.33) and fly to **Tarren Mill, Hillsbrad**. If "Sigil of Strom" or "Breaking the Keystone" is still in your quest book, abandon them.



37-37 Alterac Mountains

01) Once at TM, go in the small house (62.21) and accept "Prison Break In" & "Stone Tokens".

02) Go north to the small cave (37.66 in Alterac Mountains) and on the way kill/loot a cat for a **Fresh Carcass**, then if you still have "Helcular's Revenge" in your questbook with 2 of the 3 Flames charged, click on the **Flame of Uzel** (in the cave, 37.66).

03) In that same cave do "Frostmaw": use the **Fresh Carcass** quest item at the **Flame of Uzel** (37.66, #2 on map), then kill/loot **Frostmaw** /target when he spawns. This yeti spawns just outside of the cave. (See Video)

04) Go west to **Lordamere Internment Camp** and do "Stone Tokens" along with "Prison Break In": kill/loot the **Dalaran** (human) mobs for the **tokens** and kill/loot the 4 named mobs. First one is **Ricter** (20.84 in Alterac Mountains) outside in front of the outhouses. See next steps for the others...

05) Kill/loot **Alina** and **Dermot** inside the building (20.86) next to the outhouses.

06) Kill/loot **Kegan Darkmar** upstairs in the other building (18.83).
NOTE: There are more Dalaran mobs to kill for the **tokens** at Dalaran (just outside of the big purple globe).

07) Go south in Hillsbrad, next to the Alliance town **Southshore** and turn in "Helcular's Revenge" by clicking on **Helcular's Grave** (the eastern most tombstone, 53.53). Watch out for the Alliance Southshore Guards!

08) Run north to **Tarren Mill** and in the small house (62.21), turn in "Prison Break In" and "Stone Tokens", accept "Dalaran Patrols" and "Bracers of Binding". Make sure you are repaired/resupplied.

09) **Summon in 18m** Go north into **Alterac Mountains** (follow path on map) and do "Bracers of Binding" along with "Dalaran Patrols": kill 4 **Dalaran Summoners** and kill/loot the **Elemental Slaves**. Done around the purple **Dalaran** globe (21.58 in Alterac Mountains).

10) Once done, die on purpose and res at spirit to get back to **Tarren Mill**. Make sure you are repaired/resupplied.

11) In the small house, turn in "Dalaran Patrols" and "Bracers of Binding" (62.21 in Hillsbrad, #8 on map).

12) Go to the **Bat Handler** (60.19) and fly to **Undercity, Tirifal**. (while flying) **Summon in 5m**



01) Right where you land at the UC, turn in "To Steal From Thieves" (64.50 in the UC).

02) Go to the **Bank** (in the middle of UC, 66.44) and get the following items out: **Belgrom's Sealed Note**, **Fuel Regulator Blueprints** and **Kravel's Parts**. Also get out (if you have it) 60 **Wool Cloth** and then 60 **Silk Cloth** for cloth donations in **Orgrimmar**. Put in the bank: (if you have it) **Sample Elven Gem** and any **Swim Speed Potions**.

03) **Summon to Orgrimmar** Leave the UC and get on a zeppelin to go to **Orgrimmar** (61.59 in Tirfal Glades).

04) Go west in **Orgrimmar** (take the ramp at 42.62)...

05) Go SW to **Valley of Spirits** in **Darkbriar Lodge** and (if you have them) turn in 60 **Wool Cloth** and then 60 **Silk Cloth** for cloth donations from **Vehena** (38.88) for the Troll faction.

06) Continue west to **Keldran** and turn in "**Alliance Relations**" (23.53).

07) **Summon to XRs** Stay up and go over to the **Wind Rider Master** (45.64) and fly to **Crossroads, The Barrens**.

08) Go in XR's Inn (52.30) and make it your new home.

09) **Summon to Freewind Post** Go to the **Wind Rider Master** (51.30) and fly to **Freewind Post, Thousand Needles**.



37-38 Thousand Needles (Shimmering Flats)

01) Make sure you are repaired/resupplied.

02) Run east towards **Ironstone Camp** (right next to **Shimmering Flats**) and turn in "The Swarm Grows" (68.64), accept the next part.

03) Go to the west side of **Mirage Raceway** and at the **dwarf**, turn in "Parts for Kravel" (78.77). Wait a few seconds, then accept "Delivery to the Gnomes".

04) Next to you, turn in "Delivery to the Gnomes" (78.77). And accept "Martek the Exiled".

05) Back at the **dwarf** next to you accept "The Rumormonger" (78.77, #3 on map).

06) Go east to the Goblin's side and turn in "Goblin Sponsorship" (80.76), accept "The Eighteenth Pilot".

07) Next to you, turn in "The Eighteenth Pilot" (80.76), accept "Razzeric's Tweaking".

08) Go SW to **The Rustmaul Dig Site** and do "The Swarm Grows": kill the needed **Silithid** bugs. There is only a few **Invaders** in the cave (66.86) so go for these guys first. The **Searchers** are up and around the Dig Site. Within the first few mobs you kill, you should receive an **item** which starts "Parts of the Swarm", accept it and start doing it in the same area by kill/looting the **Silithid** mobs, and the items you need can drop from any of them.

(use when half-way done with bug quests) Summon in 15min

(use when only 1 bug left to kill) Summon in 5min

09) Make sure you are at least 2 bars away from level 38. Grind on the bugs until you are.

10) Go north to **Ironstone Camp** and turn in "The Swarm Grows" (68.64, #2 on map).



01) Hearth to XRs.

02) Go west in the XRs and turn in "Parts of the Swarm" (51.30 in The Barrens), accept the next part. NOTE: If the Cracked Silihid Carapace remains in your bags, destroy it.

03) Summon to TB! Go to the Wind Rider Master (51.30) and fly to Thunder Bluff, Mulgore.

04) Go just east a bit to Naal Mistrunner <Cooking Supplier> and purchase 3 Soothing Spices from him, this is for a later quest in Dustwall Marsh, and remember to not sell this to a vendor.

05) Go to The Hunter Rise and turn in "Frostmaw" (61.81). Accept "Deadmire".

GET NEW ABILITIES) You should be level 38 now. Get new spells/abilities for your class.

06) Go to the Bank (47.59) and put the following item into it: Fizzle Brassbolts' Letter. Also if you have a Moonsteel Broadsword in your bank (47.59), get it out now for an easy future turn-in quest. And remember to not sell it to a vendor.

07) Summon to Dustwall! Go up to the Wind Rider Master in the middle of TB (47.50) and fly to Brackenwall Village, Dustwall Marsh.



38-38 Dustwall Marsh

- 01) West at **Brackenwall Village**, accept "Theramore Spies" from Nazeer Bloodpike (35.31).
- 02) From **Do'gol** (ogre), accept "The Black Shield" (37.31).
- 03) Make sure you are repaired/resupplied.
- 04) Go slightly south of **Brackenwall Village** and accept "Hungry!" (from the **ogre** at 35.37).
- 05) Start working on "Theramore Spies" along with "The Black Shield": kill **Theramore Infiltrators** /target and kill/loot Darkfang spiders. Grind your way to the next step...
- 06) Go NE to the shore (58.16) and do "Hungry!": kill/loot the **Mirefin** (murlocs).
- 07) Go to **Jarl's cabin** (55.26) and accept "Soothing Spices", then turn it in (requires **Soothing Spices** that you purchased earlier) and accept "Jarl Needs Eyes".
- 08) Right next to Jarl's cabin, click on the **Loose Dirt** to accept "The Lost Report" (55.26).
- 09) Go NW to the raptor spot (around 48.18) and grind it clear (for XP).
- 10) At the raptor area, accept and do the escort "Stinky's Escape" (47.18): escort "**Stinky**" Ignatz and grind mobs during the escort.
- 11) Finish up "Theramore Spies": kill 9 **Theramore Infiltrators** /target just NE of **Brackenwall Village** (#5 on map).
- 12) Go west to **Darkmist Cavern** (around 34.23) and do "Jarl Needs Eyes": kill/loot the **Darkmist** spiders for the **eyes**.
- 13) Go to the west side in **Brackenwall Village** (36.32, #1 on map) and turn in "Theramore Spies", accept "The Theramore Docks". And turn in "The Lost Report". Make sure you are repaired/resupplied.
- 14) Go just south of **Brackenwall Village** at the **ogre** and turn in "Hungry!" (35.37, #4 on map).
- 15) Finish up "The Black Shield": kill/loot **Darkfang Creepers** (#5 on map) or **Venomspitters** (#15 on map).



■ 01) Go east to **Jarl's cabin** (55.26) and turn in "**Jarl Needs Eyes**". If you have a **Moonsteel Broadsword** with you, then accept and turn in "**Jarl Needs a Blade**", otherwise it can be skipped.

■ 02) Right next to Jarl's cabin, click on the **Loose Dirt** to accept "**The Severed Head**" (55.26).

■ 03) Go all the way behind the Alliance town (**Theramore Isle**) and do "**The Theramore Docks**": loot **Captain's Footlocker** (under the water, 72.51). (See Video)

■ 04) Die on purpose and res at spirit to get to **Brackenwall Village**.

■ 05) From **Do'gol** (ogre), turn in "**The Black Shield**" (37.31), accept the next part.

■ 06) At **Krog**, turn in "**The Black Shield**" (36.32). Make sure you are repaired/resupplied.

■ 07) West in **Brackenwall Village** (35.31), turn in "**The Theramore Docks**" and "**The Severed Head**", accept "**The Troll Witchdoctor**".

■ 08) Hearth to XRs.

■ 09) Go to the **Wind Rider Master** (52.30 in The Barrens) and fly to **Ratchet, The Barrens**.

■ 10) At **Ratchet** next to the bank, turn in "**Stinky's Escape**" (62.38).

■ 11) At the **Bank**, get the following items out: (if you have it) **Sample Elven Gem** and (if you have any) **Swim Speed Potions** and any **Elixer of Water Breathing** potions.

■ 12) Get on the boat (64.39) to go to BB...



38-40 Stranglethorn Vale

- 01) Once at BB, follow the lower docks and then accept "The Bloodsail Buccaneers" (28.76).
- 02) Go in the small cabin (next to the hanging shark) and accept "Scaring Shaky" (28.77).
- 03) Go in the Inn and make BB your new home (27.77).
- 04) Go up the stairs in the Inn and turn in "The Rumormonger", accept "Dream Dust in the Swamp".
- 05) Up the steps on the boat-deck, turn in (if you have it) "Sunken Treasure" (27.77), SKIP the next part (for now).
- 06) Next to you on the roof, go to the Wind Rider Master and fly to Grom'gol, Stranglethorn.
- 07) At Grom'gol, accept "Mok'thardin's Enchantment" (32.29).
- 08) By the Cauldron, accept "The Vile Reef" (Elite). Also turn in "The Troll Witchdoctor" (32.28).
- 09) Make sure you are repaired/resupplied.
- 10) Go south (around 31.42) and do "Raptor Mastery" along with "Mok'thardin's Enchantment": kill/loot Jungle Stalkers.
- 11) Make sure you are at least a half a bar away from level 39 (keep grinding on Jungle Stalkers & Cold Eye Basilisks until you are).
- 12) Then go back to Grom'gol and turn in "Mok'thardin's Enchantment" (32.29, #7 on map), accept the next part. Make sure you are repaired/resupplied.
- 13) Go NW under the water at The Vile Reef and do "The Vile Reef": distract the elites so you can loot the Gri'lek the Wanderer tablet (25.23). You may need to kill one or two of them depending on your class. Use Swim Speed Potions and an Elixir of Water Breathing if you can.
- 14) Go back SE to Grom'Gol and turn in "The Vile Reef" (#8 on map).
- 15) Go east to the river and do "Some Assembly Required": kill/loot Snapjaw Crocolisks along the river.
- 16) **GROUP 2+ Players:** With 2+ players, go east and do the last part of "Panther Mastery" (Elite): kill/loot Bhag'thera /target. This lvl 40 elite black panther has 3 different spawn points (see map). If you cannot do it, you will have more opportunities later in the guide to solo it.
- 17) Go to Nesingwary's Expedition (36.11) and turn in (if you did it) "Panther Mastery" and "Raptor Mastery", accept the next part.
- 18) Hearth to BB. Make sure you are repaired/resupplied.



■ 01) Go just slightly NW of BB and clear the **Bloodsail** (humans) from the area, then click on the **Bloodsail Correspondence** scroll (on the barrel 27.70) to turn in "The Bloodsail Buccaneers", accept the next part. (See Video)

■ 02) Go NE to **Mistvale Valley** (around 32.67) and do "Scaring Shaky" along with "Mok'thardin's Enchantment": kill/loot the **Elder Mistvale Gorillas**. Very low drop rate for the **Aged Gorilla Sinew** (but keep grinding until you get it).

■ 03) Run back SW to BB and near the boat pickup turn in "Scaring Shaky" (27.74), accept "Return to MacKinley".

■ 04) On the lower docks, turn in "The Bloodsail Buccaneers" (28.76), accept the next part.

■ 05) Go in the cabin (next to the hanging shark) and turn in "Return to MacKinley" (28.77), SKIP "Voodoo Dues" (for now).

■ 06) Go all the way upstairs in the Inn then go over past the Alliance FP to **Tan-Your-Hide Leatherworks** and turn in "Some Assembly Required" (28.78), accept "Excelsior".

■ 07) Go back to the top of the Inn (on the boat-deck) and turn in "The Bloodsail Buccaneers" (27.77), SKIP the next part (for now). And accept (if it's available) "Sunken Treasure".

■ 08) Next to you on the roof, go to the **Wind Rider Master** and fly to **Grom'gol, Stranglethorn**.

■ 09) At **Grom'gol**, turn in "Mok'thardin's Enchantment" (32.29), accept the next part.

■ 10) By the **Bubbling Cauldron**, accept "Split Bone Necklace" (32.28)

■ 11) Go in the Inn and make **Grom'gol** your new home (32.30). Make sure you are repaired/resupplied.

■ 12) You should be a little over half way to level 40. Now I grind the rest of the way to 40 on **Jungle Thunderers** (around 42.27) or the **Venture Co. Geologists** (around 45.21). These mobs have less armor and die faster. Instead of the grinding, you could get a 5 man group to do the **Scarlet Monastery** dungeon.

Summon in 30min (when about 3 bars to lvl 40)

■ 13) Summon in 5min Once you are level 40, hearth to **Grom'gol**.



■ 05) Go in the cabin (next to the hanging shark) and turn in "Return to MacKinley" (28.77), SKIP "Voodoo Dues" (for now).

■ 06) Go all the way upstairs in the Inn then go over past the Alliance FP to **Tan-Your-Hide Leatherworks** and turn in "Some Assembly Required" (28.78), accept "Excelsior".

■ 07) Go back to the top of the Inn (on the boat-deck) and turn in "The Bloodsail Buccaneers" (27.77), SKIP the next part (for now). And accept (if it's available) "Sunken Treasure".

■ 08) Next to you on the roof, go to the **Wind Rider Master** and fly to **Grom'gol, Stranglethorn**.

■ 09) At **Grom'gol**, turn in "Mok'thardin's Enchantment" (32.29), accept the next part.

■ 10) By the **Bubbling Cauldron**, accept "Split Bone Necklace" (32.28)

■ 11) Go in the Inn and make **Grom'gol** your new home (32.30). Make sure you are repaired/resupplied.

■ 12) You should be a little over half way to level 40. Now I grind the rest of the way to 40 on **Jungle Thunderers** (around 42.27) or the **Venture Co. Geologists** (around 45.21). These mobs have less armor and die faster. Instead of the grinding, you could get a 5 man group to do the **Scarlet Monastery** dungeon.

Summon in 30min (when about 3 bars to lvl 40)

■ 13) Summon in 5min Once you are level 40, hearth to **Grom'gol**.



■ 01) At the top of **Grom'gol's Inn**, get on the zeppelin to go to the UC (32.29). You can save a good chunk of time by doing a suicide warp by **jumping off of the zeppelin** at a certain timing.

■ 02) At UC's **Bank** (66.44), get the following items out: **Fizzle Brassbolts' Letter**, (if you can) stack of 9 **Blue Pearls**, (if you have them) **Frost Oil**, **Gyrochronatom**, stack of **Elixir of Water Breathing + Swim Speed Potions**. And if you have **Healing Potion**, **Lesser Invisibility Potion** and a **Patterned Bronze Bracers** get those out as well. These items are used for easy turn-in quests in the **Badlands**. And remember to not sell these items to a vendor.

■ **GET NEW ABILITIES**) Get new spells/abilities.

■ 03) If you can afford to, go buy your level 40 mount. It differs depending on your class & race and it costs roughly 90 gold. Check out my **Mount Guide** on where to find your mount trainer & vendor.

■ 04) Summon to Badlands Go to the **Bat Handler** (63.49 in the UC) and fly to **Hammerfall, Arathi**.



How to run to the Badlands from Arathi Highlands:



Badlands Run Map:

- 01) Build up **First Aid**. And if you are able to get to skill level 240, go talk to **Doctor Gregory Victor** at **Hammerfall** (in the building, 73.37 in Arathi Highlands) to learn **Heavy Mageweave Bandage**.
- 02) **IF YOU HAVE "Sunken Treasure"**: Go SW through **Arathi Highlands** and then through the hidden path (that starts at 29.68). Follow this path (see map). It leads through a cave, then cross the water (use a **Swim Speed Potion** if you have one) to **Faldir's Cove** and turn in "**Sunken Treasure**". Then accept and do the escort "**Death From Below**": go on top of the ship and fire the cannon to kill the three waves of naga that come in. Once done, turn it in.
- 03) Run all the way to the **Badlands**. See map for directions depending on where you are coming from.

40-41 Badlands

First Pick the Class you are playing top left of screen!!!

- 01) As you enter **Badlands**, grind your way SW to **Valley of Fangs** and turn in "Martek the Exiled" (42.53), accept "Indurium". Next to you, accept "Barbecued Buzzard Wings". And if you have 9 **Blue Pearls** with you, accept and turn in "Pearl Diving".
- 02) Go south a bit (around 51.67) and do "Indurium": kill/loot the **Stonevault** troggs.
- 03) Go back north to **Valley of Fangs** and turn in "Indurium" (42.53, #1 on map). Wait a few seconds then accept "News for Fizzle".
- 04) Go NW to **The Dustbowl**, and at the **gnome** (26.45), accept "Study of the Elements: Rock". If you have a **Frost Oil** item, accept and complete the quest "Coolant Heads Prevail". Then if you have a **Gyrochronatom** item, accept and complete the quest "Gyro... What?".
- 05) Grind west to **Kargath** and get the FP there from the **Wind Rider Master** (4.45). **NOTE:** Keep your Hearthstone set to **Grom'gol!**
- 06) Go up the watchtower and accept "Coyote Thieves" and "Report to Helgrum" (7.47).
- 07) Go in the Inn (3.46) and accept "Broken Alliances" and (upstairs) "Badlands Reagent Run". Make sure you are repaired/resupplied.
- 08) Do "Study of the Elements: Rock" kill/loot **Lesser Rock Elementals** up north on the cliffs (around 19.42).
- 09) Go to **The Dustbowl** at the **gnome** (26.45, #4 on map) and turn in "Study of the Elements: Rock", accept the next part.
- 10) Grind your way south and do "Study of the Elements: Rock": kill/loot **Rock Elementals** (around 41.78).
- 11) Grind your way north to **The Dustbowl** at the **gnome** (26.45, #4 on map) and turn in "Study of the Elements: Rock", accept the next part.



01) Do the following 4 steps below (in any order) around the western part of **Badlands**:

02) "Broken Alliances": kill/loot **Boss Tho'grun** /target . This ogre patrols in a large circle counter-clockwise around the SW part of Badlands. He has 5 bodyguards. Pull/kite him away from his guards to take him on 1v1. (See Video). **NOTE:** You can focus on the next steps until he shows up...

03) "Barbecued Buzzard Wings": kill/loot Buzzards. There is a large amount of **Giant Buzzards** at (16.61). And remember to not sell the **Buzzard Wings** to a vendor.

04) "Coyote Thieves": kill/loot Coyotes. Focus more on the **Elder Crag Coyotes** around the western side of Badlands.

05) "Badlands Reagent Run": kill/loot Buzzards, Coyotes and Rock Elementals. This quest will naturally get done by doing the others.

06) Go south and do "Study of the Elements: Rock": kill/loot **Greater Rock Elementals** (around 15.88).

07) Once all that is done, go back to **Kargath**, and up in the watchtower (7.47), turn in "Coyote Thieves".

08) Go in the Inn (3.46) and turn in "Broken Alliances", SKIP the next **part** (high level group quest).

09) Go upstairs and turn in "Badlands Reagent Run", SKIP the next **part** (group quest). Make sure you are repaired/resupplied.

10) Go east to **The Dustbowl** at the **gnome** (26.45) and turn in "Study of the Elements: Rock". If it is available, accept "This Is Going To Be Hard", and turn it in right next to you and accept the next part. Turn that in right next to you and accept the next **part**. Kill/loot the **Fam'retor Guardian** that spawns in. Then turn it in.

11) Also, if you have a **Healing Potion** and a **Lesser Invisibility Potion** with you, accept (if it is available) "Liquid Stone", then turn it in.

12) And also if you have a **Patterned Bronze Bracers** with you, accept (if it is available) "Stone Is Better than Cloth", then turn it in.

13) Go east (in the middle of Badlands) and turn in "Barbecued Buzzard Wings" (42.53).

14) Grind your way east to **Lethlor Ravine** (70.53) to discover it for XP and then grind on **Scalding Whelps** for a bit. Watch out for the elite **Scorched Guardians**! Make sure you are level 41, if not keep grinding on the whelps (or any mob in the Badlands) until you are.



■ 01) Hearth to **Grom'gol**.

■ 02) Make sure you are repaired/resupplied.

■ 03) Now could be a good time to see if you have all the pages for "**The Green Hills of Stranglethorn**". This quest requires that you have the following pages: 1, 4, 6, 8, 10, 11, 14, 16, 18, 20, 21, 24, 25, 26, and 27. You can also find these pages in the AH or from other players. If you have all of them, get them out now and go to **Nesingwary's Expedition** (36.11) and turn this quest in. If not, you will return to STV numerous times in the future for more chances to find the pages.

■ 04) Run all the way to **Swamp of Sorrows**, stopping along the way at **Beggar's Haunt** to accept "Nothing But the Truth" (in Duskwood at 88.35).

■ 05) Next to you, turn in "Nothing But the Truth", accept the next part.

■ 06) Run east into **Swamp of Sorrows** (you have to run through **Deadwind Pass** first)...



41-42 Swamp of Sorrows

01) As you enter **Swamp of Sorrows** (SoS) start working on "Dream Dust in the Swamp": kill/loot the dragon whelps around the lake (15.56 in SoS) for the **dream dust**. Just clear the whelps in this area once. When you run out of whelps to kill, move on to the next steps (You can revisit this area later):

02) Go up north to **Misty Valley** and do the first part of "Nothing But the Truth": kill/loot the **Mire Lord** in the cave (6.31) for the **Mire Lord Fungus**.

03) If you need to, go back to the lake and finish up "Dream Dust in the Swamp": kill/loot dragon whelps around the lake (15.56, #1 on map). **NOTE:** The guide will not remind you again to revisit the area if you still need to get it done, so make sure this is done before leaving SoS.

04) Go east and then find and kill/loot **Noboru the Cudgel** [/target](#). See patrol path on map (spawns at 47.39). He drops an item which starts "Noboru the Cudgel", accept it.

05) Go NW to **The Harborage** and turn in "Noboru the Cudgel" (26.31). Accept "Draenethyst Crystals" (no exclamation mark).

06) Go SE to **Stonard** and in the Inn make it your new home from the **Innkeeper** (45.57). Make sure you are repaired/resupplied.

07) Next to you in the Inn, accept "Lack of Surplus" and "Fresh Meat".

08) Go upstairs in the building and turn in "Report to Helgrum" (48.55). Next to you, accept "Pool of Tears" (Elite).

09) Do "Pool of Tears" (Elite): loot the **Atal'ai Artifacts** under the lake around the **Temple of Atal Hakkar** (around 65.54). **NOTES:** The elites are only around the shore of the lake, not actually in it, so it's actually easy. Use **water breathing potions** (if you're not undead) and any **Swim Speed Potions** if you have any.

10) Do "Lack of Surplus": kill/loot crocolisks. There are **Sawtooth Crocolisks** (around the middle of SoS) and **Sawtooth Snappers** (around the NE of SoS). Also, start working on part of "Nothing But the Truth" by kill/looting the **Shadow Panthers** [/target](#) (around the cliffs above the shore line) for the **Hearts**, and you will have more opportunities later to kill the panthers.

11) Go SE to **Misty Reed Post** and turn in "Lack of Surplus" (81.80), accept the next part.



01) Work your way north and continue working on part of "Nothing But the Truth": kill/loot **Shadow Panthers** */target* (around the cliffs above the shore line) for the **Hearts**. There are only a few mob spawns, so work on the next steps as well:

02) Around NE of SoS do "Lack of Surplus": kill/loot **Sawtooth Snappers**.

03) Go north to the **Fallow Sanctuary** and from the **human** in the cage (65.18), accept and try to do the escort "Galen's Escape" (it's wise to clear the mobs around the cage first). Also do "Draenethyst Crystals" along with "Ongeku": loot the **Draenethyst Crystals** around the village and also kill/loot **Ongeku** (at 65.22).

04) Above **Stonard**, at **Galen's Strongbox** (next to a tent, 48.40), turn in (if you were able to do it) "Galen's Escape".

05) Go west to **The Harborage** and turn in "Draenethyst Crystals" (26.31).

06) Go SE to **Stonard** and up in the building, turn in "Pool of Tears", (48.55), accept "The Atal'ai Exile". Make sure you are repaired/resupplied.

07) Go east to **Misty Reed Post** and turn in "Lack of Surplus" (81.81), accept "Threat From the Sea".

08) Next to you (from **Katar** at the cliff near the shore), turn in "Threat From the Sea" (84.80), accept the next part.
Summon in 40m

09) Along the shore, do "Threat From the Sea" along with "Fresh Meat": kill **Marsh Murlocs**, **Inkspewers** and **Flesheaters**. Also, kill/loot **Monstrous Crawlers** along the shoreline. **NOTE:** **Flesheaters** are in limited numbers so go for them more often. The Keep the next step in mind:

10) Make sure you get all the **Hearts** for "Nothing But the Truth": kill/loot **Shadow Panthers** */target* around the cliffs above the shore line (#1 on map).
(use when you only need 1-2 more enemies left) Summon in 5m

11) Go to **Misty Reed Post** (**Katar** next to the cliff) and turn in "Threat From the Sea" (84.80, #8 on map), accept the next part.
NOTE: "Continued Threat" will be done later.

12) Next to you, at the **Misty Reed Post**, turn in "Threat From the Sea" (81.81, #7 on map).

13) Hearth to **Stonard**.

14) Next to you in the Inn, turn in "Fresh Meat" (45.57).

15) Summon to Booty Bay Go to the **Wind Rider Master** (46.55) and fly to **Booty Bay, Stranglethorn...**



42-43 Stranglethorn Vale

- 01) Once you land, next to you from **Fleet Master Seahorn**, accept "The Bloodsail Buccaneers" (27.77 in STV).
- 02) Next to you at the top of the Inn, accept "Skullsplitter Tusks" (27.77).
- 03) Next to you, turn in "Dream Dust in the Swamp", SKIP "Rumors for Kravel" (for now).
- 04) Next to you from the **dwarf**, accept "Up to Snuff".
- 05) Drop down in the Inn and make BB your new home. Make sure you are repaired/resupplied. You will not come back to town for awhile, so make sure you are well stocked.
- 06) Next to you, accept "Venture Company Mining" and "Zanzil's Secret".
- 07) Go next to the bank and accept "Akiris by the Bundle" (27.76).
- 08) At the **Bank** next to you put the following items into it: **Bundle of Atal'ai Artifacts**, **Draenethyst Shard**, **Mire Lord Fungus** and 5 **Shadow Panther Heart**.
- 09) In the cabin (next to the hanging shark), accept "Voodoo Dues" (28.77).
- 10) Go north up the docks and from **Dizzy One-Eye**, accept "Keep An Eye Out" (29.76).
- 11) Just east of BB along the shore, do "The Bloodsail Buccaneers" along with "Up to Snuff" and "Keep An Eye Out": kill/loot the **Bloodsail** mobs for the **Snuff** along with **Dizzy's Eye**. They can drop from any **Bloodsail** mob (low drop rates). Also, kill 10 **Bloodsail Swashbucklers**. And loot the **Bloodsail Orders** on the small boat (28.83). And next to you, loot the **Bloodsail Charts** (27.83) on top of the box next to the eastern most tent.
- 12) Go west (follow path on map) and do "Mok'thardin's Enchantment" along with "Akiris by the Bundle": kill/loot the **Naga Explorers** and then work your way up to the top and loot **The Holy Spring water fountain** over the bridge, (29.62).



01) GROUP 2+ Players: Go north and do the last part of "Raptor Mastery" (Elite): kill/loot **Tethis** /target (lvl 43 Elite, he has 4 possible spawns, see map). **NOTE:** If you cannot find a group to do this now, you can try again later at level 47 STV section!

02) Go east across the path to the **Ruins of Jubuwal** and do "Zanzil's Secret" along with "Voodoo Dues": kill/loot the **Zanzil** mobs for **Zanzil's Mixture** and kill/loot the 3 named mobs. Kill/loot **Maury** "Club Foot" **Wilkins** /target (35.51). Mobs are tightly packed so be careful. See next step for the other 2 mobs to kill/loot...

03) Kill/loot **Jon-Jon the Crow** /target (35.52) by the Bonfire.

04) Kill/loot **Chucky "Ten Thumbs"** /target at the **Ruins of Aboraz** east (40.58, see map on how to get there). Watch out there is numerous stealthed panthers on the pathway there.

05) Go back west to the main path, then north a bit to the ledges (around 41.43) and do "Venture Company Mining": kill/loot the **Venture Co.** mobs (goblins).

06) Go north to the troll Ruins (around 42.36) and do "Skullsplitter Tusks" along with "Split Bone Necklace": kill/loot the **Skullsplitter** trolls. There is more mobs just SE at the other Ruins (around 47.40) and NE (46.32).

07) GROUP 2+ Players (or this could be soloable): Go north and do the last part of (if you still need to) "Panther Mastery" (Elite): kill/loot **Bhag'thera** /target. This lvl 40 elite black panther has 3 different spawn points (see map). If you cannot solo this now, you can try again later at level 47 STV section.

08) Summon in 20m Turn in (if you did it) "Raptor Mastery" and "Panther Mastery" (at **Nesingwary's Expedition**, 36.11), then accept (if available) "Big Game Hunter" (Elite). And you can get repaired/resupplied at the camp.

09) Go to **Grom'gol** (by the Cauldron) and turn in "Split Bone Necklace" (32.28). Next to you, accept "Grim Message". And click the **Bubbling Cauldron** to accept "Marg Speaks".

10) Turn in "Mok'thardin's Enchantment" (32.29). Make sure you are repaired/resupplied.

11) West at the shore do "Excelsior" (Elite): kill/loot an **Elder Saltwater Crocolisks** /target (lvl 38 elite). There are 4 possible spawn locations, see map. You should only need to kill/loot one of them. Also these elites spawn by killing the regular **Saltwater Crocolisks**, so you may need to kill some of them first to get the elites to spawn in.



01) GROUP 2+ Players (or this could be soloable): Go just SE of **Grom'gol** and do (if you have it) "Big Game Hunter" (Elite): kill/loot **King Bangalash** /target (lvl 43 Elite at 38.35). **NOTE:** If you cannot solo this now, you can try again later at level 47 STV section!

02) Now could be a good time to see if you have all the pages for "**The Green Hills of Stranglethorn**". This quest requires that you have the following pages: 1, 4, 6, 8, 10, 11, 14, 16, 18, 20, 21, 24, 25, 26, and 27. You can also find these pages in the AH or from other players. If you have all of them, get them out now and go to **Nesingwary's Expedition** (36.11) and turn this quest in. If not, you will return to STV one more time in the future for one last chance to find the pages.

03) At **Nesingwary's Expedition**, turn in (if you did it) "Big Game Hunter" (36.11, #2 on map). Summon in 5m

04) Hearth to BB.

05) Next to you in the Inn, turn in "Venture Company Mining" and "Zanzil's Secret" (27.77).

06) Go up in the Inn and turn in "Skullsplitter Tusks" and "Up to Snuff". Also accept "Rumors for Kravel" and "Tran'rek".

07) Next to you up the steps on the boat-deck, turn in "The Bloodsail Buccaneers", SKIP the next part (for now).

08) Stay up on the top of the docks and go over past the Alliance FP to **Tan-Your-Hide Leatherworks** and turn in "Excelsior" (28.78).

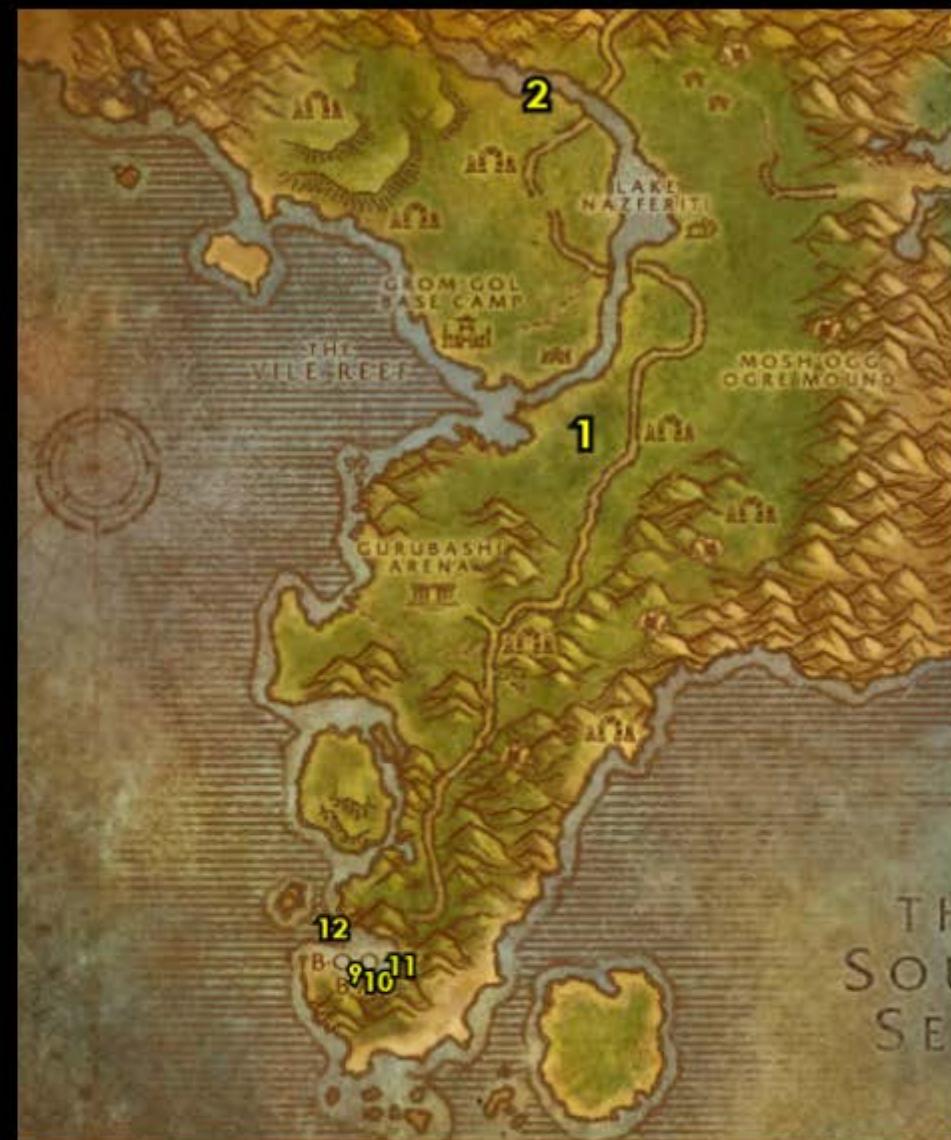
09) Drop down by the bank and turn in "Akiris by the Bundle" (27.76). Then at the **Bank** next to you, put into it: **Nimboya's Pike** and **Goblin Rumors**.

10) Go in the cabin (next to the hanging shark) and turn in "Voodoo Dues" (28.77). Accept "Stoley's Debt".

11) Go north up the docks and from **Dizzy One-Eye**, turn in "Keep An Eye Out" (29.76).

12) Summon to Brackenwall Village! Get on the boat at the end of docks (26.73) to go to **Ratchet**.

13) Once at **Ratchet**, go to the **Flight Master** (63.37 in The Barrens) and fly to **Brackenwall Village, Dustwallow Marsh**.



43-44 Dustwall Marsh

- 01) At the small cave in **Brackenwall Village**, accept "Identifying the Brood" (37.33). Make sure you are repaired/resupplied.
- 02) Go SE to the **ogre** (41.37, [/target](#)) on the path and accept and do the escort "Questioning Reethe" (no exclamation mark): follow **Ogron**, then kill the mobs that spawn in next to **Paval Reethe**.
- 03) Go south and do "Deadmire": kill/loot **Deadmire** [/target](#). This white colored lvl 45 crocolisk patrols up and down the river (around 47.55) and is with some **elites** around the river as well, so be careful!
- 04) Go east to the crashed zeppelin and do "Razzeric's Tweaking": loot the **Gizmorium Shipping Crate** (box at 54.56).
- 05) Go east to the shore/water (around 57.63) and do "Marg Speaks": kill/loot the **Muckshell** mobs until the **Jeweled Pendant** drops (very low drop rate).
- 06) **Summon in 20m** Go SW and do "Identifying the Brood": kill/loot dragon whelps. The **Searing Hatchlings** (are non elite), and the **Searing Whelps** (are elite, but still easy to solo). Watch out for the elite crocolisks and especially the **Firemane dragons** in the area!
- 07) Grind your way back to **Brackenwall Village** and before getting there make sure you are at least 3 bars away from lvl 44, then at the west side of **Brackenwall Village**, turn in "Marg Speaks" (35.31), accept "Report to Zor".
(use when you need about 1,400xp for 44) **Summon in 5m**
- 08) From **Krog**, turn in "Questioning Reethe" (36.32). Accept "The Black Shield" (no exclamation mark).
- 09) In the small cave, turn in "Identifying the Brood" (37.33, #1 on map). Wait a few seconds then accept "The Brood of Onyxia".
- 10) Next to the Bonfire, turn in "The Brood of Onyxia" (36.31), accept the next part.
- 11) Go back in the cave and turn in "The Brood of Onyxia" (37.33, #1 on map), SKIP the next part (for now).
- 12) Make sure you are repaired/resupplied. If for some reason you turned level 45, remember to get the lvl 45 food/drink.



01) Summon to Hunter rise (TB)! Go to the Wind Rider Master (36.32) and fly to **Thunder Bluff, Mulgore**.

02) Stop at the **Bank** (47.59) and get the following item out: **Draenethyst Shard**. Also if you have 60 **Wool Cloth**, then 60 **Silk Cloth** and then 60 **Mageweave Cloth**, get those out as well (for cloth donations). Put the following items in the bank: **Jeweled Pendant** and **Seaforum Booster**.

03) Go just south to the Inn and make **Thunder Bluff** your new home from the **Innkeeper** (46.65).

04) Go to the NW hut on **The Hunter Rise** and turn in "The Black Shield" (54.81).

05) Also on the **Hunter Rise**, turn in "Deadmire" (62.81). You should have dinged 44 by now.

06) If you are level 44 and either a Druid, Hunter, Mage, Priest, Shaman or Warrior, then get new spells/abilities while in TB.

07) If you have the 60 **Wool Cloth**, then 60 **Silk Cloth** and then 60 **Mageweave Cloth** go turn them in up in the hut from **Rumstag Proudstrider** (Tauren faction cloth donations).

08) Summon to **Shadowprey Village!** Go to the top of the tower to the **Wind Rider Master** (47.50) and fly to **Shadowprey Village, Desolace**.



44-44 Desolace

- 01) At **Shadowprey Village**, on top of the mound next to the gong (26.68), accept "Portals of the Legion" (no exclamation mark). Make sure you are repaired/resupplied.
- 02) Go SE to **Uthek the Wise** (under the tent 36.79) and turn in "Ongeku", accept "Khan Jehn".
- 03) Go NE to the **Kodo Graveyard** and accept "Ghost-o-Plasm Round Up" (48.62, no exclamation mark).
- 04) Go east to **Ghost Walker Post** (entrance is 55.58)...
- 05) Make a left at the entrance, then go across the bridge and accept "The Corrupter" (53.54).
- 06) Go NE and do the last part of "Nothing But the Truth": kill/loot the **Deepstrider Giant** /target (lvl 38 elite), he drops the **Deepstrider Tumor**. There is only one of this mob and he patrols counter-clockwise around the path and has a 10 minute respawn (at 66.33).
- 07) Go south to the **Magram Village** and do "Khan Jehn": kill/loot **Khan Jehn** (in the tent, 66.80).
- 08) Go SW to the **Valley of Bones** (around 64.92) and do "Ghost-o-Plasm Round Up": at the big skeleton bones sticking out of the ground, first clear out the **skeletons**, then use the **Crate of Ghost Magnets** quest item there, then kill/loot the **Magrami Spectre** that spawn in for the plasms.
- 09) Go NW to the **Mannoroc Coven** and do "The Corrupter" (Elite): kill **Lord Azrethoc** /target (lvl 40 elite doomguard that patrols around) and also kill **Jugkar Grim'rod** /target (lvl 40 orc warlock, at 56.78).
- 10) At the **Mannoroc Coven** do "Portals of the Legion": click on the **Demon Portals**, then kill the **Demon Portal Guardians** that spawn to banish the portals.
- 11) Go to **Ghost Walker Post** (entrance is 55.58, #4 on map)...
- 12) Make a left at the entrance, then go across the bridge and turn in "The Corrupter" (53.54, #5 on map).
- 13) Go to the **Kodo Graveyard** and turn in "Ghost-o-Plasm Round Up" (48.62, #3 on map).
- 14) Go SW to **Uthek the Wise** (under the tent 36.79, #2 on map) and turn in "Khan Jehn", SKIP "Khan Hratha".
- 15) Go back to **Shadowprey Village** and on top of the mound next to the gong (26.68, #1 on map), turn in "Portals of the Legion". Make sure you are repaired/resupplied.
- 16) Hearth to **Thunder Bluff**.
- 17) Go to the **Wind Rider Master** at the top of the tower in the middle of TB (47.50) and fly to **Gadgetzan, Tanaris**.



44-45 Tanaris

- 01) As you enter **Gadgetzan** (next to the crane, 52.27) turn in "Tran'Rek" (52.27), SKIP "Scarab Shells" (Dungeon).
- 02) From the **Wanted Poster** next to the cage entrance (52.27), accept "WANTED: Caliph Scorpidsting" and "WANTED: Andre Firebeard".
- 03) Go in the Inn on the east side and make **Gadgetzan** your new home from the **Innkeeper** (52.28).
- 04) Next to the Inn at the windmill (just south, 52.29), accept "Water Pouch Bounty" and "Wastewander Justice".
- 05) At the **Bank** next to you, get the following items out: **Goblin Rumors** and **Seaforium Booster**. Put in the bank: **Deepstrider Tumor**.
- 06) At the western side of **Gadgetzan** on top of the hill, accept "Gadgetzan Water Survey" (50.28).
- 07) Go north to the **Shimmering Flats** at the **Mirage Raceway** and from the **dwarf** turn in "Rumors for Kravel" (78.77 in Thousand Needles). Wait a few seconds, then accept "Back to Booty Bay".
- 08) Next to you from the **gnome**, turn in "News for Fizzle" (78.77).
- 09) Go over to the goblin's side of the **Mirage Raceway** and turn in "Razzeric's Tweaking" (80.76), accept "Safety First". Next to you, accept "Keeping Pace".
- 10) At the goblin **Zamek** /target next to the **Goblin Racer**, click on **Complete Quest** to setup a distraction, then go in the gnome's hut and click on **Rizzle's Unguarded Plans** (77.77) to turn in "Keeping Pace", accept "Rizzle's Schematics".
- 11) Go to the goblin **Pozzik** and turn in "Rizzle's Schematics" (80.76).
- 12) Hearth (or run back) to **Gadgetzan**. **NOTE:** You can now destroy the **Sample of Indurium Ore** as it is no longer used for anything.
- 13) From **Shreev** at the western side of **Gadgetzan**, turn in "Safety First" (51.27), SKIP the next part.



01) Grind your way east to the **Noonshade Ruins** (around 60.24) and start working on "Wastewander Justice" along with "Water Pouch Bounty": kill/loot the **Wastewander** humans. **NOTES:** Do not sell the **Wastewander Water Pouches** to a vendor! Just clear the area once and continue on...

02) Go east to **Steamwheedle Port** and from the female goblin under the red tent, accept "Pirate Hats Ahoy!" (67.22).

03) From the male troll under the green tent, accept "Screecher Spirits" (67.22).

04) At the other side of the Port, in the hut (67.24), turn in "Stoley's Debt", accept "Stoley's Shipment". And next to you, accept "Southsea Shakedown".

05) Go SW to the **Waterspring Field** (around 64.30) and finish "Wastewander Justice" along with "Water Pouch Bounty": kill/loot the needed **Wastewander** mobs. Also, keep an eye out for **Caliph Scorpisding** /target, he patrols around the area and has 2 rogues following him. This is for "WANTED: Caliph Scorpisding", and you will have another opportunity later to do this if you cannot find him now.

06) Go to **Lost Rigger Cove** (entrance at 69.41)...

07) Start working on "Southsea Shakedown" along with "Pirate Hats Ahoy!": kill/loot the **Southsea** humans (the **Southsea Dock Workers** are up at 75.48). Any of these mobs has a chance to drop a **Pirate's footlocker**, which could contain an item which starts "Ship Schedules", accept it if you are able to find it, if not at least grind for awhile as it might show up, otherwise it can be skipped. While doing this, also go do the following 2 steps below in this same area:

08) "Stoley's Shipment": loot the **Stolen Cargo** up in the building (72.47).

09) "WANTED: Andre Firebeard": kill/loot **Andre Firebeard** /target in the middle of the cove (73.47). Watch out this fight usually involves 3 adds. (See Video).

10) Once all these are done (including "Southsea Shakedown" along with "Pirate Hats Ahoy!"), then hearth to **Gadgetzan**. Make sure you are repaired/resupplied.



■ 01) Next to the Inn at the windmill (52.29), turn in "Water Pouch Bounty" and "Wastewander Justice", accept "More Wastewander Justice".

■ 02) Grind west to **Sandsorrow Watch** and do "Gadgetzan Water Survey": use the **Untapped Dowsing Widget** quest item in the pool (39.29). Watch out, as soon as you fill the widget, a few high level bugs will spawn. Either run away or try to kill them.

■ 03) Grind back east to **Gadgetzan** and on top of the hill, turn in "Gadgetzan Water Survey" (50.28), SKIP "Noxious Lair Investigation" (for now).

■ 04) **Summon in 30m** Grind east to **Steamwheedle Port** and from the **female goblin** under the red tent, turn in "Pirate Hats Ahoy!" (67.22). Then you can get resupplied in the hut next to you.

■ 05) At the other side of the Port, in the hut (67.24), turn in "Stoley's Shipment", accept "Deliver to MacKinley". Next to you, turn in "WANTED: Andre Firebeard", "Southsea Shakedown" and (if you have it) "Ship Schedules".

■ 06) Go SW to the **Waterspring Field** (around 60.38) and do "More Wastewander Justice" along with (if you still need to) "WANTED: Caliph Scorpisding": kill the needed **Wastewander** humans and kill/loot **Caliph Scorpisding** /target, he patrols around the area and has 2 rogues following him.

(use when only a few mobs left to kill) **Summon in 5m**

■ 07) Hearth (or run back) to **Gadgetzan** and at the windmill next to the Inn (52.29, #1 on map), turn in "More Wastewander Justice" and "WANTED: Caliph Scorpisding".

■ 08) Go into the **Bank** next to you (52.29) and put into it: **Kravel's Scheme**, **Stoley's Bottle**, any **Wastewander Water Pouches** and if you have found the item called **OOX-17/TN Distress Beacon**, put that in your bank as well (and don't accept the quest from it yet).

■ 09) **Summon to Camp Mojache!** Go to the **Wind Rider Master** (north of Gadgetzan, 52.25) and fly to **Freewind Post, Thousand Needles**.

■ 10) Go west into **Feralas...**



45-46 Feralas

- 01) Run into **Camp Mojache**, make a right, then accept "A New Cloak's Sheen" (76.43).
- 02) Continue into the town and from **Rok Orhan** (she patrols back and forth in the town), accept "The Ogres of Feralas".
- 03) From the **goblin** on the small mound, accept "Gordunni Cobalt" (76.44). Get the FP next to you.
- 04) Between the tents, accept "War on the Woodpaw" (75.42).
- 05) In the big tent accept "The Mark of Quality" (74.43).
- 06) Just outside of the big tent from **Witch Doctor Uzer'i**, accept "A Strange Request" (74.43).
- 07) Go in the Inn and make **Camp Mojache** your new home (75.45). Make sure you are repaired/resupplied. If you turned level 45, remember to get the lvl 45 food/drink.
- 08) Go just north of **Camp Mojache** (around 71.37) and do "War on the Woodpaw": kill/loot the **Woodpaw** gnolls.
- 09) Go NE to the **Gordunni Outpost** and do "The Ogres of Feralas" along with "Gordunni Cobalt": kill the needed **Gordunni** ogres and use **Orwin's Shovel** quest item on the bluish haze from the ground, then click on the **Gordunni Dirt Mounds** for the **Gordunni Cobalt**. And loot one of the **Gordunni Scrolls** laying on the ground (there's one next to the tree log, 75.30), then accept "The Gordunni Scroll" from it.
- 10) Go SW (around 69.48) and do "A New Cloak's Sheen": kill/loot the **Sprite Darters**.



01) Go back to **Camp Mojache** and between the two tents, turn in "War on the Woodpaw" (75.42), accept "Alpha Strike".

02) From the **goblin** on the small mound, turn in "Gordunni Cobalt" (76.44).

03) From **Rok Orhan** (she patrols back and forth in the town), turn in "The Ogres of Feralas" (accept the next part) and "The Gordunni Scroll", accept "Dark Ceremony".

04) On the eastern side of **Camp Mojache**, turn in "A New Cloak's Sheen" (76.43), accept "A Grim Discovery".

05) Make sure you are repaired/resupplied.

06) Go south to **Woodpaw Hills** (around 73.56) and do "Alpha Strike": kill 5 **Woodpaw Alphas**. There is generally one Alpha at each of the bigger camps in the area.

07) Go back to **Camp Mojache** and between the two tents, turn in "Alpha Strike" (75.42, #1 on map), accept "Woodpaw Investigation".

08) Go back to **Woodpaw Hills** and from the **Woodpaw Battle Map** scroll on the crate (72.56) turn in "Woodpaw Investigation", accept "The Battle Plans".

09) Go north and do "A Grim Discovery": kill/loot the **Grimtotem** taurens for the **horns** (around 67.46). There's another camp of mobs just north (around 69.39).

10) Hearth to **Camp Mojache**.

11) Between the two tents, turn in "The Battle Plans" (75.42, #1 on map). Accept "Zukk'ash Infestation" and "Stinglasher".

12) On the eastern side of **Camp Mojache**, turn in "A Grim Discovery" (76.43, #4 on map), accept the next part. Make sure you are repaired/resupplied.



01) Go south to **The Writhing Deep** (around 75.61) and do "Stinglasher" along with "Zukk'ash Infestation": kill/loot the **Zukk'ash** bugs and also kill/loot **Stinglasher** **/target**. He has several different spawn locations around the area, mostly around the cave entrances.

02) Go NW and do "Screecher Spirits": kill the Screecher mobs, then use the **Yeh'kinya's Bramble** quest item on the corpse, then talk to the **Screecher Spirit** that spawns. There are some Screechers around 59.51 and see map for more locations. **NOTES:** Simply *discovering Dire Maul* in this area will allow you to accept a future quest. The Screechers have a spell silence **attack**.

03) Go to the **Ruins of Isildien** (starting at 60.57 and work your way south) and do "The Ogres of Feralas": kill the needed **Gordunni** ogres. The **Maulers** are north and the **Shamans** are south. Keep the next step in mind:

04) Do "Dark Ceremony": kill/loot the **Gordunni Mage-Lords** until you get the **Gordunni Orb**. These mobs are south of the **Ruins of Isildien** (around 61.95).

05) **Summon in 20m** Go NW to the **Feral Scar Vale** (around 55.56) and do "The Mark of Quality": kill/loot the **Feral Scar** yetis. **NOTE:** While questing in Feralas, you may come across an item called **OOX-22/FE Distress Beacon**, from it accept "Find OOX-22/FE!" and turn this in through the small cave at **Feral Scar** (51.57), but do NOT do the follow-up escort quest yet. Also the yetis can be quite dangerous inside the cave so try to avoid that if you can.

06) **Summon in 5m** Run back to **Camp Mojache** and in the big tent turn in "The Mark of Quality" (74.43).

07) Between the two tents, turn in "Zukk'ash Infestation" and "Stinglasher" (75.42). Accept "Zukk'ash Report".

08) From **Rok Orhan** (she patrols back and forth in the town), turn in "Dark Ceremony" and "The Ogres of Feralas", accept "The Gordunni Orb".

09) **Summon to Orgrimmar!** Go to the **Wind Rider Master** (75.44) and fly to **Orgrimmar, Durotar**.



Orgrimmar

01) Go to the **Bank** (50.69) and put in the bank: **Yeh'kinya's Bramble**. And get the following items out of the bank: **Jeweled Pendant**. Also (depending on what cloth donations you already turned in at Orgrimmar) get your **Silk Cloth** and **Mageweave Cloth** out of your bank or mailbox (50.69). You would need 60 or 120 **Silk Cloth** and 60 or 120 **Mageweave Cloth**. This is for Cloth Donation quests you are about to turn in.

02) Go to **The Drag** and up in the hut, turn in "Zukk'ash Report" (56.47).

03) Drop down to **Magar's Cloth Goods** and turn in the cloth donations to the Orc's **Horde Cloth Quartermaster** (64.51). Also, if you only have 60 **Silk Cloth**, save that for the other **Silk Cloth** turn in later instead!

04) Go in **Droffers And Sons Salvage** and accept "Ripple Recovery" (59.37). Next to you, turn that in and accept the next part.

05) Go east to the **Valley of Honor** at **Belgrom Rockmaul** (75.34) and turn in "Parts of the Swarm" and "A Grim Discovery". Accept "Betrayed".

06) GET NEW ABILITIES) If you need to, get new spells/abilities.

06) Down in the **Cleft of Shadow**, turn in "A Strange Request" (50.51), accept "Retrun to Witch Doctor Uzer'i".

07) Go to **Grommash Hold** in **The Valley of Wisdom** and turn in "Report to Zor" (39.38). Accept/Complete "Service to the Horde"

08) Go to **Darkbriar Lodge** in the **Valley of Spirits** and turn in "The Gordunni Orb" (39.86).

09) Next to you, turn in as much cloth as you can to the **Horde Cloth Quartermaster** (for the troll faction).

10) At this point in the game, I tend to have just enough gold to finally get my mount. So if you have 90 gold, go get your mount.

NOTES: If you cannot afford this now, my guide will not remind you again. So get your mount when you can. See my **Mount Guide** for more info on where to find your mount trainer/vendor.

11) Hearth back to **Camp Mojache, Feralas**.



01) Next to the big tent from **Witch Doctor Uzer'i** (74.43), turn in "Retrun to Witch Doctor Uzer'i". Wait a few seconds then accept "Testing the Vessel" and "Natural Materials".

02) Go just west of **Camp Mojache** (around 68.48) and do part of "Natural Materials": kill/loot the **Sprite Darters** for the **Encrusted Minerals**.

03) Go SW of **The High Wilderness** and finish up "Natural Materials": kill/loot the **Frayfeather** mobs (hippogriffs) for the **Resilient Sinew** and **Metallic Fragments**. Also kill/loot **Wandering Forest Walkers** /target for the **Splintered Logs** (there is one wandering around south of the hippogriffs, spawn at 57.73). Keep next step in mind:

04) South of the Hippogriffs along the cliffs (around 57.78), loot a **Hippogryph Egg** in one of the nests. This will be turned in at Tanaris for a later quest. And remember to not sell this! Also, start collecting **Long Elegant Feathers**, these drop by the **Frayfeather Hippogriffs** in the northern part of the hippogryph area. These are used for a later quest, and do not sell them to a vendor. You will be able to farm more of these later, but try to focus on killing these hippos more.

05) If you are not level 46 yet, grind until you are on hippogriffs or yetis (#3 and #6 on map).

06) **Summon in 15m** While questing in Feralas, you may come across an item called **OOX-22/FE Distress Beacon**, from it accept "Find OOX-22/FE!". Then turn this in through the small cave (at 51.57) and do the escort "Rescue OOX-22/FE!". **TIP:** Before doing the escort, clear the path of yetis/bears to the main path, otherwise this escort can be really tough. Try to keep aggro off of the **Robot Chicken** /target, as it can die easily. This is also a fairly long escort (12.5 minutes). If you fail, you can try again later on in the guide at lvl 49.

(use when half-way done with chicken escort) **Summon in 5m**

07) Hearth to **Camp Mojache**.

08) Make sure you are repaired/resupplied. **REMINDER:** Do not sell your **Long Elegant Feathers** and **Hippogryph Egg**.

09) Next to the big tent from **Witch Doctor Uzer'i** (74.43, #1 on map), turn in "Natural Materials".

10) **Summon to Azshara!** Go to the **Wind Rider Master** (75.44) and if you need to, first fly to **Thunder Bluff, Mulgore** to get new spells/abilities, then or otherwise fly to **Splinterree Post, Ashenvale**. **NOTE:** You can also turn in cloth donation quests in TB (at 43.43) for the Tauren faction if you need to.

11) Follow the main path east into **Azshara..**



46-47 Azshara

01) As soon as you enter **Azshara**, go south to **Talrendis Point** (watch out for the alliance guards) and accept "Spiritual Unrest" and "A Land Filled with Hatred" (11.78).

02) Summon in 30m Go just north above the main path to **Shadowsong Shrine** (around 14.72) and do "Spiritual Unrest": kill the needed **Highborne** mobs (undead apparitions).

03) Go east to **Haldarr Encampment** (around 19.63) and do "A Land Filled with Hatred": kill the needed **Haldarr** mobs (satyr demons). (use when you need 2 more demon kills) Summon in 5m

04) Go back SW to **Talrendis Point** (watch out for the alliance guards) and turn in "Spiritual Unrest" and "A Land Filled with Hatred" (11.78, #1 on map).

05) Go north to **Valormok** and turn in "Betrayed" (22.52), SKIP the next part (for now).

06) Go north in **Valormok** to the **Wind Rider Master** (22.49) (first get FP) Summon to UC and fly to **Orgrimmar, Durotar**.

07) Get on the zeppelin (51.14 in Durotar) to go to **The Undercity**. You can save some time by doing a suicide warp by jumping off of the **zeppelin** at a certain timing.



01) Summon in 5m Go to the **Bank** in the middle of **The Undercity** (66.44) and put the following item into the bank:

Hippogryph Egg. Get out (if you can) 60 **Wool Cloth**, then 60 **Silk Cloth**, and then 60 **Mageweave Cloth** (for cloth donation quests).

02) Go NE to the Magic Quarter and accept "Lines of Communication" (73.33).

03) Next to you, turn in any cloth you have to the Undead's **Horde Cloth Quartermaster** (72.29).

04) Go west to The War Quarter to the **Weapon Master** (57.32) and if you have extra gold to spare, feel free to learn all the weapons from him.

05) Go SW to The Apothecarium and accept "Seeping Corruption" (49.71).

06) Next to you in the same room, accept "Errand for Apothecary Zinge" (50.68).

07) Out in the other room, turn in "Errand for Apothecary Zinge" (59.55), accept the next **part**.

08) Go back down in the Apothecarium Quarter and turn in "Errand for Apothecary Zinge" (50.68, #5 on map), accept "Into the Field".

09) Go to the Bank in the middle of **The Undercity** (66.44, #1 on map) and put the following items into it: **Field Testing Kit** and **Box of Empty Vials**. Get the following items out: **Bundle of Atal'ai Artifacts**, **Nimboya's Pike** and (if you have one) **Swim Speed Potion**.

10) Summon to TM Go up to the **Bat Handler** (63.49) and fly to **Tarren Mill, Hillsbrad**.

11) Go in the Inn and make **Tarren Mill** your new home from the **Innkeeper** (63.19 in Hillsbrad).



47-47 Hinterlands

Here are the prerequisites to this section:

- Accept: "Lines of Communication" in the UC (magic quarter)
- Accept: "Grim Message" at Grom'gol (in STV)

- 01) Go into the **Hinterlands** (entrance at 86.30 in Hillsbrad Foothills). **NOTE:** Grind on any **Trained Razorbeaks** or **Wild Gryphons** you see along the way as they drop **Long Elegant Feathers**, you need 10 of these for a later quest, and remember to not sell these to a vendor.
- 02) Go up to **Shindigger's Camp** and turn in "Ripple Recovery" (26.48), accept "A Sticky Situation".
- 03) Go all the way to **Revantusk Village** and from the **Blacksmithing Supplies** vendor, accept "**Vilebranch Hooligans**" (77.80).
- 04) Up in the hut (next to the wagon), from **Mystic Yayo'jin**, accept "Cannibalistic Cousins" (79.78).
- 05) At the other hut next to you, from **Otho Moji'ko**, accept "Message to the Wildhammer" (79.79).
- 06) Next to you from the **Stable Master**, accept "Stalking the Stalkers", "Hunt the Savages" and "Avenging the Fallen" (79.80).
- 07) Make sure you are repaired/resupplied. Before you go out and start questing make sure you stock up heavily on food/water/supplies because you won't be back to town for while.
- 08) Time to do the good ol' Hinerlands grind! Do the following 12 steps below. They don't need to be done in that specific order, but start doing the ones on top first. Have fun!



- 01)** At any time you find an item called **OOX-09/HL Distress Beacon**, from it accept "Find OOX-09/HL!". If so, go turn this in in the middle of the lake on top of the hill (at 49.38), but do NOT do the escort yet!

02) "Stalking the Stalkers": kill **Silvermane Stalkers** (eastern side of Hinterlands) and **Silvermane Howlers** (middle of Hinterlands).

03) "Cannibalistic Cousins": kill **Vilebranch Scalpers** and **Vilebranch Soothsayers** (trolls). There are several camps of these mobs (starting at 71.48), another one (around 66.44), (53.39), and (48.67).

04) "Testing the Vessel": use the **Wildkin Muissek Vessel** quest item on the corpse of any Owlbeast scattered around The Hinterlands. These include the following Owlbeasts: **Marauding**, **Primitive**, **Savage**, and **Vicious**. Focusing on the **Savages** /target the most (#4 on map), because of the next step:

05) "Hunt the Savages": kill **Savage Owlbeasts**. There are only 11 mob spawns around the middle-eastern part of Hinterlands. (this is also #4 on map)

06) "Vilebranch Hooligans": loot **Slagtree's Lost Tools**. There are 5 possible spawn locations (73.53, 71.49, 66.45, 57.43, or 53.39).

07) "A Sticky Situation": loot the **Horde Supply Crates** in the cave at **Skull Rock** (entrance at 57.39). Once this is completed, keep the first 2 steps in mind from the next section.

08) "Avenging the Fallen": kill/loot the **Razorbeak Skylord** /target for the **Skylord Plume**. There are only two spawn locations. One patrols (around 54.49), and another one patrols (around 67.53).

09) "Lines of Communication": at **Quel'Danil Lodge**, click on the following 3 scrolls on the ground: The **Highvale Records** (32.47) in the building. The **Highvale Notes** (30.49) outside by the well, barrel and lamppost. The **Highvale Report** (29.46) under the gazebo. While you are here, keep the next step in mind:

10) "Message to the Wildhammer": kill the needed **Highvale** elves around **Quel'Danil Lodge**.

11) "Rin'ji is Trapped!": in the building and from **Rin'ji** in the cage (#10 on map), accept the escort from him and then escort him out of **Quel'Danil Lodge**. **TIP:** Clear out the path in front of the lodge first.

12) "Grim Message": kill/loot the **Witherbark** trolls to obtain 20 **Witherbark Skulls**. There is one village (at 32.58) and another one (at 23.58). Then use **Nimboya's Pike** quest item at the **Hiri'watha** village (32.58, #12 on map). Use it twice: first to combine the skulls, then to plant the pike in the ground. Also while doing this quest, accept "**Venom Bottles**" from one of those little **Venom Bottles** on the table (at either village).



01) Go to the path (starting at 21.48)...

02) Go up the path to **Shindigger's Camp** and turn in "A Sticky Situation" (27.49). Accept "Ripple Delivery".

03) Go east to the little island at the sea (use a **Swim Speed Potion** if you have one) and click on **Rin'ji's Secret** tablet (86.59) to turn in "Rin'ji is Trapped!", accept "Rin'ji's Secret".

04) Go to **Revantusk Village** and from the **Blacksmithing Supplies** vendor, turn in "Vilebranch Hooligans" (77.80). **NOTE:** Save 10 **Long Elegant Feathers** you have, as it is used for a later quest, and do not sell them to a vendor.

05) Up in the hut (next to the wagon), from **Mystic Yayo'jin**, turn in "Cannibalistic Cousins" (79.78).

06) At the other hut next to you, from **Otho Moji'ko**, turn in "Message to the Wildhammer" (79.79). Only accept and turn in "Another Message to the Wildhammer" if you have 10 **Long Elegant Feathers** with you then SKIP "The Final Message to the Wildhammer" (for now). If not, you will have another opportunity to turn this in later.

07) Next to you from the **Stable Master**, turn in "Stalking the Stalkers", "Hunt the Savages" and "Avenging the Fallen" (79.80).

08) Go to the end of the docks and from the **Wind Rider Master** (82.82), fly to **Hammerfall, Arathi**.

(while starting flight) Summon in 5m

09) Get all your **Mageweave Cloth** out and build up first aid. Go to **Doctor Gregory Victor** at **Hammerfall** (in the building, 73.37 in Arathi Highlands) and if you are able to get 240 First Aid, learn **Heavy Mageweave Bandage** from him. Then, if you are able to get 260 First Aid, learn **Runcloth Bandage** from him. Also, once you get 260 First Aid, it is wise to not build up first aid with **Mageweave Cloth** as you should use them for cloth donation turn in quests later.

10) Summon to TM Go to the **Wind Rider Master** (73.33) and fly to **Tarren Mill, Hillsbrad**.

11) Go in the small house (61.19) and turn in "Venom Bottles", accept "Undamaged Venom Sac".



01) Go back into the **Hinterlands** (don't fly) (entrance at 88.28 in Hillsbrad)... **Summon in 20m**

02) Go to **Shadra'Alor**, go to the top of the temple (grind mobs along the way), then drop down and turn in "**The Atal'ai Exile**" (33.72) (See Video on where to find this dude at), accept "Return to Fel'Zerul"

03) In the immediate area, do "Undamaged Venom Sac": kill/loot **Witherbark Broodguards** (spiders) for the **Undamaged Venom Sac** (low drop rate).

04) **REMINDER:** While questing, you may have found an item called **OOX-09/HL Distress Beacon**, from it accept "**Find OOX-09/HL!**". If so, go turn this in in the middle of the lake on top of the hill (at 49.38), but do NOT do the escort yet!

05) Hearth to **Tarren Mill**.

06) In the small house next to the Inn, turn in "**Undamaged Venom Sac**" (61.19 in Hillsbrad). **NOTE:** Only accept "**Consult Master Gadrin**" if you still need to get a mount as a troll, as you turn it in in the same spot, otherwise skip it.

07) Go to the **Bat Handler** (60.19) and fly to **Undercity, Tirifal**.
(use while starting flight) **Summon in 5m**

08) Go to the **Bank** (66.44) in the middle of the UC and get the following items out: **Kravel's Scheme** and **Stoley's Bottle**. And put in the **Bank**: **Dran's Ripple Delivery**, 10 **Wildkin Muisec**, **Wildkin Muisec Vessel** and your stack of **Long Elegant Feathers** (if you still need to turn in the **quest** for them).

09) If you still need to, go to **The Magic Quarter** (72.29) and turn in "**A Donation of Mageweave**" (you need 60 **Mageweave Cloth** for this).

10) Next to you at the **Magic Quarter** (73.33), turn in "**Rin'ji's Secret**" and "**Lines of Communication**". Then complete "**Oran's Gratitude**".

11) **Summon to GromGol** Leave the UC and get on the zeppelin to go to **Grom'gol** (62.59 in **Tirifal Glades**).



47-47 Stranglethorn Vale

- 01) Once in Grom'gol, turn in "Grim Message" (32.28).
- 02) If you still need to, now is a good time to do "Raptor Mastery" (Elite): kill/loot **Tethis** (*/target*) (he has 4 spawns, see map). Then turn it in at **Nesingwary's Expedition** (36.11) and accept and do "Big Game Hunter" (Elite): kill/loot **King Bangalash** (38.35, */target*). Then turn that in at **Nesingwary's Expedition** (36.11).
- 03) Go to the **Wind Rider Master** (33.29) and fly to **Booty Bay, Stranglethorn**.
- 04) When you land, next to you from **Fleet Master Seahorn** accept "The Bloodsail Buccaneers" (27.77).
- 05) Drop down in the Inn and make BB your new home (27.77).
- 06) Next to you in the Inn, turn in "Back to Booty Bay".
- 07) Go in the cabin (next to the hanging shark) and turn in "Deliver to MacKinley" (28.77).
- 08) (If you did it) go up in the docks and turn in "Rescue OOX-22/FE!" (28.76).
- 09) Go near the end of the docks and accept "The Captain's Chest" (27.74).
- 10) Go east to the shore and attempt to do "The Captain's Chest" (Elite): kill/loot **Gorlash** (*/target*). This elite giant patrols up and down the shore (around 37.70). You may need to group up with someone, if you cannot do it, it can be skipped/abandoned.
- 11) Search the shore east of BB for **Half-Buried Bottles** until a **Carefully Folded Note** shows up, from it accept "Message in a Bottle".
- 12) Go to the island east of BB (use **Swim Speed** if you can plus watch out for the lvl 50 **stealthed panthers** there) and turn in "Message in a Bottle" (39.81), only accept the next **part** if you are able to get help from at least one other player (don't attempt to solo it), then you can attempt to do it by kill/looting **King Mukla** (*/target*) (lvl 51 Elite, at 41.84). Then turn it in. **NOTE:** If the **Carefully Folded Note** item remains in your inventory, you can destroy it.



01) Summon in 30m Do "The Bloodsail Buccaneers": kill the 3 pirates in each of the 3 ships. Also find a scroll laying on the ground (can be in any of the 3 ships) called **Cortello's Riddle**, and from it accept "Cortello's Riddle". Sometimes this scroll can be in the basement of the ships, so search there too. The first pirate to kill is **Captain Stillwater** down the first flight of stairs in the ship (33.88). See next steps for the other 2:

02) Kill **Fleet Master Firallon** down the first flight of stairs in the middle ship (31.91). Watch out for **Ironpatch** in the room before **Firallon**, take him on alone first.

03) Kill **Captain Keelhaul** down the first flight of stairs in the last ship (29.88). Make sure you find the scroll that starts "Cortello's Riddle" before leaving this area. **NOTE:** After accepting "Cortello's Riddle" you can then destroy the scroll that started the quest as it will no longer be used for anything.

(use when at last boat) Summon in 5m

04) Hearth to BB, if Hearthstone is still on a cooldown, die on purpose and res at spirit. Make sure you are repaired/resupplied.

05) Turn in (if you did it) "**The Captain's Chest**" (at the end of the docks, 27.74).

06) Go to the **Bank** (27.76) and get the following items out: **Mire Lord Fungus**, 5 **Shadow Panther Heart** and **Deepstrider Tumor**. Also get out a 15 stack of **Silk Cloth** out of your bank, mailbox or AH (27.77), for a later quest.

07) Up in the Inn, from **Fleet Master Seahorn** turn in "**The Bloodsail Buccaneers**" (27.77).

08) This is the last time my guide will tell you to turn in "**The Green Hills of Stranglethorn**" if it is complete. This quest requires that you have the following pages: 1, 4, 6, 8, 10, 11, 14, 16, 18, 20, 21, 24, 25, 26, and 27. You can also find these pages in the AH or from other players. If you have all of them, get them out now and go to **Nesingwary's Expedition** (36.11) and turn this quest in. If you do go turn it in, afterwards go to Grom'gol's **Wind Rider Master** (33.29) and fly to **Kargath, Badlands**. Otherwise, skip to next step:

09) Summon to Kargath Next to you on the roof, go to the **Wind Rider Master** (27.77) and fly to **Kargath, Badlands**.

10) Go SW into **Searing Gorge** (entrance at 3.62 in Badlands).



47-48 Searing Gorge

01) Go SE in **Searing Gorge** and from the **Wooden Outhouse** (66.63), accept "Caught!".

02) At the **Grimesilt Dig Site** next to you (around 63.61), do "Caught!": kill 8 **Dark Iron Geologists**. Also make sure you have 15 **Silk Cloth** (it can drop from the dwarves at the Dig Site). The **Geologists** are limited, so you will most likely need to grind on mobs until they respawn (or go north for a few more).

03) Go back to the **Wooden Outhouse** (66.63, #1 on map), and turn in "Caught!", accept "Ledger from Tanaris". Then pick up the **Goodsteel Ledger** (it drops on the ground next to the outhouse).

04) Do part of "Ledger from Tanaris": kill/loot **Glassweb Spiders** for the **Leg Shafts**. These are scattered on the eastern side of **Searing Gorge**.

05) Go up NW and from **Kalaran Windblade** (at 39.39) accept "Divine Retribution", then do it by simply talking to him. Then turn it in. From him, accept "The Flawless Flame".

06) Go up to **Thorium Point** (entrance at 32.33)...

07) Accept ALL quests at **Thorium Point** (38.28): From the **WANTED/Missing/Lost & Found** sign accept "WANTED: Overseer Maltorius" (Elite), "STOLEN: Smithing Tuyere and Lookout's Spyglass" and "JOB OPPORTUNITY: Culling the Competition". And next to you accept "Curse These Fat Fingers", "Fiery Menace!", "Incendosaurs? Whateverosaur is More Like It" and "What the Flux?".

08) Make sure you are repaired/resupplied from **Master Smith Burninate** (39.28) next to the Forge.

09) Get the FP from the **Wind Rider Master** (35.31) at **Thorium Point**.



NOTE: Do the **Searing Gorge** grind! Do this section all at once (in any order):

- **01)** "The Flawless Flame": kill/loot **Magma Elementals**, **Tempered War Golems**, and **Heavy War Golems** for the **Golem Oil**. See next step for the **Heart of Flame**:
- **02)** Kill/loot the fire elementals for the **Heart of Flame**, these include: **Inferno Elementals**, **Blazing Elementals** and **Magma Elementals**.
- **03)** "Fiery Menace!": kill **Greater Lava Spiders** around the western side of **Searing Gorge**.
- **04)** "Curse These Fat Fingers": kill **Heavy War Golems** around the middle of **Searing Gorge**.
- **05)** "STOLEN: Smithing Tuyere and Lookout's Spyglass": kill/loot **Dark Iron Steamsmith** for the **Smithing Tuyere** (around 40.50). See next step for where to find the **Lookout's Spyglass**:
- **06)** Kill/loot **Dark Iron Lookouts** for the **Lookout's Spyglass**, these mobs are scattered around the watchtowers at **Searing Gorge**, there is a large amount (around 53.58), see map for other locations.
- **07)** Once "The Flawless Flame" is done, turn it in at **Kalaran Windblade** (39.39) and accept "Forging the Shaft".



01) "JOB OPPORTUNITY: Culling the Competition": enter one of the caves down in **The Cauldron** (middle of Searing Gorge), I recommend going into the eastern most cave (at 50.45) and then kill the needed **Dark Iron** dwarves in the cave.

02) "What the Flux?" and (if you can) **"WANTED: Overseer Maltorius"** (Elite): if you can, loot the **Secret Plans: Fiery Flux** behind **Overseer Maltorius** (41.36 in the cave). Class's with pets can use them to distract the elite, then run away. Other classes may have abilities to get the item as well. If you can, kill/loot **Overseer Maltorius** (lvl 50 Elite), but be warned he is very tough. Even a level 60 will have a hard time soloing this mob, so you will most likely need a group to kill him. If not, then it can be skipped.

03) "Forging the Shaft": kill/loot **Dark Iron** dwarves for the **Thorium Plated Daggers**. **NOTES:** This quest requires "**The Flawless Flame**" to be finished and turned in first. Save any **Dark Iron Scraps** you find, you will need 30 of them for a later **quest**, but you will also have another good chance to find a lot more later on in the lvl 53-54 **Burning Steppes** section as well.

04) "Incendosaurs? Whateverosaur is More Like It": enter the cave (at 47.46) and kill **Incendosaurs**.

05) While doing these quests (specifically from killing the Dark Iron dwarves), you should have obtained an item called **Grimsite Outhouse Key**, from it accept "**The Key to Freedom**". We will turn this in later!



01) Go to **Kalaran Windblade** (39.39) and turn in "Forging the Shaft", accept "The Flame's Casing".

02) Go up to **Thorium Point** (entrance at 32.33)...

03) Turn in all quests (39.28): (if you did it) "WANTED: Overseer Maltorius", "Curse These Fat Fingers", "Fiery Menace!", "Incendosaurus? Whateversaur is More Like It", "STOLEN: Smithing Tuyere and Lookout's Spyglass", "JOB OPPORTUNITY: Culling the Competition" and "What the Flux?". Make sure you are repaired/resupplied.

04) Go west (around 24.37) and do "The Flame's Casing" (Elite): kill/loot the elite **Twilight** mobs until the **Symbol of Ragnaros** drops (low drop rate). Group up with someone if you can and if you have too much trouble then this can be skipped, but most classes should be able to solo this.

05) Go east to **Kalaran Windblade** (39.39, #1 on map) and turn in "The Flame's Casing", accept "The Torch of Retribution".

06) Wait a few seconds, then turn in "The Torch of Retribution", accept the next part. Then click on the **Torch of Retribution** in the air next to you to turn in the next part of "The Torch of Retribution". Accept "Squire Maltrake". Next to you, turn in "Squire Maltrake", accept "Set Them Ablaze!".



01) Do "Set Them Ablaze!": equip the **Torch of Retribution** quest item and at the top of the 4 watchtowers, click on the **Sentry Braziers** and watch out for the elites. The **Northern Tower** is at (33.55). See next steps for the others:

02) The **Western Tower** is at (36.61).

03) The **Southern Tower** is at (44.61).

04) The **Eastern Tower** is at (50.55). **NOTE:** You must cross a bridge to get to it and there are 2 **elites** patrolling on it.

05) While doing the quests associated with killing the **Dark Iron** dwarves, you should have obtained an item called **Grimsite Outhouse Key**, from it accept "The Key to Freedom". Then go SE and turn this in at the **Wooden Outhouse** (66.63).

06) Just next to you at the dig site, die on purpose then res at spirit to get to **Thorium Point**.

07) Go south a bit to **Kalaran Windblade** (39.39) and turn in "Set Them Ablaze!".

08) Wait a minute (build up **First Aid** while waiting), then click on the **Hoard of the Black Dragonflight** (39.39) chest on the ground next to **Kalaran Windblade** and accept "Trinkets...". Then click on the chest again to turn this in. Loot the **chest** received.

09) **NOTES:** Make sure you keep the **Black Dragonflight Molt** in your inventory as you will need it for a later quest. Also make sure you have all 20 **Solid Crystal Leg Shafts** for the quest "Ledger from Tanaris".

10) Head south into **Burning Steppes** (entrance at 35.85 in Searing Gorge). **NOTE:** You have to go through **Black Rock Mountains**.

11) Once at **Burning Steppes**, first head to (24.52) just to discover **Draco'dar** for XP.

12) Just north of the main path, die on purpose to the elite dragons (around 21.46), then res at spirit.

13) Go up the ramp into **Flame Crest**. You can get repaired/resupplied in the small cave from the **female goblin**.

14) At the **Wind Rider Master** (66.24) fly to **Stonard, Swamp of Sorrows**. **NOTE:** If you still have "What the Flux?" and "WANTED: Overseer Maltorius" they can be abandoned.



48-49 Swamp of Sorrows

01) Go in the Inn and make **Stonard** your new home from the Innkeeper.

02) Go SW on the main path and from **Fallen Hero of the Horde** (34.66) accept "Fall From Grace". Then do it by simply talking to the NPC. Turn it in and accept "The Disgraced One".

03) Go NW and click on **A Soggy Scroll** under the bridge (23.48) to turn in "Cortello's Riddle", accept the next part.

04) If "Nothing But the Truth" is complete, go west on the main path (to Beggar's Haunt, 88.35 in Duskwood) and turn this in. Wait a few seconds and accept the next part (no exclamation mark). Then turn that in right next to you and accept the next part.

05) Hearth to **Stonard**.

06) Outside at **Stonard**, turn in "Nothing But the Truth" (44.52).

07) Up in the building (48.55), turn in "The Disgraced One", accept "The Missing Orders". And turn in "Return to Fel'Zerul", SKIP "The Temple of Atal'Hakkar" (Dungeon).

08) In the Inn turn in "The Missing Orders" (45.57, #1 on map), accept "The Swamp Talker".

09) Go east to **Misty Reed Strand** and accept "Continued Threat" (84.80). Summon in 20m

10) Go west to **Stagalbog Cave** (entrance at 66.77) and do "Continued Threat" along with "The Swamp Talker": back in the cave kill/loot **Swamp Talker** (63.88, /target) for the **Warchief's Orders** and kill the needed **Marsh** murlocs. To get to the **Swamp Talker** take the middle path in the cave and keep left.

11) Go east to **Misty Reed Strand** and turn in "Continued Threat" (84.80, #9 on map).



01) Summon in 5m At the middle of the shore of **SoS**, do part of "Ledger from Tanaris": kill/loot **Jarquia** (95.52, /target), he drops the **Goodsteel's Balanced Flameberge**.

02) Die on purpose to get back to **Stonard**. Make sure you are repaired/resupplied.

03) Go SW on the main path and from **Fallen Hero of the Horde** (34.66) turn in "The Swamp Talker" (34.66), accept and do "A Tale of Sorrow" by simply talking to the NPC. Then turn it in, SKIP "**The Stones That Bind Us**" (for now).

04) Summon to BB Go to the **Wind Rider Master** at **Stonard** (46.55) and fly to **Booty Bay, Stranglethorn...**

05) Drop down in the Inn at BB and accept "**Whiskey Slim's Lost Grog**".

06) Get on the boat at the end of docks (26.73) to go to **Ratchet**.

NOTE: If the boat is not there yet you can do the next step at BB's Bank!

07) Once at **Ratchet**, go to the **Bank** and put the following items into it: **Goodsteel Ledger**, 20 **Solid Crystal Leg Shafts**, **Goodsteel's Balanced Flameberge**, **Torch of Retribution** (can be used as a future light source), **Black Dragonflight Molt**, your stack of **Dark Iron Scraps** and any **Core of Elements**. Get out of the bank: 10 **Wildkin Muisek**, **Wildkin Muisek Vessel** and your stack of **Long Elegant Feathers** (if you still need to turn in the **quest** for them).

08) Summon to Brackenwall Village Go to the **Flight Master** at **Ratchet** (63.37) and fly to **Brackenwall Village, Dustwall Marsh**.



49-49 Dustwall Marsh

■ 01) Once at **Brackenwall Village**, go in the small cave (37.33) and accept "The Brood of Onyxia". Summon in 20m

■ 02) Go SE to the crashed zeppelin and do the last part of "Ledger from Tanaris": loot the **Damaged Crate** for the **Overdue Package** (54.55).

■ 03) Go south and do "The Brood of Onyxia": look for the red steam nests holding the **Eggs of Onyxia** and click on them to destroy them. There is one (at 49.74), and another one (at 48.76).

■ 04) Go west to **Bloodfen Burrow** (small cave, 31.66) and click on the **Musty Scroll** to turn in "Cortello's Riddle", accept the next part.

■ 05) Summon in 5m Go back to **Brackenwall Village**, then go in the small cave and turn in "The Brood of Onyxia" (37.33, #1 on map).

■ 06) From **Overlord Mok'morokk** by the Bonfire (36.31 at **Brackenwall Village**), accept and do "Challenge Overlord Mok'Morokk" by beating him to a duel. You only need to get his health down to 1/3 left.

■ 07) Turn in "Challenge Overlord Mok'Morokk" (in the small cave 37.33, #1 on map).

■ 08) Summon to Camp Mojache Go to the **Wind Rider Master** (36.32) and fly to **Camp Mojache, Feralas**.



49-49 Feralas

■ 01) Next to the big tent from **Witch Doctor Uzer'i** (74.43), turn in "**Testing the Vessel**", accept "**Hippogryph Muisek**". Also accept "**The Sunken Temple**".

■ 02) Go in the big tent next to you and accept "**Improved Quality**" (74.43).

■ 03) In the hut across the river (76.44), accept "**Dark Heart**" (Elite), "**Vengeance on the Northspring**" and "**The Strength of Corruption**".

■ 04) Go in the Inn (75.45) and make **Camp Mojache** your new home.

■ 05) Go SW (around 56.64) and do "**Hippogryph Muisek**": use the **Hippogryph Muisek Vessel** quest item on any **Frayfeather** hippogryph corpses. **NOTE:** (if you still need to) save 10 **Long Elegant Feathers** for the **quest** in **Hinterlands**, and do not sell them to a vendor.

■ 06) Hearth to **Camp Mojache**.

■ 07) Next to the big tent from **Witch Doctor Uzer'i** (74.43, #1 on map), turn in "**Hippogryph Muisek**", accept "**Faerie Dragon Muisek**".

■ 08) Go west (around 68.48) and do "**Faerie Dragon Muisek**": use the **Faerie Dragon Muisek Vessel** quest item on **Sprite Darter** corpses.

■ 09) Go back to **Camp Mojache** at **Witch Doctor Uzer'i** (74.43, #1 on map) and turn in "**Faerie Dragon Muisek**", accept "**Treant Muisek**".



01) Do "Treant Muisek": use the **Treant Muisek Vessel** quest item on **Wandering Forest Walker** `/target` corpses. There is one (at 74.39) and another one (at 73.55). You can just use these two spawn locations to get the 3 you need, wait for the first one to respawn again (grind on mobs while waiting).

02) Go back to **Camp Mojache** at **Witch Doctor Uzer'i** (74.43) and turn in "**Treant Muisek**", accept "**Mountain Giant Muisek**" (Elite). Make sure you are repaired/resupplied.

03) While questing in **Feralas**, you may come across an item called **OOX-22/FE Distress Beacon**, from it accept "**Find OOX-22/FE!**". Then turn this in (if you haven't yet) through the small cave (west at 51.57) and do the escort "**Rescue OOX-22/FE!**". **TIP:** Before doing the escort, clear the path of yetis to the main path, otherwise this escort can be really tough. Try to keep aggro off of the **Robot Chicken** `/target`, as it can die easily. This is also a fairly long escort (12.5 minute).

04) Go west to the **goblin** next to the dock (at 45.43) and accept "**Zapped Giants**" and "**Fuel for the Zapping**". **NOTE:** "**Zapped Giants**" and its quest item **Zorbin's Ultra-Shrinker** is on a 2 hour timer, so work somewhat quickly, but you should have plenty of time.

05) Do "**Fuel for the Zapping**" (starting at 44.38): kill/loot water elementals, which include **Sea Elementals** and **Sea Sprays** (low drop rate). Watch out for the **elite giants** (you can use the **Zorbin's Ultra-Shrinker** quest item on them to make them non-elite).

06) Go back to the **goblin** next to the dock and turn in "**Fuel for the Zapping**" (45.43, #4 on map). **NOTES:** "**Refuel for the Zapping**" does not yield much XP. You can get resupplied from him.



01) Go east (exit at 46.38) to **Rage Scar Hold** (entrance at 52.32) and do "Improved Quality": kill/loot the yeti for the **hides**. Also keep grinding on the yetis until you get the **Perfect Yeti Hide**, from it accept "Perfect Yeti Hide".

02) Go NW to **Ruins of Ravenwind** (around 40.14) and do "Vengeance on the Northspring": kill the needed **Northspring** harpies. Also, keep grinding on harpies until the **Horn of Hatetalon** drops, then use this item for the next quest:

03) Up north in **Ruins of Ravenwind** do "Dark Heart" (Elite): use the **Horn of Hatetalon** quest item at the two big stones (40.9) to summon **Edana Hatetalon** (lvl 50 Elite), then kill/loot her. She is not terribly hard to solo, but be prepared.

04)

Summon in 30m (or edit it for 45 if you still need chicken escort)

Go SW to **The Twin Colossals** (around 39.24) and do "Mountain Giant Muisek" (Elite) along with "Zapped Giants": use **Zorbin's Ultra-Shrinker** quest item on any giant (this removes the elite status), then use the **Mountain Giant Muisek Vessel** quest item on the corpses.

When finished: Summon in 5m (or edit it for 20m if you need chicken escort)

05) Go south to the **goblin** next to the dock and turn in "Zapped Giants" (45.43).

06) LAST CHANCE FOR THE CHICKEN ESCORT
(click to show instructions):

07) Hearth to **Camp Mojache**.

08) From **Witch Doctor Uzer'i** (74.43), turn in "Mountain Giant Muisek". Accept "Weapons of Spirit". Then instead of waiting for the doc, just do the next step:

09) Go in the big tent next to you (74.43) and turn in "Improved Quality" and "Perfect Yeti Hide". Also get repaired/resupplied in the tent.

10) Go back to **Witch Doctor Uzer'i** (74.43, #8 on map) and turn in "Weapons of Spirit".

11) To the other side of **Camp Mojache** under the hut (76.44), turn in "Dark Heart" and "Vengeance on the Northspring".

12) Summon to **Gadgetzan!** Go to the **Wind Rider Master** (75.44) and fly to **Gadgetzan, Tanaris**.



49-50 Tanaris

01) As you enter **Gadgetzan** (next to the crane, 52.27), accept "Thistleshrub Valley".

02) Behind the Inn, next to the Bonfire, accept "The Dunemaul Compound" (53.27).

03) Go in the Inn and make **Gadgetzan** your new home (52.28).

04) Go to the **Bank** (SE in Gadgetzan, 52.29) and get the following items out: **Yeh'kinya's Bramble**, **Goodsteel Ledger**, 20 **Solid Crystal Leg Shafts**, **Goodsteel's Balanced Flameberge**, **Wastewander Water Pouches** and **Hippogryph Egg**. Put in the bank: your stack of **Long Elegant Feathers** (if you still need to turn in the **quest** for them)

05) Next to the Inn/Bank at the windmill (52.29), turn in "**Into the Field**", accept and complete "**Slake That Thirst**". Do not accept the **quest** from the **item** received yet, this will be done later.

06) Go to the **Egg-O-Matic** machine in **Gadgetzan** (next to the teleporter, 52.27), and turn in your **Hippogryph Egg** for "**The Super Egg-O-Matic**" quest (additional eggs do not yield XP). **NOTE:** You can turn in different types of eggs at the **NPC** next to the machine for a non-XP reward.

07) Next to the AH, accept "**The Thirsty Goblin**" (52.29).

08) Next to the Forge, turn in "**Ledger from Tanaris**" (52.29).

09) On the western side of **Gadgetzan**, up on the hill, accept "**Noxious Lair Investigation**" (50.28).

10) Go south to the **Broken Pillar** and turn in "**The Sunken Temple**" (53.46), accept "**The Stone Circle**". Also accept "**Gahz'ridian**".

11) Go SW and do part of "**The Dunemaul Compound**": kill **Gor'marok the Ravager** (in the small cave, 41.58).

12) Go south to **Southmoon Ruins** (around 41.73) and do "**The Dunemaul Compound**" along with "**Gahz'ridian**": kill **Dunemaul Brutes** and **Dunemaul Enforcers**. Also loot the **Gahz'ridian** from the ground. **TIP:** You can equip the **Gahz'ridian Detector** helm to help you see the **Gahz'ridian** on the minimap. Also, there is another area of mobs, but with less **Gahz'ridian**, (around 47.65).



01) Go west to **The Noxious Lair** (around 34.47) and do "Noxious Lair Investigation": kill/loot the **Centipaar** bugs, and any of them can drop the **insect parts**.

02) Go south to **Thistleshrub Valley** (around 30.65) and do "Thistleshrub Valley" along with "The Thirsty Goblin": kill 8 **Gnarled Thistleshrubs** and 8 **Thistleshrub Rootshapers**. Also kill/loot the **Thistleshrub Dew Collectors** /target for the **Laden Dew Gland** (low drop rate).

03) At the **Thistleshrub Valley** (32.74 or 29.63) accept and do the escort quest "Tooga's Quest": escort **Tooga** /target (turtle) NE to **Torta** (At next step):

04) Once at **Torta** (66.25), turn in "Tooga's Quest".

05) Just north of you at **Steamwheelie port**, go in the southern hut and accept "Yuka Screwspigot" (67.24).

06) North at **Steamwheelie Port** turn in "Screecher Spirits" (67.22), SKIP "The Prophecy of Mosh'aru" (Zul'Farrak Dungeon).

07) Hearth to **Gadgetzan**. Make sure you are repaired/resupplied.

08) Next to the AH (52.29), turn in "The Thirsty Goblin", accept "In Good Taste".

09) At **Sprinkle** (NW hut, 51.27), turn in "In Good Taste", accept "Sprinkle's Secret Ingredient".

10) In the hut next to you, turn in "Noxious Lair Investigation" (51.27).

11) Next to the crane near the **Gadgetzan** entrance, turn in "Thistleshrub Valley" (52.27).

12) Behind the Inn, next to the Bonfire, turn in "The Dunemaul Compound" (53.27).

13) Go to the **Gadgetzan Bank** (SE hut, 52.29) and get the following items out: **Field Testing Kit** and (if you have it) **OOX-17/TN Distress Beacon**.

14) On the western side of **Gadgetzan**, up on the hill, accept "The Scrimshank Redemption" (50.28).



01) From the item **Model 4711-FTZ Power Source** in your inventory, accept and do "Tanaris Field Sampling": start killing beasts just south of **Gadgetzan**. You need to kill/loot any **Basilisks**, **Hyenas**, and **Scorpids**. You will find these beasts all around the open fields of **Tanaris**. As you get the untested samples, click them to get the acceptable ones. You only have 2 hours to do this and the next few steps, so work quickly. While doing this, do the following steps as well:

02) Grind your way down south to the **Broken Pillar** and turn in "Gahz'ridian" (53.46).

03) Grind east (to 60.52) and simply clear the mobs from this point to the next step's coordinates (to make the chicken escort quest easier):

04) If you have the item **OOX-17/TN Distress Beacon**, from it accept "Find OOX-17/TN!". Then turn this in (at 60.65) and accept and do the escort "Rescue OOX-17/TN!". It's important to try and keep aggro off of the **Robot Chicken** /target, as it can die easily. This escort leads all the way to **Steamwheedle Port** and takes roughly 21 minutes. If you have troubles with this quest, then it can be skipped.

(use when 3/4 into escort) **Summon in 20m**

05) Make sure "Tanaris Field Sampling" is complete. Then go SE to **The Gaping Chasm** and do "The Scrimshank Redemption": go in the specific cave (at 56.69) **Summon in 5m** and keep making right turns in the cave, which will lead you to the **item** you need to loot.

06) Die on purpose to get back to **Gadgetzan**.

07) Next to the Inn at the windmill (52.29), turn in "Tanaris Field Sampling", accept "Return to Apothecary Zinge". You can then destroy the **Model 4711-FTZ Power Source** item.

08) On the western side of **Gadgetzan**, up on the hill, turn in "The Scrimshank Redemption" (50.28), accept "Insect Part Analysis".

09) In the hut NW in **Gadgetzan**, turn in "Insect Part Analysis", accept the next part.

10) Go back to the western side of **Gadgetzan**, up on the hill (50.28, #8 on map) and turn in "Insect Part Analysis". Accept "Rise of the Silithid".

11) Make sure you are level 50, grind on any mob until you are.

12) **Summon to Orgrimmar** Go to the **Wind Rider Master** (north of Gadgetzan, 52.25) and fly to **Orgrimmar, Durotar**.

13) Go in **Orgrimmar's Inn** and make it your new home (54.68). And from the **Innkeeper**, accept "Assisting Arch Druid Runetotem". Make sure you are repaired/resupplied.

14) Go to the **Bank** (50.69) and get the following items out: **Box of Empty Vials** and your stack of **Long Elegant Feathers** (if you still need to turn in the **quest** for them).

GET NEW ABILITIES) Get your level 50 spells/abilities.

15) Go up to the **Wind Rider Master** (45.64) and fly to **Valormok, Azshara**.



50-50 Azshara

First Pick the Class you are playing top left of screen!!!

- 01)** Summon in 30m Once at **Valormok, Azshara**, from Jediga accept "Stealing Knowledge" (23.51).

02) Go east a bit to **Sanath Lim-yo** (28.50) and accept "A Meeting with the Master".

03) Go east to the **Ruins of Eldarath** (around 36.54) and do "Stealing Knowledge": loot the 4 tablets, they are scattered around the ruins (see map for possible spawn locations).

04) Go east to **Southridge Beach** and do "Sleeping Corruption": open your **Box of Empty Vials** to get your 4 Vials out, then go to the 4 tide pools and use your vials at each of them. Fill Vial #1 at **Tide Pool #1** (at 48.61). See next steps for the other three:

05) Go north to **Tide Pool #2** to fill Vial #2 (at 48.51).

06) Go north to **Tide Pool #3** to fill Vial #3 (at 49.48).

07) Go north to **Tide Pool #4** to fill Vial #4 (at 47.46).

08) Go back to **Valormok** at **Jediga** (23.51, #1 on map) and turn in "Stealing Knowledge". Accept ALL 4 Delivery quests from her.

Summon in 5m

09) You can get repaired/resupplied at **Valormok** from **Gruul Darkblade** /target .

10) Go west (around 19.55) and do "A Meeting with the Master": kill/loot **Thunderhead Hippogryphs** for the 2 **Undamaged Hippogryph Feathers**. Also, these hippogryphs drop **Long Elegant Feathers**, which you need 10 for a future **quest** (if you have not already turned it in yet). If you need to, keep grinding on these until you get the 10 you need.

11) Go east to **Sanath Lim-yo** (28.50, #2 on map) and turn in "A Meeting with the Master". Then click on him again to teleport you to see his master. Once teleported, go up the path and go up in the tower to **Archmage Xylem** /target to turn in "Delivery to Archmage Xylem", accept "Xylem's Payment to Jediga".

12) Drop down in the tower to leave it and go back down the path to **Nyrrill** and have him teleport you back down.

13) Go west to **Valormok** and from **Jediga** turn in "Xylem's Payment to Jediga"(23.51, #1 on map).

14) **Summon to TB!** Go north in **Valormok** to the **Wind Rider Master** (22.49) and fly to **Thunder Bluff, Mulgore**.

3 = Stealing Knowledge

-  Tablet of Beth' Amara
 -  Tablet of Jin' yael
 -  Tablet of Markri
 -  Tablet of Sael' hai



01) Go to **The Elder Rise** and turn in "Delivery to Magatha" (70.31 in TB), accept "Magatha's Payment to Jediga".

02) Go just east in the big tent and turn in "Assisting Arch Druid Runetotem", SKIP "Un'Goro Soil" (for now).

03) Hearth to **Orgrimmar**.

04) Go to the **Bank** (49.69) and get the following item out: Dran's Ripple Delivery. Also get out (if you need to) 60 Silk Cloth and 60 Mageweave Cloth (for cloth donations to the Orc faction). **NOTE:** Make sure your **First Aid** skill is somewhat close to 290 to learn Heavy Runecloth Bandage later. You will still be able to farm some more Mageweave Cloth before you do though!

05) Go to **The Drag** and up in the hut turn in "Rise of the Silithid" (56.46). Accept "March of the Silithid".

06) Drop down to **Magar's Cloth Goods** and turn in the cloth donations you have to the Orc's **Horde Cloth Quartermaster** (64.51).

07) North in **The Drag** (up in **Yelmak's Alchemy and Potions**), turn in "Delivery to Jes'rimon" (56.34), accept "Jes'rimon's Payment to Jediga". Also accept "Bone-Bladed Weapons".

08) In **Droffers And Sons Salvage**, turn in "Ripple Delivery" (69.36).

09) If you need to, get new spells/abilities.



- 01)** **Summon to UC!** Leave **Orgrimmar** south and get on the zeppelin (51.14 in Durotar) to go to **The Undercity**. You can save some time by doing a suicide warp by **jumping off of the zeppelin** at a certain timing.
-
- 02)** Once at the UC, head to **The Apothecarium** and turn in "**Delivery to Andron Gant**" (55.76), accept "**Andron's Payment to Jediga**".
-
- 03)** Go down in **The Apothecarium** (49.71) and turn in "**Seeping Corruption**". Wait a few seconds, and accept the next part. Then right next to you (at the **female tauren**), turn in "**Seeping Corruption**". Then next to you at **Chemist Cuely**, turn it in again.
-
- 04)** In the same room, turn in "**Return to Apothecary Zinge**" (50.68). Accept "**Vivian Lagrave**".
-
- 05)** Across the same room from **Chemist Fuely** (47.73), accept "**A Sample of Slime...**" and "**... and a Batch of Ooze**" (47.73).
-
- 06)** Make sure you got all your **Mageweave Cloth** out (for building up **First Aid**), then **Summon to Revantusk!** go to the **Bat Handler** (63.49) and fly to **Revantusk Village, The Hinterlands**.



50-51 Hinterlands

- 01) Once at Revantusk Village, on the docks accept "Snapjaws, Mon!" and "Gammerita, Mon!" (80.81).
- 02) Turn in (if you haven't yet) "Another Message to the Wildhammer" (requires the 10 **Long Elegant Feathers**) (79.79). Accept "The Final Message to the Wildhammer".
- 03) Go in the Inn and accept "Lard Lost His Lunch" (78.81). Make sure you are repaired/resupplied. **NOTE:** Maintain hearthstone with Orgrimmar!
- 04) Just north of Revantusk Village along the shore, do "Snapjaws, Mon!" along with "Whiskey Slim's Lost Grog": kill **Saltwater Snapjaws** (turtles) and loot the **Pupellyverbos Port** (blue bottles on the ground). Do the next step as well at the same time as these:
- 05) Do "Gammerita, Mon!" (Elite): kill/loot **Gammerita** /target . This lvl 48 Elite turtle patrols up and down the shore line.
- 06) Go north and right underneath the waterfall (81.47), loot **Cortello's Treasure** chest to turn in "Cortello's Riddle" (14 slot bag along with 6100 XP)!
- 07) Go to the little island NE and do "Lard Lost His Lunch": loot **Lard's Picnic Basket** (85.41) and then kill/loot the waves of mobs that spawn until you get **Lard's Lunch** from one of them. It should drop from the first one you loot.
- 08) Go up the path (starting at 76.62)...



01) You will be upgrading **First Aid** soon to either **RuneCloth Bandage** (260 skill), and/or **Heavy Runecloth Bandage** (290 skill) at **Hammerfall** soon, so at this point make sure you have enough **Mageweave Cloth** to hopefully get to **First Aid** skill of 290. If you need to, keep grinding the **Vilebranch** trolls around **The Altar of Zul** (around 48.67) to obtain the **Mageweave Cloth** you need so you can achieve this.

02) Go west to **Valorwind Lake** (41.59) and do "Sprinkle's Secret Ingredient": under the water loot a **Violet Tragan** (mushroom).

03) Go NW to **Aerie Peak** (Alliance town) and do "The Final Message to the Wildhammer": use the **Final Message to the Wildhammer** quest item at the well in the town (14.48). Watch out, Alliance guards sometimes patrols past the well, so run in, plant the pike and run out when the area is clear of guards and other Alliance players.

04) Go east and clear the mobs out of the area in and around the path (around 59.51). Work quickly to get to the next step's escort quest so these mobs are not in the way...

05) While questing in **Hinterlands**, you may have found an item called **OOX-09/HL Distress Beacon**, from it accept "Find OOX-09/HL!". If so, go turn this in in the middle of the lake on top of the hill (at 49.38). You may have already turned this in, in the past.

Summon in 20m Then accept and do the escort "Rescue OOX-09/HL!" (49.38): escort the **robot chicken** **/target** all the way to the east shore. It's important to keep aggro off of the chicken so it survives. This quest takes roughly 16.5 minutes. If you fail, it can be skipped.

06) Go south to **Revantusk Village** and turn in "The Final Message to the Wildhammer" (79.79).



01) Go in the Inn and turn in "[Lard Lost His Lunch](#)" (78.81).

02) On the docks, turn in "[Snapjaws, Mon!](#)" and "[Gammerita, Mon!](#)" (80.81).

03) Build up **First Aid**, and see if you need any of the following: [Heavy Mageweave Bandage](#) (240 skill), [Runecloth Bandage](#) (260 skill), or [Heavy Runecloth Bandage](#) (290 skill). If you meet the skill level requirements, then go to the [Wind Rider Master](#) and fly to [Hammerfall, Arathi](#) and then go to [Doctor Gregory Victor](#) at [Hammerfall](#) (in the building, 73.37 in Arathi Highlands) and upgrade what you are able to get. **NOTE:** My guide will not remind you again to upgrade **First Aid** at [Hammerfall!](#) Summon in 4m

04) Hearth to [Orgimmar](#). Make sure you are repaired/resupplied. Hunters, make sure you are well equipped with bullets/arrows as you cannot get them at [Blasted Lands](#) coming up.

05) Go up to the [Wind Rider Master](#) (45.64) and fly to [Valormok, Azshara](#).



01) Once at **Valormok, Azshara**, from **Jediga** (23.51) turn in the 3 Delivery quests: "**Magatha's Payment to Jediga**", "**Jes'rimon's Payment to Jediga**" and "**Andron's Payment to Jediga**".

02) **Summon to Ratchet!** Go north in **Valormok** to the **Wind Rider Master** (22.49) and fly to **Ratchet, The Barrens**.

03) At **Ratchet** do "**Stone Circle**": just right outside of **Liv Rizzlefix's hut** (at the entrance 63.39), loot **Marvon's Chest**. Also, go in **Liv Rizzlefix's hut** and accept "**Volcanic Activity**".

04) Stop at **Ratchet's Bank** (63.38) and put the following items into it: **Violet Tragan** and **Stone Circle**. **NOTE:** If the boat to BB is at the docks already, do this step at BB's Bank instead!

05) Go in the Inn and make **Ratchet** your new home (62.39).

06) Get on the boat to go to **Booty Bay** (at the end of the docks, 64.39).

07) Once at BB, go up to the hut (at 28.76) and turn in any Robot Chicken escort quests you have done, which include: "**Rescue OOX-22/FE!**" (Feralas), "**Rescue OOX-17/TN!**" (Tanaris) and "**Rescue OOX-09/HL!**" (The Hinterlands). If you were able to turn in all of these quests, then complete and turn in "**An OOX of Your Own**" (7,100 XP).

08) Go in the Inn and turn in "**Whiskey Slim's Lost Grog**" (27.77).

09) **Summon to SoS!** Go up in the Inn on the roof and from the **Wind Rider Master** (27.77) fly to **Stonard, Swamp of Sorrows**.

10) Follow the main path SW and from the **Fallen Hero of the Horde** (34.66) accept "**The Stones That Bind Us**".

11) Head south into **Blasted Lands**...



51-51 Blasted Lands

01) As you enter **Blasted Lands** go to the small quest hub (at 51.14). Accept all 5 quests there. These 5 quests require the following total number of items to complete them. The items needed can drop without needing to accept the quests. The color codes below show where the mobs are at on the images and stars represent rare mobs that may not be there. Work on the rest of this section all at once):

Mob - Total Items Needed - After "The Decisive Striker" - And then "Vulture's Vigor"

02) Vulture Gizzards =14 - 12 - 2

03) Basilisk Brain =11 - 11 - 11

04) Blasted Boar Lungs =6 - 5 - 5

05) Scorpok Pincers =6 - 3 - 3

06) Snickerfang Jowls =5 - 5 - 3

07) While grinding for these items, do "The Stones That Bind Us": drag the different servants close to their **Stone of Binding** crystal next to each of them, then kill them along with attacking the crystal as well. This allows you to actually kill the mob and get quest credit. Each of these different servants are located at different parts of the **Blasted Lands**. See map for locations. If for some reason you cannot solo this quest, it can be skipped.

08) While grinding make sure you get everything discovered for XP (including **The Tainted Scar** at 44.56).

09) As you get these items, you can turn the quests in for a *60 min stat* reward that will help you grind faster in **Blasted Lands** or even for the next section **Un'Goro Crater** (although they don't stack). I recommend only showing the quests on screen that you want the rewards first. Go to the quest hub (at 51.14, #1 on map) and turn in all 5 of these quests: "Snickerfang Jowls" (+25 Strength), "A Boar's Vitality" (+25 Stamina), "The Decisive Striker" (+25 Agility), "The Basilisk's Bite" (+25 Intellect) and "Vulture's Vigor" (+25 Spirit).

NOTE: The follow up quests do NOT yield XP: "Rage of Ages", "Spirit of the Boar", "Salt of the Scorpok", "Infallible Mind", and "Spiritual Domination". Summon in 10m



01) While questing in **Blasted Lands**, you may have came across an item called **Imperfect Draenethyst Fragment**, turn these in (at 52.36) for the quest "Everything Counts In Large Amounts". **NOTE:** I have NEVER found a **Flawless Draenethyst Sphere** for the quest "To Serve Kum'isha" ..good luck on that. Also, the follow up quest "One Draenei's Junk" is repeatable but yields no XP.

02) Go to the border of **Blasted Lands** and **SoS**, to the **Fallen Hero of the Horde** (34.66 in SoS) and turn in (if you did it) "**The Stones That Bind Us**", SKIP "**Kirith**". Accept "**Heroes of Old**".

03) Next to you on the other side of the path, turn in (if you have it) "**Heroes of Old**" (33.66 in SoS), accept the next **part**. Then click on the **Spectral Lockbox** on the ground next to you to turn it in.

04) Hearth to **Ratchet**. **NOTE:** If you did not do "**The Stones That Bind Us**", then abandon the quest.

05) Next to the Bank, go into **Ironzar's Imported Weaponry** to get repaired/resupplied from **Ironzar** (62.38 in The Barrens). You can destroy any remaining unsellable **Blasted Lands** beast items you have (or bank them if you want).

06) At **Ratchet's Bank** (63.37), get the following items out: **Violet Tragan**, **Stone Circle** and (if you have it) **Mithril Casing** (this item may be in your mailbox), this is used for a **quest** in **Un'Goro Crater**, and remember to not sell this to a vendor.

07) Summon to Gadgetzan! Go to the **Flight Master** and fly to **Gadgetzan, Tanaris**.

08) As you enter Gadgetzan (next to the crane, 52.27), accept "**Super Sticky**".

09) At **Sprinkle** (by the NW hut, 51.27), turn in "**Sprinkle's Secret Ingredient**". Wait a few seconds (do next step while waiting) then accept "**Delivery for Marin**".

10) In the hut next to you, turn in "**March of the Silithid**", accept "**Bungle in the Jungle**".

11) Next to the AH, from **Marin Noggenfogger** (52.29), turn in "**Delivery for Marin**". **NOTE:** "**Noggenfogger Elixir**" takes up to a minute for the NPC to make the item for you, it does not yeild any XP, so do this when you are not in a hurry (such as after level 60). The **Noggenfogger Elixir** item is used for fun and can be stored in the bank when you want to use it.

12) Head south to the **Broken Pillar** and turn in "**The Stone Cirde**" (53.46).

13) Go SW into **Un'Goro Crater** (entrance at 27.52 in Tanaris)...



51-53 Un'Goro Crater

01) At the bottom of the path into **Un'Goro Crater**, go up the hill next to the waterfall and accept "The Apes of Un'Goro" and "The Fare of Lar'korwi" (72.76).

02) Go north a bit and do "The Fare of Lar'korwi": loot the big **Fresh Threshadon Carcass** lying on the ground (69.57). **NOTE:** You must click it where the neck meets the body.

03) Grind north to the entrance of **Marshal's Refuge** and accept "Chasing A-Me 01" (46.13). **NOTE:** On the way to **Marshal's Refuge**, grind on **Bloodpetal** plants to start collecting **Savage Fronds** for a later **quest**. Also start collecting crystals (the red, blue, green and yellow) scattered everywhere. Kill/loot oozes too!

04) Go up into **Marshal's Refuge** and accept ALL quests there: From the **goblin** on top of the hill, accept "Shizzle's Flyer" (44.12).

05) Move into **Marshal's Refuge** (44.8) and accept "Lost!", "Beware of Pterrordax" (from the Wanted Sign, **Beware of Pterrordax**), "Roll the Bones", "Alien Ecology", "Expedition Salvation". **NOTE:** If you have already found **A Mangled Journal**, accept and turn in "Williden's Journal".

06) On the east side of **Marshal's Refuge** behind the hill, accept "Larion and Muigin" (46.9). Make sure you are repaired/resupplied.

07) Time to do the **Un'Goro Grind!** **NOTES For the Grind:**

- Don't worry about looting the **Un'Goro Dirt Piles**, you will find enough **Un'Goro Soil** from mob drops. Also do not sell the **Un'Goro Soil** to vendors, you will need these for quest turn-ins!

- Don't worry about looting the **Bloodpetal Sprouts**, as they are not turned in for any XP.

- The **Dinosaur Bones** you need for the quest "Roll the Bones" will drop from many different mobs as you do the other quests.

- As your questing, kill/loot any Oozes (slimes) you see, and collect at least 35 **Ooze samples**, this is for "... and a Batch of Ooze". These Oozes are scattered all around **Un'Goro Crater**.

- Also while questing, loot 7 crystals of each color (red, blue, green, and yellow) for a later **quest**. These crystals are scattered all around **Un'Goro Crater**.

- The **Bloodpetal** mobs (plants) drop **Savage Fronds**, you need to collect 30 of these for a later **quest** at lvl 59. As you are doing the Un'Goro quests associated with these mobs you should get about half, so grind on these that you see along the way and make sure you have all 30 before leaving **Un'Goro Crater**.

- Watch out for the **Elite Devilsaur** patrolling around this zone. I highlighted them through out the images so you can be alerted if you are in a danger zone for them.



LET THE GRIND BEGIN:

■ 01) Just south of **Marshal's Refuge** do "Super Sticky": kill/loot the **Tar mobs** around the tar pits.

■ 02) Go NE to **Fungal Rock** and start working on "The Apes of Un'Goro": kill/loot the apes (in and outside of the cave). Also go in the cave (entrance at 64.16) and then make a right and turn in "Chasing A-Me 01", then if you have a **Mithril Casing** with you, accept and turn in "Chasing A-Me 01". Then accept and do the escort "Chasing A-Me 01": escort **A-Me 01** to **Marshal's Refuge**, and then turn it in once you get there.

■ 03) Start working on "Larion and Muigin": kill **Bloodpetal Flayers** around the north-middle of **Un'goro Crater**. **NOTE:** These mobs are also found south-middle as well, so you don't need to finish all of this now, work your way to the next step..

■ 04) Go up on the mountain ledge (ramp entrance at 55.13) and start working on "Beware of Pterrordax" along with "Shizzle's Flyer": kill/loot the **Pterrordax** /target. There are only 6 mob spawns here, so clear the area once and move on to the next step..

■ 05) Make sure "The Apes of Un'Goro" is finished: kill/loot the apes (in and outside of the cave around 64.16, #2 on map).

■ 06) Do the next part of "Larion and Muigin": kill **Bloodpetal Lashers** and **Threshers** around the NE side of **Un'goro Crater**. Also, kill/loot any Dinosaurs you see for part of "Shizzle's Flyer" (don't need to finish it now though). Keep the next step in mind:

■ 07) Go SE and do part of "Expedition Salvation": under the tent, loot the **Crate of Foodstuffs** (69.36).

■ 08) Finish up killing the **Bloodpetal Flayers** for "Larion and Muigin" by starting below the river (around 60.47) and work you way south. Kill/loot any **Diemetradon** you see as well for "Shizzle's Flyer". **NOTE:** Try to avoid the Raptors as you will be grinding them soon with more quests associated with them.

■ 09) Grind your way SE to **Torwa Pathfinder** on top of the hill by the waterfall and turn in "The Apes of Un'Goro" (72.76). Accept "The Mighty U'cha". And turn in "The Fare of Lar'korwi", accept "The Scent of Lar'korwi".



01) Just to the west of you at **The Marshlands** do "Bone-Bladed Weapons" along with "The Scent of Lar'korwi": kill/loot raptors and to get the **Ravasaur Pheromone Glands** you need, run across the egg nests (there is 5 total, see map for locations) and then kill/loot the **Lar'korwi Mates** that spawn in. Keep the next step in mind:

02) At **The Marshlands**, at the western most pond, north on it's shore, click on **A Wrecked Raft** (63.69) to accept "It's a Secret to Everybody". Then right next to the wrecked raft, under the water, click on **A Small Pack** to turn in "It's a Secret to Everybody", accept the next part. **NOTE:** To free up bag space, do NOT loot **A Small Pack** yet!

03) Go east to **Torwa Pathfinder** on top of the hill by the waterfall and turn in "The Scent of Lar'korwi" (72.76), accept "The Bait for Lar'korwi". **NOTE:** To free up bag space, do NOT loot **A Small Pack** yet!

04) Go west to **The Slithering Scar** and do "Alien Ecology" along with "Bungle in the Jungle": enter the cave (entrance at 50.82). Make a left in the cave and then use your **Unused Scraping Vial** quest item on the mound in the center of the room. And keep kill/looting the **Gorishi** bugs until you get the **Gorishi Scent Gland** (can drop from any of them, but has a low drop rate). These bugs can be found in and outside of the cave.

05) Go south up at the ledges (around 56.90) to finish obtaining the **Webbed Pterordax Scales** for "Shizzle's Flyer" along with finishing killing the 10 **Pterordax** /target you need for "Beware of Pterordax". There is another spot of these mobs (around 45.89).

06) Grind NW a bit to the old camp site (39.66) and do the last part of "Expedition Salvation": loot the **Research Equipment** (looks like a stack of brown boxes next to a tent).

07) All around the western side of **Un'Goro Crater**, finish up "Larion and Muigin" (kill **Bloodpetal Trappers**) along with finishing up "Beware of Pterordax", "Shizzle's Flyer" and "Roll the Bones" (kill/loot **Frenzied Pterordax**). The **Dinosaur Bones** can also drop from **Elder Diemetradon** and regular **Diemetradon** mobs (found south-middle). Keep the next step in mind:

08) At the **Golakka Hot Springs** (below the hotspring mountain), accept "Finding the Source" (31.50). **NOTE:** If quest log is full you may need to abandon "Williden's Journal" (for now).



01) Do "Volcanic Activity" along with "Finding the Source". First go to the north entrance at **Fire Plume Ridge** (spiky bridge entrance at 53.43). Follow the path upwards to the top and use **Krakle's Thermometer** quest item at the **Fire Plume Ridge Hot Spot** (the one at 49.7, 45.6). Watch out for the **lvl 56 Elite mob** in the cave at the top of the Ridge. Also kill/loot the fire elementals around **Fire Plume Ridge** for the 9 **Un'Goro Ash** and to start collecting **Core of Elements** for a future **quest** (I recommend at least getting about 10 for now).

02) Make sure all the quests above are done, including obtaining 7 crystals of each color (red, blue, green, and yellow), then go to the small cave at the eastern side of **Fire Plume Ridge** and turn in "**Lost!**" (52.50).

03) Accept and do the escort "**A Little Help From My Friends**": escort **Ringo** /target back to **Marshal's Refuge** (44.8). You will need to use the quest item **Spraggle's Canteen** on **Ringo** to wake him up if he faints.

04) Turn in ALL quests at **Marshal's Refuge** and accept new ones: "**Shizzle's Flyer**" (on top of hill, 44.12), "**A Little Help From My Friends**", "**Beware of Pterrordax**", "**Roll the Bones**", "**Alien Ecology**", "**Expedition Salvation**" and (if you haven't yet) "**Williden's Journal**" (this quest is obtained while killing any mob in **Un'Goro Crater** from an item called **A Mangled Journal**, that should be in your inventory by now). Make sure you are repaired/resupplied.

05) Enter the cave at **Marshal's Refuge** (entrance at 43.6) and at the very end of the cave accept and turn in "**Crystals of Power**". Then accept the 3 Pylon quests: "**The Northern Pylon**", "**The Eastern Pylon**" and "**The Western Pylon**". You can destroy any remaining crystals in your inventory (to free bag space).

06) Open and loot **A Small Pack** in your inventory and then go to **Linken** (in the middle of **Marshal's Refuge** behind some trees, 45.8) and turn in "**It's a Secret to Everybody**", accept the next part. **NOTE:** The **Faded Photograph** is not needed and will remain in your inventory forever unless you destroy or bank it.

07) At the eastern side of **Marshal's Refuge** behind the hill, turn in "**Larion and Muigin**" (45.9), accept "**Marvon's Workshop**".



01) Go east up on the ledges and do "The Northern Pylon": click on the **Northern Crystal Pylon** (56.12).

02) Go east to **Fungal Rock** and do "The Mighty U'cha": enter the cave (entrance at 64.16), then keep left in the cave until you get to **U'cha** (lvl 55 red colored ape) and kill/loot him.

03) On the eastern side of **Un'Goro Crater**, go up on the ledges and do "The Eastern Pylon": click on the **Eastern Crystal Pylon** (77.50).

04) Just to the east of you on the mountain ledges there, do "The Bait for Lar'korwi": at the old dinosaur bones, there is a gray flat rock on the ground (at 80.50). At this spot open your **Torwa's Pouch** quest item and first use the **Preserved Threshadon Meat** quest item, then use the **Preserved Pheromone Mixture** at this spot, then kill/loot **Lar'korwi** that spawns in (See Video).

05) Go south to **Torwa Pathfinder** on top of the hill by the waterfall (72.76) and turn in "The Bait for Lar'korwi" and "The Mighty U'cha".

06) Go west (kill/looting oozes along the way) and up on the mountain ledges do "The Western Pylon": click on the **Western Crystal Pylon** (24.59).

07) Go NE to **Golakka Hot Springs** (below the hotspring mountain) and turn in "Finding the Source" (31.50), accept "The New Springs".

08) Grind your way back north to **Marshal's Refuge**. Make sure you get 35 **Un'goro Slime Samples** along the way by kill/looting oozes (slimes). Also at this time make sure you have all 30 **Savage Fronds** from the **Bloodpetel mobs** (plants all around Un'Goro), you need to collect 30 of these for a later **quest** at lvl 59.

(use when you think you will be back at the refuge in 10m) Summon in 15m

09) **Summon in 5m** Enter the cave at **Marshal's Refuge** (entrance at 43.7) and work your way to the end of the cave and turn in "The Northern Pylon", "The Eastern Pylon" and "The Western Pylon". Then accept and turn in "Making Sense of It". **NOTE:** The **Crystal Pylon User's Manual** can be destroyed or saved in your bank for later reference and you can always get a new one from this **NPC** in the cave.

10) Leave the cave, (make sure you are repaired/resupplied) then up on the eastern side of **Marshal's Refuge**, go to the **Flight Master** (45.6) and fly to **Gadgetzan, Tanaris**.



01) As you enter **Gadgetzan** (next to the crane, 52.27) turn in "Super Sticky" (52.27).

02) In the NW hut, turn in "Bungle in the Jungle" (51.27).

03) Summon to TB! Go to the **Wind Rider Master** (north of Gadgetzan, 52.25) and fly to **Thunder Buff, Mulgore**.

04) Go to **Elder Rise** and from **Arch Druid Hamuul Runetotem**, accept "Un'goro Soil" (79.29).

05) On the north side of **Elder Rise**, turn in "Un'goro Soil" (77.22).

06) Go back to **Arch Druid Hamuul Runetotem** and accept "Morrowgrain Research" (79.29, #4 on map).

07) Go to **Bashana Runetotem** at **Elder Rise** in the hut by the bridge and turn in "Morrowgrain Research" (71.34), SKIP the next part.

08) Get new spells/abilities at your class trainer.

09) Hearth to **Ratchet**.

10) In **Liv Rizzlefix's** hut (62.39 in The Barrens), turn in "Marvon's Workshop", SKIP "Zapper Fuel" (Dungeon quest). Also turn in "Volcanic Activity".

11) NOTE: IF the boat is already at the docks then do this step at BB's Bank instead: At the **Ratchet bank** (63.37) get the following items out: **Black Dragonflight Molt** and your stack of **Dark Iron Scraps**. And put the following items in the bank: stack of **Un'Goro soil**, **Un'goro Slime Samples**, stack of 30+ **Savage Fronds**, **Linken's Training Sword**, 8 **White Ravasaur Claws** and any **Core of Elements** in there (to free up bag space).

12) Summon to **Kargath!** Go to the end of the docks at **Ratchet** (64.39) to get on the boat to go to BB.

13) Once at BB, go up in the Inn to the roof at the **Wind Rider Master** (27.77) and fly to **Kargath, Badlands**

14) At **Kargath**, just outside of the Inn by the Bonfire, turn in "Vivian Lagrave" (3.48), SKIP "Lost Thunderbrew Recipe" (Dungeon quest).

15) Next to you, accept "The Rise of the Machines".

16) Find **Thal'trak Proudtusk** /target, he patrols south and east of **Kargath** (or could be chillin by the Bonfire). From him accept "Dreadmaul Rock".

17) Go to the **Wind Rider Master** (4.45) and fly to **Flame Crest, Burning Steppes**.



53-53 Burning Steppes

01) Once at **Flame Crest**, under the red tent, accept: "Broodling Essence" and "Tablet of the Seven".

02) Go in the small cave and turn in "**Yuka Screwspigot**", SKIP "**Ribby Screwspigot**" (Dungeon).

03) Go east and do "Broodling Essence": use the **Draco-Incarcinatrix 900** quest item on **Broodlings** (dragon whelps), then kill them and loot the **Broodling Essence** crystal that drops. Also throughout questing in **Burning Steppes**, kill any dragon whelps you see, they are *squishy* mobs that die real fast. Keep the next step in mind:

04) With the **Black Dragonflight Molt** with you, work your way east to the small cave (95.32) then accept and turn in "**A Taste of Flame**", SKIP the next **part** (Dungeon quest).

05) Go up to the top of **Dreadmaul Rock** (bridge entrance at 76.38). Once at the top do "**Dreadmaul RockSha'ni Proudtusk's Remains** (laying on the table between four pillars). Then from the ghost of **Sha'ni Proudtusk** that spawns, turn in "**Dreadmaul Rock**", accept "**Krom'Grul**".

06) Do "**Krom'GrulKrom'Grul** **/target** inside one of the three caves at **Dreadmaul Rock** and kill/loot him. First check the small cave next to you at the top of **Dreadmaul Rock**. If he is not there, then check the other 2 caves. For the cave on the eastern side, keep making right turns until you get to him. ALSO: Make sure you collect a total of 30 **Dark Iron Scraps**, this will be used for a later **quest**. All the Ogres in **Burning Steppes** can drop them.

07) Go west to **Ruins of Thaurissan** and do "**The Rise of the MachinesWar Reavers**. Keep the next step in mind:

(use when you need 4 more for Rise of Machine quest) Summon in 15m

08) Do "**Tablet of the SevenTablet of the Seven** next to the dwarf statue (54.41).

09) Go to **Flame Crest** and under the red tent (65.24), turn in "**Broodling Essence**", accept "**Felnok Steelspring**". Also turn in "**Tablet of the Seven**".

10) Go to the **Wind Rider Master** at **Flame Crest** (66.24) and fly to **Kargath, Badlands**. (use when starting flight) Summon in 4m



■ 01) At **Kargath**, just outside of the Inn, turn in "The Rise of the Machines" (3.48), accept the next part. Find **Thal'trak Proudtusk** /target, he patrols south and east of **Kargath** (or could be chillin by the Bonfire). From him, turn in "Krom'Grul". Make sure you are repaired/resupplied.

■ 02) Go east to **The Dustbowl** at the **gnome** and turn in "The Rise of the Machines" (26.45), SKIP the next part (Dungeon quest).

■ 03) Summon to Orgrimmar (bank items in Org) | Hearth to **Ratchet**.

■ 04) Go to the **Ratchet bank** (63.37) and put the following items into it: 30+ **Dark Iron Scraps**, **Tinkee's Letter** and any **Core of Elements**.

■ 05) Go to the **Flight Master** (63.37) at **Ratchet** and fly to **Orgrimmar, Durotar**.

■ 06) Go in the Inn at **Orgrimmar** and make it your new home (54.68).

■ 07) Go up to the **Wind Rider Master** (45.64) and fly to **Valormok, Azshara**.



53-54 Azshara

■ 01) Once at **Valormok**, accept "Betrayed" (22.51).

■ 02) Go NE to the hill entrance (53.20)...

■ 03) Go up to the top of the hill and accept "Kim'jael Indeed!" (53.22).

■ 04) Go south to **Thalassian Base Camp** and do "Kim'jael Indeed!" along with "Betrayed": kill the needed **Blood Elves**, loot **Kim'jael's Equipment** boxes on the ground and to **Find Magus Rimtori's camp** (go to 60.31).

■ 05) At the same coordinates as previous step (60.31, #4 on map), from the **Kaldorei Tome of Summoning** (book on pedestal), turn in "Betrayed", accept the next part.

■ 06) At that same spot, do the next part of "Betrayed": click on an **Arcane Focusing Crystal** to summon **Magus Rimtori** and kill/loot her. You may need to face some guards first so be prepared.

■ 07) Go north to the hill entrance (53.20, #2 on map)...

■ 08) Go up to the top of the hill and turn in "Kim'jael Indeed!" (53.22). Accept "Kim'jael's "Missing" Equipment".



01) Drop down to **The Shattered Strand** (be careful, its a long drop), then do "Kim'jael's "Missing" Equipment": kill/loot **Spitelash naga** until **Some Rune** drops (low drop rate).

02) Leave **The Shattered Strand**, (an exit is at 46.38, see map for more exits)..

03) Go to **Valormok** and turn in "**Betrayed**" (22.52), accept the next **part**. Make sure you are repaired/resupplied.

04) Head east to the hill entrance (53.20)...

05) Go up to the top of the hill and turn in "**Kim'jael's "Missing" Equipment**" (53.22).

06) At this point you should almost be lvl 54. Grind the rest of the way to level 54.5 (10 bars into 54) on **Blood Elves** around **Thalassian Base Camp** (around 58.29). **NOTES:** **Blood Elves** are **squishy** mobs (mobs that have 30% fewer health/armor, than the average mob that level), so they die relatively fast and yield good XP/hour. They also are a good farm spot for **RuneCloth**, which you will need for cloth donations and **First Aid**. **OPTIONAL:** Instead of the grinding, you could go do **BRD** instance instead.



01) Hearth to **Orgrimmar**.

02) Once at **Orgrimmar**, go to the **Bank** (49.69) and get the following items out: 8 **White Ravasaur Claws**, **Tinkee's Letter** and **Linken's Training Sword**. Also get out 60 **RuneCloth** for cloth donation to the Orc faction.

03) Go NE to **Magar's Cloth Goods** and turn in the 60 **RuneCloth** to the Orc's **Horde Cloth Quartermaster** (64.51).

04) Go north to **The Drag** (up in **Yelmak's Alchemy and Potions**) and turn in "**Bone-Bladed Weapons**" (56.34).

05) Go east to **The Valley of Honor** and turn in "**Betrayed**" (75.34).

06) If you need to, get new spells/abilities. Make sure you are repaired/resupplied.

07) Go SW and up to the **Wind Rider Master** (45.64) and fly to **Splintertree Post, Ashenvale**.

08) Head north to **Felwood** (entrance at 56.29 in Ashenvale)..



54-54 Felwood

- 01) Go north a bit into **Felwood** to **Emerald Sanctuary** and accept "Forces of Jaedenar" (51.82). And next to you in the tent, accept "Verifying the Corruption".
- 02) To the west just off of the main path at **Maybess Riverbreeze**, accept "Cleansing Felwood" (46.84).
- 03) Start working on "A Sample of Slime...": clear the **Cursed Ooze** mobs (slimes) at the two green pools (one at 40.72, and another one at 41.67). Eventually get 35 **Felwood Slime Samples**. You don't need to get all of them now.
- 04) Go north a bit to **Jaedenar** (entrance at 40.58) and do "Forces of Jaedenar": kill the needed **Jaedenar** mobs in the area.
- 05) Go north a bit (around 40.55) and continue working on "A Sample of Slime...": kill/loot **Tainted Oozes** for getting at least 35 **Felwood Slime Samples** eventually. You don't need to get all of them now.
- 06) Follow **Bloodvenom River** in the middle of **Felwood** west to **Bloodvenom Post** (35.53) and accept "Well of Corruption", "Wild Guardians" and "A Husband's Last Battle".
- 07) Go up to the **Wind Rider Master** and get the FP there (34.54). Make sure you are repaired/resupplied.
- 08) Go east and finish up collecting at least 35 **Felwood Slime Samples** for "A Sample of Slime..." by kill/looting the **Tainted Oozes**, around **Bloodvenom Falls** (around 41.48, #5 on map).



01) Go up north a bit on the east side of the path to **Shatter Scar Vale** (around 41.41) and do "Verifying the Corruption": walk across one of the craters in the Vale to get it *explored*, and kill the needed **Entropic** fire elementals. Watch out for the Elite **Infernal Sentries**.

02) Follow the main path NE to **Irontree Woods** and do "Cleansing Felwood": kill/loot the **Warpwood** elementals. There is more mobs in the **Irontree Cavern** (entrance at 56.17).

03) All around the NE fields of **Felwood** do "The Strength of Corruption": kill 12 **Angerclaw Grizzly** and 12 **Felpaw Ravagers**. See map for locations.

04) Follow the main path NE (right before the **Timbermaw Hold** entrance, 65.8) and accept "Deadwood of the North".

05) Drop down west to **Felpaw Village** (around 63.9) and do "Deadwood of the North": kill the needed **Deadwood** furbolgs. Also keep grinding until you are at least 150 rep away from being *unfriendly* (it comes after hostile) with **Timbermaw Hold**, (you can make it show on your XP bar from your character info).

06) Go back up to **Nafien** by the **Timbermaw Hold** entrance (65.8, #4 on map) and turn in "Deadwood of the North". Accept "Speak to **Salfa**". Also turn in any **feathers** you may have (repeatable quest to increase rep). **NOTE:** Becoming friendlier with **Timbermaw Hold** will allow you to enter their cave without them attacking you and allowing you to get additional quests and items from them.

07) Enter **Timbermaw Hold** next to you (entrance at 65.8) and go through the cave, make a right in the middle after the bridge to enter **Moonglade** up north.

08) Once in **Moonglade**, make a left and get the FP from the **Wind Rider Master** (32.66).

09) Exit **Moonglade** back to **Timbermaw Hold** (36.74 in Moonglade).

10) In **Timbermaw Hold**, make a right after the stairs to go into **Winterspring..**



54-55 Winterspring

01) Right outside of the cave, accept "Winterfall Activity" (28.34 in Winterspring). Also turn in "Speak to Salfa".

02) Follow the main path south to **Donova Snowden** (31.45) and accept "Threat of the Winterfall". Turn in "The New Springs", accept "Strange Sources". Also turn in "It's a Secret to Everybody", SKIP "The Videre Elixir". **NOTE:** You do not have to wait for the NPC, just leave..

03) Follow the main path east and just to your left as you enter **Everlook** accept "Are We There, Yeti?" (61.38).

04) From **Felnok Steelspring** under the blue tent (62.39), turn in "Felnok Steelspring", SKIP "Chillwind Horns" (for now).

05) South in **Everlook**, go in the Inn and make **Everlook** your new home from the **Innkeeper** (61.39). Make sure you are repaired/resupplied.

06) Also in the Inn accept "The Everlook Report", "Duke Nicholas Zverenhoff" and "Sister Pamela".

07) Go to **Everlook's Bank** (61.37) and put the following items in there: 15 **Blood Amber**, **Felwood Slime Samples**, **Everlook Report**, **Studies in Spirit Speaking** any **Core of Elements** and (if you have it) **Deadwood Ritual Totem**.

08) Follow the main path south to discover **Darkwhisper Gorge** (at 60.74) for the quest "Strange Sources". You actually need to go further south past the bridge to get this *discovered* for the quest.

09) Hearth to **Everlook**.

10) Exit **Everlook** to the right, then go east to **Winterfall Village** (around 67.35) and do "Winterfall Activity": kill the needed **Winterfall furbolgs**. **NOTE:** Im not sure which version of this quest will be in Classic WoW, you may only need to make sure you kill 6 **Winterfall Den Watchers** and the rest can be killed later.

11) Just north of **Everlook** (around the mountains, 61.33) do part of "Wild Guardians": kill 15 **Raging Owlbeasts** /target . Also start working on "Are We There, Yeti?" by kill/looting **Ice Thistle Yeti**.



01) Go west and finish "Wild Guardians" (kill 15 **Ragged Owlbeasts** /target) and continue working on "Are We There, Yeti?" (kill/loot **Rogue Ice Thistle** yeti). Also work on the next step as well:

02) Do "Threat of the Winterfall": kill the needed **Winterfall furbolgs**. There are two camps of these mobs (one at 41.42 and one at 32.37). While doing this quest you should find an item, which starts "Winterfall Firewater" (accept it).

03) Go SW to **Donova Snowden** (31.45) and turn in "Strange Sources", "Threat of the Winterfall" and "Winterfall Firewater", accept "Falling to Corruption".

04) Hearth (or go back) to **Everlook**. Make sure you are repaired/resupplied.

05) Go SE a bit to **Ice Thistle Hills** (around 66.42, #7 on map) and finish "Are We There, Yeti?": kill/loot Yeti for the **Thick Yeti Fur**.

06) Hearth (or go back) to **Everlook** and near the entrance next to the hut, turn in "Are We There, Yeti?" (61.38), accept the next part.

07) Go SE a bit back to **Ice Thistle Hills** (around 66.42) and do "Are We There, Yeti?": kill/loot **Ice Thistle Matriarchs** and **Ice Thistle Patriarchs** for the 2 **horns** (low drop rate). There is a higher concentration of these mobs in the cave (entrance at 68.41).

08) Hearth (or go back) to **Everlook** and turn in "Are We There, Yeti?" (61.38), accept the next part. **NOTE:** If you are deep in the cave you can just die on purpose and res at spirit to get back to **Everlook**.

09) Do part of "Are We There, Yeti?": at **Legacki** /target (next to the Inn), use **Umi's Mechanical Yeti** quest item to scare her.

10) Make sure you are repaired/resupplied.

11) Go to **Everlook's Bank** (61.37) and put the following items into it: **Umi's Mechanical Yeti** and (if you have it) **Winterfall Ritual Totem**. Get out of the Bank: 15 **Blood Amber**.

12) Exit Everlook to your right and go to the **Wind Rider Master** (60.36) to fly to **Bloodvenom Post, Felwood**.



55-56 Felwood

■ 01) Once at **Bloodvenom Post**, turn in "Wild Guardians" (35.53 in Felwood), SKIP the next part (for now).

■ 02) Follow the main path south to **Maybess Riverbreeze** and turn in "Cleansing Felwood" (47.83). Then click the **NPC** again and talk to her to get a **Cenarion Beacon**.

■ 03) Go east a bit to **Emerald Sanctuary** and turn in "Forces of Jaedenar" (51.82), accept "Collection of the Corrupt Water". And next to you in the tent, turn in "Verifying the Corruption".

■ 04) Just south a bit next to the main path, from **Grazle** (furbolg, 51.85), accept "Timbermaw Ally" (no exclamation mark).

■ 05) Go south to **Deadwood Village** and do "Timbermaw Ally" along with "A Husband's Last Battle": kill the needed **Deadwood** furbolgs and also kill/loot **Overlord Ror** (gray colored furbolg, 48.94).

■ 06) Go north a bit along the main path to **Grazle** /target (51.85, #4 on map) and turn in "Timbermaw Ally". Accept "Speak to Nafien".

■ 07) Go up NW in **Ruins of Constellas** and do "Well of Corruption": use your **Hardened Flasket** quest item in the green moonwell there (32.66).

■ 08) Follow the main path north to enter **Jaedenar** (entrance at 41.58)..

■ 09) Go west in **Jaedenar** and do "Collection of the Corrupt Water": use your **Empty Canteen** quest item in the green moonwell (35.60). Then:

Summon to in 20m

■ 10) Go north to **Bloodvenom Post** and turn in "Well of Corruption" (34.52, #1 on map). Wait a few seconds (do next step while waiting), then accept "Corrupted Sabers".

■ 11) Also at **Bloodvenom Post**, turn in "A Husband's Last Battle" (35.53). **NOTE:** Do not sell your **Corrupted Soul Shards** to a vendor. Make sure you are repaired/resupplied.



01) Follow the main path south to **Maybess Riverbreeze** and turn in "Salve Via Hunting" (47.83). **NOTES:** If for some reason you do not have the 6 **Corrupted Soul Shards**, grind on any mob in **Felwood** until you get them. The quest is repeatable, but doesn't yield additional XP. The reward item **Cenarion Plant Salve** is used to cleanse the various corrupted plants around **Felwood** and the reward you get from them is decent (but no XP).

02) Go east a bit to **Emerald Sanctuary** and turn in "Collection of the Corrupt Water" (51.82), SKIP "Seeking Spiritual Aid".

03) Go NW in **Ruins of Constellas** and do "Corrupted Sabers": use your **Winna's Kitten Carrier** quest item at the green moonwell there (32.66).

04) Go north to **Bloodvenom Post** and once you get there talk to the **Corrupted Saber** that is following you, then turn in "Corrupted Sabers" (34.52). Make sure you are repaired/resupplied.

05) Follow the main path NE to **Felpaw Village** and clear the mobs around the **Deadwood Cauldron** at (60.6), or distract the mobs somehow (See Video), then click on the **Cauldron** to turn in "Falling to Corruption", accept "Mystery Goo". Then: **Summon in 3m**

06) Go NE, right before the **Timbermaw Hold** entrance and turn in "Speak to Nafien" (65.8).

07) Go through the cave to get to **Winterspring** and right outside of the cave, turn in "Winterfall Activity" (28.34 in Winterspring).

08) Follow the main path south to **Donova Snowden** (31.45) and turn in "Mystery Goo", accept "Toxic Horrors". Then if you are not level 56, grind on any mob until you are.

09) Hearth to **Everlook**.

10) Just outside of the Inn from **Harlo Wigglesworth** accept "A Little Luck" (61.38).

11) Back in **Everlook** by the cage, turn in "A Little Luck" (62.38), SKIP "Luck Be With You" (for now).

12) **Summon to my Class Trainer at Org!** Exit **Everlook** to your right and go to the **Wind Rider Master** (60.36) to fly to **Orgrimmar, Durotar**.

13) Once at **Orgrimmar**, get your level 56 spells/abilities.



01) Summon to UC! Leave **Orgrimmar** south and get on the zeppelin (51.14 in Durotar) to go to **The Undercity**. You can save some time by doing a suicide warp by **jumping off of the zeppelin** at a certain timing.

02) At the UC go to the **Innkeeper** and make it your new home (68.38). Make sure you are repaired/resupplied.

03) Go to the **Bank** in the middle of the UC (66.44) and get the following items out: **Felwood Slime Samples**, **Un'goro Slime Samples**, **Everlook Report** and **Studies in Spirit Speaking**. And if you have 60 extra **RuneCloth** (for cloth donation) get that out as well. Put the following items in your bank: **Cenarion Beacon**, any **Corrupted Soul Shards** and any **Cenarion Plant Salves**.

04) Find **Harbinger Balthazad** /target, he patrols around the bank (wearing a white shirt with a lantern), once you find him, accept "A Call to Arms: The Plaguelands!".

05) If you have the 60 extra **RuneCloth**, go to the **Magic Quarter** and turn in "A Donation of Runecloth" (72.29), for undead faction.

06) Go SW to **The Apothecarium** and next to **Chemist Fuely** (48.73) use the two **Testing Equipments** (both red and green) to turn your **Slime Samples** into the quest items you need. Then turn in "A Sample of Slime..." and "... and a Batch of Ooze". Accept "Melding of Influences". **NOTE:** You can destroy any remaining **Slime Samples** to free bag space.

07) Go to the **Bank** in the middle of the UC (66.44, #3 on map) and put the following item into it: **Encased Corrupt Ooze**. Get out of the bank: **Swim Speed Potions**, 30+ **Dark Iron Scraps** and 30+ **Savage Fronds**. There is a quest in **Eastern Plaguelands** that wants these items: 2 **Thorium Bar**, **Golden Rod**, 8 **Hi-Explosive Bomb**, 8 **Unstable Trigger** (get these out, either from the AH or bank if you can get all of them). You can then mail these items (including the 30+ **Dark Iron Scraps** and 30+ **Savage Fronds**) to yourself and retrieve them from the mailbox at **Light's Hope** in EPL later.

08) Leave **The Undercity** and go east in **Tirisfal Glades** to the **The Bulwark** (83.70 in Tirisfal Glades)..



56-56 Western Plaguelands

■ 01) Make a left on the main path as you enter **The Bulwark** and turn in "A Call To Arms: The Plaguelands!" (83.69 in Tirifal Glades), accept "Scarlet Diversions". Then next to you loot the **Box of Incendiaries** to obtain a **Flame in a Bottle**.

■ 02) Next to you, turn in "The Everlook Report". From this same NPC, complete "Argent Dawn Commission". **NOTE:** The trinket received called **Argent Dawn Commission** will allow you to collect **Scourgestones** from undead mobs in the Plaguelands (both eastern and western). Right-click it in your inventory to wear it. As long as you have it on, this will allow you to increase your rep with **The Argent Dawn**, which will allow you to buy items such as **Enriched Manna Biscuits** later.

■ 03) Go to the other side of **The Bulwark** behind the bigger tent and accept "A Plague Upon Thee" (83.72).

■ 04) Go east into **Western Plaguelands** (WPL) to **Felstone Field** and up in the house, accept "Better Late Than Never" (38.54 in WPL).

■ 05) Go in the barn next to the house and click on **Janice's Parcel** (39.55) to turn in "Better Late Than Never". Then click **Janice's Parcel** again to accept the next part of "Better Late Than Never".

■ 06) Go just NE a bit to the small Scarlet camp (41.52) and do "Scarlet Diversions": clear the mobs in the area (you need to work quickly to avoid respawns) then click on the **Command Tent** to burn it and then use the **Scourge Banner** quest item at the camp. (See [Video](#))

■ 07) Go back to **The Bulwark** (make a right on the path) and turn in "Scarlet Diversions" (83.69 in Tirifal Glades, #1 on map). Accept "The Scourge Cauldrons".

■ 08) Make sure you are resupplied. **NOTE:** Make sure you save all **Bone Fragments** you find, you will need 30 of them for a later **quest**.

■ 09) Go to the other side of **The Bulwark** and turn in "The Scourge Cauldrons" (83.72), accept "Target: Felstone Field".



Cauldron quest chain Info: You need to kill the **Cauldron Lord** at each targeted farm field (listed below in the next section), grab their key and use it at the big cauldron in the middle of the farm fields. You will be going back and forth from **The Bulwark** to the next field. As you enter each field, the **Cauldron Lord** spawns near the **Scourge Cauldron** in the middle of each field, if the **Cauldron Lord** is not there, leave the field and come back. The last few Cauldrons can be tough to solo so you may want to start finding a group for them, but you should be able to solo them with good skill. Use this `/target` for all Cauldron Lords to target them.

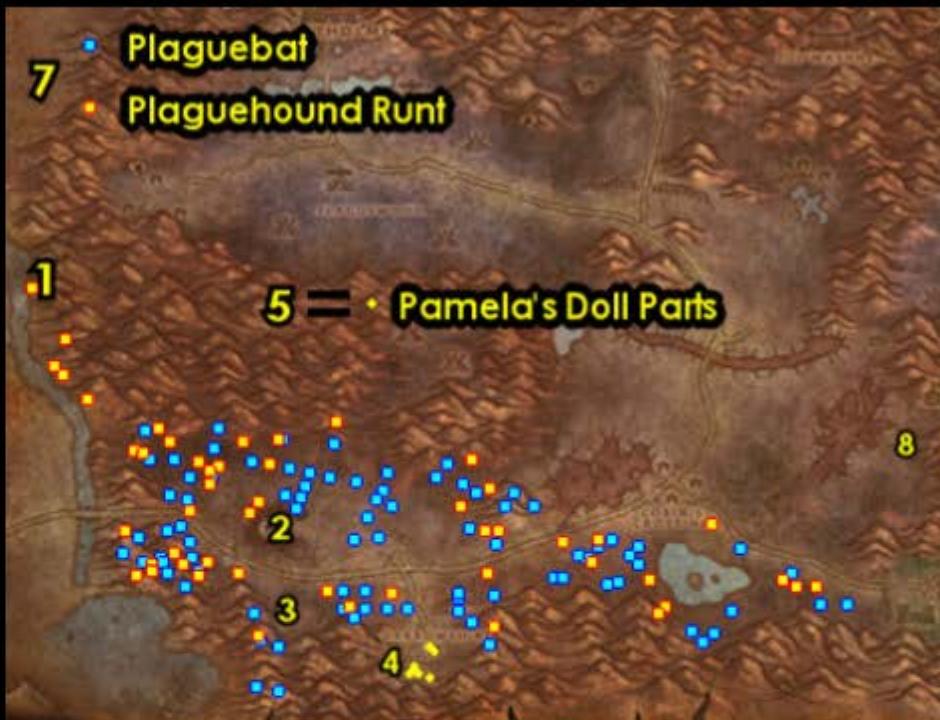


- 01) At **Felstone Field**, do "Target: Felstone Field": kill/loot **Cauldron Lord Bilemaw** (37.57). Then click on the **Scourge Cauldron** to turn in "Target: Felstone Field", accept "Return to the Bulwark".
- 02) Go back to **The Bulwark** and turn in "Return to the Bulwark" (83.72 in Tirisfal Glades), accept "Target: Dalson's Tears".
- 03) At **Dalson's Tears**, do "Target: Dalson's Tears": kill/loot **Cauldron Lord Malvinious** (46.52). Then click on the **Scourge Cauldron** to turn in "Target: Dalson's Tears", accept "Return to the Bulwark".
- 04) There is a small quest chain here at this farm that yields good XP: Go in the Barn at **Dalson's Tears** and click on **Mrs. Dalson's Diary** laying on the ground (48.51) to complete "Mrs. Dalson's Diary".
- 05) Find and kill/loot the **Wandering Skeleton** `/target`. This one skeleton wanders around the NE side of **Dalson's Tears**. He circles around the barn as well.
- 06) Click on the **Outhouse** (48.50) behind the barn to complete "Locked Away". Then **Farmer Dalson** will spawn next to the Outhouse, kill/loot this zombie.
- 07) Go up in the house (next to the barn, 47.50) and click on the **Locked Cabinet** to turn in "Locked Away". **TIP:** If you do not want to go in the house, you can turn the quest in by **standing outside**. Quest chain complete.
- 08) Go back to **The Bulwark** and turn in "Return to the Bulwark" (83.72 in Tirisfal Glades, #2 on map), accept "Target: Writting Haunt".
- 09) At **The Writting Haunt**, do "Target: Writting Haunt": kill/loot **Cauldron Lord Razarch** (53.66). Then click on the **Scourge Cauldron** to turn in "Target: Writting Haunt", accept "Return to the Bulwark".
- 10) Go in the small house at **The Writting Haunt** and accept "The Wildlife Suffers Too" (54.65).
- 11) Go back to **The Bulwark** and turn in "Return to the Bulwark" (83.72 in Tirisfal Glades, #2 on map), accept "Target: Gahrron's Withering". Make sure you are resupplied.
- 12) At **Gahrron's Withering**, do "Target: Gahrron's Withering": kill/loot **Cauldron Lord Soulwrath** (63.59). Then click on the **Scourge Cauldron** to turn in "Target: Gahrron's Withering", accept "Return to the Bulwark". **NOTE:** We will turn this in later.
- 13) Go east into **Eastern Plaguelands** (follow path on map)..



56-57 Eastern Plaguelands

- 01) Go north along Thondoril River to **Tiron Fordring** (8.44) and accept "Demon Dogs", "Blood Tinged Skies" and "Carrión Grubbage".
- 02) Grind SE to **The Marris Stead** (26.75) and accept "To Kill With Purpose", "Un-Life's Little Annoyances" and "The Ranger Lord's Behest".
- 03) Go south to **The Undercroft** and down in the crypt, from the **Torn Scroll** laying on the ground, accept "Hameya's Plea" (27.85).
- 04) Grind east to **Darrowshire** to **Pamela Redpath** and turn in "Sister Pamela" (36.91), accept "Pamela's Doll".
- 05) At **Darrowshire** do "Pamela's Doll": find the 3 parts to **Pamela's Doll**: the **head**, the **left side** and **right side**. These parts have multiple spawn locations around **Darrowshire** in each of the 3 buildings in the area (excluding the building where Pamela is at). They look like little yellow things. Search the buildings for the 3 parts, then click one of them to combine them to make **Pamela's Doll**. (See Video)
- 06) Go back to **Pamela Redpath** at **Darrowshire** and turn in "Pamela's Doll" (36.91, #4 on map). Accept "Auntie Marlene" and "Uncle Carlin".
- 07) Finish "Blood Tinged Skies": kill 30 **Plaguebats**. Also do part of "Demon Dogs": kill 20 **Plaguehound Runts**. And start working on "Carrión Grubbage": kill/loot Carrión mobs for the **worm meat**. All of these mobs are found in southern **Eastern Plaguelands** and the Carrión worm mobs are all over **Eastern Plaguelands**. Once you are nearing completion, work your way east to the next step:
- 08) Grind to **Light's Hope Chapel** (80.64) and accept "The Restless Souls" and "Zaeldarr the Outcast".



01) Go north a bit and turn in "Duke Nicholas Zverenhoff" (81.60).

Also from this NPC, if you have at least 20 **Minion's Scourgestones**, complete a "Minion's Scourgestones" (and dont consume the item received).

02) Next to you, turn in "Uncle Carlin", accept "Defenders of Darrowshire".

03) You can get repaired/resupplied from **Craftsman Wilhelm** (81.60) next to the **Forge**. **NOTE:** If you are a class that uses mana and if you are already *Friendly* with **The Argent Dawn**, then stock up on **Enriched Manna Biscuits** from the female dwarf **Miranda Breechloc** by the tent.

04) At the other side of the Inn, from the **human on the horse** and with your one **Argent Dawn Valor Token** you might have, accept and turn in "They Call Me "The Rooster" (81.57). If you dont have it yet, do this when you can.

05) If you were able to obtain the items needed for "**That's Asking A Lot**", then turn it in (at the dwarf **Smokey LaRue** by the Campfire, 81.58), accept "**When Smokey Sings, I Get Violent**".

06) North in **Light's Hope**, get the FP there from the **Bat Handler** (80.57).



01) Go SW to **Corin's Crossing** (around 60.68) and do "To Kill With Purpose": kill/loot the undead mobs there to obtain **Living Rot** (work fast they only last 10 min), then use your **Mortar and Pestle** quest item to combine 7 of them to make the **item** you need. Also start working on "Defenders of Darrowshire": kill **Gibbering Ghouls** and then talk to the **spirit** that spawns (don't need to finish this now though).

02) Do part of "Demon Dogs" and "Un-Life's Little Annoyances": kill 5 **Plaguehounds** and 20 **Noxious Plaguebats**. These mobs are found in the middle-eastern side of **Eastern Plaguelands**.

03) Grind north to **Zul'Mashar** (ramp entrance at 64.23)..

04) Go up into **Zul'Mashar** and do "Hameya's Plea": kill/loot **Infiltrator Hameya** /target. This troll patrols around in front of the temple (around 70.17). Stay away from the dirt mounds in front of the temple as undeads will spawn near them, it's better to wait until **Infiltrator Hameya** patrols up front for you to take on alone. Also he hits hard so be prepared.

05) Finish up "Carriion Grubbage", "Demon Dogs" and "Un-Life's Little Annoyances": kill/loot Carrion mobs for the **worm meat**, kill 5 **Frenzied Plaguehounds** and kill 10 **Monstrous Plaguebats**. These mobs are found NE around the open fields of **Eastern Plaguelands**. **NOTE:** You can find some more **spirits** for "Defenders of Darrowshire" (around 65.38) from the **Diseased Flayers**, and you can find more on the later steps as well.

06) **GROUP 2+ Players (or could be soloable):** Go north to **Quel'Lithien Lodge** (entrance at 51.21) and try to do "The Ranger Lord's Behest": kill the needed blood elf mobs and go into the lodge, make a right, then loot the **Quel'Thalas Registry** (book laying on a bench, 52.18). This quest may be hard to solo. If you are almost lvl 57, then grind to it before doing this quest. You may need to distract the mobs in the lodge, grab the book and run out some how. If you cannot solo this, or find help then it can be skipped.

07) Go west to **Plagewood** (starting at 46.34) and do the following 3 quests together:

08) "A Plague Upon Thee": loot the **Large Termite Mounds**, these are spaced all around **Plagewood** (see map).

09) "Defenders of Darrowshire": finish this quest by killing **Cannibal Ghouls** and talk to the **spirits** that spawn.

10) If you have it try to do "When Smokey Sings, I Get Violent": go in the various buildings around **Plagewood** and use **Smokey's Special Compound** quest item inside the buildings. You will have to get past a tough elite in each building in order to do this quest. If you cannot find a way to sneak past the elite with your class or find someone to help you kill the elite then this quest can be skipped.



■ 01) Go west to **Terrordale** and in the hut turn in "The Restless Souls" (14.33), SKIP the next part (dungeon). And next to you, accept "Augustus' Receipt Book".

■ 02) Do "Augustus' Receipt Book": go NE a bit to the **Terrordale** Inn (the largest building in the area) and go up in the Inn, make a right and between two split open barrels loot **Augustus' Receipt Book** on the ground. **NOTE:** Kill/loot all **Crypt Fiends** you see to start obtaining **Crypt Fiend Parts** (used for a later quest).

■ 03) Go back to the hut in **Terrordale** and turn in "Augustus' Receipt Book" (14.33, #1 on map). **NOTE:** You can now get resupplied from this **NPC**.

■ 04) Grind on **Crypt Fiend** mobs all around **Terrordale** to collect 30 **Crypt Fiend Parts**. This will be used for a later quest. There is more in the next step as well (but watch out for the **Elite**):

■ 05) Go through the long cave (entrance at 15.29). **NOTES:** This cave journey is not easy. There is a lvl 60 **elite spider** /target (with a 12 hour respawn) that patrols back and forth to the 2 entrances of this cave. Try to sneak past it if you can. If this cave is too hard for you, then another possible *quick* alternative is to take the **Tower Gryphon** ride from the **Plagueland Tower** (22.32) to the **Crown Guard Tower** (39.75), as long as the horde has control over the towers that is. Make sure you get all 30 **Crypt Fiend Parts** before leaving this area.

■ 06) Once you get out to the other side of the cave (or take the tower ride), north along **Thondoril River** at **Tiron Fordring** (8.44), turn in "Demon Dogs" "Blood Tinged Skies" and "Carrion Grubbage". Accept "Redemption". Simply talk to **Tiron Fordring** to complete "Redemption" (you may need to sit first), accept "Of Forgotten Memories".

■ 07) Grind SE to **The Marris Stead** (26.75) and turn in "To Kill With Purpose", "Un-Life's Little Annoyances" and (if you did it) "The Ranger Lord's Behest". Only accept, do and turn in "Duskwing, Oh How I Hate Thee...", if you are able to kill/loot **Duskwing** /target . This lvl 60 Elite bat patrols just above **The Marris Stead**. With the help of a few other players you could be able to do this. Same thing with "The Corpulent One", **Borelgore** /target (lvl 60 Elite, around 58.32).

■ 08) Go south to **The Undercroft**, go down in the crypt and then do "Zaeldarr the Outcast": kill/loot **Zaeldarr the Outcast** (27.85). (See Video)

■ 09) Behind the crypt, next to the wooden wagon, click on the **Mound of Dirt** to turn in "Hameya's Plea" (28.86).

■ 10) Next to you, do "Of Forgotten Memories": click on the **Loose Dirt Mound** (28.87) that is next to **Tirion Fordring's Grave**, then kill/loot **Mercutio Filthgorger** (he has 3 bodyguards). **IMPORTANT TIP:** These mobs spawn between the two dirt mounds (from the previous step). **Mercutio Filthgorger** spawns in first, then his bodyguards soon after. So act fast and immediately pull **Mercutio Filthgorger** away from his spawn point to avoid fighting his guards too, as this fight can be really tough to do solo without this tactic.



■ 01) Go NW to **Tiron Fordring**, (8.44) and turn in "Of Forgotten Memories", accept "Of Lost Honor".

■ 02) Go to the south side of **Light's Hope Chapel** (grind on all mobs along the way), then turn in "Zaeldarr the Outcast" (79.64).

■ 03) Go north in **Light's Hope Chapel** and turn in "Defenders of Darrowshire" (81.60).

■ 04) Next to you at **Duke Nicholas Zverenhoff**, turn in any Scourgestones you have. If you haven't yet, save at least one **Argent Dawn Valor Token** for a later **quest**. You can consume the rest to increase rep with **The Argent Dawn**.

■ 05) You can get repaired/resupplied from **Craftsman Wilhelm** (81.60) next to the **Forge**.

■ 06) You should be *friendly* now with **The Argent Dawn**, if so: Right in front of the Inn's Entrance, go to **Rayne** and with your 30 **Savage Fronds** (in the mailbox?) accept and turn in "Savage Fronds" (81.59).

■ 07) Also (if you are friendly with **The Argent Dawn**): Go in the Inn and in the back from the **human with black hair** (82.58), accept and turn in "Binding the Dreadnaught" (requires the 30 **Dark Iron Scraps**, that could be in your mailbox). Also in the Inn, with your 30 **Crypt Fiend Parts**, accept and turn in "Cryptstalker Armor Doesn't Make Itself..." (from **Huntsman Leopold**).

■ 08) Go north a bit more in **Light's Hope Chapel** and turn in (if you did it) "When Smokey Sings, I Get Violent" (81.58). If you turned this in, you can then destroy **Smokey's Special Compound**.

■ 09) **If you still need to:** Next to you at the **human on the horse** and with your **Argent Dawn Valor Token**, accept and turn in "They Call Me 'The Rooster'" (81.57).

■ 10) Grind north to **Northdale** and do "Of Lost Honor": loot the **Symbol of Lost Honor** (under the lake, 71.34).

■ 11) Grind all the way back west to **Tiron Fordring**, (8.44, #1 on map) and turn in "Of Lost Honor", accept "Of Love and Family".



01) Go south at the island of **Caer Darrow** in **Western Plaguelands** (use a **Swim Speed Potion**) and turn in "Of Love and Family" (66.75). SKIP the next part (Dungeon).

02) Hearth to UC. Make sure you are repaired/resupplied.

03) At the **Bank** in the middle of the UC, put the following items into it: any remaining **Crypt Fiend Parts**, **Savage Fronds**, any **Core of Elements** and any **Insignias**.

04) Drop down east to **Guild Creation** and turn in "Better Late Than Never" (70.43), accept "The Jeremiah Blues".

05) Underneath the bank from the **Cockroach Vendor** (68.44), turn in "The Jeremiah Blues", accept "Good Luck Charm".

06) Find **Harbinger Balthazar** /target, he patrols around the bank (wearing a white shirt with a lantern), once you find him, accept "The New Frontier" and (if it's available) "Camp Mojache".

07) Also if you still need to turn in 60 extra **Runecloth** (for cloth donation), go to the **Magic Quarter** and turn in "A Donation of Runecloth" (72.29), for undead faction.

08) Leave **The Undercity** and go east in **Tirisfal Glades** to **The Bulwark** (83.70 in Tirisfal Glades)..



57-58 Western Plaguelands

01) Make a right at **The Bulwark** and turn in "Return to the Bulwark" (83.72).

02) Next to you behind the tent, turn in "A Plague Upon Thee", accept the next part. **NOTE:** If you have any remaining Plagueland Termites in your inventory, you can destroy them.

03) At the other side of **The Bulwark**, complete "Mission Accomplished!" (83.69). Also accept "All Along the Watchtowers".

04) If you have turned Friendly with **The Argent Dawn** and if you are a class that uses mana, then stock up on **Enriched Manna Biscuits** next to you from **Argent Quartermaster Hasana**. These biscuits will help you level faster by receiving mana faster from consuming these biscuits.

05) Go into **Western Plaguelands** to **Felstone Field** and up in the house, turn in "Good Luck Charm" (38.54), accept "Two Halves Become One".

06) Go south of **Felstone Field** and do "Two Halves Become One": kill/loot the **Jabbering Ghoul** /target (only one mob spawn at 37.58). This mob drops **Good Luck Other-Half-Charm**. Right-click this item in your inventory.

07) Go back up in the house at **Felstone Field** and turn in "Two Halves Become One" (38.54, #5 on map).

08) Go north to **Northridge Lumber Camp** and do "A Plague Upon Thee": clear the mobs at the lumber camp, click on the **Northridge Lumber Mill Crate** (48.32) to place the termite barrel. Then click on the spawned **Termite Barrel** on top of the crate to turn in "A Plague Upon Thee", accept the next part. (See Video)

09) Go NE down a long slope in **Northridge Lumber Camp** and accept "Unfinished Business" (52.28).

10) Go south a bit and do "Unfinished Business": kill the needed Scarlet human mobs in the area. The **mages** and **knights** (are around 51.40). See next step for the medics and hunters:

11) Go south a bit to the small Scarlet camp and kill the needed medics and **hunters** (around 52.45).



01) Go back up NE in **Northridge Lumber Camp**, down the long slope and turn in "Unfinished Business" (52.28), accept the next part.

02) Go east a bit and do "Unfinished Business": kill **Huntsman Radley** (58.36, /target). See next step for the other named mob to kill:

03) Kill **Cavalier Durgen** /target. He patrols around in the tower (55.24).

04) Go back down in **Northridge Lumber Camp** and turn in "Unfinished Business" (52.28, #1 on map), accept the next part. Then at this point if you are not level 58, grind until you are on the **Scarlet** humans around the Lumber Mill at **Northridge Lumber Camp** (around 48.32).

05) Go north to **Hearthglen** and do the last part of "Unfinished Business" (Elite): go to the top of the watchtower (46.18) to complete the quest. Just mount up and avoid the elites. Having a healing potion on hand helps. (Watch This Video to see a shortcut and how to do this quest).

06) Go back down in **Northridge Lumber Camp** and turn in "Unfinished Business" (52.28, #1 on map).

07) Make sure "The Wildlife Suffers Too" is finished: kill 8 **Diseased Wolves**. These wolves are found mostly above **Dalson's Tears** farm. Work your way to the next step:

08) Go south to the small house at **The Writting Haunt** and turn in "The Wildlife Suffers Too" (54.65), accept the next part.

09) Do "The Wildlife Suffers Too" (part 2): kill 8 **Diseased Grizzly**. These bears are found north and east of **The Writting Haunt**.

10) Go back to the small house at **The Writting Haunt** and turn in "The Wildlife Suffers Too" (54.65, #8 on map). Accept "Glyphed Oaken Branch".

11) Go SW to **Sorrow Hill** and up in the house turn in "Auntie Marlene" (49.79), accept "A Strange Historian".

12) Do "A Strange Historian": next to the house your at, loot **Joseph Redpath's Monument** in the graveyard (50.77). (See Video)

13) Enter **Ruins of Andorhal** (bridge entrance at 48.72)..



01) Make a left at the tower and do part of "All Along the Watchtowers": use the **Beacon Torch** quest item at **Tower Four** (47.71). **NOTE:** You can use the quest item right before the tower entrances to avoid the elites.

02) Go west and do part of "All Along the Watchtowers": use the **Beacon Torch** quest item at **Tower One** (40.72).

03) Go north and enter the **Andorhal Inn**, go upstairs and turn in "A Strange Historian" (40.67), accept "The Annals of Darrowshire". Also accept "A Matter of Time".

04) Enter the **City Hall** building in the middle of **Andorhal** and do "The Annals of Darrowshire": loot the **Annals of Darrowshire** (blue book). The actual **Annals of Darrowshire** book looks different from the others, it has a lighter tint on the top portion of the pages in the book, unlike the rest which has a darker tint on the top portion of the pages. (See Video)

05) Go north and do part of "All Along the Watchtowers": use the **Beacon Torch** quest item at **Tower Two** (42.66).

06) Go NE and do the last part of "All Along the Watchtowers": use the **Beacon Torch** quest item at **Tower Three** (44.63).

07) Go east a bit and do "A Matter of Time": use the **Temporal Displacer** quest item near the silos (around 47.63) then kill the **Temporal Parasites** that spawn. **NOTE:** The quest item only works on the silos emitting blue beams of light.

08) Go west and enter the **Andorhal Inn** (40.67, #3 on map), go upstairs and turn in "A Matter of Time" and "The Annals of Darrowshire". Accept "Counting Out Time" and "Brother Carlin".

09) All around **Ruins of Andorhal** do "Counting Out Time": loot the **Small Lockboxes** all around the broken down houses. There is usually one at each broken down house.

10) Enter the **Andorhal Inn** (40.67, #3 on map), go upstairs and turn in "Counting Out Time". **NOTES:** This quest is repeatable, but you will not get additional XP from it. The quest reward **Attuned Dampener** can only be used on **Araj the Summoner** in the middle of **Andorhal**, and there will be quests later associated with killing him.

11) If you are a class that uses mana, keep grinding at **Andorhal** until you are Friendly with **The Argent Dawn** (if you are not already). This is so you can purchase **Enriched Manna Biscuits**.



■ 01] Go west and make a left at **The Bulwark** and turn in "A Plague Upon Thee" (83.72 in Tirifal Glades).

■ 02] At the other side of **The Bulwark** turn in "All Along the Watchtowers" (83.69). Accept "Scholomance". You can then destroy the **Beacon Torch** item.

■ 03] Next to you at **Argent Officer Garush** (83.68), turn in any **Scourgestones** you may have. Then use the **Argent Dawn Valor Token's** received to increase your rep with **The Argent Dawn**.

■ 04] Make sure you are resupplied. If you are a class that uses mana, then stock up on **Enriched Manna Biscuits** next to you from **Argent Quartermaster Hasana**. These biscuits will help you level faster by receiving mana faster from eating/drinking.

■ 05] At **The Bulwark** turn in "Scholomance" (83.69), accept "Skeletal Fragments". **List of incoming Summons!**

■ 06] Go back to **Ruins of Andorhal** (around 39.69 in Western Plaguelands) and do "Skeletal Fragments": kill/loot skeleton mobs for the 15 **Skeletal Fragments**. Also keep grinding until you have collected 30 **Bone Fragments** for a later **quest**.

(use when you need about 10 more skeletal fragments) Summon in 10m

■ 07] **Summon in 2m** Go west and make a right at **The Bulwark** and turn in "Skeletal Fragments" (83.69 in Tirifal Glades, #2 on map), SKIP "Mold Rhymes With....".

■ 08] Next to you at **Argent Officer Garush** (83.68), turn in any **Scourgestones** you may have.

■ 09] If you are a class that uses mana, then stock up on **Enriched Manna Biscuits** (83.68). **NOTE:** I personally buy about 600 biscuits.

■ 10] **Summon to Orgrimmar!** Go west in **Tirifal Glades** and get on the zeppelin (61.59) to go to **Orgrimmar**. While waiting, build up **First Aid**.



01) In **Orgrimmar**, go to the Inn and make **Orgrimmar** your new home from the **Innkeeper** (54.68).

02) Go to the **Bank** (50.70) and put your **Enriched Manna Biscuits** in there so that you only have about 160 left in your inventory. Also put into the bank: your stack of 30+ **Bone Fragments**, any extra **Scourgestones**, **Extended Annals of Darrowshire** and **Attuned Dampener**. And get the following items out of the bank: **Umi's Mechanical Yeti**, **Encased Corrupt Ooze**, and your current stack of **Core of Elements**.

03) **Cloth Donations** are turned in NE at **Magar's Cloth Goods** to the Orc's **Horde Cloth Quartermaster** (64.51). You may have already turned in the 60 **RuneCloth** to them in the past. There is also **Darkbriar Lodge** at the **Valley of Spirits** from the Troll's **Horde Cloth Quartermaster** (38.88). Following the guide you would still need to turn in 60 **Mageweave Cloth** and 60 **RuneCloth** to them. **NOTE:** The "**Additional RuneCloth**" quests do NOT yield XP (only rep).

04) Make sure you are repaired/resupplied. Get new spells/abilities. Although if you are a Hunter, Warrior or Druid you will get yours soon at TB.

05) Right before going up to the **Wind Rider Master**, accept "Taking Back Silithus" (down at 48.66).

06) Summon to TB! Go up to the **Wind Rider Master** (45.64) and fly to **Thunder Bluff, Mulgore**.



01] Once at TB, go to **The Elder Rise** at **Nara Wildmane** and turn in "Glyphed Oaken Branch" (76.32).

02] Next to you in the same room, from **Arch Druid Hamuul Runetotem**, turn in "The New Frontier" (79.28), accept "Rabine Saturna".

03] NOTE: If you have 60 extra **Runedcloth**, get them out (bank is at 47.59) and turn them in for cloth donation, Tauren faction (at 43.43).

04] **Summon to Moonglade!** Go up to the **Wind Rider Master** (47.50) and fly to **Moonglade** (up north).

05] Once in **Moonglade**, go to **Nighthaven** and turn in "Rabine Saturna" (52.45), accept "Wasteland". Also accept "A Reliquary of Purity".

06] **Summon to Feralas!** Hearth to **Orgrimmar**.

07] Go up to the **Wind Rider Master** (45.64) and fly to **Camp Mojache, Feralas**.

08] At **Camp Mojache**, turn in "The Strength of Corruption" and (if you have it) "Camp Mojache" (76.44 in Feralas).

09] **Summon to Gadgetzan!** Go to the **Wind Rider Master** (75.44) and fly to **Gadgetzan, Tanaris**.

10] NW in **Gadgetzan**, do part of "Are We There, Yeti?": use **Umi's Mechanical Yeti** quest item to scare **Sprinkle** /target (51.27 in Tanaris).

11] **Summon to Ungoro!** Go to the **Wind Rider Master** (north of Gadgetzan, 52.25) and fly to **Marshal's Refuge, Un'Goro Crater**.



01) At **Marshal's Refuge** finish "Are We There, Yeti?": use **Umi's Mechanical Yeti** quest item to scare **Quixxil** /target (44.9 in Un'Goro Crater). See Image of his location.

02) Go just west of **Marshal's Refuge** and do "Melding of Influences": engage a **Primal Ooze** /target (there is one at 38.17) and then use the **Encased Corrupt Ooze** quest item, then kill/loot the **Gargantuan Ooze** that spawns. NOTE: If there is no Primal Ooze there, then there is another one (at 46.24).

03) Go into **Silithus** (entrance at 29.22 in Un'Goro Crater)..



58-59 Silithus

- 01) As you enter **Silithus** go to the small camp on your left (**Valor's Rest**) and turn in "Wasteland" (82.19), accept "The Spirits of Southwind".
- 02) Follow the main path west to **Cenarion Hold** and turn in "Taking Back Silithus", accept "Securing the Supply Lines" (51.38).
- 03) Next to you at the **Wanted Poster: Deathclasp**, accept "Wanted - Deathclasp, Terror of the Sands" (Elite).
- 04) Go up in the Inn next to you and accept "Deadly Desert Venom".
- 05) Go up in **Cenarion Hold** and accept "The Twilight Mystery" (50.37).
- 06) Behind the moonwell, accept "Secret Communication" (49.38).
- 07) Next to you, accept "Report to General Kirika" (49.37).
- 08) And next to you from the **Wind Rider Master**, get the FP.
- 09) Go in the building next to you and accept "Dearest Natalia" (49.34).
- 10) Go SE to **Southwind Village** (around 61.49) and do "The Spirits of Southwind" along with "A Reliquary of Purity": kill 8 **Tortured Druids** and 8 **Tortured Sentinels** around the village and work your way up in the village into the building and loot the **Dusty Reliquary** (63.55).
- 11) Grind/loot all mobs as you go NE to **Valor's Rest** and turn in "The Spirits of Southwind" (82.19, #1 on map), accept "Hive in the Tower".
- 12) Grind back down SW to **Southwind Village** and do "Hive in the Tower": go to the top of the swarming bug tower (60.52) and click on the **Hive'ashi Pod**, then kill/loot the **Hive'ashi Ambushers** until you get the **Encrusted Silithid Object**. Also while doing **Southwind Village** quests you should find an **item** (which drops from the bugs), which starts "Brann Bronzebeard's Lost Letter", accept it. And keep grinding until you get it.
- 13) Grind NE to **Valor's Rest** and turn in "Hive in the Tower" (82.19, #1 on map), accept "Umber, Archivist".



01) Go to the small camp above **Staghelm Point** (around 67.18) and do "Secret Communication": kill/loot the **Twilight** mobs. Keep the next step in mind:

02) All around NE **Silithus** do "Deadly Desert Venom" along with "Securing the Supply Lines": kill/loot **Stonelash Scorpids** (scorpids), kill/loot **Sand Skitterers** (spiders), and kill 15 **Dredge Strikers** (snakes). Also start working on "The Twilight Mystery" by killing the **Dust Stormers** around the same area.

03) Go to **Cenarion Hold** and turn in "Securing the Supply Lines" (51.38), accept "Stepping Up Security".

04) Next to you, go up in the Inn and turn in "Deadly Desert Venom". Accept "Noggle's Last Hope". Make sure you are repaired/resupplied.

05) Go up in **Cenarion Hold** and behind the moonwell, turn in "Secret Communication" (49.38). **NOTE:** The repeatable quest "Encrypted Twilight Texts" does not yield XP, only rep with the **Cenarion Circle**. But save your additional **Encrypted Twilight Texts** for a future **quest**.

06) Go NW (around 30.19) and finish "The Twilight Mystery": kill/loot **Dust Stormers** & **Whirling Invaders** (wind elementals). Also keep grinding on these mobs until you get a total of 30 **Core of Elements** (used for a later **quest**). **NOTE:** If the tablets do not drop from the elementals, they must be looted from the ground on the NW end of Silithus.

07) All around the middle of **Silithus** do "Stepping Up Security": kill 20 **Dredge Crushers**. Also do part of "Noggle's Last Hope": kill/loot **Stonelash Pincers**. Work your way to the next step:

08) SE at the small horde camp, turn in "Report to General Kirika" (51.69), accept "Scouring the Desert". **NOTE:** For "Scouring the Desert", once you find the Silithyst item which looks like a glowing red thing, bring it back to the PVP horde base and stand in the teleporter looking thing, then turn the quest in for 6,600 XP!

09) Grind south to **Bronzebeard Encampment** and turn in "Brann Bronzebeard's Lost Letter" (41.89). Also at this same **NPC**, talk to him to do part of "Dearest Natalia".

10) Next to you at **Frankal Stonebridge** (sitting down at a tent, 41.89), finish "Dearest Natalia" by talking to this **NPC**.



01) All around southern **Silithus** finish "Noggle's Last Hope": kill/loot **Stonelash Flayers** (scorpids) and **Rock Stalker** (spiders).

02) Grind north to **Cenarion Hold** and just outside of the Inn, turn in "Stepping Up Security" (51.38). Make sure you are repaired/resupplied.

03) Go up in the Inn next to you and turn in "Noggle's Last Hope". Then next to you, accept "Noggle's Lost Satchel".

04) Go up in **Cenarion Hold** and turn in "The Twilight Mystery" (50.37), accept "The Deserter".

05) Go in the building next to you and turn in "Dearest Natalia" (49.34), SKIP "Into The Maw of Madness" (group quest).

06) Go SE to **Ortell's Hideout** (small cave) and turn in "The Deserter" (67.70), accept "The Twilight Lexicon".

07) Grind NW to **Twilight Base Camp** and do "The Twilight Lexicon": kill/loot the 3 named mobs. First one is **Twilight Keeper Havunth** /target. This orc patrols around the **Twilight Base Camp** (40.47). You could wait until he goes out in the open to avoid other adds. See next steps for the other two:

08) Grind west to **Twilight Post** and kill/loot **Twilight Keeper Mayna** /target (female human, 26.37). **NOTE:** Feel free to grind on the **Twilight** mobs here to obtain **Encypted Twilight Texts**. You will need 10 for a future **quest** and you will have one more opportunity in the next step to get some more:

09) Go south to **Twilight Outpost** and kill/loot **Twilight Keeper Exeter** /target (red armored human with fiery sword, 16.86). **NOTES:** You can avoid **Hive'Zora** & the Alliance camp by hugging the west side of **Silithus** mountains. Also keep grinding on the Twilight mobs until you get 10 **Encypted Twilight Texts**, this will be used for an easy turn-in **quest** later.

10) **Summon in 20m** Go right behind **Bronzebeard Encampment** to the mountain entrance (43.91) and try to do "Wanted - Deathclasp, Terror of the Sands" (Elite): kill/loot **Deathclasp** /target. This level 59 Elite scorpis is soloable but could give you some troubles. If you cannot solo it, or find a group to help you, then it can be skipped. (See **Video**)

11) Also at the same area of **Deathclasp**, do "Noggle's Lost Satchel": loot **Noggle's Satchel** (yellow sack on ground, 44.91). (See **Video**)



01) Grind east to **Ortell's Hideout** (small cave) and turn in "The Twilight Lexicon" (67.70), accept "A Terrible Purpose". Also accept, and then turn in "True Believers". Also this quest is repeatable, but no additional XP. **Summon in 5m**

02) Grind back to **Cenarion Hold** and up in the Inn turn in "Noggle's Lost Satchel" (52.39).

03) Go up in **Cenarion Hold** and in the building, turn in "A Terrible Purpose" (49.34).

04) As you exit the building, make a left and go all the way to the top of the tower and turn in (if you did it) "Wanted - Deathclasp, Terror of the Sands" (51.34).

05)

Summon to UC! - (if you got summon, do banking stuff at UC)

Hearth to **Orgrimmar**. Make sure you are repaired/resupplied.

06) In **Orgrimmar**, go to the **Bank** (50.70) and get the following items out: **Extended Annals of Darrowshire** and your stack of 30+ **Bone Fragments**. Also, (IF you still need to), get out: 30 **Savage Fronds**, 30 **Dark Iron Scraps**. **NOTE:** 30 **Core of Elements** should already be in your inventory, if not get them out too. You can put into the bank any remaining **Encrypted Twilight Text** you may have.

07) Leave **Orgrimmar** south and get on the zeppelin (51.14 in Durotar) to go to **The Undercity**. You can save some time by doing a suicide warp by **jumping off of the zeppelin** at a certain timing.

08) Once at the UC, go down in **The Apothecarium** and turn in "Melding of Influences" (48.73).

09) Go up to the **Bat Handler** (63.49) and fly to **Light's Hope Chapel, Eastern Plaguelands**.

10) Once at **Light's Hope Chapel**, go in the Inn and from the **female human** sitting at the table, accept and turn in **The Elemental Equation** (81.58).

11) Also in the Inn from **Rohan** (in purple standing near the entrance), accept and turn in "Bonescythe Digs".

ONLY do the following 3 if you still need to:

12) Back in the Inn from **Korfax** (human with black hair), accept and turn in "Binding the Dreadnaught".

13) Also in the Inn from **Huntsman Leopold** (balding male standing near the entrance), accept and turn in "Cryptstalker Armor Doesn't Make Itself...".

14) Just outside of the Inn on your left, accept and turn in "Savage Flora" (81.59).



01) Outside at the campfire / tent, turn in "Brother Carlin" (81.60), accept "Villains of Darrowshire". Make sure you are repaired/resupplied. **NOTE:** "Heroes of Darrowshire" (and all follow up quests) is a quest chain you could do if you have a group, and it's worth doing, especially later when you get the chance.

02) Go west to **Blackwood Lake** and do "Villains of Darrowshire": loot **Horgus' Skull** under the water (look for the purple glow, 51.50). See next step for the other item to loot:

03) Go south to **The Infectis Scar** and loot **Shattered Sword of Marduk** (54.66). Look for the pink glow.

04) Go back to **Light's Hope Chapel** at the campfire / tent and turn in "Villains of Darrowshire" (81.60, #1 on map).

05) Go SW to **Corin's Crossing** (around 60.68) and grind on the mobs there until your Hearthstone cooldown is up, then Hearth to **Orgrimmar**. Also, another decent grinding spot is **The Noxious Glade** (around 82.42). **ALTERNATIVELY:** If you did not do "The Ranger Lord's Behest", then you could try that now: Go north to **Quel'Lithien Lodge** (entrance at 51.21) and kill the needed blood elf mobs and go into the lodge, make a right, then loot the **Quel'Thalas Registry** (book laying on a bench, 52.18). You may need to distract the mobs in the lodge, grab the book and run out somehow. If you still cannot solo this, or find help then it can be skipped. Also, if you can find a group you can do "**Duskwing, Oh How I Hate Thee...**": kill/loot **Duskwing** `/target`. This lvl 60 Elite bat patrols just above **The Marris Stead**. And, again with a group: "**The Corpulent One**", **Borelgore** `/target` (lvl 60 Elite, around 58.32). These get accepted/turned in at **The Marris Stead** (26.75).



59-60 Winterspring

■ 01) After you have Hearthed to **Orgrimmar**, go to the **Bank** (49.69) and put the following items into it: any remaining **Core of Elements**, **Bone Fragments**, **Savage Fronds**, **Dark Iron Scraps** and any **Insignias**.

■ 02) Go up to the **Wind Rider Master** (45.64) and fly to **Bloodvenom Post, Felwood**.

■ 03) At **Bloodvenom Post**, accept "Wild Guardians". Make sure you are repaired/resupplied.

■ 04) Go NE to **Irontree Woods** (around 50.23 in Felwood) and do "Toxic Horrors": kill/loot **Toxic Horrors** (green water elementals).

■ 05) Go through **Timbermaw Hold** (entrance at 65.8 in Felwood) and make a right in the middle after the bridge to enter **Moonglade** up north.

■ 06) Once in **Moonglade**, go to **Nighthaven** and at **Umber**, turn in "Umber, Archivist" (45.36), accept "Uncovering Past Secrets".

■ 07) Go into **Nighthaven** and turn in "A Reliquary of Purity" (52.45), SKIP "Shards of the Felvine" (Dungeon). Also turn in "Uncovering Past Secrets".

■ 08) Go back to **Umber** at **Nighthaven** and complete "Under the Chitin Was..." (45.36, #6 on map).

■ 09) Exit **Moonglade** at the SW path to go back to **Timbermaw Hold** (45.36 in Moonglade).

■ 10) In **Timbermaw Hold**, make a right after the stairs (NOT the bridge) to go into **Winterspring**..

■ 11) Go south to **Donova Snowden** (31.45 in Winterspring) and turn in "Toxic Horrors", accept "Winterfall Runners".

■ 12) Try to do "Winterfall Runners": try to find the pack of **Winterfall Runners** (three lvl 57s) that patrols the main path from the **Timbermaw Hold** cave (28.35) to **Winterfall Village** (68.38) and kill/loot them for the **Winterfall Crate**. See map for exact patrol path. If after making one pass and you cannot find these mobs, then this can be skipped for now.

■ 13) If (or when ever) you have completed "Winterfall Runners", go west to **Donova Snowden** (31.45, #11 on map) and turn it in. SKIP "High Chief Winterfall" (although this can be done if you can find a group). You can accept this, but my guide will not tell you to do it.

■ 14) Follow the main path east to **Everlook**.



01) Just to your left as you enter **Everlook** (next to the hut) turn in "Are We There, Yeti?" (61.38). Then complete "A Yeti of Your Own".

02) From **Felnok Steelspring** under the blue tent (62.39), accept "Chillwind Horns".

03) Back in **Everlook** by the cage (62.38), accept "Luck Be With You" (Elite) and "Ursius of the Shardtooth" (Elite).

04) Go in the Inn and make **Everlook** your new home from the **Innkeeper** (61.39). Make sure you are repaired/resupplied.

05) Go south to **Frostwhisper Gorge** (entrance at 59.64) and start working on "Luck Be With You" (Elite): loot **Frostmaul Shards**. Just try to distract the giants to loot the shards. Try to sneak in and take as much as you can, you can return here later to get more.

06) Hearth to **Everlook**.

07) Go just north of **Everlook** on the mountain slopes (starting at 61.33) and do "Ursius of the Shardtooth" (Elite): keep grinding on mobs while working north along the mountain slopes and then kill **Ursius** /target (lvl 56 Elite bear) when he shows up. See map for his patrol path.

08) Go back to **Everlook**, by the cage (62.38), and turn in (if its done) "Luck Be With You", then accept and turn in "Cache of Mau'ari". Also turn in "Ursius of the Shardtooth", accept "Brumeran of the Chillwind" (Elite). **NOTE:** The **Cache of Mau'ari** allows you to turn in **E'kos** for a temporary stat boost as long as the item remains in your bags.

09) Go south (starting around 55.47) and do "Brumeran of the Chillwind" (Elite): kill **Brumeran** /target (lvl 58 Elite Chimera). See map for his patrol path.

10) If you need to, finish "Luck Be With You": go south to **Frostwhisper Gorge** (entrance at 59.64, #5 on map) and loot **Frostmaul Shards**. Distract the elite giants and sneak in to loot the shards.



01) Go east to the **Owl Wing Thicket** (entrance at 64.60) and do "Wild Guardians": kill **Moontouched Owlbeasts**. While questing here you might find an called **Blue-feathered Necklace**, which starts "Guarding Secrets", accept it.

02) Once your Hearthstone cooldown is less than 5 minutes (keep grinding on owls until then), go back to **Everlook** (Don't Hearth) and back by the cage, turn in "**Brumeran of the Chillwind**", SKIP "**Shy-Rotam**" (Elite), although you could do this if you can find help. Also, turn in (if you still need to) "**Luck Be With You**".

03) Exit **Everlook** to your right and go to the **Wind Rider Master** (60.36) and fly to **Bloodvenom Post, Felwood**.

04) At **Bloodvenom Post**, turn in "**Wild Guardians**", accept the next part. Also turn in (if you found the item) "**Guarding Secrets**", accept the next part.

05) Hearth to **Everlook**. Make sure you are repaired/resupplied.

06) Go north of **Everlook** (around 65.21) and do "**Wild Guardians**": kill 10 **Berserk Owlbeasts**.

07) Just west of you do "**Chillwind Horns**": kill/loot **Chillwind Ravagers**. Once finished, keep grinding until your Hearthstone cooldown is less than 11 minutes.

(use when hearthstone cooldown is at 25m) - Summon in 20m

(use when hearthstone cooldown is at 1m) - Summon in 5m

08) Die on purpose to get back to **Everlook**.

09) Go to the **Wind Rider Master** (60.36) and fly to **Bloodvenom Post, Felwood**.

10) At **Bloodvenom Post**, turn in "**Wild Guardians**". Also turn in (if you found the item and still need to) "**Guarding Secrets**", accept the next part.

11) **Summon to TB** At **Bloodvenom Post**, go to the **Wind Rider Master** (34.54 in Felwood) and fly to **Thunder Bluff, Mulgore**.

12) Once at TB, go to **The Elder Rise** to **Nara Wildmane** and turn in "**Guarding Secrets**" (76.32).

13) Hearth to **Everlook**. Make sure you are repaired/resupplied.

14) In **Everlook**, from **Felnok Steelspring** under the blue tent (62.39), turn in "**Chillwind Horns**", accept "**Return to Tinkee**". NOTE: You can turn this in next time you head to **Burning Steppes**.

15) At this point you should be very close to level 60. I usually grind the rest of the way to level 60 at the **Owl Wing Thicket** (entrance at 64.60, #1 on map). But here is a list of other things you could do instead of the owl grinding:



Here are the things you can do to level from 59-60:

- > You can go back into Eastern Plaguelands and do the many group quests that you couldn't solo.
- > You can grind away at mobs in **Andorhal** to increase your rep with **The Argent Dawn**.
- > You can grind away at **Deadwood** furbolgs up north in Felwood to gain rep with the Timbermaw.
- > You can do **Black Rock Depths** Instance and all the quests associated with it.
- > You can also do **Stratholme** Instance and all the quests associated with that.
- > You can simply grind on any mob you like until you hit 60.