

# **The recently deceased!**

An Undead leveling guide.

Written by Crypt

*Brought to you by The Warlocks Den*

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Most people are capable of leveling, it's really not that hard to do, but have you ever wondered how some people seem to level with such ease while you are left struggling, bogged down by the corpse trail they leave behind? I have lots of characters, there's nothing that warms my heart more than the fresh smell of a level 1, particularly if I haven't eaten for a few days. When I started my 3rd Undead character, a Warlock, I decided to take note of what I did in the hopes it might help other people, this will eventually be my 4th level 60 so I'm getting pretty good at leveling quickly.

My goal was never to write a guide on how to play your Warlock, this guide could be used by any Undead class really, or even others who wish to start in the Undead area, it is just written from a Warlock's perspective. What I did aim to do though, was to help people group their quests together to achieve more in the time they have to play, thus hopefully, leveling faster. Please note though, this isn't a guide on how to get to 60 in two weeks.

You will notice throughout the guides that it basically just lists what quests I did, in what order and what others I combined them with. Everyone plays their Warlock differently, which is why I tried to refrain from saying what spells you should use, what pet to play with etc. These are only guides to help you, not tell you how to play.

### **Things that can effect the guides:**

No one will ever have the exact same experience as me even if they do everything in the exact same order. I can not guarantee that by guide 9 you will be in exactly the same spot on the exact same level as me. Things like quests that rely on something dropping will effect how much xp you earn depending on how good the drop rate happens to be for you.

Rest state and how much time you have to play can effect the xp earnt as those who don't play very much will have more rest state (200% xp) to help them. My play time varies, some days I only had an hour to spare in between real life, other days I was fortunate enough to sit down for five or six hours.

### **Things not included:**

I tried throughout the guides to remain as a solo player so that anyone could follow the guides, not just those with friends or guilds. To help with that I chose not to do any quests I couldn't do solo, that includes elite quests and any instances. Because of that, if you are able to do them, that can only help your leveling further.

My guides also don't include any PvP or experience earned from Battleground quests, again to try to ensure that everyone can follow them, even those that don't like PvP. I also didn't list what I call the "in between quests" the ones that are just talking to someone, perhaps delivering something etc. I figure you're all bright enough to be able to handle those on your own.

As I mentioned above, these guides are not "how to play your Warlock", I leave that up to you and your wonderful imaginations, I put these together in the hopes to show there are multiple places you can level at once, different routes you can take rather than the stock standard, and how grouping your quests can really help.

## **About me:**

I played most days of the week, even if only for an hour or two, and that included taking the time to note down everything for these guides. Although I do tend to play almost every day, I consider myself a "casual player", long gone are the days where I could sit down for 12 hours repeatedly. I am also what I call a "safe soloer" in that I used my Voidwalker most of the time, however I did bring out either the Imp or Succubus when required.

## **My talent build:**

Because I chose to go the Demonology route from the start, I felt I should share the talents I chose. I decided to level with a Demonology build as I wanted my pet's to be the best they could, and with more hitpoints, more mana and doing more damage, I figured it could only assist in my leveling.

### **Affliction Talents - 10 points**

Improved Corruption rank 5/5  
Improved Life Drain rank 5/5

### **Demonology Talents - 41 points**

Improved Healthstone rank 2/2  
Improved Imp rank 3/3  
Demonic Embrace rank 5/5  
Improved Voidwalker rank 3/3  
Fel Intellect rank 5/5  
Improved Succubus rank 3/3  
Fel Domination rank 1/1  
Fel Stamina rank 5/5  
Master Summoner rank 2/2  
Unholy Power rank 5/5  
Demonic Sacrifice rank 1/1  
Master Demonologist rank 5/5  
Soul Link rank 1/1

### **Destruction Talents - 0 points**

## **Before you get started:**

I know, I know, you've made your character and chomping at the bit to get out there and start leveling, but before we do, let's get ourselves set up. Starting with just what the game offers, I remove the food and water from the end slots of the hotkey bar (left click and drag off), same with the dagger, I really don't need to see it flashing to tell I am attacking. I move Demon skin to the end slot (+) and put Shadowbolt in the second (2).

Now while some people will say that playing with 'add ons' ruins the game, I personally can't live without them, so to start with I ensure I have the following:

### **CTMod**

**Obtained from :** <http://www.ctmod.net/>

Basically this is a complete UI add-on. I use it for the extra hotkey bars, target health / mana information, and a few of the other features it offers. Have a look over the information provided on the site to get a full idea of what it can do.

### **MonkeyQuest**

**Obtained from :** <http://www.curse-gaming.com/mod.php?addid=343>

Every since I discovered this mod I have been incapable of living without it. This add on puts a little box on your screen (which you can move around) that shows you as much information about your current quests as you want. I put the box at the bottom right part of my screen, have it expand up and have "hide completed objectives" ticked so they shrink down when I am finished, helps to see what you still have left.

***Note : If you have double quest level's showing up, e.g. [2] [2] Quest Name, ensure you have quest level's turned off with CTMod.***

### **MonkeyBuddy**

**Obtained from :** <http://www.curse-gaming.com/mod.php?addid=515>

This works with the above, and really all it does is make it easier for you to set up Monkeyquest. This gives you a visual aid to make changes instead of having to set the MonkeyQuest up via keyboard commands.

There are probably lots of other UI's out there to choose from, and certainly a lot more add on's, and if you want to have a look for them I recommend Curse Gaming ( <http://www.curse-gaming.com> ). If you have any questions, then The Warlocks Den ( <http://www.wowmb.net> ) has a forum section just for UI's, Add ons and Macros.

## **Crypt's Tips!**

Everyone has their little tips for WoW, and below is just a few things I have picked up along the way that might help with your levelling.

### **Professions!**

Professions are a great tool to have, as a Warlock you could choose Tailoring to make your own armor and bags, or perhaps Alchemy for all those helpful potions. A lot of Warlocks go Engineering for all the nifty trinkets, but if you don't have your heart set on a particular profession, or you want to wait till you're higher level, why not choose some gathering professions?

Both Mining and Herbalism require you to collect items from all over the world, usually where a lot of mobs are. I personally find I am a little higher up on the XP bar when I choose Mining or Herbalism as I am often fighting through additional mobs to get that herb, or than vein I want. Clearing to get to it, means more XP!

### **Wands!**

Wands are a very handy tool, not only do you do damage, but it doesn't cost you any mana! At level 6 I made my way to the Auction House to search for a Lesser Magic Wand. These are made by enchanters and can be used from level 5 onwards. If there are non up in the Auction House, ask in Trade Channel.

### **Even the elderly make it in the end**

A lot of players rush ahead in that never ending push to get to 60. One of the area's some people tend to rush in is when entering a closed area such as a fort, or tower, or charging into mobs head on. If you take your time, picking off the mobs one by one from the outside, working your way in, not only will you make more XP, but you won't be running back from the Graveyard as often.

If you are unsure if an extra mob will add on a particular pull, grab the extra first. Most times if you are killing one at a time, you are killing constantly, particularly as a Warlock, and very rarely will the mobs spawn before you are done anyway.

### **Green is good!**

Another thing a lot of people tend to do is abandon quests when they get green. Unless a quest is five or more level's below you, it's probably still worth doing for the XP, and you never know, it may just lead to a higher up chain. Remember that green quests are usually very quick to get through as well as the mobs are a couple of level's below you, thus allowing you to kill quickly. And some green quests can still give 1000 xp or so, who would knock back 1000 xp?

### **Training not always needed**

Although I always get excited when it comes to a spell ding, sometimes you don't need to head back to train straight away. As you get higher up, you are usually further and further away from a Warlock trainer, you loose your pet when you hearth / fly back and it can take as much as 20 minutes by the time you run around.

I suggest having a print out of all your spells, and take a look at just what you'll be getting. If you don't really need the upgrades straight away, or perhaps they are spells you don't use that often, put off training till you get back into a major city at the end of the night. You save yourself time and can continue getting XP!

### **Trader Char**

Another thing that can save time, is having what I call "a trader character". This is usually a low level alt you aren't playing, or perhaps like me, you might make a character purely for this purpose.

Bags fill up very quickly, and the last thing you want to be doing is having to fly back to put things up at the Auction House or in your bank every half an hour. If you have a gathering profession too, you will find your bags fill up even quicker. Banks and Auction Houses may not be everywhere, but mailboxes are! If you set up your trader character in the major city of your choice, you can mail yourself anything you want to sell, then at the end of the day, pull on your trader char and put everything up in the Auction House.

This saves time from flying back and forth, you usually find yourself selling a lot more than normal, particular the little stuff, thus making you more money and of course you have all that free bag space. The little silver you spend mailing yourself the items is made back in time saved!

### **AH @ 10**

Speaking of the Auction House, I recommend getting yourself familiar with it around level 10. As a caster, we are very fortunate in that we are not as gear dependant as say a Warrior is, so we can take our time looking for gear. I make sure I do a big search every 10 level's, but try to upgrade little bits here and there if I see them.

The Auction House works wonders as the gear you will be wanting to wear today, probably won't drop for you for a couple of level's. Just watch the price gouging some people try to do, don't pay more than what you're comfortable with, and if you shop around for a few level's above you, you have more time to shop and a better chance of finding the same item or one similar for a cheaper price.

*There are probably lots more tips that other players have, so I highly suggest taking the time to read through all the helpful posts at The Warlocks Den.*

## **Deathknell!**

Started at level 1  
Finished at level 6

Ok, now you're up and running it's time to get on with the leveling. As an undead you start in a crypt (har har) so head up to the surface. You will get a quest as soon as you get upstairs; [Rude Awakening](#). This directs you to you're 'starting area' and Shadow Priest Sarvis can be found inside the first building on your left.

As I was impatient and I wanted my Imp straight away, I did that quest first:

### **[3] Piercing the Veil**

**Objectives :** Bring Venya Marthand 3 Rattlecage Skulls.

The Rattlecage skeletons are just down the path after you go through the town. You can find level 2 ones around, but with a few Shadowbolts and some swift daggering, I had no real issues taking level 3's. I got my 3 skulls out of 4 mobs...

Now I had my Imp, I hit the real quests. I did the following two at the same time as both the Zombies and the Bats and Wolves are in the same area.. sort of.

### **[2] The Mindless Ones**

**Objectives :** Kill 8 Mindless Zombies and 8 Wretched Zombies.

**Rewards :** 6 Armor Cloth Gloves or 5 Armor Cloak.

### **[2] The Damned**

**Objectives :** Collect 6 Scavenger Paws and 6 Duskbat Wings.

**Rewards :** 4 Armor Cloth Bracer or some old leather belt.

Once I had done those two, I returned to hand them in. It should be noted that you can't pick up 'The Damned' until you are level 2, but if you did the Imp quest first like me, the killing plus hand in dings you. At level 2 you also get Immolate, and I found pulling with that as well as sending my Imp in at the same time was more than enough fire power. A couple of dagger swings and they never lasted long, a great way to keep almost constant full mana for killing non stop.

### **[3] Rattling the Rattlecages**

**Objectives :** Kill 12 Rattlecage Skeletons

**Rewards :** 7 Armor Cloth Boots, Leather Chest or Mail Pants.

I collected the above quest when handing in the other two. These are the same Rattlecage Skeletons you killed for your Imp quest. Killing those actually dinged me level 4 so I went back to train. While I was training I picked up [Scavenging Deathknell](#), which, given it's a simple collect quest, I did that before heading back out. The items you need look like stacks of boxes and I found mine in the area just to the right at the end of the town. They are in the houses, outside etc, and as all the mobs are non-aggro, you should have no problem collecting them.

### **[4] Night Web's Hollow**

**Objectives :** Kill 10 Young Night Web Spiders and 8 Night Web Spiders.

**Rewards :** 10 Armor Cloth Chest item, Mail chest, leather legs.



#### [5] Marla's Last Remains

**Objectives :** Bring Samuel Fipps' Remains to Marla's Grave, then return to Novice Elreth.

**Rewards :** XP!

The spiders you need are in a cave up on the left part of the newbie area. If you are heading out of town, turn left after the grave and follow it up. The Young Night Web Spiders are non-aggro and all around the outside, but the larger Night Web's are inside the cave and are aggro to you. Once you have killed those, take a wide left birth on your way back past the last camp area before the gateway to the rest of Tirisfal Glades. There's a set up there with some dead guys and that's where you will find Samuel Fipps. He's non aggro to start with and easy to kill, once he's dead grab his remains and place them in the fresh grave in the town. The grave area is beside the building with your trainer in it and is easy to spot by the mounding dirt.

#### [4] The Scarlet Crusade

**Objectives :** Collect 12 Scarlet Armbands from Scarlet Converts and Scarlet Initiates.

**Rewards :** Your choice of weapons... I took the dagger.

#### [5] The Red Messenger

**Objectives :** Kill Meven Korgal and return any information you find

**Rewards :** A staff or shield, neither of which you can use at this stage.

The Scarlets are on the opposite side of the newbie area to the spiders, head right if you are facing out of the town. They are up in the top right corner and are easy to kill. The drop rate is pretty good so once you have you're 12 head back to grab the second stage, The Red Messenger. Meven is back where you just where, at the single tent away to the side. I single pulled him no problem.

Once you hand that in you get a quest to deliver a letter to Brill and that's it, you are done with the newbie area! Woo hoo! I was only 4 bubbles from level 6 when I completed these quests so I went and killed a few more Scarlet Crusaders for good measure and to ding. When you are ready though, start making your way to Brill, not missing the quest from the guy at the gateway, and the one at the first T intersection you come too. If you stick to your right at both intersections and continue following the path, you eventually hit Brill. Be on the look out for a big green gooey dude on the way too as he has a quest as well, he does wander though.



## **Brill!**

Started at level 6  
Finished at level 13

Ok so you've just finished the newbie area and are starting to feel tough, you are ready to take on the world... well, Brill! Located almost in the center of Tirisfal Glades, the Brill locals will have you running all over the zone and doing some wonderfully undead things like poisoning a prisoner, stealing pumpkins and gathering blood, aren't you excited!

The first thing I recommend you doing when you land in Brill is binding yourself. Not only do you not want to gate back to your starting crypt by mistake, but as I loath long runs unmounted, I use it a lot to simply return for hand ins. Once you have bound yourself, run around collecting all the quests, including the ones I had gathered on the way, I had 7.

### **[5] Gordo's Task**

**Objectives :** Collect 3 Gloom Weed  
**Rewards :** XP!

The Gloom Weed is basically all over the zone. If you have chosen Herbalism as one of your professions then they will show up on your mini map for you, and even if you don't plan on doing Herbalism, you could always train in it (at the hut in Brill) to make this quest easier and then drop it afterwards. *(To drop a profession, press K, select the profession you no longer want and click the circle with the line through it)*

Alternatively you can run around the zone keeping your eyes open. The best places is at the Cold Hearth Manor, Solliden Farmstead, or the area just after you exit the newbie area. To hand it in, you need to find Junior Apothecary Holland who actually wanders around the Brill Graveyard.

### **[6] A New Plague**

**Objectives :** Collect 5 Vials of Darkhound Blood  
**Rewards :** 3 x Weak Troll's Blood Potion *(Regenerate 2 health every 5 sec for 60 minutes.)*

I killed Darkhounds as I was running around doing the other quests, they are all over the place. Drop rate was average for me, but if you find you get back to Brill and still haven't collected all 5, the area between Brill and the Zeppelin tower has lots of Darkhounds.

### **[6] A Putrid Task**

**Objectives :** Collect 7 Putrid Claws  
**Rewards :** XP!

### **[7] Feild's of Grief**

**Objectives :** Steal 10 pumpkins  
**Rewards :** XP!

### **[8] At War With The Scarlet Crusade**

**Objectives :** Kill 10 Scarlet Warriors  
**Rewards :** XP!

Heading back towards the starting area along the path I stopped off at Cold Hearth Manor and killed some Rotting Dead and Ravaged Corpses to get my Putrid Claws. I managed to collect my three Gloom Weed at this farm as well.

Killing any Darkhounds I passed, I made my way to Solliden Farmstead where you will find some Farmers growing pumpkins, the very pumpkins you need. The path that runs beside Solliden

Farmstead also has the Scarlet Warriors walking along it, as well as a few more at the back of the farm. Just running from Brill to the Farmstead, I managed to complete the five quests listed above... time to hearth back!

When you hand in the Pumpkins to Apothecary Johaan, you are given a laced pumpkin in return, which you then feed to the hungry and stupid Captured Scarlet Zealot in the basement of Gallow's End Tavern, aka the Inn. Hand in the other quests you have completed and pick up the second stage if they have them. You should also collect two quests from Coleman Farthing in the Inn which you won't need to worry about for a bit, another from Gretchen upstairs, and finally Deathguard Burgess outside the Town Hall. You should now have 10 quests, time to get back out there!

#### **[6] Doom Weed**

**Objectives :** Collect 10 Doom Weed

**Rewards :** XP!

#### **[7] Proof of Demise**

**Objectives :** Collect 10 Scarlet Insignia Rings

**Rewards :** Netted Gloves - 9 Armor

#### **[8] The Mills Overun**

**Objectives :** Gather 5 Notched Ribs and 3 Blackened Skulls

**Rewards :** Sturdy Cloth Trousers - 13 Armor

#### **[8] Chill of Death**

**Objectives :** Collect Duskbat Pelts and some Coarse Thread.

**Rewards :** Adept's Cloak - 7 Armor

***You can purchase the coarse thread for 10 copper in Brill at a vendor cart next to Town Hall.***

#### **[8] Graverobbers**

**Objectives :** Kill Rot Hide Graverobbers and Rot Hide Mongrels, and collect 8 Embalming Ichors

**Rewards :** XP and your choice of selling loot, no cloth items.

#### **[9] A New Plague**

**Objectives :** Collect 5 Vile Fin Scales

**Rewards :** Slumber Sand ( *Use: Puts the enemy target to sleep for up to 20 seconds.*)

Heading out of Brill, I cut across the graveyard to the unmarked road on the other side. Here you will find the Rot Hide Graverobbers and Mongrels along with Gnolls that you don't really need. If you still have Herbalism your mini map will almost crash from the thousands of little yellow dots that will appear when you this area... Doom Weed is everywhere!

If you cross over the path you will come across Garren's Haunt, and this is where I found a really high population of Mongrel's, but if all you see is Gnolls, fear not, as killing those seems to switch the population around in your favour. Luckily the Embalming Ichors drop off all Rot Hide, so killing the Gnolls isn't a problem as it will help you collect those. The Graverobbers will also Curse you with Curse of Thule which drops your Spirit by 2 for 4 minutes, not really a huge deal.

While killing those I dinged level 8 so headed back to train (Blood Pact!!) so I handed in Doom Weed (in the graveyard) and Graverobbers. You can pick up a couple of more quests now available to you, but don't stress as they are a bit high for now.

Once I was ready, I headed back out of Brill, down the path that leads back to the newbie area and onto Solliden Farmstead. If you head up the path that runs up the side of the farm, about half way down you will see that you can access the beach, and this is where I killed Murlocs for the fins. There's another spot up behind the tower at the end of the path if this is taken, but as they are nicely spaced out here, this is where I try first. A little note with the Oracles, it's easier to just Shadowbolt them as they can hurt when nuking back... if you run low on mana, lifetap and then cannababies your health back up, aah it's good to be undead.

Once I had collected my fins I headed back up to the path and continued killing the Scarlet Warriors as they drop the rings you need. After getting all 10 I made my way to Agamand Mills, which if you run back down the path towards Brill, stick to the left. Rattlecage and Cracked Skull Soldiers will drop your Notched Ribs and the Darkeye Bonecasters will drop Blackened Skulls. The skeletons are easy as they are just melee, but the Bonecasters nuke from a distance so I just traded Shadowbolts for their Frostbolts.

Be careful of the named guy walking around there, not hard but can take you by surprise. If you are lucky, **A Letter to Yvette** might drop from the mobs here, this begins [a quest](#). For simply delivering the letter back to town, this is easy XP. Yvette Farthing can be found in the Inn. Once I had collected my Skulls and Ribs I headed back to Brill.

I ran around handing in all my quests and collected what ever else was available to me, including the one ushering me to Silverpine which I ignored for now. I also ran to see Deathguard Linnea who can be found at some tents beside the road not far from Brill. Linnea sends you back to Brill along with giving you a quest of her own, and at this stage I noticed I was only two bubbles from dinging level 10.

After returning to Brill I made my way to The Undercity, killing anything I came across to ding me. Making my way to The Magic Quarter, I trained up and collected my Voidwalker Quest, which I promptly went and completed.

#### **[9] At War With The Scarlet Crusade**

**Objectives :** Kill 3 Scarlet Zealots and 3 Scarlet Missionaries and Captain Perrine.

**Rewards :** XP!

#### **[10] Creature of the Void / The Binding**

**Objectives :** Recover Egalin's Grimoire / kill the Summoned Voidwalker. [Quest Guide](#).

**Rewards :** Your Voidwalker, yay!

Both of the quests listed above are in the exact same area, and in fact the mobs you are clearing to enter to tower and claim the Grimoire, are Zealot's and Missionaries. Inside the tower you will find Captain Perrine and 1 Zealot protecting him, both of them guarding the box you need to loot for the Grimoire.

Doing this solo with the Imp isn't as hard as it would first appear. I concentrated on the Captain to start with, placing Corruption, Immolate and Curse of Agony on him. Once those were on, I left my Imp blasting away while I put the same on the Zealot. You take a few hits, but with only the armor I had recieved from questing, I only got to about half health, my Imp the same. Once they are dead, run in and loot the chest. If you are having trouble with your Missionary count, check behind the tower, I found lots there.

Once you have completed both quests, return to The Undercity and finish off the Voidwalker quest, then hand in the other one in Brill. Once I handed in 'At War with the Scarlet Crusade' and picked up the next step, this is where I started to notice that the quests aren't as close together as before, but you can still group them sort of. To start with I did:

### **[10] Wanted: Maggot Eye**

**Objectives :** Kill Maggot Eye and loot his paw.

**Rewards :** XP and your choice of selling loot, no cloth items.

*You obtain this one from the Wanted poster outside the Town Hall in Brill.*

### **[10] The Haunted Hills**

**Objectives :** Kill Devlin Agamand and loot his remains.

**Rewards :** XP!

### **[11] Death's in the family**

**Objectives :** Collect Gregor, Nissa and Thurman's Remains

**Rewards :** XP!

For Maggot eye, cut back across the graveyard at Brill to Garren's Haunt. At the very far North of this area there is a small hut, and inside it you will find Maggot Eye. He's level 10 and casts Curse of Thule, but isn't that hard. I cleared the area but still ended up getting him with one other, as I had my Voidwalker now though it wasn't that hard.

After there I cut across to Agamand Hills to complete the other two. You will most likely come across Devlin first as he wanders the area just before the main part. If you are running up the path towards the mills, you will see a small patch with mobs on your right, has I think, three towers. Directly opposite from that is where Devlin wanders. After I killed him, I started on the last one, Deaths in the Family.

Nissa Agamand is found at the first building as you approach the main area, looks the same as say the Brill Inn. She wanders up and down the stairs and stops at the front door for a bit. I waited till she went back in and cleared the mobs outside the door, plus the one inside on the bottom floor at the back. Then I just waited for Nissa to come back downstairs.

Thurman Agamand wanders along the west side. I found him almost on the path that runs across the bottom, but he does wander so kill around. If you kill your way North it works well as that is where you will find Gregor, the final one you need. He is very north, almost at the cliff edge. All are around level 10, not hard and can be single pulled. Once i had completed that quest, I hearthed back to Brill.

### **[8] The Lich's Identity**

**Objectives :** Collect and return the Lich's Spellbook

**Rewards :** XP

This is the quest I got when I was getting my Voidwalker etc, and when I dinged level 11 from the above quests, it went green. I decided now was a good a time as any to get it out the way before, the worst part about it is all the running around.

The first step requires you to look some books on a table on the island in the middle of Brightwater Lake, and simply return to The Undercity. You are then sent back to the same island to return the book. When you return Gunther will inform you that you need to "prove" yourself, so grab a candle from the box at Gunther's feat and head to the small island just next to the main one.

There will usually be two mobs there you kill to get to Lillith's Dinner Table which is where you need to place the candle. Placing the candle will spawn Lillith Nefara who is a level 12 ghost type mob. I solo'd no problem as she was pure melee, and once she is dead you heat back to Gunther who will send you back to The Undercity one last time. The Lillith part also jumps the quests back up to level 11 which is good...

### **[10] At War with the Scarlet Crusade**

**Objectives :** Kill Captain Vachon and 5 Scarlet Friars

**Rewards :** XP!

### **[11] A New Plague**

**Objectives :** Collect 4 Vicious Night Web Spider Venom's

**Rewards :** Apprentice Sash - 12 Armor (waist)

### **[11] Rear Guard Patrol**

**Objectives :** Kill 8 Bleeding Horrors and 8 Wandering Spirits

**Rewards :** XP!

Leaving The Undercity, I head to my right and followed the path up past Deathguard Linnea to where I needed to complete the quest I picked up from her earlier; Balnir Farmstead. If you follow the path, it will lead you directly too it, just take the little side path to access it the easier way.

Once I had killed all the Horrors and Spirits, I head up towards "Crusader Outpost" to kill the Friars and the Captain. It's important to clear slowly here as the Friar's heal, and if you get too many pulled at once, it can take forever. The Captain came with one Friar for me...

Once you have killed those, if you head back out and turn right, you will enter Venomweb Vale, and that is where you find the spiders you need for the Venom. I got my 4 out of about 9 mobs. With those done I headed back to Brill (or can hearth if your stone is ready).

By now, you should only have two real quests left for Tirisfal, ignoring the delivery to Silverpine one which we will get to very shortly. Both of these final quests aren't really near each other, so I went with the lower level one and did the Scarlet one first...

### **[12] At War with the Scarlet Crusade**

**Objectives :** Assassinate Captain Melrache and his two bodyguards.

**Rewards :** 5 - 10 Dmg Dagger or an Axe.

You can see on the map the dotted path, this will lead you directly to Captain Melrache's hideout. When you run up the path, you will reach a T intersection, take the left route. *(Right leads you to Scarlet Monestary and lots of elite's that like to play tag... with their teeth.)*

After taking the left part, be on guard, pretty much as soon as you have the 'Discovered : Scarlet Watch Post' appear, if you are on the path you will be jumped by two mobs. To get a jump on them, stick to the grass on the left as you approach.

Captain Melrache was level 12, and his two bodyguards were both level 8. All three come at once, but if you clear the mobs both out the front and the ones what wander around the base of the tower, you can fear one of the guards, sometimes they just run in a circle inside which is even better. I had no problem taking down all three with the Voidwalker out.

### **[13] The Family Crypt**

**Objectives :** Kill 8 Wailing and 8 Rotting Ancestors, retrieve Captain Dargol's skull.

**Rewards :** 23 - 35 Dmg +3 Stamina Staff, or a two-handed mace.

This is probably the hardest quest in the area, mostly because you have to kill down into a Crypt (I really should have picked a better name). I marked out on the map where the crypt is, but basically head to the back of Agamand Mills, you will see the Wailing and Rotting Ancestors outside, and if you stick to the left after crossing the bridge, you will see the crypt.



When you head down, there will be one mob down the first flight of stairs, and another at the end of the second. With the second one though, be prepared as there are other mobs in that same room, and you could pull multiples. After you head down the stairs, you want to stick to your left all the way. Basically in the entrances, down stairs turn left, down those stairs and turn left again. There you will see that there is another flight of stairs half way between the room you are standing in, and the room you can see opposite... that is where you will find Dargol.

Most pulls I had three come, but if you are quick you can get your DoT's on all three and start wanding or wacking away to bring them down. (I had three points into Improved Corruption by this stage). If you pull a mob from Dargol's room back up to the one you just cleared, you can usually pull them out before having to fight Dargol himself.

Another tactic is to ensure you have all your Ancestors before heading in, that way you can concentrate on Dargol and then run in and loot his head while your Voidwalker tanks the other mobs. The only real advice I can give you here is go slowly, and be wary if other groups / people are in there as they can and most likely will train you. I'm probably making it sound worse than it actually is heh.



**Congratulations! You have just completed Tirisfal Glades!**

## **Silverpine**

Started at level 13

Finished at level 15

I was just into level 13 when I finished the last of Tirisfal Glades and made my way to Silverpine. This is where you can start to quest/level in multiple areas to make the most of what's on offer to you. To get to Silverpine Forest from Tirisfal Glades, face the entrance to The Undercity and take the path on your right. When you enter Silverpine, follow that path till you see the path leading to Sepulcher.

When I landed in Silverpine I handed in my delivery letter and grabbed the other quests available to me, don't miss the two at the bottom of the Inn/Crypt there. Because I was level 13, a couple of them were green, but as they had only just gone green it didn't really matter. To start with I did the running around quest;

### **[10] Supplying the Sepulcher**

**Objectives :** Lots... see below

**Rewards :** XP!

To start with all you have to do is see Karos Razok, the bat handler you passed when you entered the Sepulcher. After you speak to him, purchase a bat flight to The Undercity, and when you land the person you need is just on your right. After you have seen him, return to the UC bat handler and buy a trip back to Sepulcher. When you land, hand in the final stage for a nice boost in xp!

Now that quest is out of the way, let's get a few other's done.

### **[10] Prove your worth**

**Objectives :** Kill 5 Moonrage Whitescalps

**Rewards :** XP!

The Moonrage Whitescalps can be found pretty much all over the place. I left Sepulchar and found my five on the left and right side of the path. I got all 5 kill count while heading up towards the next quest.

### **[12] Lost Deathguards**

**Objectives :** Find the Deathstalkers Quinn and Rane Yorick.

**Rewards :** XP!

If you head up the path back towards Tirisfal Glades, these guys will be found at The Ivar Patch, just off to your left. When you see Rane, she will give you the next step;

### **[11] Wild Hearts**

**Objectives :** Collect 6 discolored worg hearts

**Rewards :** XP!

The worg hearts drop from any Worg, and you will find plenty around The Ivar Patch. If you kill your way North, you will come across Malden's Orchid, and in there you will find Erland who wishes to be escorted back to Rane. Between killing my way up, and [escorting Erland](#) back, I got my 6 worg hearts.



### [11] Aragul's Folley

**Objectives :** Retrieve the Remedy of Arugal

**Rewards :** XP!

After you hand in Prove your worth, you get the next stage, to collect the Remedy of Arugal. You will find this at the top of the farmhouse (not the barn) at Valgan's Feild, and it's easy to solo your way up if you don't rush it. The books are at the top in the back room lying on the floor. I did this and return as the next stage can be done at the same time as the following.

### [11] Return to Quinn

**Objectives :** Take Quinn's potion to Quinn Yorick

**Rewards :** XP!

Quinn can be found upstairs in the house Rane Yorick stands out the front of. When you head back downstairs, Rane will have another quest for you;

### [12] Ivar the Foul

**Objectives :** Bring Ivar's Head to Rane

**Rewards :** Quilted Bracers - 9 Armor.

Ivar can be found inside the barn at the same camp. Clear the outside mobs before heading in, and be prepared. When I cleared, there were three mobs (including Ivar) inside, although I did manage to get the first one single.

Quinn can be found upstairs.

### [12] A Recipe for Death

**Objectives :** Collect 6 Grizzled Bear Hearts and 6 samples of Skittering Blood

**Rewards :** Senggin Root (*Use: Restores 294 health and 294 mana over 21 seconds. Must remain seated while eating.*)

After completing the above, I headed East along the base of the mountains there to The Skittering Dark which is where you will find the spiders you need. You shouldn't have any trouble with bears as they are practically everywhere, and for me, the spiders had a really good drop rate (I only killed about 10 or so).

### [14] Arugal's Folly

**Objectives :** Collect 6 Glutton and 3 Darksoul Shackles

**Rewards :** XP!

After collecting my spider blood, I did a loop around to kill some Moonrage Gluttons and Darksouls. These are found wandering near the water there and back up towards the path, I marked out the loop I did. For both this quest and the above though, keep your eyes open for Son of Arugal! He is a 25 elite that will make very quick work of you, and he does a loop around the same area. It's amazing how quickly you can give him a name change... Son of A.....

### [14] The Dead Fields

**Objectives :** Collect an Essence of Nightlash

**Rewards :** Reconnaissance Boots - 17 Armor

As you are running between The Ivar Patch and The Skittering Dark, you will pass The Dead Fields. If you kill the Gnolls there, eventually Nightlash will spawn, kill her to loot the Essence.

### [15] Arugal's Folley

**Objectives :** Kill Grimson the Pale and loot his head

**Rewards :** XP!

Grimson the Pale can be found at the very back of Deep Elem Mine. There is a path leading up to the cave, and if you go slowly then you should have no problems at all.

### [14] Border Crossings

**Objectives :** Retrieve the contents of one of the Dalaran wizards' crates.

**Rewards :** XP!

For this one, I do actually recommend the Imp if you doing it solo as they are all casters and it's easier to nuke them down. The camp is just off the side of the road, you can see the tents from the path. If you are facing the camp, go around the left side up to the back and kill down from there, much easier than trying to come in from the front. You are looking for a crate that will give you a loot icon, that will complete your quest.

### [16] The Decrepit Ferry

**Objectives :** Find the boat

**Rewards :** XP!

On my way back to Sepulcher from the above camp, I swung past the Ferry to do this quest. You are looking for a boat on the water's edge just next to the docks. Loot the box to complete and get the next step, then head to Sepulcher for hand ins.

After I handed in those quests, I flew to The Undercity to train and hand in the couple of quests I had for there (Apothecarium btw). Now that you have done the start of the Silverpine quests, you should have a couple of elite and a couple of 16 / 17 quests in your log. Leave those for now as we're going to go make use of The Barrens.



## **The Barrens, Silverpine and Ashenvale**

Started at level 15  
Finished at level 19

If this is your first trip to The Barrens, you won't have the flight path yet and will have to run there. From The Undercity, you need to take a Zeppelin which are actually located just outside, so it's more from Tirisfal Glades really. When your Zeppelin lands in Durotar, head towards Orgrimmar, but instead of turning right to head in, turn left and follow the path.

Eventually you will enter Razor Hill and you want to turn right, following that path east. You will come across a large bridge, cross that and you have entered The Barrens. Continue along that path till you come to a T-intersection where you want to turn left and eventually you run into the middle of The Crossroads.

Once you enter the barrens, I emlore that you /leave 1 to leave general chat, you will seriously loose brain cells if you stay in it.

After I had done all the running around and handing in, including the one you pick up from the crossroads and take to ratchet, I had a total of 14 quest's! If you still have herbalism, there is an extra one for that too! The quests will range from 12 to 20. Don't worry about the ones that show as green, they have only just gone green so will still give nice xp.

If you are using MonkeyQuest, now is the time you will probably want to start unticking some of the higher quests to hide them for now.

The Barrens can actually be divided in half, a top half and a bottom half (north and south). As The Barrens is so large, and spannes multiple level's for quests, I like to split it up over multiple trips to avoid boredom. To start with, at these low teen levels, I concentrate on the top half. Let's get started!

### **[10] The Forgotten Pools**

**Objectives :** Scout out The Forgotten Pools

**Rewards :** XP!

This is a simple discovery quest, but it seems as though you have to duck your head under the water for it to complete, just swimming across the surface doesn't work.

### **[11] Chen's Empty Keg**

**Objectives :** Return the keg to Brewmaster Drohn

**Rewards :** XP!

This quest comes from Chen's Empty Keg which can be found in numerous places around the zone. Look for a little lootable barrel, I found mine at the camp against the cliff while doing the next quest. You need to hand this in at Ratchet, and it's up to your if you do the second stage or not. I personally didn't as the Horn comes off level 18 - 20 mobs, and by then the quest is very green.

### **[12] Disrupt the Attacks**

**Objectives :** Kill 8 Water Seekers, 8 Thornweavers and 3 Hunters

**Rewards :** XP!

### **[12] Plainstrider Menace**

**Objectives :** Collect 7 Plainstrider Beaks

**Rewards :** XP!

### [13] Raptor Thieves

**Objectives :** Collect 12 Raptor Heads

**Rewards :** XP!

### [15] Fungal Spores

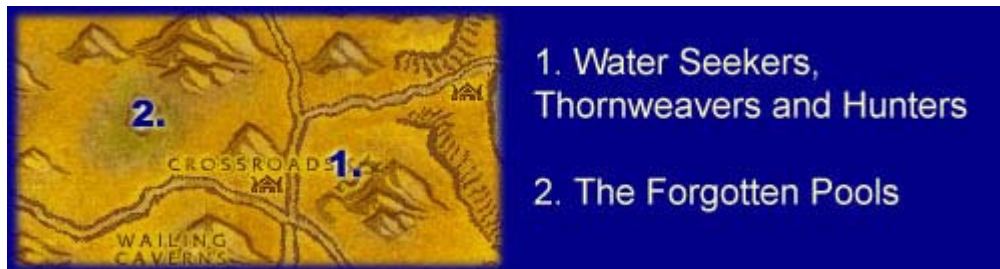
**Objectives :** Collect 4 Fungal Spores

**Rewards :** XP!

I was actually coming from Ratchet when I started these, but it's not really any different if coming from the Crossroads. To start with I did the Water Seekers, Thornweavers etc which can be found at a camp just north of the Crossroads. If you are heading north you can't miss them really, they will be off to your right, a small camp near the road, a larger one near the cliff wall. If you head towards the one against the cliff you can usually find a barrel for Chen's Empty Keg in there somewhere.

From there I ran west to The Forgotten Pools which is where you can also collect the 4 Fungal Spores. While running around I killed any Raptors and Plainstriders for the heads and beaks, the Plainstriders are more common but have an average drop rate, where as the raptors, while not as many around, dropped a head every time.

I did a circle from the Crossroads to spot number 1, then across to number 2 and then down and around the bottom of the small mountain there back to the crossroads. In that loop I completed all the quests listed above.



### [15] Apothecary Zamah

**Objectives :** Deliver the Rendered Spores to Apothecary Zamah in Thunder Bluff, before the time limit is up.

**Rewards :** +4 Stamina staff and your choice of potions.

This is a simple delivery quest you get when you hand in the Fungal Spores. It's up to you if you take it or not as it does require you to head to Thunderbluff, and within a certain time frame. If you decide to do it, run south to Camp Tarojo which has a flight path you will want to grab. Pass through there till you hit Mulgore and then head north basically. Zamah is located in The Pools of Vision which is the cave area under The Spirit Rise. From there I hearthed back to the Crossroads.

### [13] The Zhevra

**Objectives :** Collect 4 Zhevra Hooves

**Rewards :** XP!

I did this one and handed it straight back into The Crossroads as the Zhevra's are right near there. A small thing I did note, out of all the level 13 and under Zhevra's, none of them dropped a Hoof, but of the four level 14 Zhevra's I killed, every one dropped it. I also picked up the next step to this:

### **[15] Prowlers of the Barrens**

**Objectives :** Collect 7 Prowler Claws

**Rewards :** XP!

After getting that sorted, I continued my way to Ratchet.

### **[14] Southsea Freebooters**

**Objectives :** Kill 12 Southsea Brigands and 6 Cannoneers

**Rewards :** XP!

Fairly straight forward, if you find the Inn in Ratchet you will see you can follow it around and along the shore line; this is where you will find the Brigand and Cannoner's.

### **[16] Stolen Booty**

**Objectives :** Retrieve the Shipment of Boots and Telescopic Lens

**Rewards :** Wayfaring Gloves - 18 Armor, +3 Spirit

After you run back to Ratchet and hand in Southsea Freebooters, do a bit of running back and forth, you get this part, and since I was already in the area, I decided to do it. Head back to where you were killing and fight all the way to the last two camps, there's one on the left side, and one on the right, both of these have your items. They are the final two camps before you enter the fort.

### **[14] Supplies for the Crossroads**

**Objectives :** Find and return Crossroads' Supply Crates

**Rewards :** XP!

### **[14] Samoplange**

**Objectives :** Access the control console at the Venture Company research site.

**Rewards :** XP!

### **[15] The Disruption Ends**

**Objectives :** Kill 8 Razormane Geomancers, 8 Razormane Defenders, and Kreenig SnarlSnout.

**Rewards :** XP and sellable loot

I did the above three in sort of a loop, heading out of Ratchet I ran up the section that runs parallel to the river, which also lead me straight into the area with Geomancer's, Defenders and Kreenig on the large camp on the left. While you are there you will see lootable boxes, they will give you the Supplies for Crossroads.

Once I was done there I headed up north to where the Samoplange thing is, stopping at a tree full of Prowlers on the way and getting my claws. For the first stage of Samoplange, you want the first contraption and you need to clear right into it to use the console. Once you complete that stage the consol gives you the next step which is to turn off three valves. These valves are located on both sides and the back of the thing the consol is attached too.

Once you have turned those in, see the consol again for the next step, which is to retrieve a key from Tinkerer Sniggles who can be found in the hut to the right, and use it on the consol. Once you have done that you are sent back to Ratchet, and this is where I hearthed back to Crossroads and handed in all my quests.

### **[16] Echeyakee**

**Objectives :** Kill Echeyakee and loot his hide

**Rewards :** XP

### **[16] Samoplange**

**Objectives :** Bring the Broken Samoplange to Wenikee Boltbucket.

**Rewards :** XP!

**[15] Nugget Slugs** - collected from Wenikee Boltbucket after handing in the above.

**Objectives :** Collect 15 Nugget Slugs

**Rewards :** XP!

These are found in 'Tool Buckets' located around Sludge Fen. You can either get them from on the ground, or climb the tower if you are game. On the North side of the "lake" there is also another quest, however I didn't do it at the time as it involves an escort and someone else was on it.

### **[16] The Stagnant Oasis**

**Objectives :** Investigate the Stagnant Oasis

**Rewards :** XP!

For this step you need to place the seeds in where you can see the bubbles coming out at the bottom of the lake.

### **[18] Miner's Fortune**

**Objectives :** Retrieve the Cats Eye Emerald

**Rewards :** A Sack of Coins

I had a pretty sucky drop rate with my cat's eye emerald, although I was killing level 16 and 17 mobs, which is when I started to wonder if it only dropped off a certain level and above. Ironically, as soon as I killed a level 18, it dropped.

### **[18] Raptor Horns**

**Objectives :** Gather 5 Intact Raptor Horns

**Rewards :** +3 Stamina Cloak, and Raptor Punch (*Use: Increases your Intellect by 4 and decreases your Stamina by 5 for 5 minutes.*)

Sunscale Scytheclaws are all over the zone, however as I was concentrating on the north part of The Barrens, I found mine along the top, both west of the path and between the Sludge Fen and Boulder Lode Mine. If you don't get these easily don't worry as I said, you will come across lots more.

### **[19] Report to Kadrak**

**Objectives :** Report to Kadrak at the watch tower in northern Barrens.

**Rewards :** XP

Running out from the Crossroads, I stopped off at The Stagnant Oasis to hand in that quest, then continued onto Ratchet to hand in the previous step of Samoplange and collect the step listed above. The rest of the quests are right up the top of the Barrens, so I started running, stopping again past the Crossroads to hand in The Stagnant Oasis.

Running north out of the barrens I took a quick detour around the mountain to kill Echeyakee and then continued up to see Wenikee Boltbucket to hand in the Samoplange. Wenikee gives you Nugget Slugs, but before heading back out continue up to the tower at the border of The Barrens and Ashenvale and hand in 'Report to Kadrak'. He will give you The Warsong Reports, but that's in Ashenvale so don't worry about it just yet.



Heading back out into The Barrens, I headed to my right to kill some Scythclaws for the Horns, and then ran back to the other side of the path till I came across The Sludge Fen. This is just east of where you were doing the previous Samoplange quests and you should be able to see the smoke rising from the tower there. I looted up my Nugget Slugs and continued further east to where the path curves up to the right, that's where you will find Boulder Lode Mine and the mobs that will drop your cat's eye.

Between Sludge Fen and Boulder Lode Mine you will also pass some more Scythclaws if you haven't yet got all your horns. Once I had collected my cat's eye emerald, I headed back to hand in Nugget Slugs, picked up the step that leads me to Orgrimmar and then continued down to the Crossroads and Ratchet to hand in the rest of the quests. With those handed in I made my way to Orgrimmar to train and this is where I took a break from The Barrens...



## **Finishing off Silverpine**

After doing the top half of The Barrens, and wanting a little break, I head back to Silverpine to finish off the quests there.

### **[16] The Engraved Ring**

**Objectives :** Bring Deliah's Ring to Magistrate Sevren in Brill.

**Rewards :** XP!

This one sends you to Brill and then back again, a simple running around quest, but handy for a little xp.

### **[17] Rot Hide Ichor**

**Objectives :** Collect 8 bottles of rot hide ichor

**Rewards :** XP

Since I was so close to Fenris Island, I decided to knock this one out first. The ichor can drop off of any Rot Hide on the island, although I did have a slightly higher drop rate inside the fort than out. Again as I was so close, I handed this one in after I had finished.

### [16] Ambermill Investigations

**Objectives :** Collect 8 Dalaran Pendants

**Rewards :** XP!

Although the Dalaran conned green to me by now, I quickly found out that they can still take you down if you get a couple on you, so be careful. Some of them also have little pet snakes that will come and bite your ankles, although they die with one hit, they will also hurt if you have multiple attacking you.

### [20] A Husband's Revenge

**Objectives :** Kill Valdred Moray and obtain his hand.

**Rewards :** XP!

This is the follow on from The Engraved Ring, and the guy you are looking for is at the very south of Silverpine. Although surrounded by other human's, he will wander back and forth and if you are patient and time it right, you can single pull him no problem.

### [21] Beren's Peril

**Objectives :** Kill 6 Ravenclaw Drudgers and 6 Ravenclaw Guardians

**Rewards :** 16 - 31 Shadow Damage Wand

I was level 19 when I did this quest, and although the mobs are between 19 - 21, I didn't have that many issues killing them, just be careful to not get too many at once. The Ravenclaw Guardians appeared to be only inside the cave, but I didn't have to go very deep to get the 6 needed. If you are planning to do some of the other elite quests, or ones I didn't do, then you can wait to level to do this one, I did it at 19 as it was the last one I planned to do in Silverpine.

I also didn't do 'The Weaver' as it can be a little tricky solo as you have to fight right into Ambermill. Once I handed in the Sepulcher quests, before heading to The Undercity, I grabbed the quest leading me to Hillsbrad;

### [20] Journey to Hillsbrad

**Objectives :** Deliver Apothecary Renferrel's findings to Apothecary Lydon at Tarren Mill

**Rewards :** XP!

The reason I got this one is I was already half way through Silverpine, so I might as well run there now and grab the flight path. At 19 I was a little low for the quests as they were around 22 onwards, but I got the flight path to make it easier to come back later. Fly to The Undercity to hand in the two quests there, and this is where I went back to finish off The Barrens.



**1. Dalaran**

**2. Beren's Peril**

**3. Valdred Moray**



Although not ready for Ashenvale yet, the reports quest had gone green so I decided to quickly stick my head in...

## **Ashenvale!**

To get to Ashenvale, head north out of the Crossroads and continue across the border. When you come to a T intersection, turn right and you will come across Splintertree Post, there you will find a flight path, Inn and more quests. To start with though, I headed to the other end of the zone, to Zoram Strand.

To get to Zoram Strand from Splintertree, you need to follow the path north, but remember you have to go around Astranaar... they don't like you running through their town. I went to the left, killed my way through spiders and wolves. Once you are past Astranaar, get back on the path and follow it past Maestra's Post till you see a path on your left, poorly marked. Follow that to the beach and there you will find the Zoram Strand and Zoram'gar Outpost.

I have marked out on [a map](#) for you the route I took. #1 is Splintertree post, #2 is Zoram'gar Outpost.

### **[19] Naga at the Zoram Strand**

**Objectives :** Collect 20 Wrathtail Heads

**Rewards :** XP!

I quickly did this quest as it's only level 19, and all the rest of 24 upwards, so by the time I return this would have been almost grey. It's very quick to do as every Naga drops a head for you, and you had to head here anyway for The reports.

### **[19] The Warsong Reports**

**Objectives :** Deliver the Warsong Reports

**Rewards :** XP!

First thing I like to mention to people is to open the bundle of reports, that has your three reports in it. Nearly every time I do this quest I get to my first NPC and can't figure out why I can't hand in. Now, where to hand in?

The Warsong Scout is located at Splintertree Post, at the tower near the main path before you head into the main compound. She wanders up and down the tower so have a look around if you can't immediately locate her.

The Warsong Outrider is mounted and walks a path between Splintertree post and the Azshara border. Since you are already at Splintertree, I run towards Azshara (east) to find this one next.

Lastly, the Warsong Runner is found at the Zoram'gar Outpost at The Zoram Strand.

A little bit low to complete any other Ashenvale quests, I hearthed out after completing those two.

## **The Barrens and Stonetalon Mountains!**

Started at level 19  
Finished at level 22

After finishing off Silverpine and getting the Ashenvale quest out the way, I headed back to The Barrens to see what else I could complete.

### **[16] Altered Beings**

**Objectives :** Collect 8 Altered Snapjaw Shells

**Rewards :** XP!

Although the quest lists both the Lushwater and Stagnant Oases, I personally went to the Stagnat Oasis as it has a large supply of Snapjaw turtles there. I also had a really good drop rate so completed it out of about 10 turtles.

### **[17] The Angry Scytheclaws**

**Objectives :** Kill Sunscale raptors and collect their feathers.

Use the feathers on the 3 Scytheclaw nests.

**Rewards :** XP!

If you head west out of the Stagnat Oasis, you will actually come across the area for this quest. It's not far from the bridge if you were heading south out of the Crossroads, and you are looking for a small mound with bones, the nests are the colored spots on the ground. The Scytheclaws drop the feathers you need, and if you haven't completed the Raptor Horns yet, they can drop those too!

### **[18] Stolen Silver**

**Objectives :** Collect the Stolen Silver

**Rewards :** Sellable loot plus XP!

Heading South-East from the above quest, you will see a gap in the mountains. If you run through the gap, you will see an area on your right called 'Raptor Grounds', that's where the Stolen Silver is being kept. You need to clear your way in, fighting all the way to the back of the camp, which curves around to your left. Solo-able if you are careful, you can get some double pulls.

### **[20] Guns of Northwatch**

**Objectives :** Collect 10 Theramore Medals and slay Captain Fairmount, Cannoneer Whessan and Cannoneer Smythe.

**Rewards :** +4 Strength, +4 Spirit Cloth Legs, or a gun and XP!

This one can be a little tricky solo, but as it's just down from the Raptor Grounds, I decided to give it a shot, and I actually ended up collecting all the medal's before I even entered the compound. Once you are inside you want to make your way up the path leading to the top. The tower half way up that path is where you will find Captain Fairmount, right at the top too. The bottom section can be a bit tricky as there are four mobs there, I had three guards and a healer, but I managed to pull them in two lots of two.

After clearing those, I cleared my way to the top and all the guards around there before pulling the Captain and her healer companion. Not too hard. Once done there head back down and continue up the path to the tower you can see at the top. Again clear your way to the top of it as that is where you will find Cannoneer Smythe.

Once you are done there, you want to head to the other end of the path that tower is at, you should be able to see another tower up the other end. At the top of that tower is where you will find Cannoneer Wheesan. Once I had killed him my bags were full and I couldn't be bothered killing my way out, so I gated back to the Crossroads.

This actually worked out well as I had dinged 20 and needed to head to Orgrimmar to train. When you hand in The Angry Scytheclaws, you get the next step which sends you to Camp Taurajo... which is where we are heading next anyway. Since I was also in Orgrimmar, I decided to quickly head back to Sepulcher to see Mura Runetotem.

After seeing Mura and coming back to Orgrimmar, I did the start of my Succubus quest before heading back to the Crossroads. I decided to run down to Camp Taurajo from the Crossroads as I didn't want to lose my pet, and along the way got to do;

#### **[20] Lost in Battle**

**Objectives :** Find Mankrik's wife

**Rewards :** XP

Just after you cross a bridge, you should see a tee-pee style tent off to the right, and that is where you will find... what you need.

From there I ran to Camp Taurajo to hand in my quest and pick up any others. Once I was ready, I headed east to complete the following two together:

#### **[20] Consumed by Hatred**

**Objectives :** Collect 60 Bristleback Quilboar Tusks

**Rewards :** +3 Stamina, +3 Intellect Cloth Belt and XP!

#### **[21] Tribes at War**

**Objectives :** Kill 6 Bristleback Water Seekers, 12 Thornweavers and 12 Geomancers.

**Rewards :** XP!

It should be fairly easy to find this area, if you head straight east and a little north from Camp Taurajo you can't miss them.

Make sure you keep the bloodshards as when you return to hand in these quests, you will get another one asking for one bloodshard which will return a nice chunk of XP. From then on you can use different quantities of shards for different buffs, very handy.

After I handed those in, I flew back to the Crossroads to hand in, and then north to complete Samoplange, stopping on the way to kill a Zhevra and do Ishamuhal:

#### **[19] Ishamuhal**

**Objectives :** Retrieve Ishamuhale's Fang

**Rewards :** XP!

Pretty easy this quest, kill Zhevra's till one of them drops a fresh carcass, and then head towards Ratchet. Just before you hit it though, head north and you should be able to see a short fat dead tree, that's where you place the carcass.

### [19] Samophlange Manual

**Objectives :** Put together the Samophlange Manual

**Rewards :** Sellable loot plus XP!

Continuing north from Ishamuhai, I made my way to Bolder Lode Mine. When you kill your way in, the goblins will drop Manual pages, you need 5 of these along with the manual cover to complete this quest. Bozz copperplug can be found in the large room that's almost at the end of the cave area at Bolder Lode Mine.

Once I was done there, I hearthed back to The Crossroads. From the Crossroads I ran west to where The Barrens meets Stonetalon Mountain and picked up some quests there. Heading up into Stonetalon Mountains...



### [18] Avenge My Village

**Objectives :** Kill 8 Grimtotem Ruffian and 6 Grimtotem Mercenary

**Rewards :** XP!

The first area you come to, Camp Aparaje is filled with the mobs you need to kill. I quickly did that and headed back to Makaba Flathoof to hand in, grabbing the next step. Heading back into Stonetalon again, I stopped off at Malaka'jin to hand in that step of the Succubus quest and pick up the other two available there. Heading out of there, just up on the right I found Grimtotem Post which is where you need for the second step Makaba gave you.

### [18] Kill Grundig Darkcloud

**Objectives :** Kill Grundig Darkcloud and 6 Grimtotem Brutes

**Rewards :** XP!

The Brutes you will find as you are fighting your way in, and Grundig Darkcloud was standing outside the first main building when I approached. Easy to solo, you will find Kaya standing behind him in the house, she would like to be escorted out.

### **[18] Protect Kaya**

**Objectives :** Escort Kaya Flathoof to Camp Aparaje

**Rewards :** XP!

A simple escort back to Camp Aparaje, although when you get there will you be ambushed by four mobs, easy to kill but watch your hitpoints if they are beating on you. Since I was already so close to the border, I returned to hand in the quests there, before venturing back into Stonetalon once again.

### **[19] Blood Feeders**

**Objectives :** Kill 10 Deepmoss Creepers and 7 Deepmoss Venomspitters

**Rewards :** XP!

### **[20] Deepmoss Eggs**

**Objectives :** Collect 15 Deepmoss Eggs

**Rewards :** XP!

On my way up to Sunrock Retreat, I stopped off at Sishir Canyon where I found the Creeper and Venomspitter spiders. Also here you will find the eggs you need, look for jittering lootable white egg sacks. Be careful hunting around here as there is a level 21 elite spider there, the quest for her is from the sign post just as you enter, but as I was solo I didn't complete this.

### **[19] Goblin Invaders**

**Objectives :** Kill 15 Venture Co. Loggers

**Rewards :** XP!

### **[21] Ziz Fizziks**

**Objectives :** Speak with Ziz Fizziks

**Rewards :** XP!

### **[21] Super Reaper 6000**

**Objectives :** Retrieve the Super Reaper 6000 Blueprints

**Rewards :** XP!

After finishing the spiders I stopped past Windshear Crag where you will find more eggs if you didn't get enough last time, but you will also find Ziz Fizziks located in a little hut on the very west side when you enter the Crag. He will give you the Reaper quest which you can do at the same time.

You should be able to see a large bulldozer looking contraption, this is where you will find lots of Venture Co. Operators which are the ones that will drop the blueprints you need, bear in mind it might take a few kills. The Loggers for the Goblin Invaders are all around on the ground.

After I had what I need, I returned to Ziz to hand in, then onto Sunrock Retreat. I collected all the quests available to me there, but as they were starting to rise in level, I decided to instead hand in any other completed quests I had, which involved running to Ratchet, The Crossroads, Orgrimmar and Camp Taurajo. I also had a couple in Thunder Bluff so I decided to head there as well.

**( P.T.O. for map... )**





## **Hillsbrad Foothills, Barrens and Stonetalon**

Started at level 22

Finished at level 26

By now I had a few places with level 20 to 25 quests, but the ones from Taren Mill were the lowest, and involved the lowest mobs so I headed there first.

### **[22] Elixir of Pain**

**Objectives :** Gather 10 vials of Mountain Lion Blood

**Rewards :** XP!

### **[22] Elixir of Suffering**

**Objectives :** Gather 10 Gray Bear Tongues and 1 Creeper Ichor

**Rewards :** XP!

You can do the above two while running around as Lions, Bears and Spiders are all over the place. The Spider Ichor can, and often does have a painfully bad drop rate, but I got mine on my 6th kill so will shut up now. I suggest for good measure you kill every spider you see!

### **[22] The Rescue**

**Objectives :** Free Drull and Tog'thar from Durnholde Keep

**Rewards :** Unless you like Strength and Spirit, just sellable loot and XP!

### **[22] Wanted : Syndicate Personnel**

**Objectives :** Kill 10 Syndicate Rogues and 10 Watchmen

**Rewards :** XP!

### **[23] Blood of Innocents**

**Objectives :** Collect 5 Vials of Innocent Blood

**Rewards :** XP!

The above three can all be done in the one area, Durnhold Keep. Both Tog'thar and Drull are being held captive in there, and you will be killing Watchmen and Rogues to find them. Helpfully, these mobs will also drop your Blood of Innocents, of which this quest actually comes from Thunder Bluff.

If you enter the compound, head across the bridge and up the path. When the path curves around, stick with it and about half way up you will see a fallen building. That is where Tog'thar is being kept, and if you're lucky you will also find Jailor Marigen in there who will drop the Burnished Gold key you need to free Tog'thar. If the jailor isn't in there, continue fighting up as he will most likely be at the top tower there.

After you have freed Tog'thar, you want to head into the area that's in the pit under the bridge you crossed. If you are standing on the bridge facing back out, I dropped down to my right and started killing. Drull will be in one of those three buildings there, and so will Jailor Eston, although not always in the same building. If the jailor isn't in either of those three, you need to clear the other side of the bridge and he should be in one of those. Jailor Eston will drop the Dull Iron key you need to free Drull.

Once you have freed both, collected your Blood and killed your count of Watchmen and Rogues, head back to Taren Mill. After handing those in I ran around killing Bears to complete Elixir of Suffering and Mountain Lions for Elixir of Pain as I had really bad drop rates with these...

When you hand in both the Elixirs, the second step of Elixir of pain sends you to Hillsbrad Fields which means you can complete Battle of Hillsbrad along with it.

#### **[24] Elixir of Pain**

**Objectives :** Feed the Elixir of Pain to Stanley.

**Rewards :** XP!

#### **[24] Battle of Hillsbrad**

**Objectives :** Kill 6 Hillsbrad Farmhands, 6 Farmers, Farmer Ray and Farmer Getz

**Rewards :** XP!

When you reach Hillsbrad Fields, Stanley can be found up the back to the west outside one of the houses there, be prepared after you give him the potion though, turns a bit rabid. For the battle, the Farmers and Farmhands can be found all over, Getz and Ray though can be a bit trickier.

Most of the time they are outside somewhere, however my luck saw that one was inside the barn, the other at the top of the house Stanley sits out the front of. If you can't locate either easily, use your eye to scout around. At level 23, you will want to be careful around this are though as you can die pretty quickly if ganged up on.

#### **[25] Battle of Hillsbrad**

**Objectives :** Kill 15 Hillsbrad Peasants

**Rewards :** XP!

#### **[25] Souvenirs of Death**

**Objectives :** Collect 30 Hillsbrad Human Skulls

**Rewards :** +3 Stamina, +3 Intellect Ring and XP!

Once again I headed back to Hillsbrad Fields, only this time I fought at the patch closest to the path. Because you need only 15 Peasants but 30 skulls, just kill anything that moves, you will probably end up there longer trying to get your skulls than you will your peasants. Word of warning with the peasants... when they run, they really run! I ensured I had Curse of Recklessness handy!





After I finished those two and handed in, time to head back to The Barrens to finish off a couple remaining quests there.

### **[22] Egg Hunt**

**Objectives :** Collect 12 Silithid Eggs

**Rewards :** +2 Intellect, +6 Spirit Cloth Robe or Mail Chest plus XP!

Heading south out from Camp Taurajo, you will come to an area that has lootable termite mounds on either side of the road. Although the mobs for this are in the low 20's, they have level 1 swarmlers that can make it really difficult if you are not careful. Also be careful when looting the eggs, as some will spawn a crab protector who although starts out friendly, but turns hostile.

### **[24] Weapons of Choice**

**Objectives :** Collect a Razormane Backstabber, a Charred Razormane Wand and a Razormane War Shield

**Rewards :** Sellable loot plus XP!

### **[25] Betrayal from Within**

**Objectives :** Kill Nak, Kuz, and Lok Orcbane and collect their skulls

**Rewards :** SP!

Moving down further south, you will come across Blackthorn Ridge, and this is where you will find the the mobs you need. The Backstabber will drop from the Razormane Stalkers, the Charred Wand from the seers and the War Shield drops from the Warriors. Amongst those mobs you will find Nak, usually wandering the south part of the camp, Kuz who wanders the north and Lok, who is actually tucked away. To find Lok, head to the back part of the camp, and if you are facing the back wall, there will be a slope on your left that leads up to a single hut, Lok will be inside.

### **[23] Gann's Reclamation**

**Objectives :** Kill 15 Bael'dun Excavators, 5 Bael'dun Foremen and collect Khazgorm's Journal

**Rewards :** XP!

You pick this up from Gann Stonespire who you will find wandering the Southern Gold Road. If you follow the road further south you should start to see the excavation site called Bael Modan up on your left. For this first step you need to head down into the pit, the Excavators are easily picked off from the pit walls, the Foremen wander around, and you will find Prospector Khazgorm drops the journal.

### **[26] Revenge of Gann**

**Objectives :** Collect 6 vials of Nitroglycerin, 6 bundles of Wood Pulp, and 6 samples of Sodium Nitrate.

**Rewards :** XP

After you hand in the first step, this second one requires you to collect Nitroglycerin, Wood Pulp, and Sodium Nitrate. For these, head back to Bael Modan, but instead of heading down into the pit, you want to head just to the left of it, into the building that overlooks it. All the mobs both inside and out drop one or more of the items you need.

### **[26] Revenge of Gann**

**Objectives :** Destroy the flying machine

**Rewards :** +3 Intellect, +3 Spirit Ring and XP!

The third and final step is very easy, you need to blow up the helicopter at the Bael Modan. It is located atop a tower on the right side of the pit, opposite side to where you were just fighting. A couple of mobs guard the base, but over all very easy.

Once I had done those, head back to Camp Taurajo and the Crossroads to hand in. Voila! The Barrens is done! From the Barrens I made my way back to Stonetalon to finish off the quests there.



### [27] Further Instructions

**Objectives :** Bring the new orders to Ziz Fizziks

**Rewards :** XP!

After landing at Sun Rock Retreat, I made my way south to Windshear Crag and to Ziz Fizziks to hand in the above quest. After seeing him and collecting the next step, I headed out to the main area.

### [23] The Flying Machine Airport

**Objectives :** Place the Toxic Fogger at the Venture Co. sky port

**Rewards :** XP!

This one comes from Thunderbluff, and if you will find the tower you need just south of the lake mentioned below. You can place the barrel at the base of the tower, you do not need to climb it.

### [23] Shredding Machines

**Objectives :** Kill the shredders XT:4 and XT:9

**Rewards :** XP!

### [27] Gerenzo Wrenchwhistle

**Objectives :** Retrieve Gerenzo Wrenchwhistle's Mechanical Arm

**Rewards :** +5 Stamina, +2 Intellect Cloth Boots or Leather Boots plus XP!

If you look at your map, you want to head to the north side of the lake area there to find Gerenzo, and while running keep your eyes out for XT:4 and XT:9. If you are facing the lake on the south shore, you should be able to see a path leading up starting from the right, find where that begins and make your way up.

When you get to the top you should see a series of planks and platforms, you want to make your way down these till you come across Gerenzo, who is level 27 but solo'able, which I did at 25. Once you have his arm, head back down (you can jump if you pick the right area) and look for the remaining XT models if you haven't gotten both yet.

### **[23] Cycle of Rebirth**

**Objectives :** Gather 10 Gaea seeds

**Rewards :** XP!

After I handed in the arm to Ziz and was done with Windshear Crag, I made my way north, and along the way I stopped at Mirkfallon Lake. Along the shores and at the base of the tree's that surround this lake, you will find large acorn looking things that are the seeds. I did one lap of the lake and collected all the seeds I needed.

### **[25] Cenarius Legacy**

**Objectives :** Kill 4 Sons of Cenarius, 4 Daughters, and 4 Botanists

**Rewards :** XP!

### **[26] Jin'Zil's Forest Magic**

**Objectives :** Gather 5 portions of Stonetalon Sap, 5 Twilight Whiskers, 30 Courser Eyes and a Fey Dragon Scale

**Rewards :** +4 Stamina, +5 Spirit Cloth Shoulders and Mail Bracers and XP!

After collecting my seeds I continued my way north, right up to Stonetalon Peak. Here you will find Cenarius son's, daughters and botanists for Cenarius Legacy. And around the edges, the Twilight Runners to collect whiskers off of, Sap Beasts for the sap and fluttering around will be a few Fey Dragon's to help you with the scale.

I actually killed my Antlered Courses (deers) on the way in and as they drop 2 eyes each time, every time, I had my quota for those. I did have a dastardly time with the whiskers and sap though. When you are fighting in there too, be mindful of the Alliance outpost there and don't get too close.

By now my bags were full so I headed back to Sun Rock Retreat to hand in. Be sure to hand in Cycle of Rebirth as the next step is done where we are heading.

### **[25] Elemental War**

**Objectives :** Gather 10 Incendrites

**Rewards :** XP!

### **[25] New Life**

**Objectives :** Plant 10 Gaea Seeds in Gaea Dirt Mounds

**Rewards :** +6 Spirit Cloth Boots or Mail Hands and XP!

### **[26] Harpies Threaten**

**Objectives :** Kill 7 Bloodfury Harpies, 7 Ambushers, 7 Slayers and 7 Roguefeathers.

**Rewards :** XP!

After selling up I headed into the one area of Stonetalon that I loath, I really hate it, The Charred Vale. If you are at Sun Rock Retreat, cross the little bridge over the water there and you should see a path leading up in to the mountains, the path is quite steep. Head up that path as it will take you straight into The Charred Vale, but first, just as you're going up you should see it veer off to the left a little, in there you will find a large Water Elemental who will give you the "Elemental War".

As you enter The Charred Vale, you should be able to pick out the red winged harpies, those will be Roguefeathers and Slayers. From there I headed across to the west side of the vale, taking the route around the top edge. Over on the west you will find normal harpies which will also be red winged, and Ambushers which are white like the others.

While running around, keep your eye open for little mounds of dirt, that is where you plant the seeds. You will most likely find out very quickly why I hate this section of the zone, not only are the mobs really close together, none of them stand still. It was not uncommon for me to be fighting off 2, 3 or even 4 mobs at a time, and I died more in this area that night than I had in my previous 26 levels.

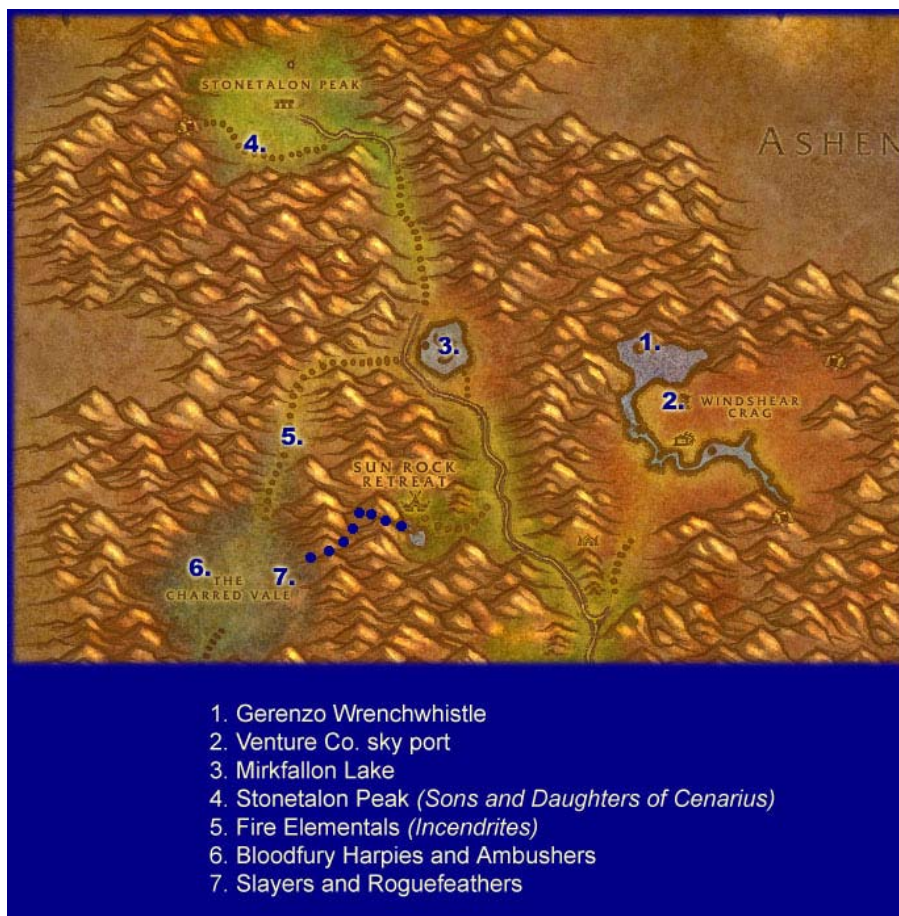
If you look at your map, you will see the path that joins The Charred Vale back up to the main path in Stonetalon, and it's along that joining path that I found all my Fire Elementals, they drop the Incendrites you need. I did one lap up and back to get all mine as each elemental drops on Incendrite each, so you only need to kill 10.

Things to watch out for when running around the Charred Vale:

- Fire Elementals are immune to fire, so no Immolate or fire wand (which I had grr)
- The tree mobs can and will root you
- The basalisks can and will put you to sleep
- The Stormwitches cast storm clouds that can inflict a bit of damage if struck by the lightning bolts
- The Roguefeathers cast Curse of Recklessness, but not really a big deal
- Ambushers nuke

I really hate this area!

But thankfully, after that, I was done! I ran around handing in my quests, and for the ones at the Barrens/Stonetalon border and the one at Malaka'jin, it's quicker to take a flight back to the Crossroads and run that way, than it is to run all the way down the zone.



## **Ashenvale / Thousand Needles**

Started at level 26

Finished at level 30

Now I had finished up The Barrens and Stonetalon, I was ready to head to Ashenvale. Before heading off though, get your hands on a Deadly Blunderbuss as you will need it for a quest there, and better to have it already. If you are an Engineer you can make one, otherwise ask an Engineering friend or check the Auction House, I paid 1g for mine. Once you are ready, take a flight to Splintertree Post and then another up to Zoram Strand.

### **[24] Between a Rock and a Thistlefur**

**Objectives :** Kill 12 Thistlefur Avengers and 12 Thistlefur Shaman

**Rewards :** XP!

### **[24] Troll Charm**

**Objectives :** Collect 8 Troll Charms

**Rewards :** XP!

### **[24] Freedom to Ruul**

**Objectives :** Escort Ruul

**Rewards :** XP!

From the Zoram Strand, head back towards the main path, when you reach it, turn right. You will follow it past Maestra's Post and up the hill, where just after that you should see a dirt path leading off to your left, Thistlefur are visible. If you follow that path up, you will enter a compound of sorts, and not far after you enter you see another path running up into the mountains, a short path that leads to a cave.

Inside this cave you will find your Troll Charms, they look like tiny little chests and they are scattered all around. When you enter the cave, you should come across an area that leads either straight ahead and up, or a little to the left and down. To start with, head up and clear the mobs there to get your charms. Once you have all 8, head down the other path where you will find a large white bear trapped in a cage, Ruul. Ruul wants you to escort them out.

Easily soloable, you will only have two instances where you are jumped by 3 mobs, but Ruul helps fight so that makes it a little easier. Ruul will fight out the cave, down the path and then take a left further towards the back of the compound. You will pass through a wooden gate of sorts, and then Ruul says they can make it from there.

Just fighting in and out of the compound will get you your kill rates of Shaman's and Avengers and you will most likely have the Logging Rope for Warsong Supplies drop. When ready, head back to Zoram Strand to hand in, and then take a flight to Splintertree. I didn't do the next step of the Thistlefur as it requires you to protect a flag and it can be very difficult, nay almost impossible solo. The other quest there is Vorshar the Lasher, which is again a protect quest but slightly harder so I chose not to do that one either.





#### **[24] Ashenvale Outrunners**

**Objectives :** Kill 9 Ashenvale Outrunners

**Rewards :** XP!

#### **[25] Stonetalon Standstill**

**Objectives :** Kill 12 Befouled Water Elementals and Scout the gazebo

**Rewards :** XP!

#### **[25] The Sacred Flame**

**Objectives :** Fill the Etched Phial

**Rewards :** XP!

#### **[26] Satyr Horns**

**Objectives :** Collect 16 Satyr Horns

**Rewards :** XP!

#### **[27] The Befouled Element**

**Objectives :** Bring the Befouled Water Globe to Mastok Wrilehiss

**Rewards :** XP!

#### **[27] Warsong Supplies**

**Objectives :** Collect the Warsong Supplies: Warsong Saw Blades, Logging Rope, Warsong Oil, and the Warsong Axe Shipment

**Rewards :** +9 Intellect, +4 Stamina Cloth Boots or sellable loot and XP!

#### **[30] The Lost Pages**

**Objectives :** Find the 12 missing pages of the Shredder Operating Manual, and put them together to form Chapters 1, 2, and 3.

**Rewards :** +6 Intellect, +5 Stamina, +2 Agility Cloth Gloves or Leather Gloves and XP!

I did all of the above quests in one big strangely shaped loop. Starting from Splintertree post I killed the Ashenvale Outrunners just on the other side of the path. It really helps if you have sound on when killing these as they make a stealthing sound when you get close to them. Keep your eyes open for a blue hippogryph type mob as he is level 31 and can't give your rear end a nice beating if you are not careful.

Once I had my Outrunners I head North-West to Raynewood Retreat where I killed Laughing Sisters and the Protectors until the vial dropped for "The Sacred Flame". After I had that I continued further north up the path. You eventually hit a spot that allows you up to where the Satyr's are, and I chose this spot as they are further spaced apart and you can single pull all. I stayed here till all my horns dropped, also collecting my Warsong Oil from the camp (look for a lootable jug).

Once I had done those I jumped over the cliff back onto the path and made my way south to Mystral Lake to kill some Water Elementals. Watch the building on the edge of the lake as it's filled with Night Elves, but as long as you don't get too close they seem to have no problem with you ridding the waters of the elementals. While you're there, keep your eyes open for a greener level 27 Befouled elemental as he will drop an item that begins a quest for you. (the one listed above).

After finishing off that quest I started heading back towards Splintertree, stopping first past the moonwell (see map) to fill the vial. Be sure to keep any Shredder Operating Manual Pages that drop as there is a quest giver on the opposite side of the path to Splintertree that gives the quest: *The Lost Pages*.

When I got to Splintertree I handed in those quests before making my way to Booty Bay (via the Ratchet boat) to pick up the last element for Warsong Supplies. *(You should already have the rope from the Thistlefur's, the oil from the Satyr's and the Saw Blades from trading in your Deadly Blunderbuss as Splintertree Post)*



After I was done handing in those quests, I decided I'd head down to Thousand Needles and have a poke around. I had two quests sending me there anyway, so from Camp Taurajo I made my way south...

#### **[28] Calling in the Reserve**

**Objectives :** Deliver the letter to the Great Lift

**Rewards :** XP!

Stopping at The Great lift I handed in that quest and picked up Message to Freewind Post, since I was heading there anyway. You loose a pet when you take the lift down so I didn't bother getting another as you will only loose that one when you get to the Outpost. If you follow the path around you can't miss Freewind Post. Head up and hand in...

#### **[25] Pacify the Centaur**

**Objectives :** Kill 12 Galak Scouts, 10 Wranglers, and 6 Windchasers

**Rewards :** XP!

Leaving Freewind Post I headed straight north to the area against the cliff wall, this is where you will find your centaur's. If you fill your way east, just after you get to the last of the centaurs you should be able to see a Tauren totem up at the top of the cliffs, and just after the pillar in front of you, there is a path leading up. There you will can do a quest;

### **[26] Test of Faith**

**Objectives :** \*Zips lips\*

**Rewards :** XP!

I'm not saying a word about this quest... have fun! I didn't end up taking the second stage to it, but after I had done the first, I killed the rest of the centaurs I needed. If have the quest The Sacred Flame, the cave you need is just up from where you are killing, although be warned it can get rather hairy in there. The flame you need is all the way at the end near the large pool of water, and guarded by mobs. Once done, I and headed back to Freewind Post to hand in, that way you can get the next quest.

### **[26] Alien Egg**

**Objectives :** Retrieve the Alien Egg

**Rewards :** XP!

Leaving Freewind Post I decided to head left first instead of right. If you look at your map you can see where the main path almost touches the cliff wall, just there is some Serpent's. That's where I got my Alien Egg from, but it can spawn in multiple spots so it's up to you if you want to continue killing your way up the wall now or later.

### **[28] Grimtotem Spying**

**Objectives :** Locate and retrieve the three Secret Notes in Darkcloud Pinnacle

**Rewards :** +5 Intellect, +5 Spirit Cloth Shoulders or Sellable loot and XP!

If you follow the path back towards The Great Life, there is a really large pillar with actually has a marking on the top if you look at the map. That pillar (which sits beside the black lake) is the one you need to make your ascent to the top. You should see a path leading up on one side of it, and then follow the bridges further up. Eventually you will hit a top level where there are three Grimtotem's.

If you take the bridge to the next island, you then want to take the one on the right that leads to the larger compound. When you enter that, take the bridge on your right and that is where you will find the first secret note. Heading back to the main compound, fight your way around the right and there is a large building there that looks like an Inn, that has the 2nd note. There are three bridges leading to this large compound, the one you just came back from, the one that got you to here in the first place, and a third... that is the one you want. Over the other side you will find the 3rd note.

Heading back from the 3rd note to the large compound, take the bridge on the right, the same one that got you there in the first place. After you cross that one, you want to take another right, and then a left and you should be up the top of the cliff wall.

### **[29] Wanted - Arnak Grimtotem**

**Objectives :** Slay Arnak Grimtotem

**Rewards :** Sellable loot and XP!

### **[29] Free at Last**

**Objectives :** Escort Lakota Windsong from the Darkcloud Pinnacle

**Rewards :** +4 Spirit, +4 Intellect Cloak or Leather Waist and XP!

In the camp here you will find Arnak Grimtotem who is easily soloable and Lakota Windsong who would like an escort out. I killed Arnak and then helped Lokota which really wasn't that hard. After you cross the first each bridge you get jumped by two grimtotes... but I was lucky to have groups clearing there already so didn't have added mobs to worry about.



### [29] Wind Rider

**Objectives :** Gather 10 Wyvern Eggs

**Rewards :** 2 Heavy Armor Kit's and XP!

Heading west, I found the path leading up to Highperch for my Wyvern eggs. Easily soloble this area, you access if via a path leading up.

### [30] Steelsnap

**Objectives :** Collect Steelsnap's Rib

**Rewards :** XP!

Heading out of Highperch, I head to my left and killed along the cliff wall till Steelsnap walked past. He's a big brown hyena with two bodyguards. Given he's level 30 and I was only 28 at the time, I put my Voidwalker on him and tried to keep his two comrades feared... obviously not at the same time. With curse of weakness and fear, I was able to keep the two guards concentrating on my while I burned down Steelsnap. Once dead I looted an ran. =p

### [29] A New Ore Sample

**Objectives :** Collect Unrefined Ore Sample

**Rewards :** Crap loot and XP!

After killing Steelsnap, I went on the hunt for a Gravelsnout Surveyor as they drop the Unrefined Ore Sample. They are scattered around the west end of the zone. After I found my Ore, I headed back to Freewind Post... with 7 quests to hand in!

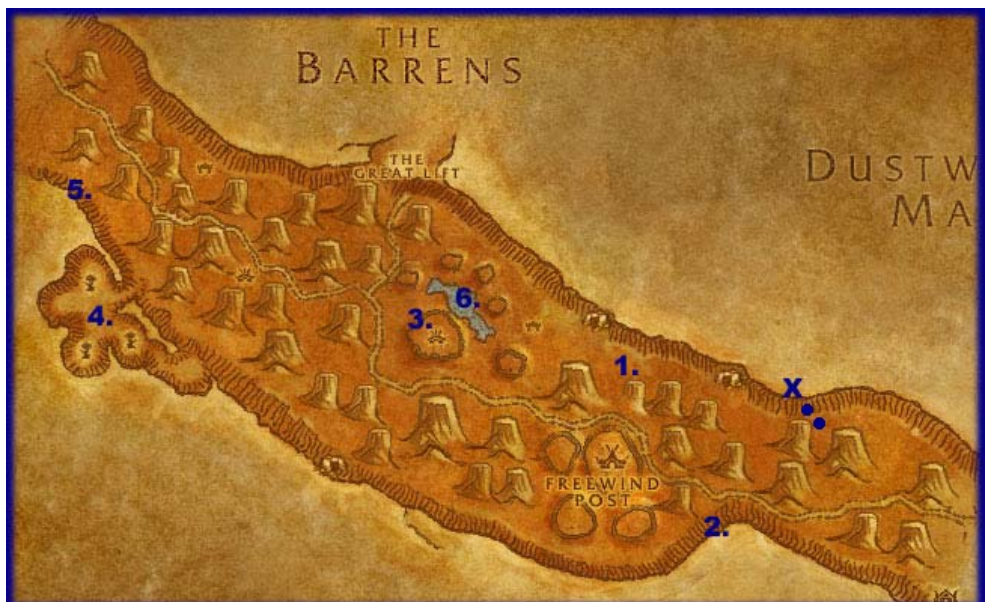
### [27] Sacred Fire

**Objectives :** Gather 10 bushels of Incendia Agave

**Rewards :** XP!

The last quest I had for Thousand Needles, you need to head to the black lake near the great lift. The Incendia Agave look like desert ferns and if you have Herbalism will show up on your mini map. Watch out for the elementals, they are harder than they look.

With that done, I flew to Camp Taurajo and Thunderbluff to hand in.



1. Galak Centaur's
2. Alien Egg
3. Path entrance for Grimtotem quests
4. Wyvern Eggs
5. Steelsnap (he roams, I found him here)
6. Bushels of Incendia Agave
- X. Test of Faith Quest

## **Hillsbrad, Desolace, Arathi & Shimmering Flats**

Started at level 30

Finished at level 33

A lot of Horde comment on the lack of choices when you hit level 30, and if you have played Alliance before, you will surely notice the difference. Still, no matter which side you play, Stranglethorn Vale seems to be a cess pool for the unwanted kindergarten crowd, and I personally like to avoid it for as long as possible.

Unfortunately though, the other zones seem to offer little in the way of low level 30 quests, instead having more a mid 30's variety. If you're happy to jump around though, you can make good use of multiple zones. To start with I finished off some Taren Mill quests before making my way to Desolace and then onto Arathi Highlands. Finishing up in Shimmering Flats.

### **[26] Battle of Hillsbrad**

**Objectives :** Kill Blacksmith Verrington and 4 Hillsbrad Apprentice Blacksmiths as well as collect a shipment of iron

**Rewards :** XP!

For this one, you want the first building on the left as you enter Hillsbrad Fields from the main path. Blacksmith Verrington can be found either inside, or just outside the right wall. The shipment of ore can be found inside. By now the quest had just gone green, but easily done.

### **[26] Battle of Hillsbrad**

**Objectives :** Kill Mayor Burnside and 5 Hillsbrad Councilmen. Destroy the Hillsbrad Proclamation. Steal the Hillsbrad Town Registry.

**Rewards :** XP!

This particular step can be extremely difficult when solo so I do suggest a group. This stage involves going into the main hall, the area surrounded by the fence. Fighting in isn't too difficult, but they seem to have an extremely fast respawn time and once inside you are taking on anywhere between four to six mobs at once. I was fortunate in that people were already clearing in there so I picked off the mobs I needed. The Registry and Proclamation are up near the podium, right click to destroy.

### **[28] Battle of Hillsbrad**

**Objectives :** Kill Foreman Bonds and 10 Hillsbrad Miners

**Rewards :** XP!

This stage takes place inside Azurelode Mine and can't be done quite easily solo. When you approach the mine you should notice there are two entrances, you want the lowest one. If you take the lowest entrance, you will enter and follow it around to the right, then straight away you should see an area off to the left. That is where you will find Bonds. This saves you having to go through the entire mine, which *can* be difficult solo.

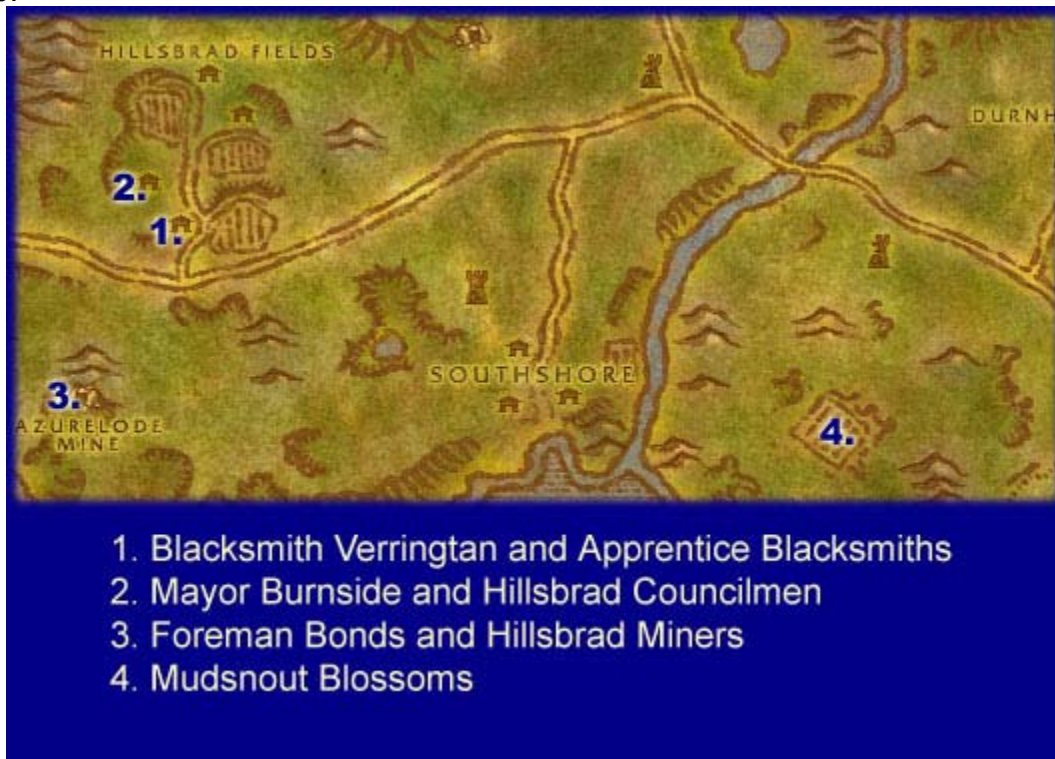
### **[28] Elixir of Agony**

**Objectives :** Gather 6 Mudsnout Blossoms

**Rewards :** Potions and XP!

The Mudsnout Blossoms can be found at Nethander Stead near Dunhold Keep. You are looking for very large mushrooms that you really can't miss...

After completing those quests I decided to head to The Undercity to hand in the Mudsnout Composite. I chose not to do any further stages of the Battle of Hillsbrad quests as it can get quite tricky solo.



Wanting to postpone Stranglethorn Vale for as long as possible, I decided to head to Desolace. If you take a flight to Stonetalon, you can take the short cut through the mountains and The Charred Vale to Desolace, and from there follow the path. My first stop was at Scrabblescrews Camp, located not far from The Kodo Graveyard.

### [34] Kodo Roundup

**Objectives :** Tame five Kodo's

**Rewards :** +8 Intellect, +5 Spirit, +3 Stamina Cloth Boots or Mail Shoulders and XP!

A simple quest, you will find Kodo's at the Kodo Graveyard and wandering around. You can only tame one Kodo at a time, so the hardest part about this quest is all the running.

Not far from Scrabblescrews Camp you will find Ghost Walker Post, one of our Horde outposts. Here I picked up some quests before running around to Shadowprey Village to get my flight path. It's up to you if you want to do this now or later as the quests there are a little too high just now.

The first two quests I did were at the top end of Desolace and you can either run back up, or you can hearth and get back to Stonetalon, again taking the short cut, it will lead you right to where you want to go; Thunder Axe Fortress.

### [33] The Burning Spirits

**Objectives :** Gather 15 Infused Burning Gems

**Rewards :** XP!

The orcs here are around level 30 to 32 so easy enough to kill, and you will find the item that gives you the Infused Burning Gems in your backpacks, looks like a white shard. You right click this when the mobs are about to die, much like when you drain soul (the effect even looks the same) and you should gather them easily. Collect 15 and move on.



While you are there though, keep your eyes out for a [Flayed Demon Skin](#) that might drop, it begins a quest for you to hand in at Ghost Walker Post.

### **[33] Befouled by Satyr**

**Objectives :** Kill 7 Hatefury Rogues, 7 Felsworn, 7 Betrayers, and 7 Hellcallers

**Rewards :** XP!

Cutting east from Thunder Axe Fortress I made my way to Sargeron to kill some Satyr. Although slightly higher than the Orcs, I had no trouble taking these down, although the Rogue's did take the longest to find.

Once I was done, I headed back to Ghost Walker Post to hand in.

### **[33] The Corrupter**

**Objectives :** Collect a Shadowstalker Scalp

**Rewards :** XP!

I decided to do the next step before heading out, so ran back up to Sargeron. The Scalps only drop off the Hatefury Shadowstalker's and I got mine on the fifth kill.

### **[33] Gelkis Alliance**

**Objectives :** Gain a Friendly reputation with the Gelkis

**Rewards :** XP!

On my way back from Sargeron, I stopped past the Magram Village to raise my faction. The mobs are around level 32 to 34, however not that hard. Keep your eyes open for a Magram Pack Runner as he comes with friends and can be quite difficult if not prepared. This is also probably the first time I pulled out Drain Mana as it will make a huge difference with the healers.

After I got to friendly, I handed in the Corrupter and then made my way to Uthek the Wise to hand in the Gelkis Alliance, you will find him not far from Shadowprey Village.



With the starting few of Desolace out the way, I head to greener pastures; Arathi Highlands. Make your way to Hammerfall to collect some quests.

### **[32] Call to Arms**

**Objectives :** Slay 10 Witherbark Axe Throwers, 10 Headhunters and 8 Witch Doctors

**Rewards :** XP!

### **[34] Raising Spirits**

**Objectives :** Collect 10 Highland Raptor Eyes

**Rewards :** XP!

Heading out from Hammerfall, I made my way south killing any Raptors I passed for their eyes. You will find the Witherbark Trolls at Witherbark Village, it's at the very south east part of your map, and I had no trouble killing all the mobs required, sticking mostly to laps around the lake for safety.

Once I had done those I made my way west for:

### **[33] Foul Magics**

**Objectives :** Collect 10 Bloodstone Amulets

**Rewards :** XP!

The Amulets drop off the Syndicate mobs at Northfold Manor. They can drop 10 in a row, or take you three hours, just depends on your luck. Again I stuck to doing laps around the outside, sound up to hear the stealthers. Once I was done there, I headed back to Hammerfall for hand ins.



As the Arathi quests jumped up a few level's after handing in, and since I was so close anyway, I decided to knock off the last of the Taren Mill quests I had.

### **[32] Stone Tokens**

**Objectives :** Collect 10 Worn Stone Tokens

**Rewards :** XP!

### [34] Prison Break In

**Objectives :** Find the traitors and recover their artifacts

**Rewards :** XP!

Dermot drops the Wedge, Alina drops the Shard, Richter for the Marble and Kegan Darkmar for the Oval. I found the first three in the main fenced in building you see when coming up to Lordamere Internment Camp. Kegan was at the top of the Inn style building just to the right of the main area.

Theurgists will summon Old Spirits to attack you, however they poof after a couple of seconds and when the Theurgist dies, so no real need to try to kill them. The Shield Guards will sometimes put an aura around themselves which causes damage on every attack, so watch your pet's health. DoT's still seem to tick and wands are fine, appears to be melee attacks only.

All of the mobs dropped the Worn Stone Tokens.

### [34] Infiltration

**Objectives :** Retrieve information about Gol'dir's whereabouts

**Rewards :** XP!

For this quest, you actually need to locate the Syndicate Missive which drops off of the Syndicate's not far from Taren Mill. If you head out of TM and turn right as if you are heading to Alterac, you can see a spot that leads up to where the camp is marked. I was lucky enough to have it drop on the first kill.



Deciding to leave the rest of the quests for later, I made my way to Shimmering Flats, one of my favourite zones. Shimmering Flats is a quick and easy zone, with only a few quests and the mobs all mixed together, it's a great area to get out of the way quickly.

### [30] Load Lightening

**Objectives :** Collect 10 Hollow Vulture Bones

**Rewards :** XP!

### [30] Salt Flat Venom

**Objectives :** Gather 6 Salty Scorpion Venoms

**Rewards :** XP!



### [30] Hardened Shells

**Objectives :** Collect 9 Hardened Tortoise Shells

**Rewards :** XP!

### [31] Rocket Car Parts

**Objectives :** Find 30 Rocket Car Parts

**Rewards :** XP!

### [33] A Bump in the Road

**Objectives :** Kill 10 Saltstone Basilisks, 10 Crystalhides and 6 Gazers

**Rewards :** XP!

You can basically complete all of the above quests by just doing a big loop of the zone. Starting from the Mirage raceway, I headed north to the end of the track and where you will find a big crater. There I found all my Basilisks and a couple of Crystalhides.

From there I headed South East in a big arc, stopping to kill any Scorpids I saw, and anything else in my way. If you stick to the east side of the racing track, you will come across an area with lots and lots of turtles, that will help you complete Hardened Shells. Continue down and you will come across a carcass surrounded by Vultures, that completes Load Lightening easily.

If you continue south you will come across a run down tent / shack or sorts surrounded by crocalisks, particularly the Gazers and some Crystalhides if you still need to kill those. Gazers, the hardest thing out of all the quests will try to stun you, and being level 35 can cause some difficulties if you get a multi-pull, but of all the time I was there I got them all single.

The car parts are scattered all across the zone, look for lootable junk basically, and if you kill any Scorpids and other mobs while you are making the run down the east side of the zone, you should be finished! Told you it was easy... Make your way back to Mirage raceway and hand in.

By now, I was ready to head over to Stranglethorn Vale and complete some of those quests.



## **Stranglethorn Vale and Desolace**

Started at level 33

Finished at level 37

Stranglethorn Vale is a massive zone that covers about 10 level's of quests. Filled by both Alliance and Horde, you tend to find a lot of people complain about this zone, especially if you leave general chat on. At 33 though, I wanted to go and at least get the starting ones out the way, but much like The Barrens, I try to keep my trips here short and sweet...

You get quests from three places here, Booty Bay which caters to both Alliance and Horde and you get can here via a boat from Ratchet. Grom'Gol base which is a Horde sanctuary and accessible via a Zeppelin from either Orgrimmar or The Undercity, and finally, Nesingwary's Expedition aka "The Hunter's Camp", accessible only via foot.

To start with, most of your quests will come from the last two, but there are a couple of lower level ones in Ratchet to grab, and since Horde are blessed with a flight path at both Grom'Gol and Ratchet, travelling between the two is easy. Deep breath, let's get started.

### **[31] Tiger Mastery**

**Objectives :** Kill 10 Young Stranglethorn Tigers

**Rewards :** XP!

### **[31] Panther Mastery**

**Objectives :** Kill 10 Young Panthers

**Rewards :** XP!

### **[31] Supply and Demand**

**Objectives :** Collect 2 Large River Crocolisk Skins

**Rewards :** XP!

### **[32] Investigate the Camp**

**Objectives :** Find the hunters' camp and report its location

**Rewards :** XP!

### **[40] The Green Hills of Stranglethorn**

**Objectives :** Collect the missing pages from The Green Hills of Stranglethorn manuscript

**Rewards :** Plate boots, Thick Armor Kit and Healing Potion.

Investigate the camp comes from Booty Bay, so since I knew I was heading there anyway, I grabbed that one first. While you are there, find the Leather shop and grab Supply and Demand, you will find it up the top level not far from the Alliance flight path.

From there I located the Nesingwary's camp and grabbed the Mastery quests. I cheated with the green hills quest and actually bought the pages from the Auction House before heading here. They do drop in the zone, but you can spend your entire time just trying to get the right pages, and they sell for an average of 5s - 20s at the Auction House... and I'm lazy.

For those wanting to go the easy route, the pages you need are:

- **Chapter I** : Pages 1, 4, 6 and 8
- **Chapter II** : Pages 10, 11, 14 and 16
- **Chapter III** : Pages 18, 20, 21 and 24
- **Chapter IV** : Pages 25, 26 and 27

I handed those in first for a nice bump in the XP bar, and then headed out for the proper questing. I started by killing my way east of the camp, you will find the Young Stranglethorn Tigers right around the camp, but if you go to the opposite side of the road, you will also find the Young Panthers. The Large River Crocolisks are along the river banks, funnily enough and I got my two skins out of three kills.

### **[33] Tiger Mastery (Part 2)**

**Objectives :** Kill 10 Stranglethorn Tigers

**Rewards :** XP!

### **[33] Panther Mastery (Part 2)**

**Objectives :** Kill 10 Panthers

**Rewards :** XP!

### **[33] Raptor Mastery**

**Objectives :** Kill 10 Stranglethorn Raptors

**Rewards :** XP!

If you head west out of Nesingwary's camp, you will see that you can get up onto a higher section, that is where you will find everything you need for the above three quests. The area closest to Nesingwary's will have Panther's and Stranglethorn Tigers, and if you head further west to the water, you will find the Raptors. If you didn't get enough Stranglethorn Tigers, there are a few more around the same area but on the lower level.

### **[24] Hunt for Yenniku**

**Objectives :** Collect 9 Bloodscalp Tusks

**Rewards :** XP!

### **[35] Bloodscalp Ears**

**Objectives :** Collect 15 Bloodscalp Ears

**Rewards :** XP!

### **[37] Bloody Bone Necklaces**

**Objectives :** Collect 25 Bloody Bone Necklaces

**Rewards :** +7 Stamina, +2 Spirit Ring

The above three can be done together as all the items drop off the same mobs, and if you're lucky, all at once! Running back towards Nesingwary's, there is a Bloodscalp ruins on the way, you will usually find some Bloodscalps wandering outside, and there are 10 or so inside the ruins. The only thing though is a lot of people come to the very same ruins for the very same thing, so you might have some competition. Another area to check is straight west from there, along the beach, there is another ruins.

You can pull either camp fairly easily and I had no problems doing it solo. The necklaces will take the longest as you need 25, so I just hung around until I got them all. Then made my way back to Nesingwary's to hand in.

### **[33] Tiger Mastery (Part 3)**

**Objectives :** Kill 10 Elder Stranglethorn Tigers

**Rewards :** XP!

### **[33] Raptor Mastery (Part 2)**

**Objectives :** Kill 10 Lashtail Raptors

**Rewards :** XP!

### [36] The Defence of Grom'gol

**Objectives :** Kill 15 Lashtail Raptors

**Rewards :** XP!

Running from Nesingwary's back towards Grom'gol, I cut a straight line across as you will pass both Elder Stranglethorn Tigers and Lashtail Raptors on the way. The good thing with Raptor Mastery and Defence of Grom'gol, is they are the same raptors, so that's two quests you can do at once.

### [36] Some Assembly Required

**Objectives :** Collect 5 Snapjaw Crocolisks Skins

**Rewards :** XP!

### [36] Hostile Takeover

**Objectives :** Retrieve 8 Tumbled Crystals

**Rewards :** +6 Intellect, +5 Spirit, +5 Agility Cloth Gloves

### [37] Goblin Sponsorship

**Objectives :** Find the Fuel Regulator Blueprints

**Rewards :** XP!

When I went to Booty Bay, I ended up with the above three which area all in the same area, Lake Nazferiti. The Geologists are all around the east side of the lake, and if you are look on the shore, you will find 3 Snapjaws as well. I basically kept fighting around the shore line, checking back every now and then to see if the croc's had respawned.

For the Sponsorship quest, you need to kill Foreman Cozzle first, and he is located at the top of the planked structure. Although he was level 38, I took him down with little trouble. He drops a key which you need to open the locked box that contains the blueprints. You will find this box in the little house / hut beside the saw mill on the ground.

Once I had completed those three, I returned to Booty Bay to hand in. By now I had mostly high 30 quests left, and was a little tired of Strangethorn Vale, time to see what else is around!



TM = Tiger Mastery, PM = Panther Mastery, RM = Raptor Mastery.

- X = Nesingwary's Camp (Hunter camp)
- 1. Young Panthers (PM 1)
- 2. Panthers and Stranglethorn Tigers (PM / TM 2)
- 3. Stranglethorn Raptors (RM 1)
- 4. Bloodscalps
- 5. Elder Stranglethorn Tigers (TM 3)
- 6. Lashtail Raptors (RM 2)
- 7. Snapjaw Crocs, Tumbled Crystals and Blueprints

Wanting a bit of a break from Stranglethorn Vale, I decided to clean up the remainder of some of the zones I had started, so headed to Desolace. When you land at Shadowprey Village though, there's actually a step you can do that you will need later on for the following quest;

### **[35] Catch of the Day**

**Objectives :** Bring Nataka Longhorn 2 Bloodbelly fish

**Rewards :** Mithril Ore, Thick Leather or Mageweave Cloth

This quest actually comes from Ghost Walker Post, but you can do it before heading out there, saving you a trip. Jump into the water at Shadowprey and look for Shellfish Traps, they look like bamboo cages in the water and you can loot them. When you do loot them, you have a chance to get Shellfish out of them, either singularly or multiples. If you don't get any Shellfish, be on guard as a Drysnap Crawler will usually spawn and attack you.

Five Shelfish handed into Jinar'Zillen who walks along the docks there will return you one Bloodbelly Fish, and you will need two of these for the quest. Once you have collected 10 Shellfish, see Jinar and then start making your way to Ghost Walker Pass.

### **[35] Stealing Supplies**

**Objectives :** Gather 6 bags of Crudely Dried Meat

**Rewards :** Silver Star, Feathered Arrow or Exploding Shot. (200 Ammo)

Heading out of Ghost Walker Post, the first place I head to was the Magram Village, I did a quick round to collect the Crudely Dried Meat. You are looking for little cloth sacks that are lootable, and be sure to look front, back and to the sides of the tents as there can be multiple ones around the same area. I actually managed to get 4 of the 6 off of the first island.

### **[35] Khan Dez'haph**

**Objectives :** Retrieve Khan Dez'hepah's Head

**Rewards :** XP!

After I got my Dried Meat from the Magram, I continued my way up where you will find the Kolkar camp, it's right next to the Magram Camp. You will find Khan in roughly the middle of the huts, located in a single one of his own. This was a really simple quest as he comes solo if you clear around and really isn't that hard.

### **[33] Sceptre of Light**

**Objectives :** Get the Sceptre of Light

**Rewards :** XP!

### **[38] Hand of Iruxos**

**Objectives :** Retrieve the Demon Box

**Rewards :** XP!

If you head to Ethel Rethor before Thunder Axe Fortress, you can pick up the Sceptre of Light from Azore, who can be found just to the right of the tower there. The Sceptre drops from the Seer at the top of the tower to the left of the entrance just after you enter, he will have one friend with him.

Once you have obtained than, head into the main building, and inside the big round room you should see a large red crystal. Be sure to clear all the surrounding mobs, and when ready right click the crystal. Doing this will cause a Demon to spawn, who will drop the Demon Box. There is a Night Elf inside, but as she is for an Alliance quest, will ignore you. Once you are done, make your way back to Ethel Rethor.



### **[36] Claim Rackmore's Treasure**

**Objectives :** Find the Silver and Gold key then open the Rackmore's Chest

**Rewards :** 31 - 58 Frost Wand and a Shield.

### **[35] Clam Meat**

**Objectives :** Find 10 pieces of Soft-shelled Clam Meat

**Rewards :** +5 Stamina, +8 Spirit Cloth Gloves or Leather Girdle or Mail Belt

### **[35] The Corrupter**

**Objectives :** Find an Oracle Crystal

**Rewards :** XP!

### **[38] Book of the Ancients**

**Objectives :** Get the Book of the Ancients

**Rewards :** +4 Stamina, +5 Intellect, +4 Spirit Cloth Wrist or Mail Shoulders

### **[36] Other Fish to Fry**

**Objectives :** Slay 7 Slitherblade Myrmidon, 7 Naga, and 5 Sorceresses

**Rewards :** XP!

From Rethel Ethor, make your way down to the shore, following the cliff wall around to the left. Not far up, on the shore you should see a wrecked boat and there will be a book there you can loot. That will give you the Treasure quest.

Just near there under the water will be a sunken ship, and in the waters surrounding it, Drysnaps (aka big lobsters). Along the ocean floor you should also see Soft-Shelled Clams that you can loot, those will drop the clams, that when opened will give you Soft-Shelled Clam Meat. If you are having trouble finding enough of these, kill some of the Enraged Reef Crawlers as they occasionally like to eat the clams, and they may drop them for you.

If you are killing the Drysnaps to clear, one of them will eventually drop the Silver Key you need for the treasure chest. After I got my key and clam meat, I started swimming out towards the island you can see on the map, being sure to kill any Slitherblade I crossed paths with. You will pass all three of the ones you need for Other Fish to Fry and one of them should drop your Golden Key for the Treasure quest. If you see any Oracles, be sure to kill them for 'The Corrupter', I managed to get mine on the first kill...

When you reach the island, you should come up somewhere on the east side, and if you can find the wall area, to the right of that and behind some tree's you will see a chest you can loot. This is the chest for the Treasure quest, and you will complete it there. From the chest, I killed my way North till I found the Serpent Statue.

Placing the gem in the statue (right clicking), will cause Lord Kragu to spawn, and when killed you will loot the Book. If you still need to kill some Naga for 'Other Fish to Fry', you can get them on the way back, and then, just hand in all your quests!

### **[31] Centaur Bounty**

**Objectives :** Collect 15 Centaur Ears

**Rewards :** +9 Intellect, +3 Spirit Cloth Waist or Leather Gloves

For some reason, I got this one after handing in Khan Dez'haph, when really, it's meant to be before it. Either way, I figured a quest was a quest, so I quickly made my way up to where the Kolkar are and collected my ears.



### [31] Portals of the Legion

**Objectives :** Banish 6 Portals at Manoroc Coven

**Rewards :** Mail Wrist or Leather Gloves

After stopping past Ghost Walker Post to hand in Centaur Bounty, I continued my way towards Shadowprey Village, first stopping off at Manoroc Coven for the above. The Portals you need are fairly easy to spot, large round purple-edged things in amongst the mobs. Right click to summon a Demon Portal Guardian, and once he has been killed, you get a message saying you have Banished it.

You can make some nice XP here clearing to the Portals, not to mention getting to play around with Enslave Demon. Once I banished my portals, I continued onto Shadowprey to hand in, and that is Desolace pretty much done!



1. Shellfish Traps
2. Crudely Dried Meat
3. Khan Dez'hepah
4. Sceptre of Light, Demon Crystal
5. Rethel Ethor
6. Rackmore's Chest, Serpent Statue
7. Portals to Bannish

## **Hillsbrad, Arathi and Dustwallow Marsh!**

Started at level 37

Finished at level 39

After leaving Desolace, I had a few remaining quests left in Hillsbrad, and I figured what better time than now to clear them up. After landing in Taren Mill, I made my way to the Dalaran Bubble to knock off the following two;

### **[34] Bracers of Binding**

**Objectives :** Collect 4 Bracers of Earth Binding

**Rewards :** XP!

### **[35] Dalaran Patrols**

**Objectives :** Kill 6 Dalaran Summoners and 12 Elemental Slaves

**Rewards :** XP!

Both of these quests can be done in the same area as the Bracers drop from the Elemental Slaves, of which you need to kill anyway. Fairly straight forward quests.



Running back to Taren Mill, I made my way up into Alterac Mountains. If you are coming from Taren Mill, you will find the path goes both straight ahead, or to the right, you want to follow it right. Eventually you should be coming into an area called Strahnbrad.

### **[36] Gol'Dir**

**Objectives :** Free Gol'dir

**Rewards :** XP!

For this quest, you first must obtain a Rusted Iron Key, and it drops from Jailor Borhuin. This guy can be in any of the buildings, but so far I have had the most luck in the church looking building right at the end. If you are standing facing all the buildings, it will be straight ahead. If he isn't in there though, kill around, he's in one of them.

After you have the key you need to find Gol'Dir, and he's in the Inn type building second in on the left if you are facing them all. Up the top and in the very back room, he will free himself with the key and tell you to return to Taren Mill. Be careful fighting in here as there are mostly Syndicate Spy's, who stealth. If you have sound on it makes it a lot easier.





Since I was so close, I decided to fly over to Arathi Highlands to see what else I had left over...

### **[37] Guile of the Raptor**

**Objectives :** Collect 12 Raptor Hearts

**Rewards :** Call of the Raptor, Use: Increases your Agility by 12 for 30 minutes.

### **[38] Call to Arms**

**Objectives :** Kill 10 Boulderfist Brutes and 4 Magi

**Rewards :** XP!

From Hammerfall, I made my way South towards the bridge that joins Arathi to Westfall, and near there you will find Boulderfist Hall. You can easily complete your kill quest there, and in the surrounding hills you will find all the Highland Fleshstalkes that will drop the hearts.

After completing those I started running towards Stromgarde. If you follow it around on the left side, behind the back wall and past all the Elder Mesa Buzzards, you should eventually hit the water's edge. You can either jump off the cliff and swim around, or if you head to your left along the cliff's edge, you should see a tunnel, head through that. Coming out on the other side, jump into the water and start swimming to the opposite side, if you veer to your left, you will come across a large boat sitting at a dock.

This is Faldir's Cove, and you will be able to do some quests here.

### **[40] Sunken Treasure**

**Objectives :** Escort Professor Phizzlethorpe to the cave and back.

**Rewards :** XP!

The first step of this requires you to keep the Professor safe while he goes and investigates the cave just above him. There are Water Elementals in here which you should be able to solo, but be careful as spawn time is rather fast, and you will want Banish handy. I managed to complete it, just. The Professor just walks in, pokes around for 30 seconds or so and then runs back to the camp.

### **[40] Sunken Treasure (Part 2)**

**Objectives :** Collect 10 Elven Gems

**Rewards :** 29 - 56 Arcane Damage Wand or 53 - 80 Damage Two-Hand Mace

### **[40] Drowned Sorrows**

**Objectives :** Kill 10 Daggerspine Raiders and 3 Sorceresses

**Rewards :** +11 Strength, +3 Agility Leather Gloves

### **[40] Deep Sea Salvage**

**Objectives :** Retrieve the Charts and Logs from the Maiden's Folly and the Spirit of Silverpine.

**Rewards :** 42 - 78 Damage, +7 Strength Mace

The above three can be done in the same area, two sunken boats not far out from where you are. Be on your toes here as the Daggerspine can gang up on you very easily. Swimming out from Faldir's Cove, I put Unending Breath in a very easy to reach place as you will need it, frequently. Remember that while in the water you can't eat or drink if you need to, and you can pull agro from below.

When you reach the first boat, you want to start clearing the outside first. When you are ready, from the top deck to the first level, there will be an opening at one end of the boat with stairs you swim down. Once you enter the first level, not far from the stairs is a bunch of junk and boxes, in there somewhere you will find the Maiden Logbook.

If you swim towards the other end of the boat, on the same level at the other end you will find the Maiden charts, it can be a little hard to find though. It's sitting on the ledge around the mast and looks like a flat scroll. For this boat, you won't need to swim into the bottom section, although be careful as you can still agro them, clear carefully.

Once you have those two, leave that boat and make your way to the second one. If you position yourself on the side of the boat that faces out to sea, so you are facing land and have your back to the wide open ocean, clear along to the back of the boat where there will be a canon pushed back into some crates. On the crates there you will find the Silverpine charts, you can swim through the open window to get it.

The last one, the Silverpine Logbook is sitting at the bottom of the boat on the actual sand. If you swim out of the boat and around to the other side, you will see a big hole in the bottom you can swim through. Be very careful though as there is three mobs in that bottom section alone, and it can be quite tough. I ended up using my Felhunter on these mobs so I could spell lock.

Once you have collected all 4 items, you should have also completed Drowned Sorrows, so now you just need to find the Elven Gems. For this, put the goggles on that will help show them up on the mini map. You are looking for large lootable rocks that are sitting on the bottom of the ocean. If you can't see any yellow dots immediately, swim around till some appear. Daggerspine also surround these so tread carefully. Once you have collected those, make your way back to the Cove to hand in!



After completing those quests, I decided to have a look at what Dustwallow Marsh had to offer. From Arathi ,I hearthed back to Org and took a flight straight there. If you haven't been here yet, fly to Camp T and then run South till you see the path leading East, that will lead you straight into Dustwallow.

Before you head there though, be sure to get:

- 3 x Soothing Spices (I got mine from Org)

- 1 x Moonsteel Broadsword (from the AH or a Blacksmith / Weaponsmith)

### **[35] The Black Shield**

**Objectives :** Bring the Blackened Iron Shield to Krog in Brackenwall Village.

**Rewards :** XP!

### **[35] Suspicious Hoofprints**

**Objectives :** Report about the suspicious prints to Krog in Brackenwall Village.

**Rewards :** XP!

If this is your first run through Dustwallow Marsh, as you enter you should see a burnt out Inn, stop there. On the chimney will be a Black Shield (funnily enough), and if you mouse over it you will see the loot icon appear. Just outside the Inn, on the ground if you are facing the Shield, you will see mud and footprints on the ground, they will also turn lootable when you mouse over them. Both of these quests require you to notify someone at Brackenwell Village, where we are heading anyway.

### **[35] Soothing Spices**

**Objectives :** Bring 3 Soothing Spices to "Swamp Eye" Jarl

**Rewards :** Frog Leg Stew, Use: Restores 874 health over 27 seconds. Must remain seated while eating.

### **[35] The Lost Report**

**Objectives :** Bring the Spy's Report to Nazeer Bloodpike

**Rewards :** XP!

After making a pit stop at Brackenwall Village, I made my way back to the Main road and followed it North and then East in the direction of Theramore. Keep your eyes open for the little groups of Alliance along the path. Eventually you should see a little side path off to the left, and there will be a hut with "Swamp Eye" Jarl standing out the front.

Jarl is for the Soothing Spices, and if you look in the patch beside his house, you should see some "Loose Dirt" that will give you the reports quest. Once I had those, I made my way back to Brackenwall to hand in the reports.

### **[35] Jarl needs eyes**

**Objectives :** Gather 40 Unpopped Darkmist Eyes

**Rewards :** XP!

### **[35] Theramore Spies**

**Objectives :** Kill 9 Theramore Infiltrators

**Rewards :** XP!

### **[37] The Black Shield**

**Objectives :** Collect 6 Acidic Venom Sacs

**Rewards :** XP!

### **[37] Stinky's Escape**

**Objectives :** Escort "Stinky" Ignatz

**Rewards :** Elixir of Fortitude, Use: Increases the player's maximum health by 120 for 60 minutes.

From Brackenwall I made my way north to Darkmist Cavern and killed the spiders. The spiders can drop multiple eyes so it didn't take me long at all to collect all 40. After I had those I started searching for the Theramore Infiltrators. They look like bloodelves, are yellow con and stealth, but if you lurk around the area just near Brackenwall, you should find them ok.

You can also kill any Darkfang spiders you see as they are the ones that will drop the Acidic Venom. If you kill towards the East wall, you should find "Stinky" Ignatz there wanting an escort to find some herb. His actual location is approximately 46,17 and he is kneeling in front of some boxes hiding from the Raptors.

#### **[41] Razzeric's Tweaking**

**Objectives :** Retrieve the Seaforium Booster

**Rewards :** +1 Stamina, +12 Intellect Cloth Waist or Leather Gloves

After escorting Stinky, I ended up killing my way down to Beezil's Wreck to find the crashed Zeppelin. You are looking for a lootable crate that is in amongst all the wreckage. After that I mounted up and made my way back to Brackenwall to hand in

#### **[35] Theramore Docks**

**Objectives :** Retrieve the Captain's Documents

**Rewards :** XP!

#### **[36] Hungry**

**Objectives :** Collect 12 Mirefin Heads

**Rewards :** +4 Strength, +9 Spirit Cloth Boots or Leather Gloves

Hungry actually comes from an Ogre just out from Brackenwall, on the path you would have followed in from The Barrens. The heads drop off Murlocs and you need to head to the water to find them. I followed the path almost all the way to Theramore, but veered off to the left just before I hit it. Over a few hills and you should hit the water.

The first hill out, the one closest to Theramore is where I got my heads from, and although I have heard the drop rate *can* be really painful, I didn't have too many hassles. After I collected my heads I swam over to the Theramore Docks, being sure to keep as far from the main island as possible.

If you look at the ocean floor near the dock pillars, you should see a locker you can loot, that will have your documents in it. Apart from the obvious Alliance NPC's you have to watch out for, the water also has a couple of 46 elite sharks swimming around, so keep your eyes open.

When I had the documents I got back to land and started running back, stopping past Jarl to hand in the eyes as well as the follow up 'Jarl needs a Blade' quest. While you are there, loot the dirt again, this time for an Orc head. Then return to Brackenwall to hand in.

The next step requires you to head to Stranglethorn Vale before coming back....





## **More Stranglethorn Vale**

Started at level 39

Finished at level 41

Now that I had had a break from STV, I decided it was time to clean up any remaining quests. I took a Zeppelin from Orgrimmar to Grom'gol Base Camp, and then a flight to Booty Bay to grab any additional quests, and then back to Grom'gol as it was quicker from there.

### **[38] Panther Mastery**

**Objectives :** Kill 10 Shadowmaw Panthers

**Rewards :** XP!

### **[38] Mok'Thardin's Enchantment**

**Objectives :** Collect 8 Shadowmaw Claws and a Pristine Tigress Fang

**Rewards :** XP!

### **[41] Raptor Mastery**

**Objectives :** Kill 10 Jungle Stalkers

**Rewards :** XP!

From Grom'gol I made my way south to where the Shadowmaw Panthers are. I killed my way inland to where the Raptor's are, being sure to go slowly as the Panther's stealth. If you see any Stranglethorn Tigers in there, kill them as well as the Pristine Tiger Fang will be the hardest of the Enchantment quest, some people report it being almost hard enough to give up. I got mine on my 6th kill /flex

So killing my way through Shadowmaw's and Tigers till I got to the Raptors where I killed 10 and then faught my way back out. As I was so lucky with my Fang, that was all three quests done for me, but if you need more Shadowmaw Panther's, there are some across the path.

### **[41] Venture Company Mining**

**Objectives :** Collect 10 Singing Blue Crystals

**Rewards :** 46 - 85 Fire Damage Wand or Two-Hand Mace

If you are heading across the path, this is the perfect time to complete this quest as they are just up the back. These Venture Co. throw dynamite which can take a chunk out of your HP so be careful of that, and be on your toes as they can gang up on you very easily. I spent most of my time on the very edge of the camp picking a few off here and there. After I had all my crystals, I made my way back to Grom'gol.

### **[37] The Defenders of Grom'gol**

**Objectives :** Kill 10 Ogre Brutes and 5 Ogre Witch Doctors

**Rewards :** Shield to sell

### **[37] Headhunting**

**Objectives :** Collect 20 Shrunk Heads

**Rewards :** +3 Stamina, +7 Intellect Cloth Wrist or Mail Wrist

If you head out of Grom'gol on the main path, you will hit a section where there is a large head statue. If you turn right from that you will see the Mizjah Ruins, and that is where you will find the Brute's and Mage's for the defenders quest.

After completing that quest I made my way far north to the Zuuldaia Ruins for the Headhunter's and the shrunken heads. Before heading back from there, I made a detour to Nesingwary's camp to hand in the Raptor and Panther Mastery quests.

#### **[41] Mok'Thardin's Enchantment**

**Objectives :** Collect 10 Jungle Stalker Feathers

**Rewards :** XP!

After handing in at Grom'gol, I made my way South to the Raptor's I was at before, these are the ones that will drop the Jungle Stalker Feathers you need. I had a pretty good drop rate and all in all only killed about 15 - 20 Raptors.

#### **[41] Bloodscalp Clan Heads**

**Objectives :** Retrieve Gan'zulah's and Nezzliok's Head

**Rewards :** XP!

The follow on from Headhunting, this sends you back up North and into Zul'Kunda. If you enter from where the Tigers and Panthers are, you follow the path into the main compound, and straight through till you see it go two ways; straight or up a ramp via a u-turn. Head up the ramp which will bring you to the top most section, and start killing your way in.

From the top of the ramp you want to head left, all the way to the edge, there you will find Nezzliok wandering around, and further around you will see Gan'zulah. Gan'zulah is level 41 and will come with two adds, but if you have cleared around first, you should be able to use fear with little hassles.

#### **[40] Speaking with Nezzliok**

**Objectives :** Retrieve a Balia'mah Trophy, a Ziata'jai Trophy and a Zul'Mamwe Trophy

**Rewards :** XP!

#### **[42] Skullsplitting Tusks**

**Objectives :** Collect 18 Skullsplitter Tusks

**Rewards :** XP!

Still in the mood for some Troll Killing, I decided to do the above two. The tusks will drop off all the mobs, and by the time you have completing the trophies, you *should* have them all. The trophies are in the separate camps, but all the camps area near each other.

##### **Balia'mah Ruins**

Found at location 46:32 on your map, the easiest way is to head into where you can see the 'O' in " Mogg'osh **O**gre Mound" along the east side. The trophy is in the middle of the ruins there, and if you fight in from the large opening, should have no trouble getting them. Looks like a stack of skulls on the ground.

##### **Ziata'jai Ruins**

Found at location 42:36 on your map, this is the main ruins you can see near the path. Again the trophy is in the middle of the ruins, and obtainable from the large opening. For this one I didn't even need to clear all the mobs inside, just the two mobs either side of the skull stack

##### **Zul'mamwe Ruins**

Found at location 47:39, this is right back in against the east wall. When you discover it, you should see a ruins icon on your map. Contrary to what you might think, the trophy isn't in either of the major buildings, but instead outside in the open. If you look at your map, it's just north of the icon, near a piece of the ruins on it's own.

When doing these, keep your eyes peeled, as well as the mobs you are killing, there are multiple 'packs' of three wandering in big circles between all three ruins. While you should be able to take them down with little hassle, they can be quite a pain when you are not expecting them.

#### **[41+] Panther Mastery**

**Objectives :** Return the Fang of Bhag'thera

**Rewards :** Sellable loot

Although this one is elite, you *can* do it solo. You will find Bhag'there not far from the troll ruins, closer to the Venture Co. He (she?) can wander so have a look around up past the Ogre's around the back of the Venture Co area. At level 41 I used my Succubus for damage as I used Fear. Clearing the mobs around after finding Bhag'thera, I pulled with Immolate, threw a Curse of Agony, Corruption and my pet on, them promptly hit fear. Success will obviously depend on how well your fear sticks, but I managed to kill him with only needing a Healthstone. (Multiple fears of course)

I made my way up to Nesingwary's camp to hand this in, and then back down to Grom'gol. After handing in there (don't forget you need to see the Cauldron for the trophies), I jumped on a flight to Booty Bay as the next quests are located closer to there than Grom'gol.

#### **[41] Scaring Shaky**

**Objectives :** Bring 5 Mistvale Giblets to "Shaky" Phillipe

**Rewards :** XP!

#### **[41] Mok'Thardin's Enchantment**

**Objectives :** Loot an Aged Gorilla Sinew

**Rewards :** XP!

#### **[41] The Bloodsail Buccaneers**

**Objectives :** Check the cove north of Booty Bay

**Rewards :** XP!

Heading out from Booty Bay, I turned left which is where you will find a camp of Bloodsail's. What you are looking for is "Bloodsail Correspondence" which is found on top of a box in the middle of the camp there, loot that to complete the quest and pick up the next step.

From there I ran up towards Booty Bay again but continued past to the second opening on the right, Mistvale Valley. Here you will find Elder Mistvale Gorilla's, and they will drop the Giblets you need to scare shaky. Drop rate can vary from excellent to pulling your hair out frustrating.

While you are there, you can try to get your Aged Gorilla Senew, it drops from the same Gorilla's, and this...can be very frustrating. I have heard reports of hour long killing sessions before one drops, and even the quest says, "it might take you a few kills". If you can't get it to drop and it becomes frustrating, leave and come back... course I got mine after about 20 - 25 kills /flex

Since I was so close to Booty Bay and the Bloodsail, I decided to knock off a couple more quests.

#### **[41] Up to Snuff**

**Objectives :** Collect 15 shares of Snuff

**Rewards :** XP!

#### **[42] Keep an eye out**

**Objectives :** Retrieve Dizzy One-Eye's eye from the Bloodsail Buccaneers

**Rewards :** +7 Stamina, +6 Agility Cloak

### **[43] Bloodsail Buccaneers**

**Objectives :** Kill 10 Bloodsail Swashbucklers and bring back the Bloodsail Charts and the Bloodsail Orders

**Rewards :** XP!

The above three can all be done with the same mobs, which can be found basically behind Booty Bay. If you head out BB entrance, turn right and then right again at the first open section. You should see a couple Bloodsail Mages and Raiders near there, and if you kill your way through, eventually you hit the beach. Turn right again and fight your way down.

All of the Bloodsail can drop the snuff, and again, all can drop the Eye, however the eye *can* be a tad harder to get. If you fight your way down, you will pass a single tent and then come into a larger camp. Near the second camp there will be a boat in the water, that should have the charts sitting in it. The orders, well they're a little harder to obtain. They are sitting on a crate in the main camp.

This *can* be done solo even at 40 - 41, but is a little tricky. I started clearing my way in the best I could, and then stood right along the cliff wall, there's actually a little mound you can stand on. I pulled the mob closest to the vendor in there, which in turn got me him and a chick with a pet. After killing those (not too hard), I thanked my Voidwalker for all his hard work and sent him into the fray. By sending him in, he got all the agro, so I quickly jumped in and looted the orders. *Note this can take a couple of tries to get right, if you fail just run into the water and start swimming out...*

Once I managed to get both the charts and orders, I continued picking off the easy kills to get my Buccaneer's, snuff and the eye. When I was done, I made my way back to Booty Bay to hand in.

While you are doing these quests, keep your eye out for a 'Half-Buried Bottle'. Most likely closer to the water, one of the bottles will contain a letter that begins a quest for you:

### **[45] Message in a Bottle**

**Objectives :** Find the author of the message in a bottle

**Rewards :** XP!

You are looking for Princess Poobah, a Tauren on the island just out from the beach. On the island will be stealing panther's and gorilla's, and be wary of the level 50 Elite Gorilla there, you can't miss him, he's the size of a large building.

The next stage is to kill King Mukla, the Gorilla...







## **Badlands, Dustwallow and Swamp of Sorrows**

Started at level 41

Finished at level 43

With the remainder of my Stranglethorn Vale quests being in the mid 40's, I decided to jump around a few other zones to start with. Badlands was my first choice, and if you haven't been here yet, prepare for a run. For Horde, we have to make our way to Taren Mill, run through to Arathi Highlands and then into Wetlands. From there, you head towards the underpass that leads through to Loch Modan, and from there to the Badlands, being sure to bypass Thelsemar of course.

When you enter Badlands for the first time, you might as well make the run to the west side of the zone and get the Kargath flight path. There are three spots you can obtain quests here; Kargath obviously, Lotwil Veriatus who is out in the open along the north wall, and Valley of Fangs, which is in the middle of the zone between two cliffs.

To make life easier, these are items you might want to get your hands on before heading to Badlands. Check the auction house, ask in trade channel, bug a friend...

**1 x Frost Oil**

**1 x Gyrochronatom**

**1 x Patterned Bronze Bracers**

**1 x Healing Potion (Not greater, superior ect.. just straight 'Healing Potion')**

**1 x Lesser Invisibility Potion**

**4 x Buzzard Wings (You can collect these in Badlands, however I had left overs from my time in Descolace)**

To start with, I made my way around collecting quests, and as I had the above on me, could hand in three straight away!

### **[40] Barbecued Buzzard Wings**

**Objectives :** Collect 4 Buzzard Wings

**Rewards :** Recipe: Barbecued Buzzard Wing

### **[37] Liquid Stone**

**Objectives :** Bring a Healing Potion and a Lesser Invisibility Potion to Lucien Tosselwrench

**Rewards :** Recipe: Lesser Stoneshield Potion

### **[42] Stone is better than cloth**

**Objectives :** Bring some Patterned Bronze Bracers to Lucien Tosselwrench

**Rewards :** +4 Stamina, +8 Intellect Cloth Bracers

The above are straight hand in quests, if you managed to collect the items before heading to Badlands, just hand in :-)

### **[37] Coolant Heads Prevail**

**Objectives :** Bring a Frost Oil to Lotwil Veriatus

**Rewards :** XP!

### **[37] Gyro...what?**

**Objectives :** Bring a Gyrochronatom to Lotwil Veriatus

**Rewards :** XP!

#### **[45] This is going to be hard**

**Objectives :** Defeat the Fam'retor Guardian

**Rewards :** Nifty Stopwatch - Use: Increases run speed by 40% for 10 seconds.

The above three are one after the other, hand in the Frost Oil to get Gyro... what? Then hand in the Gyrochronatom to get the following steps, 'This is going to be hard'. You bounce back and forth between Lotwil and Lucian (just behind him) and eventually Lotwil will summon a Fam'retor Guard. The guard is level 45, but I had no problems at all taking him at 41.

After you defeat the guard, loot the item and hand in for the stop watch. Once I handed in those and ensuring I had collected all the other quests, I decided to knock off some Rock Elementals first...

#### **[37] Study of the Elements : Rock**

**Objectives :** Find 10 Small Stone Shards

**Rewards :** XP!

The Elementals for these are right near Lotwil, you are looking for the Lesser Elementals at this stage. I got my 10 Small Stone Shards fairly quickly and even 4 of the Rock Elemental Shards for another quest.

#### **[39] Study of the Elements : Rock**

**Objectives :** Collect 3 Large Stone Slabs

**Rewards :** XP!

The second stage to this requires you to kill the Rock Elementals which are a level or two higher and found further down. If you look on your map, you should be able to see an alcove not far from Kargath, that is where you will find them.

#### **[42] Study of the Elements : Rock**

**Objectives :** Collect 5 Bracers of Rock Binding

**Rewards :** XP!

Since I was in the rock killing mood, I decided to knock off the last step which is in the South West corner of the zone. Once you find the Ogre's, look for the Ogre cave. If you are facing the cave, to the left will be an alcove and you will find the Greater Rock Elementals there. They will drop the Bracers, and although previously I have had a really hard time getting these, I got 5 out of 6 mobs this time around!

#### **[39] Badlands Reagent Run**

**Objectives :** Collect 5 Buzzard Gizzards, 10 Crag Coyote Fangs, and 5 Rock Elemental Shards

**Rewards :** XP!

#### **[39] Coyote Thieves**

**Objectives :** Collect 30 Coyote Jawbones

**Rewards :** XP!

Both of these are usually done while running around the zone, specially if you are on foot. Cheetah's, Vultures and Coyote's are all over the place, and the rock shards I got doing the Elementals quests. Very easy.

#### **[39] Indurium Flakes**

**Objectives :** Collect 10 Indurium Flakes

**Rewards :** XP!

### **[43] Broken Alliance**

**Objectives :** Kill Boss Tho'grun

**Rewards :** XP!

After handing in the Elemental quests, I made my way South till I hit Agmond's End and the Troggs that will drop the Indurium Flakes. The drop rate varies on these and I would sometimes get one each mob, then nothing for 10. While I was fighting there, Tho'grun and his pack walked past so I decided to give it a go. If you pull Tho'Grun carefully, he comes with only the little ogre at the back, and as I had my Succubus out, he was mezzed. Tho'grun posed no issues for me at all, and afterwards I took down his buddy. Very easy.

After collecting all the Indurium flakes, I killed a few more Coyote's for the Jaws and was done... apart from Uldaman quests, that's Badlands for you! *(Later on you will get more quests from here for BRD etc...)*



Since I still had a couple of quests for Dustwallow, I decided to head back and complete them.

#### **[40] Marg Speaks**

**Objectives :** Retrieve the Jeweled Pendant

**Rewards :** XP!

This is the one that followed speaking to the Cauldron in Stranglethorn Vale. Very easy to get to the mobs, from Brackenwall I ran straight East and into the bay area there. There's almost a path that even leads through the cliff edge which made it easy. The drop rate for this can vary, I got it in about half an hour of the Muchshells there, the ones that look like large Lobsters.

*(( After you hand in the Pendant you are sent to Orgrimmar, to see Zor Lonetree, she is located just inside Thrall's Fortress. You also get to choose between two rings as a final reward! ))*

#### **[45] Deadmire**

**Objectives :** Retrieve Deadmire's Tooth

**Rewards :** XP!

I had this one sitting in my log for a while now from Thunder Bluff. When I found my pendant, I got out of the bay on the South West side as close to Tabetha's hut as possible. Deadmire wanders the waters not far from Tabetha so I just killed around for a bit waiting for him to wander past. Level 45, non elite very large croc... easy.

#### **[43] Identifying the Brood**

**Objectives :** Collect 15 Searing Tongues and 15 Searing Hearts

**Rewards :** +2 Stamina, +9 Spirit Cloak or Leather Gloves

This quest can be a little tricky, you need to head over to the south side of the zone, where all the dragons play. If you hug the zone wall around, you will pass Bloodfen Burrow and the raptors around it. Keep killing around and eventually you will start to see some whelpings.

The whelps themselves are easy, some cast but they are non elite and go down fairly fast. The tricky part though, is you don't want to get too close to the waters around there as they are populated by Elite Crocodiles. To make it even more fun, there is multiple sets of Elite Patrols that wander in and around where you are killing.

The Patrols are sets of two Dragonking that do large laps of the area. They walk, so easy to move out of the way from, and you keep your camera moving around (even when fighting) you should be able to spot them coming. The whelps seem to have a fairly slow respawn rate, and that's probably the main reason it took so long. Drop rate was pretty average.





Before I went to finish of Stranglethorn Vale, I decided to stop past Swamp of Sorrows as they have a couple of quests.

#### [40] Lack of Surplus

**Objectives :** Collect 8 Unprepared Sawtooth Flanks

**Rewards :** XP!

The Crocs you need for the flanks are not far out from Stonard, are in fact pretty much all around the zone. Drop rate was pretty good and I killed my way East towards the water. To hand this quest in and get the next stage, you need to see the little camp along the beach cliffs, not far from the south end.

#### [42] Lack of Surplus

**Objectives :** Collect 6 Sawtooth Snapper Claws

**Rewards :** XP!

#### [44] Fresh Meat

**Objectives :** Collect 10 Monstrous Crawler Legs

**Rewards :** Sellable loot and food

The second stage of the surplus quest requires claws from the crocs in the water (ocean). There you will also find the crabs you need.

#### [43] Threat from the Sea

**Objectives :** Kill 10 Marsh Murlocs, 10 Inkspewer's, and 10 Flesheater's

**Rewards :** XP!

After you have handed in the Croc claws, you get this step which requires you to kill Murlocs, yay! The Murlocs are right near you, on the beach. If you have trouble finding the Flesheaters, kill a little further up towards the North end.



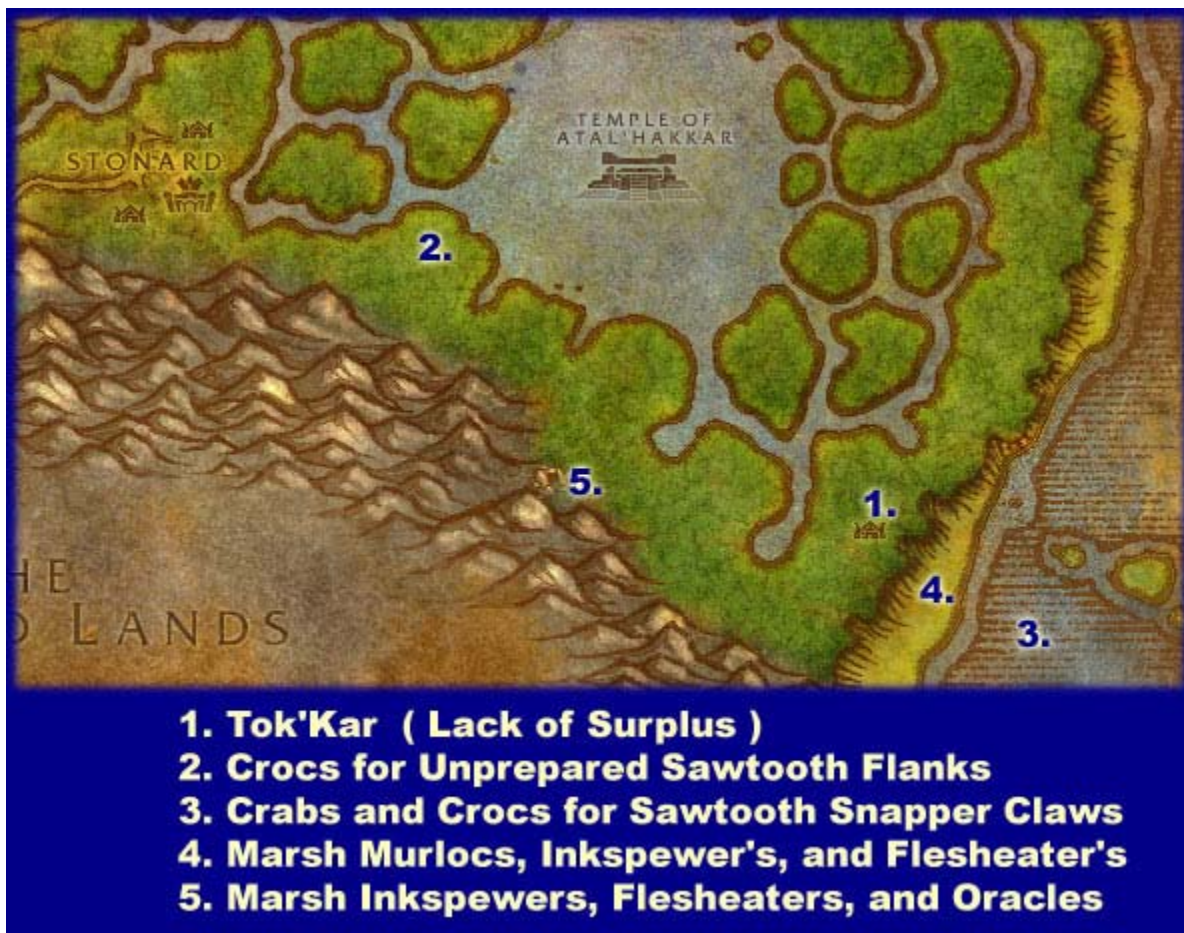
### [45] Continued Threat

**Objectives :** Kill 10 Marsh Inkspewers, 10 Flesheaters, and 10 Oracles

**Rewards :** XP!

For this step I decided to head to the cave that is along the south wall, not far in from the beach. That's the most common place you will find the Oracle's, and inside is also filled with the other two mobs you need.

Once I had done those, that was pretty much it. There are a couple of quests over the other side of the zone if you wanted to take a look, but they are a little lower so I didn't bother. Onto STV!



## **Stranglethorn Vale and Tanaris**

Started at level 43  
Finished at level 45

With the final quests for Stranglethorn in my log, I decided to kill off some Naga first.

### **[43] Akiris by the Bundle**

**Objectives :** Collect 10 Stalks of Akiris Reed

**Rewards :** +9 Spirit Cloth Belt which increases damage done by Fire spells & effects by up to 13

### **[44] Mok'thardin's Enchantments**

**Objectives :** Kill 10 Naga Explorers and gather 1 Holy Spring Water

**Rewards :** +5 Intellect, +8 Spirit Neck item

The above two can be done with the same mobs which makes it nice and easy. From Booty Bay I exited and turned left into where the Bloodsail's are, over the little wooden bridge there and around. You will eventually see the Naga's along the water's edge. If you kill around to the opposite side, you will see it start to lead up into the mountains, kill your way up.

There's three level's of Naga's here, top, middle and along the beach. If you follow the top level in, you will eventually see it turn into an enclosed area with Naga, a suspended bridge and a water fountain on the opposite side. That is where you get the Spring Water from, but be careful not to 'jump in' to get it as you might have fun getting out. You can stand just in front of it to loot the water.

Once you have your water start fighting your way back out. You should easily have the kill count for Explorer's, and the reed drops off all mobs. I headed back to Booty Bay to hand in the Reeds, and on my way back out, turned right instead of left.

### **[44] Voodoo Dues**

**Objectives :** Retrieve Maury's Clubbed Foot, Jon-Jon's Golden Spyglass, and Chucky's Huge Ring

**Rewards :** XP!

### **[44] Zanzil's Secret**

**Objectives :** Collect 12 samples of Zanzil's Mixture

**Rewards :** Sellable loot

When you follow the path north out of Booty Bay you will come across a 'Ruins of Jubuwal' just off to the right, that is where you will find Jon-Jon the Crow and Maury "Club Foot" Wilkins. If you fight in from the first entrance you come across, you will see Jon-Jon standing around the camp fire. Pick off the outside mobs till you can access him, personally I pulled out to the main path for safety.

Once you have killed Jon-Jon, keep clearing into the ruins inside the ruins, that's where Maury will be hiding. The first pull out of that mini ruins inside is always a two-some as far as I can tell. The mobs aren't that hard to take solo or even two at a time. Both named aren't elite.

Once you have cleared those two, head out to the main path again. Just beside the ruins (booty bay side), there is a path that will lead you down to the Ruins of Aboraz, and Chucky "Then Thumbs". There are Elder Shadowmaw Panthers between the main path and the ruins, but I rode past mounted and didn't agro any.

Chucky is standing on the left part of the ruins facing the water. If you are facing the ruins standing on the beach, he's on the far right and comes with an extra friend. All the mobs can drop the Zanzil Mixture and I had no troubles collecting all 12.

### **[43+] Raptor Mastery**

**Objectives :** Kill Tethis

**Rewards :** Sellable loot

After completing the above, I decided to give Tethis a go and see if I could take him solo. The Zanzil actually dinged me level 44, so that put me one level above him. Tethis wanders behind the Gurabashi Arena in amongst all the other Raptors you would have killed for the previous step of Raptor Mastery. He's a green / grey Raptor.

I actually had no troubles at all taking him down. I cleared an area and pulled him into it and kept him feared while I let my DoT's and Succubus take him down. If you don't feel confident trying him solo, check general chat, there is often people looking to take him down.

### **[46] Speaking with Gan'zulah**

**Objectives :** Kill 8 Skullsplitter Hunters, 6 Headhunters, and 4 Berserkers. Retrieve the Broken Armor of Ana'thek

**Rewards :** XP!

This quest can be a bit tricky solo if you're not paying attention as you need to enter the Ruins of Zul'Mamwe. The Hunter's are easy to spot as they have a black panther pet with them, although don't confuse them with the Beastmaster's who also have the same pet. No matter which one you kill, always kill the owner first (leaving the pet) otherwise they can magically call another pet which means double killing.

The Berserkers and Headhunters were a little trickier to find for me, but there's a part of the ruins that overlooks the main area which is where I got mine. If you locate the cave (right at the back) and face out from it, you should be able to see the risen section. Neither of these two were overly difficult.

Ana'thek the Cruel drops the broken armor and is the tough one. He wanders around the entire complex, and if you can't locate him, you need to kill the mobs outside his cave to get him to spawn. I killed the two Beastmasters guarding the cave entrance to get him to spawn, of which he did inside the cave.

Ana'thek is level 45 and comes with two friends, a 41 and a 43 for me (one caster). It's not that hard if you're careful. I had my succubus out so mezzed the caster, feared the other and concentrated on Ana'thek who went down surprisingly easy. Then kill his friends and I was done. The most difficult part of the whole quest was keeping your eyes open as the Hunter's all wander... all of them.

After you hand that into the cauldron at Grom'gol, if you speak to it again, it will give you the next step (talk to Kin'weelay) and eventually, the following step;

### **[45] The Singing Crystals**

**Objectives :** Collect 3 Pulsing Blue Shards

**Rewards :** XP!

This next stage requires you to venture into Crystalvein Mine in the Southern part of STV. You enter the Mine just before the Ruins of Jubuwal, and you should see some Thrashtail Basalisks loitering around the path. When you enter, you will come into a large open area with Thrashtails, but you want to start clearing into the mine as you need the Ironjaw Basalisks for the crystals.



I had a pretty good drop rate with these and got my 3 out of about 10 mobs. Once I had them, I cleared my way back out and returned to Grom'gol to hand in. As the next step was deep in Mosh'Ogg, and elite, I decided that was enough Stranglethorn Vale for me.... forever!



After the green of Stranglethorn Vale, I headed for a more desert like environment, Tanaris! Before you head there though, stop past The Undercity and head down to the Apothecarium. You want to find Apothecary Zinge who is down where they do all the testing, where the ogre's hang from the ceiling.

Zinge will give you a purchase order that you take to Alessandro Luca out in the main part of the Apothecarium, and once filled, return to Zinge. After you see Zinge again, you are directed to Tanaris. The rest of Tanaris quests come from Gadgetzan and Steamweedle Port. **Be sure you purchase the Field Testing Kit from Luca before leaving!**

#### [48] Gahz'ridian

**Objectives :** Collect 30 Gahz'ridian Ornaments

**Rewards :** 92 - 139 Dge, +5 Intellect, +18 Spirit Staff or Leather Chest

Don't mind the level of this quest. I usually get this quest first when I enter Tanaris as the Gahz'ridian Ornaments are all over the zone so I can collect them while doing other quests. You need to find a goblin located at the Broken Pillar which is directly south of Gadgetzan. You are looking for little lootable sand piles, and you can either keep your eye open for them, or put on the helmet that Marvon gives you which will show them on your mini map.

#### [43] Wastewater Justice

**Objectives :** Kill 10 Wastewander Bandits and 10 Thieves

**Rewards :** XP!

#### [44] Water Pouch Bounty

**Objectives :** Collect 5 Wastewander Water Pouches

**Rewards :** Gadgetzan Water Co. Care Package

#### **[46] Slake that Thirst**

**Objectives :** Collect 5 Wastewander Water Pouches

**Rewards :** Model 4711-FTZ Power Source

If you head west out of Gadgetzan along the north wall, you will come across the Noonshade Ruins, and that is where you will find the Wastewander Bandits and Thieves. These mobs will also drop some Wastewander Water Pouches that you need for the quest line from the Undercity, as well as a quest given at Gadgetzan. Hold onto any remaining pouches as you can continue handing them into Luglunket in lots of 5 for goodies.

#### **[46] Tanaris Field Sampling**

**Objectives :** Acquire acceptable samples for 8 basilisks, 8 hyenas, and 8 scorpions

**Rewards :** +10 Intellect, +6 Stamina, +6 Agility Cloth Gloves, +1 Intellect, 10 Spirit Cloth Cape or Leather Shoulders upon final hand in at Undercity.

You get this quest when you right click the Model 4711-FTZ Power Source, but be prepared as it's a timed quest of which you have two hours. Make sure you have your Field Testing Kit from Luca in your bags and set out in search of Basilisks, Hyenas and Scorpions.

Every kill will drop an Untested Sample, and you right click the sample to turn it into an acceptable one. Not every one will convert to an acceptable sample so be aware of that if it just poofs. I took a little over 1 hour to get all 24 samples. Return to Gadgetzan when complete.

#### **[44] More Wastewater Justice**

**Objectives :** Take down 10 Wastewander Shadow Mages, 8 Rogues, and 6 Assassins

**Rewards :** XP!

#### **[46] Wanted: Caliph Scorpionsting**

**Objectives :** Retrieve Caliph Scorpionsting's head!

**Rewards :** XP!

For the next lot of Wastewater, you need to head across from where you were to Waterspring Field. You will see lots of water pumps scattered around, some of which have the mobs from the above quest if you Noonshade was camped. The Shadow Mages are pretty easy to locate, given away by their big blue Voidwalker pets. The Rogue's stealth naturally but the Assassins don't and are usually found further south.

While you are down that end, keep your eye open for Caliph wandering around. Although he walks in full view, be aware he does come with two stealthing friends. I had no trouble taking him down, but as I had recently cleared when he walked past, I had the luxury of fearing his comrades.

*(Quest comes from the Wanted posted at Steemweedle Port)*

#### **[45] Pirate Hats Ahoy**

**Objectives :** Collect 20 Southsea Pirate Hats

**Rewards :** XP

#### **[45] Southsea Shakedown**

**Objectives :** Kill 10 Southsea Pirates, 10 Freebooters, 10 Dock Workers and 10 Swashbucklers.

**Rewards :** +11 Intellect Cloth Boots with Increase damage and healing done by magical spells and effects by up to 8.

#### **[45] Wanted: Andre Firebeard**

**Objectives :** Retrieve Andre Firebeard's head!

**Rewards :** XP



### [45] Stoley's Shipment

**Objectives :** Retrieve Stoley's Shipment

**Rewards :** XP

All of the above quests can be done inside Lost Rigger Cove. When you enter you will see the Southsea Pirate's and Freebooters at the tents there. I killed my through those to the area behind the wooden fence, which is where you will find Andre Firebeard. He comes with friends but is doable if you are careful.

If you head into the building just near Andre (first one on your right after you enter the complex) and clear to the top, you should see lots of boxes sitting up there, that will give you Stoley's Shipment. Be warned though that you get up to three mobs at once and it can be a little difficult.

After I completed those two, I made my way over to the docks where I found the Swashbucklers, and just near there around the boat being built, is the Dock Workers. All of the mobs will drop the pirate hats, but they didn't seem too common for me until **after** I finished killing the mobs for the shakedown quest. After I got all the kills, the hats started dropping off nearly every mob. Not sure if that was just a fluke though...

While you are in there, you may have Southsea Footlockers drop, these can give you map parts (Lower, Middle and Upper). If you get all three parts, combine them to give you Cuergo's Treasure Map, this will give you the quest; [Cuergo's Gold](#). I didn't do this quest.

### [46] Gadgetzan Water Survey

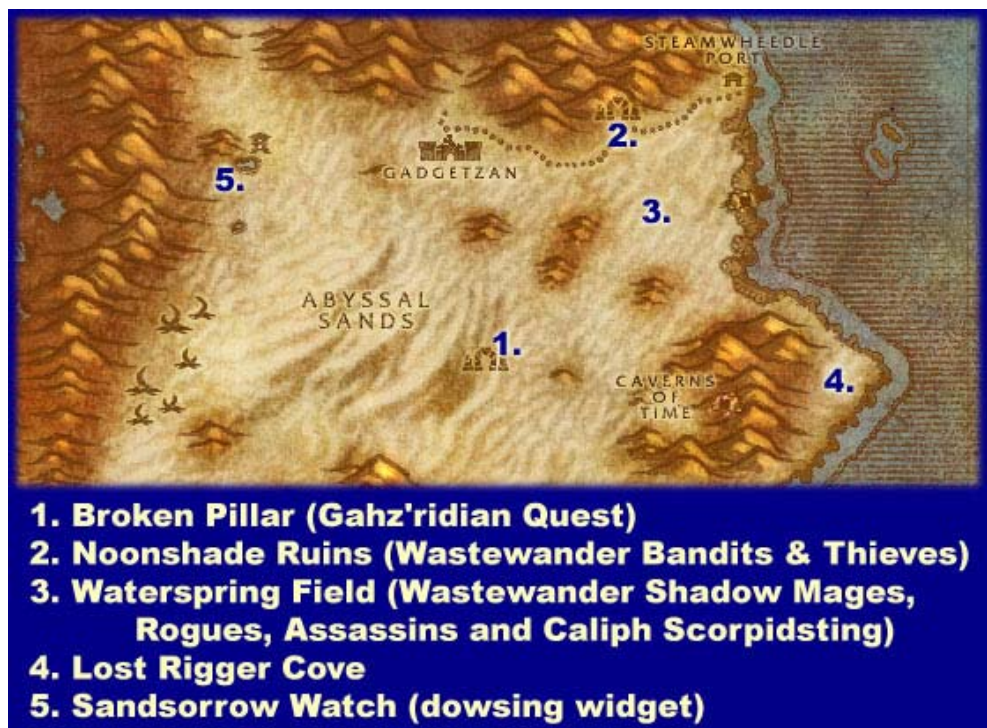
**Objectives :** Use the untapped dowsing widget to collected a water sample

**Rewards :** XP!

Heading west out of Gadgetzan, you will come into an area called Sandsorrow Watch that has a few elite trolls wandering around. Near one of the water towers there will be a pool of water, that's where you get your sample from. You can easily avoid the elites by going around, but just watch you don't get too close once at the pool.

When you are at the water's edge, right click the dowsing widget to start collecting the sample. When you have gathered the water, two level 48 bugs will spawn and start attacking you. You can stay or fight, or just run, there is no need to kill them. I ran, I'm lazy.

After all that I was a bit sick of white sand so decided to have a look at Feralas. You should have the quest for the Screecher Spirits which will eventually lead into Zul'Farrack.



## **Feralas and Hinterlands**

Started at level 45

Finished at level 48

Since you can't fly to Thousand Needles from Tanaris, I decided it was just as easy to run as it was to go from Tanaris to Crossroads to Thousand Needles. Feralas is basically at the opposite end of Thousand Needles to Shimmering Flats, just run straight across.

When you enter, follow the path and you will come across Camp Mojache.

### **[44] Screecher Spirits**

**Objectives :** Capture the spirits of 3 screechers

**Rewards :** XP!

The quest log says "Southern and Central" feralas, but it's basically west. If you follow the path west out of Camp Mojache you will pass an Ogre area and there's a drop down into the area behind it you can find some. Alternatively, you could follow the path straight to the waters edge where you will find lots, which is what I did.

Out of Camp Mojache head west, follow it around until you come almost parallel with the water, after a bridge there will be a path straight on your left that leads down. The screechers are closer to the cliffs than the water, and keep your eye out for some elite mobs (avoidable). Kill the Screechers and then right click the Bramble to summon their spirit. Right click their spirit to gather the spirit. Wash, rinse, repeat.

### **[45] A New Cloaks Sheen**

**Objectives :** Collect 10 Iridescent Sprite Darter Wings

**Rewards :** XP!

Heading back from the Screechers, I passed an area just before I reached Camp Mojache that had a lot of Sprite Darters there so thought I would complete this quest. Heading into Camp Mojache, they are on your left, not that hard to miss.

I had a really good drop rate with the wings, only three mobs didn't drop them, and a couple even dropped two for me.

### **[42] War on the Woodpaw**

**Objectives :** Collect 10 Woodpaw Gnoll Manes

**Rewards :** XP!

Right across the road from the Sprite's you will find Woodpaw Hills, and the mobs that drop the tails you need. There are enough mobs wandering around alone that you don't even need to worry about the camps, and again, I had a pretty good drop rate.

### **[43] The Ogres of Feralas**

**Objectives :** Kill 10 Gordunni Ogres, 10 Ogre-Magi, and 5 Brutes

**Rewards :** XP!

### **[43] Gordunni Cobalt**

**Objectives :** Gather 12 samples of Gordunni Cobalt

**Rewards :** +9 Intellect, +6 Spirit, +4 Agility Cloth Boots or +10 Spirit Cloth Cloak

After I had gathered my Sprite wings and Woodpaw tails, I made my way into Camp Mojache and right through to the other side. Just after you exit on the east side, turn left into the open area

there and run up along the river. At the top you should see a path leading up into the cliffs. Follow it up and you should start seeing some Gordunni Ogre's.

All three types will be in there waiting for you to kill them, and while you are there look for little blue glowing bits on the ground, usually in clusters. When you are close to them, if you right click the shovel in your inventory, they will spawn dirt mounds. If you right click those dirt mounds, you get your cobalt. From everything I could tell, the dirt mounds that glow means there is cobalt inside, and those that don't glow have crappy loot for you to sell.

If you fight your way through the first set of ogre's to the back, you will find lots of the blue glowy things. Once I had completed those two, I head back to Camp Mojache to hand in.

#### **[43] Alpha Strike**

**Objectives :** Kill 5 Woodpaw Alphas within one hour

**Rewards :** XP

After you hand in War on the Woodpaw, you are given a second step, and it's timed so be ready. You need to kill 5 Woodpaw Alpha's within the 1 hour given to you. The Alpha's are at the same place as before, Woodpaw Hills, but they are a little further in. If you check the camps, you can usually find one Alpha at each, and they can be single pulled out. Once you are done, go hand in.

#### **[42] The Battle Plan**

**Objectives :** Retrieve the Woodpaw Battle Plans

**Rewards :** Sellable loot...

The next step for Woodpaw Hills is to locate the battle plan. It can spawn at a couple of camps, but if you use your eye of kilrogg you can save yourself some time killing. Once you have located it, fight your way in and right click it.

#### **[45] A Grim Discovery**

**Objectives :** Collect 20 Grimtotem Horns

**Rewards :** XP!

Before I handed in the battle plan, I jumped across the road to where the Darter Sprites were, only this time I was eyeing off the Grimtotem's. They were extremely easy to take down and dropped the horns nearly every kill, some kills dropping multiple's.

#### **[44] The Ogres of Feralas**

**Objectives :** Kill 10 Gordunni Shaman, 10 Warlocks, and 5 Maulers

**Rewards :** XP!

After leading the Grimtotem's, I continued west till I came to the Ruins of Isildiend, and the ogre's. There is a small group of them just in from the road, but if you continue south through there, you will come into a larger compound which is where I found the Shaman's and Warlock's to be most.

#### **[46] The Mark of Quality**

**Objectives :** Gather 10 Thick Yeti Hides

**Rewards :** Sellable loot...

For this you need to head to Feral Scare Vale, and you can actually head north from the ruins as there's no mountain in the way. The Yeti's can drop the hide's, or if you have skinning you can get them that way too. Pretty easy to get. Once I had my hides I headed back to Camp Mojache to hand in.



#### [45] Zukk'ash Infestation

**Objectives :** Collect 20 Zukk'ash Carapaces

**Rewards :** XP!

#### [47] Stinglasher

**Objectives :** Defeat Stinglasher and its glands

**Rewards :** XP!

For these quests, you need to head in and past Woodpaw Hills until you come across The Writhing Deep behind it. You are looking for big like mobs. When you start killing, you will notice an entrance where it goes underground, if you continue on a bit further, you will find a second more winding entrance. It's this second entrance that I found Stinglasher coming up to the surface from.

All the different mobs drop the carapace's, and every kill yielded me a drop. The non flying mobs will run when low on health and can move quite fast, the flying ones did not seem to run at all.

After I handed those two in I made my way to Orgrimmar to hand in the final steps.



Since the quest I had left for Feralas were starting to raise in level, I thought I would pop over to The Hinterlands and see what they had to offer. If you've never been here before it's quite simple. Take a boat from Orgrimmar to Undercity and fly to Taren Mill. If you look at your map of Hillsbrad, you should see in the mountains behind Durnhold Keep there is a blurry bit, that's a path that leads through to Hinterlands for you. There will be two Alliance Griffons flying around the start of the path, but they are easily avoidable if you don't feel like killing them.

Once you find the path, follow it through to Hinterlands, but don't stay on the path. It actually leads into Aerie Peak which is the Alliance outpost there. You want to jump off the path and basically run straight east to the waters edge. About half way down the map you will a second path start to appear and you are safe to run along that one, it will actually lead you almost to where you want to go anyway. If you are on it, when you are coming to the end and starting to see Jintha'alor (can't miss it, huge Troll palace) you want to start veering off towards the cliffs. There will be a path leading down to turtles, and if you turn right at the bottom, you should start seeing Raventusk Village.

#### **[47] Lines of Communication**

**Objectives :** Burn the Highvale Records, Report, and Notes.

**Rewards :** XP!

*\* Please note Lines of Communication comes from Oran Snakewrithe in The Mage quarter in The Undercity*

#### **[48] Message to the Wildhammer**

**Objectives :** Kill 15 Highvale Outrunners, 15 Scouts, 15 Marksman and 15 Rangers

**Rewards :** XP!

#### **[47] Rin'ji is Trapped**

**Objectives :** Escort Rin'ji out of the Quel'Danil Lodge, then find his hidden secret

**Rewards :** (after running around) 61 Armor, +10 Stamina, +10 Intellect, Increases damage and healing done by magical spells and effects by up to 13 Cloth Chest or Leather Hat

*\* Comes from Rin'ji inside the lodge...*

Quel'Danil Lodge is located almost up near the West wall. I recommend running and doing these first as the later step to 'Message to the Wildhammer' involves Griffons you will pass alter anyway. The Lodge is surrounded by the Highvale mobs you need to kill, and they are also between level's 44 through to about 47, piece of cake!

To start with, if you are facing the main building, start killing to your left and down the side to the lake behind. As you are clearing down, keep your eyes out for a lamp post that is outside, but close to the side wall of the building, the Highvale Notes will be lying on the ground near that. Continuing down to the arch like structure beside the water there, that is where you will find the Highvale Reports which you can burn by right clicking.

Once you have those two, head back out to the front and start clearing into the main building there. Once you are inside, turn to your right and against the back wall there, near the barrels, will be the Highvale Records, the third and final piece you need.

I continued clearing all the mobs inside as I was short on a few kill counts, and since I was feeling tough, decided to escort Rin'ji out. An easy escort, you leave the main building and just outside are jumped by a three mobs. Once those are killed, Rin'ji continues off the path a little where you will encounter another set of three. After those are slain, you follow Rin'ji to the path where he says he'll be fine. If you have been clearing mobs anyway for the kill count, this is a simple escort.



Once you have finished those three, make your way back to Raventusk Village, but before heading straight in, swim out into the water and look for a tiny island with a stone arch on it. Under the arch is a tablet and that is 'Rin'ji's Secret' he was talking about. Right click on the tablet.

#### **[48] Another Message to the Wildhammer**

**Objectives :** Collect 10 Long Elegant Feathers

**Rewards :** XP!

These drop off any Griffon in the zone so keep your eyes out, especially as the drop rate can be pretty bad at times. I did find a whole bunch of Griffons right up on the west side near Aerie Peak if you need them. Also, I should note that both steps of "Message to the Wildhammer" state they are PvP quests, however it's only the final step, the one I chose not to do, that will PvP flag you. Both steps I have listed will not endanger you to any trigger happy Alliance.

#### **[48] Stalking the Stalkers**

**Objectives :** Kill 15 Silvermane Stalkers and 15 Howlers

**Rewards :** XP!

You will probably do this quest over time as the two different Silvermane are in separate area's. The Silvermane Stalkers will most likely be the first one you complete as they are the stealing wolves at the top of the cliffs near the path to Raventusk. Just keep your eye out while running around for them unstealth while you are doing other quests.

The Howlers are a little higher up, more in the middle of the zone and don't stealth. Again, just keep your eye open while running around.

#### **[48] Vilebranch Hooligans**

**Objectives :** Locate Smith Slagtree's lost tools

**Rewards :** XP!

Locating these tools can be fun (no not that kind) as they are a random spawn at multiple places, and if someone picks it up in one spot they could repop in a place you have already checked. Luckily the mobs at majority of the spawn places are ones you need to kill anyway. I have marked them out of the map below where you might find them:

**A** - Be sure you are looking at the camp that has the Trolls at it, not the semi empty one with a couple of wolves. It's bordered by wooden pickets and will spawn inside the ring if anywhere. Be careful entering as you can't single pull the two (most likely Soothsayers) inside.

**B** - Another Vilebranch camp much like the first one. Again, the tools will spawn inside the ring if anywhere, and again, you will get two.

**C** - This is actually Skull Rock, home to slime... or snot as my daughter likes to call it. The tools can spawn **on top** of the little hill there and this is what will usually cause most to complain the bucket doesn't exist. You don't need to enter the cave, if it's here it will be on top of the hill there, kill the slimes to access.

**D** - Lastly, if you have checked everywhere else, have a look here. It's another Vilebranch camp much like the first two and once again, the tools will be inside if anywhere.

When look for the tools, you are looking for a small whitish lootable bucket. It will most likely stand out as soon as you see it, you'll be all "aaah that's what it looks like". When you look inside the Vilebranch camps (even with your eye of Kilrogg if you don't want to kill), do a complete loop from entrance, around and back to the entrance, it spawns usually against the wooden picket boundary. Soothsayers heal btw... grrr.

#### **[48] Cannibalistic Cousins**

**Objectives :** Kill 30 Vilebranch Scalpers and 15 Soothsayers

**Rewards :** XP!

While trying to locate your tools, you will most likely complete your kill count for both lots of Vilebranches as they tend to be guarding the spots you are searching. If you find your tools before completing the kill count, you can either just keep bouncing back and forth between the camps, or you can head to the Alter of Zul as there are more there, particularly the Soothsayers.

#### **[47] Testing the Vessel**

**Objectives :** Kill and capture the spirits of 10 Wildkin

**Rewards :** XP!

#### **[48] Hunt the Savages**

**Objectives :** Kill 20 Savage Owlbeasts

**Rewards :** XP!

Testing the Vessel comes from Feralas, so if you didn't hold onto it from before, be sure to go grab it. You can use the Muisek Vessel on any form of Owlbeast, however only the Savages will give you the kill count for the second quest. Found around the middle and east parts of the zone, I ended up getting these while running around looking for wolves and the tools. Just a small note to be sure to capture the spirit **after** you loot the corpse... because it disappears.

#### **[48] Avenging the Fallen**

**Objectives :** Kill a Razorbeak Skylord and retrieve its Skylord Plume

**Rewards :** XP!

This quest is relatively easy, just relies on locating a Razorbeak Skylord, of which I found one completely randomly while locating the Silvermane Howlers. They can be found mostly around the west and middle parts of the zone and are basically big Griffons. My plume dropped on the first one I killed.

I actually did all those in some form of weird loop, I just put the info under each otherwise you would have been reading for ever. Basically head up the path and look for the Silvermane Stalkers while heading towards spot A in search of the tools. Continue killing any Stalkers you pass while running to spot B and C. Somewhere around there you should start seeing your Owlbeasts and the occasional Howler, if you haven't found your tools continue onto part D.

After that I went over the other side of the path for more Soothsayers and Howlers before heading back down the path to hand in, killing any Owlbeasts I saw along the way to complete the kill count for that. Once you have all the kill counts, head back to Revantusk Village to hand in!

**Troll Tribal Necklaces :** You will probably end up collecting a nice little stash of these, but sadly they are only used by Alliance, so we sell.

#### **[48+] Gammerita, Mon**

**Objectives :** Kill Gammerita

**Rewards :** XP!

#### **[50] Snapjaws, Mon**

**Objectives :** Kill 15 Saltwater Snapjaw turtles

**Rewards :** Nat Pagle's Extreme Angler FC-5000! A Fishing Pole Woot!

The Snapjaws you need are all along the coast and you should have seen them when heading too and from Raventusk Village. All the turtles are yellow con so won't jump you (*little fact : they used to be red conned, made getting the bottles so hard!*), so just run around killing the 15 you need.

Gammerita, while being elite, is a fairly easy elite to solo if you are familiar with fear. All the turtles will be a little tougher than other mobs as they have a higher armor rating, but because they are such slow movers, fearing them isn't really an issue.

#### **[49] Lard Lost his Lunch**

**Objectives :** Find Lard's Lunch

**Rewards :** Lard's Special Picnic Basket (Different rewards inside each time)

This one is *doable* on your own, but be prepared. Run to the opposite end of the 'beach' there till you can see the water fall. Just out from there is an island and on that island you will find Lard's Picnic Basket. If you right click on the basket, three trolls will spawn and attack you. If you have your Succubus out on this quest it helps to seduce. You can also use your fears quite easily as the mobs won't run off the island, and there's nothing else there for them to agro.

You also only need to really kill one mob as the first one you kill will drop Lard's Lunch, you could loot and run if you want. I managed to get all three down with some nifty fearing, although it was a close call at one point. It's up to you if you want to seek out help for this one...



## **Feralas and Tanaris**

Started at level 48

Finished at level 50

Since I had the MuiSek quest left over from the Hinterlands, I decided to return to Feralas and hand in. While I was there, I knocked off the last remaining quests I had.

### **[48] Fuel for the Zapping**

**Objectives :** Collect 10 Water Elemental Cores

**Rewards :** Sellable Loot

### **[48] Zapped Giants**

**Objectives :** Gather 15 Miniaturization Residues

**Rewards :** +5 Stamina, +6 Agility One-Hand Sword

To start with I made my way down to the water's edge, where the Screechers are. Along the water there is a Docks (which you don't want as it leads to the Alliance Island) and a Goblin called Zorbin Fandazzle. He will give you the above two quests, both of which can be done running up and down the coast.

For the Water Elemental Cores, they can drop off both the Sea Sprays and the Sea Elementals. The 'sprays' are casters of sort, they have no mana pool but will repeatedly hit you with Frostbolt. They also stand where you pull them from, so be wary of any giants wandering close by. The 'elementals' are melee and come to you.

For the Zapped Giants, you want to use Zorbin's Ultra-Shrinker as you pull them, this shrinks them down from elites to non-elites, thus making them much much easier to kill. The Zapper only lasts two hours, but if you do find you have to camp, or take too long, you can just abandon the quest and retake it to get another zapper, you won't loose any residue.

You will only need to kill 15 giants as they drop a residue each time, the Water Elementals however don't like to play as fair. You will need to kill a few of these to get all 10 Cores. If you get the cores before the residue, chuck up enduring breath and head down into the water, lots of giants wander the ocean floor. When you hand these in, you get the option to do it all again if you want, only you won't get any XP the second time around.

### **[48] Improved Quality**

**Objectives :** Collect 10 Rage Scar Yeti Hides

**Rewards :** Sellable loot

### **[48] Perfect Yeti Hide**

**Objectives :** Return the Perfect Yeti Hide to Jangdor Swiftstrider at Camp Mojache

**Rewards :** XP!

From the coast I ran back up to the main path and headed North. As you enter 'The Twin Colossals' you will see the path curves a bit, stay straight which will take you off the path. You kill through a couple of Gorilla's and Bears, but if you stick along the cliff wall, not far in you should see a path leading up into the cliffs, meaty rib cages sitting either side.

If you go up that path you will enter Rage Scar Hold and find the Yeti's you need. As with the Yeti's at Feral Scar Hold, the hides come both via dropping and skinning if you have it. Fairly good drop rate too. While you are killing them, you should have a 'Perfect Yeti Hide' drop, this will start the quest to return it to Jangdor Swiftstrider at Camp Mojache. In the time I was there I had three drop...

Once you are done, head back out to the main path and continue north. If you have some time to spare, keep your eyes open for Marli Wishrunner, she is a night elf but will talk to you. If you are running north she will be on your left, at the end of a very short path and you can see her from the main path. If you talk to her she... well... it's fun.

There will be another NPC, Kalim, at the top who can... assist you with the next step (not spoiling this one!) but I will say this... aim for the water pool.

#### **[50] Vengeance on the Northspring**

**Objectives :** Kill 4 Northspring Harpies, 4 Roguefeathers, 4 Windcallers, and 4 Slayers.

**Rewards :** XP!

#### **[50+] Dark Heart**

**Objectives :** Retrieve Edana Hatetalon's Dark Heart

**Rewards :** +11 Stamina, +10 Intellect Cloth Gloves

At the very North end of the zone is Ruins of Ravenwind, and the Harpies that populate it. After you pass the second colossal, on your left you should be able to see some white ruins, that is where you need to be. The different Harpies are all around and I got all my kills from just picking off the ones around the edge.

If you manage to get the Horn of Hatetalon that can drop off any of the Harpies (I got mine on the third or fourth kill), and you want to tackle Edana, you need to head to the very north part of the ruins. You can access the part you need quite easily from the outside without having to fight too much into the center. You are looking for some large stones near each other, with a path of sorts that leads to them. There will be two little lamps on the ground which is what I look for.

If you can't find them easily enough, just keep right clicking your horn till eventually it works, easiest way. When you right click the horn, you summon Edana, a level 50 elite harpy. If you can keep her feared she is quite easy, but her nukes hurt. I killed her at level 49 with little trouble although she did kill my Succubus in a couple of nukes, but I'm getting pretty good at the single elites now /flex

Once I was done, I headed back to Camp Mojache to hand in quests and clear the bags out...

#### **[47] Hippogryph MuiSek**

**Objectives :** Kill 10 Frayfeather hippogryphs and capture them with the vessel

**Rewards :** XP!

#### **[50] Natural Materials**

**Objectives :** Gather 2 Splintered Logs, 6 Encrusted Minerals, 20 pieces of Resilient Sinew, and 40 Metallic Fragments

**Rewards :** XP!

These two quests can be done together as the Resilient Sinew you need for the second one, drops off of the Hippogryphs you need to kill for the first one. From Camp Mojache you want to make your way to The High Wilderness, specifically, behind the Ruins of Isildien (ogres). Right up the back there along the cliff walls you will find loads of Frayfeather hippogryphs. Just like in The Hinterlands with the previous MuiSek step, you use the vessel after they are dead and looted.

While you are there, keep your eyes open for a 'Cursed Sycamore' tree. You want to kill him because roughly a minute after you do, a 'Wandering Forest Walker' will spawn and when you kill him, a Splintered Log will drop. As you need two of these logs, you will need to do that process twice, and they wander all around where the hippogryphs are.



Once you have collected the Splintered Logs and Resilient Sinew, make your way back to Camp Mojache to hand in Hippogryph Muisek. Don't worry too much about the Metallic Fragments for now as you will get the rest of those after the next quest.

#### **[45] Faerie Dragon Muisek**

**Objectives :** Kill 8 Sprite Darters or Sprite Dragons and capture them with the vessel

**Rewards :** XP!

These are the same Faerie Dragons that you would have killed last time you were in Feralas, they are just out from Camp Mojache, in front of the Grimtotem Camp. They will drop the Minerals you need for Natural Materials, and after you have looted, you can capture their spirits, easy! Once you have completed this quest and got your 6 Minerals, hand in at Camp Mojache and get the next step.

#### **[50] Treant Muisek**

**Objectives :** Kill 3 Wandering Forest Walkers and capture them with the vessel

**Rewards :** XP!

These are the same Treants that dropped the Splintered Logs, back up where the Hippogryph's are. This is why you don't need to worry about the Metallic Fragments the first trip up there, you will be clearing more hippogryph's to get the treant's to spawn and will complete collecting them now.

Just as before, you are looking for Cursed Sycamore treants to kill in order for the Wandering Forest Walker's to spawn. It's the second treant that you use the Vessel on. Once you have collected the three Muisek's, and managed to collect all 40 fragments, head back to Camp Mojache to hand in.

#### **[50+] Mountain Giant Muisek**

**Objectives :** Kill 7 Land Walkers or Cliff Giants and capture them with the vessel

**Rewards :** XP!

Although this quest is elite, I'll let you in on a little trick... go and see Zorbin Fandazzle, the goblin that is on the beach near the docks. He's the goblin that gave you the zapper quest, where you could turn the elite giants into non elites with one quick zap. The zapper, also works on the giants you need for this quest, which makes it basically, a non elite quest.

When you get to Zorbin, take the quest, 'Again with the Zapped Giants' and that will give you another zapper. Head back up to the main path, and just after you pass through the twin colossal's, head off the path to where the Giants are located. They are rock giants, very easy to spot. Use the zapper to pull, kill and then use the vessel, bingo an elite quest made easy!

After you hand in the final step, another quest 'Weapons of Spirit' becomes available and is one of those "wait around while I do something" quests. After the Witch Doctor fiddles around, you are given the option of 4 weapons... well really one because you can't use the other three:

#### **Strength of the Treant**

Two-Hand Staff

115 - 173 Damage - Speed 3.70

(38.9 damage per second)

+7 Stamina, +18 Intellect

Not a bad staff if you are concentrating on your Int. Also the 4500 or so XP for just waiting around a couple of seconds can't be scoffed at! With that I was done with Feralas for now, time to clear up the remaining Tanaris quests...

## **Optional Quest:**

### **[45] Find OOX-22/FE!**

**Objectives :** Take the distress beacon to Oglethorpe's homing robot in a cave near Feral Scar Vale.

**Rewards :** XP!

While you are running around in Feralas, you may be fortunate enough to have a 'OOX-22/FE Distress Beacon' drop. It can drop from any mob anywhere in the zone and if you are in a group, each group member will be able to pick it up. The OOX-22/FE Distress Beacon begins a quest in which you need to first locate, then escort a homing robot that has crashed.

The homing robot, or chicken as most people will know it as, is inside Feral Scar Cave, more specifically, it is in the open area between the first little tunnel part and the actual cave itself. Depending on your level you may or may not want to attempt this solo. It's a level 45 quest, however you have three waves of mobs that will attack both you and the chicken, mobs you don't want to have to face too early.

The first wave comes at out not far out from the cave, the chicken will send off a warning and three yeti's will appear in the distance before charging you, usually picking up a bear or two along the way. The chicken will help you fight, however you don't want it to die or you have to start all over again.

The second wave will be on the main path and it will be three gorilla's. Again the chicken will send off a warning and they will appear and charge. Thankfully this time, they don't pick up any adds on the way. The third wave will be just after the bridge not far from the docks, it will be four mobs this time, only they are lower than the previous two waves and very easy to dispatch with.

After that the chicken says something about being able to see the docks and that he will be ok for now. Congratulations, you have just escorted your first homing beacon home. To hand in you need to see Oglethorpe Obnoticu in Booty Bay. There are two more homing beacons, one in Tanaris and a third in the Hinterlands. After you do all three you are given a mechanical chicken of your very own, woot.



With Feralas finished up, I decided to head over to Tanaris to knock off the last few quests I had for there (ignoring all the ZF ones).

#### **[47] Noxious Lair Investigation**

**Objectives :** Collect five Centipaar insect parts

**Rewards :** XP!

If you head south-west out of Gadgetzan you will find The Noxious Lair and the bugs that will drop the insect parts. There are multiple types of bugs here and all will drop the parts, however you might want to try to pick the non-swammers. The wasps and tunnelers are easy normal kills, but the swammers have little friends that can make your life difficult. They usually come with one or two of them, and summon more during the fight. Although they die in one or two hits, they can make non instant cast spells a real pain to cast.

Drop rate is fairly good with these and you can pick off the mobs from the edge without having to risk fighting in too deep.

#### **[49] The Dunemaul Compound**

**Objectives :** Kill 10 Dunemaul Brutes, 10 Dunemaul Enforcers, and Gor'marok the Ravager.

**Rewards :** XP!

If you cut inland, you will come across the Dunemaul Compound and the ogre's you need. The Brutes and Enforcers are all around mixed in with normal ogre's, mage's and warlock's. Off to the side of the compound will be a cave, and inside the cave you will find Gor'marok, a level 49 Ogre. He is non-elite and relatively easy to kill, the hardest part is killing to him. He comes solo.

#### **[49] The Thirsty Goblin**

**Objectives :** Collect a Laden Dew Gland

**Rewards :** XP!

#### **[50] Thistleshrub Valley**

**Objectives :** Kill 8 Gnarled Thistleshrubs and 8 Rootshapers

**Rewards :** XP!

Both of these are done in the same area; Thistleshrub Valley. It's at the very south-west part of the zone and is easily recognized by the cacti, the only cacti in the zone. You are after the elementals there, Gnarled and Rootshapers for the kill count and Dew Collector's for the gland.

Any Dew Collector can drop the gland, and they can also drop empty and other kinds of glands just to make it frustrating. Be sure to check you have the 'Laden Dew Gland' before leaving. You will usually spend longer here trying to get the gland than you will killing. While you are in there, keep your eye out for Tooga, a turtle that would like an escort home.

#### **[49] Sprinkle's Secret Ingredient**

**Objectives :** Collect a Violet Tragan

**Rewards :** XP!

This step requires you to collect a herb / flower from The Hinterlands. You need to head to Valorwind Lake (only lake there really) and they are in the water, look like mushrooms. Return and hand in the Tragan will get put you on the step to complete the series and get some fun Noggenfogger Elixir



## **Optional Quest:**

### **[48] Find OOX-17/TN!**

**Objectives :** Take the distress beacon to Oglethorpe's homing robot at the Gaping Chasm

**Rewards :** XP!

While you are running around in Feralas, you may be fortunate enough to have a 'OOX-17/TN Distress Beacon' drop. It can drop from any mob anywhere in the zone and if you are in a group, each group member will be able to pick it up. The OOX-17/TN Distress Beacon begins a quest in which you need to first locate, then escort a homing robot that has crashed.

The chicken for this beacon is located in the hills behind The Gaping Chasm. This escort is a little harder than the Feralas one as you will be running through open terrain, not along a path. When you are coming across general mobs, do not engage first, allow the chicken to be attacked so that he engages the mob. If you engage first, you have a chance that the chicken will not notice and continue running along, and if you get too far from it, you will fail.

Like before, this escort has three waves, the first not far from the Chasm will be Scorpids, probably your hardest of the three waves. Further along it will be crocs, and then up near the water it will be pirates. Once again, when you reach the docks the Chicken says he will be fine and you can hand in at Booty Bay.





## **Blasted Lands and Searing Gorge**

Started at level 50

Finished at level 51

Getting to Blasted Lands is very easy, just head to Stonard in Swamp of Sorrows. From there you just north about 10 feet and you should see a path lead off to your left, that is Blasted Lands. As you cross zones you should see an Orc; Fallen Hero of the Horde. It is up to you if you want to start his quest line now or later, but it does jump up in level's fairly quickly.

To start with you listen to his story before running to see Dispatch Commander Ruag in Stonard. After you have seen Ruag, you will find Bengor face first on a rug in the building next to Ruag. After that you have to find a named Murloc, but for now I headed into Blasted Lands.

As you enter, you should see two Blood Elves not far in, off to the right of the path, they will give you the quests.

### **[50] Snickerfang Jowls**

**Objectives :** Collect 3 Snickerfang Jowls, 2 Blasted Boar Lungs, and 1 Scorpok Pincer

**Rewards :** R.O.I.D.S. - Increases Strength by 50 when consumed. Effect lasts for 60 minutes.

### **[50] A Boar's Vitality**

**Objectives :** Collect 3 Blasted Boar Lungs, 2 Scorpok Pincers, and 1 Basilisk Brain

**Rewards :** Lung Juice Cocktail - Increases Stamina by 50 when consumed. Effect lasts for 60 minutes.

### **[50] The Decisive Striker**

**Objectives :** Collect 3 Scorpok Pincers, 2 Vulture Gizzards, and 1 Blasted Boar Lung

**Rewards :** Ground Scorpok Assay - Increases Agility by 50 when consumed. Effect lasts for 60 minutes.

### **[50] The Basilisk's Bite**

**Objectives :** Collect 10 Basilisk Brains and 2 Vulture Gizzards

**Rewards :** Cerebral Cortex Compound - Increases Intellect by 50 when consumed. Effect lasts for 60 minutes.

### **[50] Vulture's Vigor**

**Objectives :** Collect 10 Vulture Gizzards and 2 Snickerfang Jowls

**Rewards :** Gizzard Gum - Increases Spirit by 50 when consumed. Effect lasts for 60 minutes.

All of these can be done together because, as you can see, it's the same five mobs you will be killing for all. To make it easier for you, these are the following totals you will need to complete all five quests:

- 5 Snickerfang Jowls
- 6 Scorpok Pincers
- 6 Blasted Boar Lungs
- 11 Basilisk Brains
- 14 Vulture Gizzards

The only thing that will stop you doing all these in one hit is bag space, they all drop meat, eggs, feathers... arg the never ending "Full Inventory" spam. Course if you are a skinner, it only gets worse as you can skin everything bar the Vulture's.

The area near the quest givers will be the best place to find the Snickerfang's as well as a few Scorpids. However if you run around and follow the path a little, you will find all the Boars and Basilisks you need. Vulture's seem to just be everywhere.

Be aware when fighting the Boars that they have a Fire Shield, hits in the 30's roughly and will interrupt any channelling you might be doing, for example bandaging, don't do it around these guys. Also keep an eye on your pet's health, unless you are using the Felhunter, he will eat the damage shield. The Basilisks also have a 5 second stun, Crystal Gaze, as well as the Scorpion's poisoning you...

#### **[55] Everything Counts In Large Amounts**

**Objectives :** Find an Imperfect Draenethyst Fragment

**Rewards :** Kum'isha's Junk (Random stuff inside)

#### **[55] To Serve Kum'isha**

**Objectives :** Find a Flawless Draenethyst Sphere

**Rewards :** Emerald Encrusted Chest (Random stuff inside)

Both of these quests rely on you being lucky and having either an Imperfect Draenethyst Fragment or if you are really lucky, a Flawless Draenethyst Sphere. These can drop off ANY mob in the zone and the Imperfect Fragment is more likely to be the one you see. I received two while fighting and on both hand ins (repeatable quest), got a green item in return. Kum'isha is a Draenei standing not far from where you will be killing the Boars and Basilisks...

All these quests are repeatable, but note the buff quests do not give XP second time around.



If this is your first trip to Searing Gorge, you need to get to Kargath, Badlands first. From either Stranglethorn Vale or The Undercity, take a flight to Kargath. If you are facing the flight master and Inn at Kargath, head to your left as there will be a path leading up into the mountains not far down, that path will lead you into Searing Gorge. When you enter, stick to your right and follow it

around to the North end of the zone where you will find Thorium Point. There will be a flight path for you to discover as well as your quests.

Be sure to check the Wanted Poster at Thorium Point as it provides three quests for you.

#### **[48] The Flawless Flame**

**Objectives :** Collect 4 Hearts of Flame and 4 globes of Golem Oil

**Rewards :** XP!

Just out from Thorium Point you will find Kalaran Windblade, a Human with a quest. Listen to him tell his story and after he will ask you to collect 4 Heart of Flames and 4 Golem Oils. The Golem Oils will be relatively easy to get as you kill through Golems for the quest below, but the Heart of Flames might prove a little more difficult. Dropping only from the Blazing Elementals, you will have to keep your eye open to get all four. Check the little lava pit area's through out the zone as that is the only place these balls of fire spawn.

#### **[49] Curse These Fat Fingers**

**Objectives :** Kill 20 Heavy War Golems

**Rewards :** Sellable loot

#### **[49] Fiery Menace!**

**Objectives :** Kill 20 Greater Lava Spiders

**Rewards :** Sellable loot

These two quests are easy to complete while running around as the Golems are pretty easy to spot and are all along the North and West sides of the zone as well as in The Cauldron. The Greater Lava Spiders are also found all over the West side as well as some up North, but double check as there are lower level ones that look exactly the same along the north.

You can head out and kill the spiders straight away if you wish as you are just to your left as you exit Thorium Point, but I wouldn't go out of my way for the Golems, you will be clearing enough of them to get to other mobs.

#### **[48] STOLEN : Smithing Tuyere and Lookout's Spyglass**

**Objectives :** Find and return the Smithing Tuyere and Lookout's Spyglass

**Rewards :** +10 Intellect, Restores 4 mana per 5 sec Cloth Gloves

While you are killing the Golems you can start looking out for these two items. The Tuyere drops from the Dark Iron Steamsmiths, and there are three main camps where you will find these, located along the northern edges of The Cauldron.

The Spyglass drops from the Dark Iron Lookouts, and you will find those at the towers along the west and southern sides of the cauldron. I have placed an 'x' beside each of the towers. Be sure not to fight up into the tower as the mob up there is elite, you don't need to worry about him.,

Be aware that the drop out for both of these items can be extremely frustrating at times, but if you run between the towers and the three steamsmith camps, and combine it with killing the golems, it's not too bad.

#### **[48] JOB OPPORTUNITY : Culling the Competition**

**Objectives :** Slay 15 Dark Iron Taskmasters and 15 Slavers

**Rewards :** XP!

#### **[48] Forging the Shift**

**Objectives :** Collect 8 Thorium Plated Daggers

**Rewards :** XP!

#### **[50] What the Flux?**

**Objectives :** Find the Secret Plans: Fiery Flux

**Rewards :** XP!

#### **[49] Incendosaurs? Whateverosaur is More Like It**

**Objectives :** Kill 20 Incendosaurs

**Rewards :** Luffa (Trinket) - Use: Removes one Bleed effect.

Although the Dark Iron Taskmaster's and Slavers can be found in the camps spotted all over, I found the easiest way was to kill them in the Slag Pit, and I needed to go through there anyway so why not two birds with one stone. Any Taskmaster and Slaver will drop the Thorium Plated Dagger as well.

If you look at the map below, I have placed blue dot's where there is a path heading down into The Cauldron. If you follow that path down, killing the patrols on the way, it will come to a small bridge and over the other side you should see an entrance into the cliff walls. If you head in through that entrance you should enter "The Slag Pit."

Fighting through the miners as well as some Taskmasters and Slavers you need, curve around to your left and go over the second little bridge to where you will see a large quarry gate over the other side. Right clicking the gate will open it for you and inside you will find yet more mobs you need.

You want to kill down the passage way there, you will eventually come into a first large room followed straight away by a second, larger room. In this second room you will see a ramp leading up on the far wall, you want to go up that ramp. Be aware that there will be mobs wandering up and down the ramp and about half way you will be given a choice of straight ahead or turning around and continuing up, you want straight ahead.

At the top of the ramp, on your left you will see it enters into a room with lots of Taskmasters and Slavers. The mobs here will come in sets of two, but really aren't that difficult to kill given they are around the mid 40's. From this room you will see on your left a corridor lined with tables, chairs and what looks like beds along the wall. To your right will be a small lookout and that is where Overseer Maltorius and his two elite buddies will be. Behind him, the Secret Plans: Fiery Flux.

Now you probably won't be able to take all three elites at once if you are solo, so load up Howl of Terror and be prepared to make a run for it. Howl of Terror should land on all three fairly easily, and once it does start looting the plans. After you have it in your hands, jump off the ledge, this will land you in the passage you were just clearing and you should be able to run till you drop agro.

Once you are clear, head back to the same room you were just in, only this time head across the bridge on the other side of the room. If you follow that, it will take you out into the open briefly before looping around back inside. Fighting through a couple of mobs and you should start to see lava, look to your right and you should see the first Incendosaur.

All around under there will be Incendosaurs and they are spaced well enough apart that you can single every one. Depending on how fast you kill, you may need to wait around for respawn to get all 20, but respawn is fairly fast. Pretty much every kill will drop one or more Incendosaur Scales, and these are used to hand in at Thorium Point for faction. You can either hand them in with



Kingsblood, Heavy Leather or Iron Ore. Or you can sell them on the Auction House if you don't care about faction.

Once done, fight your way out and by the time you reach the top you should have all the Taskmasters, Slavers and Daggers you need.

#### **[47] The Key to Freedom**

**Objectives :** Find a use for the Grimsite Outhouse Key

**Rewards :** XP!

Most likely in the time you are fighting down there, or looking for the Steamsmiths and Lookouts, you would have seen at least one "Grimsite Outhouse Key" drop. This item begins a quest and the outhouse you are looking for is found on the south-east part of the zone, not far from where you came in from Badlands.

The Outhouse is up at the back of the camp at Grimesilt Dig Site and you will talk to the door, I'm not sure I want to see inside anyway. Once you hand in the key, Lockheed is free and runs away, but there must be a few people caught inside as you can get a second quest from the Outhouse.

#### **[45] Caught!**

**Objectives :** Kill 8 Dark Iron Geologists and bring 15 pieces of Silk Cloth to the person locked in the outhouse

**Rewards :** XP!

The camp just below you will have all the Dark Iron Geologists you need, however they drop Mageweave not Silk so you will need to collect that from somewhere else if you didn't bring it with you. Once you have killed the 8 you need, head back to the Outhouse.

#### **[46] Ledger from Tanaris**

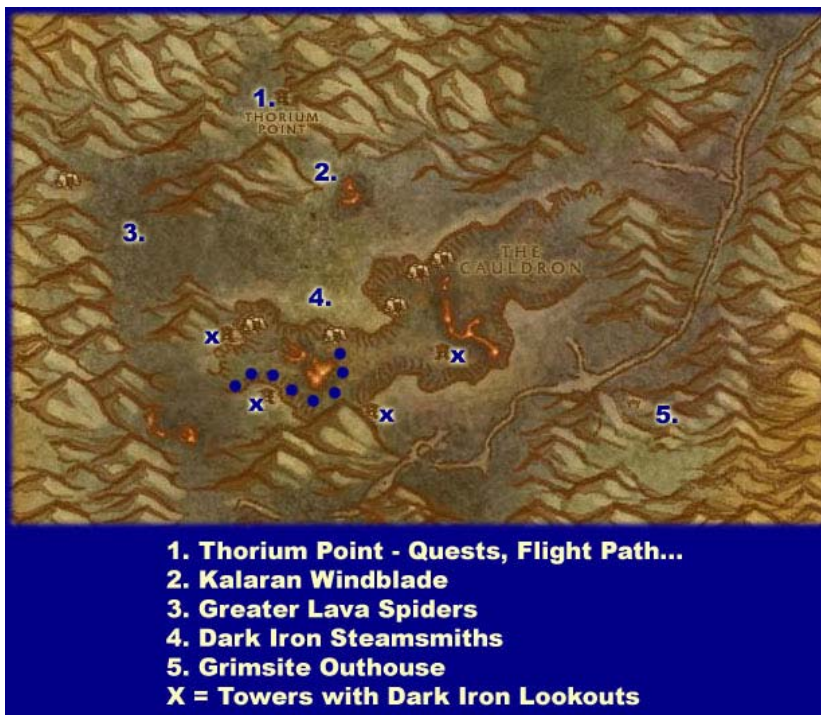
**Objectives :** Take the copy of Goodsteel's Ledger and then find the items listed in it

**Rewards :** Charged Lightning Rod (Wand) 39 - 73 Nature Damage (37.3 DPS)

The next step involves you collecting a few items, one of them being the Goodsteel Ledger that will slide out from the Outhouse. If you don't see it straight away you might be on the wrong side.

The Solid Crystal Leg Shafts come from the Glassweb Spiders that are all around the camp, be warned though, drop rate can be a real pain. After you have 20 of those, head to Dustwallow Marsh, to the crashed Zeplin there and locate the Overdue Package. Finall, you need to head to Swamp of Sorrows, to the waters edge where all the Murlocs are. You might have seen him there before, you are looking for the named Murloc; Jarquai.

Once you have all the pieces, head to Tanaris to hand in.



## **Un'Goro, Felwood and Linkin's Sword Quest**

Started at level 51

Finished at level 53

If you have never been to Un'Goro before, getting there is easy. From the Gadgetzan in Tanaris, you want to head South-West as if you were heading to Thistleshrub Valley. Just near there you will see two large blue / black pylons on either side of a gulley, that gulley will lead you straight to Un'Goro!

While running around in the zone, keep your eye out to pick up:

- **Blood Petal Sprouts** : Although the hand in will not give you XP, turning 15 of these into the Kodo at Marshal's Refuge will yield a goodies box.
- **Blue, Red, Yellow and Green Power Crystals** : You need 7 of each to hand in for a quest, and then varying amounts after to receive buffs if you so choose.
- **Un'Goro Dirt Pile** : You need to collect 20 Un'Goro soil for Ghede in Thunder Bluff

When you get to the base of the path leading down, look to your left for a Tauren that goes by the name of Torwa Pathfinder. He will give you quests, a couple of which you can do while you are close before you move on;

### **[53] The Fare of Lar'Korwi**

**Objectives** : Find the carcass of Lar'korwi's freshest kill

**Rewards** : XP!

For this you need to find a carcass, and it's actually quite close, but you do need to head into raptor territory so be alert. By level 50 you should have no problems taking these mobs solo as they are between level's 47 - 52, just watch you don't get too many of them. I have marked out on the map where you will find the carcass as it's rather hard to explain, just kill your way inland mostly. Once you find the carcass, right click to loot and head back to Torwa.

While you are out in the Marshlands, you might as well look for the wrecked boat, this will begin the Linkin's Sword quest series which is a nice chunk of XP (around 20k or so). The boat can be a little hard to find if you don't know where it is, so I have marked it out on [a map](#) for you. After you find the boat, right click to begin the quest line!

### **[52] It's a Secret to Everybody**

**Objectives** : Look around in the pond for a clue about who this wrecked raft may belong to.

**Rewards** : XP!

Once you have found the boat and got the quest, stick your head under the water to find the 'clue'. It's a loot-able bag that will give you an item to open. When you open the item you will receive a Large Compass, a Curled Map Parchment and a Lion-headed Key.

### **[53] The Scent of Lar'Korwi**

**Objectives** : Collect 2 Ravasaur Pheromone Glands

**Rewards** : XP!

After you hand in the carcass, the second step requires you to summon a Lar'korwi Mate, kill it and loot it's Pheromone Gland. To summon the mate, you need to locate the little piles of eggs in amongst the Ravasaur's. When you get close to and stand on the eggs, it will summon the Lar'kowri mate, kill and loot. You will need to do this twice, and once complete, head back to Torwa.

### **[52] Bone-Bladed Weapons**

**Objectives :** Collect 8 White Ravasaur Claws

**Rewards :** Sellable Loot

While you are doing these above quests, you will end up killing the general Ravasaur's around the area, you might as well grab this quest from Orgrimmar. You need to see Jes'rimon, and he can be found in The Drag, and the very top of a building not far from the end closest to Thrall's Chamber. Locate the building that has a winding ramp up, goes up about three level's, it's on the right side if you are facing Thrall's Chamber.

### **[52] It's a Secret to Everybody**

**Objectives :** Examine the items inside the pack and bring them to their owner.

**Rewards :** XP!

Once you have collected and handed in the Pheromone Gland's and collected your claws, open up the pack that you got from "the clue" and head right up the top of the zone to Marshal's Refuge and find Linken. Nice chunk of XP when you hand in (5100).

### **[53] Crystals of Power**

**Objectives :** Collect 7 Power Crystals of each color: red, blue, yellow, and green.

**Rewards :** XP!

When you get to Marshal's Refuge and gather all your quests, be sure to head into the back of the crystal cave there and see J.D. Collie. This little gnome is the one that requires 7 of each of the colored crystals, a nice little xp jump for just collecting things.

### **[54] Super Sticky**

**Objectives :** Collect 12 samples of Super Sticky Tar

**Rewards :** XP!

### **[53] The Northern Pylon**

**Objectives :** Discover the location of the Northern Crystal Pylon

**Rewards :** XP

### **[53] The Eastern Pylon**

**Objectives :** Discover the location of the Eastern Crystal Pylon

**Rewards :** XP

### **[51] Roll the Bones**

**Objectives :** Collect 8 Dinosaur Bones

**Rewards :** +10 Stamina, +9 Agility, +9 Intellect Cloth Boots or Leather Belt

### **[51] Shizzle's Flyer**

**Objectives :** Collect 8 Webbed Diemetradon Scales and 8 Webbed Pterrordax Scales

**Rewards :** +3 Stamina, +12 Intellect, +3 Spirit Cloth Wrist or Leather Shoulders or a Shield.

You should have the sticky tar quest from your time in Tanaris, but if you don't it comes from Gadgetzan. In Un'Goro, heading out of Marshal's refuge, you should see all the tar pits and elementals there. The tar elementals range from level 50 through to 54 but if you stick to the ones further east you should find mostly the lower ones. They are easy to pick of solo

If you were heading out Marshal's refuge and looked left, you will see there will be a large boulder you can't run over. If you go around, on the other side if you start to look up to the top of the cliffs you will come across the Northern Pylon. You need to right click and inspect the pylon to complete, and up the top there should be some Pterrordax's.

These flying dino's will drop the Scales you need for the Flyer quest as well as giving you the kill count for 'Beware of the Pterrordax' however you won't complete that just yet as the other ones you need are level 55ish. Be aware that these Pterrordax have a three second fear, but if you are Undead you can use Will of the Forsaken to break it.

Any dinosaur in the zone will drop the Dinosaur Bones, however the Pterrordax are a little tighter with theirs. Out and around the Tar pits though you should see some Diemetradon's, and they will drop the bones a lot more often. These are also needed for their scales.

From the Northern Pylon I usually kill my way to the East one, taking any Diemetradon's I pass. Be sure to continually to look around you though as there are large elite dinosaurs that will think you are very tasty. You can't miss them, they are MASSIVE, you will be lucky to reach the top of their toe nail. They have a fairly small agro range too, so moving out of their way isn't too difficult.

Once you have visited both Pylons and collected all your tar, you might as well complete the scales and bones as it won't take too long. From running around the tar pits you should have all the Diemetradon's, the Pterrordax however can be a bit trickier. Along with the five or so around the Northern Pylon, there is another pocket of them further East, almost near the Pylon on that side.

You want an area called Ironstone Plateau, and here you will find eight or so more Pterrordax, only these are lower level and don't fear. They will 'swoop' you which will knock you over and stun for a second or two, but must less risk of adds.

### **[50] Williden's Journal**

**Objectives :** Return the journal to Williden Marshal

**Rewards :** XP!

By now you will probably have had one... or 10 Mangled Journal's Drop. The journal can be right clicked to begin a quest, which is basically handing it into Williden Marshal at Marshal's Refuge.

Now that I had done the first few quests in Un'Goro, I decided that I would do a bit of running around for the Linkin's Sword Quest line. You will need to do some killing in Felwood, so at the same time you can knock off some other quests there at the same time.





Before you head off you might want to stop past Tanaris and Thunder Bluff to hand in. When you hand in at Thunderbluff, he sure to head into the large tent there to pick up the next stage.

If you are coming to Felwood for the first time you will enter at the Southern end of the zone from Ashenvale. There is a Horde outpost at Bloodvenom Falls which is along the river there, you can grab a flight path there as well as some quests.

#### **[48] Timbermaw Ally**

**Objectives :** Kill 5 Deadwood Warriors, 5 Pathfinders, and 5 Gardeners.

**Rewards :** XP!

#### **[51] A Husband's Last Battle**

**Objectives :** Kill Overlord Ror

**Rewards :** XP!

Timbermaw Ally comes from Grazle who will be standing along the path not far after you enter the zone from Ashenvale, but the one for Overlord Ror comes from Bloodvenom Post, so head up and grab that before coming back down.

The mobs you need for both quests are just in off the path at Deadwood Village. The Warriors, Gardeners and Pathfinders will be all over, and you will find Overlord Ror at the back in a large camp. If you are careful you can pull the smaller camps or two or three, as well as the wanderers. I side stepped the first large camp you come too and managed to pick off from the edges the ones at Ror's camp.

Overlord Ror is level 51 and goes down pretty easy, although he will fear and call for friends so be ready. Clearing the area around him will help lessen any adds from both effects. These are the same furbolgs that you will need to kill in order to raise your faction to pass through the caves to Winterspring. If you run back up to the path and hand in to Grazle, you can continue fighting here and collecting the feathers to hand in for further faction. You will need a minimum of 'unfriendly' to pass through to Winterspring.

#### **[54] Well of Corruption**

**Objectives :** Collect a sample of corrupted water from the Jadefire Satyrs' moonwell

**Rewards :** XP!

After you have finished raising your faction and are on your way back up to hand in, stop past the Ruins of Constellas to fill the vial at the corrupted moonwell there. Getting to the ruins can be a bit tricky, but basically you fight past some oozes and wolves, eventually you start seeing some fallen pillars and the like.

Enter very carefully as there are quite a few stealthed rogue's there just waiting to jump you. The mobs are low 50's and solo, they are easy to take, just be careful you don't pull too many adds or back into another stealthed mob. You need to fight your way to the back of the camp which is through a narrow section lined with mobs. At the other end of this pathway will be the moonwell and I advise clearing around to the right and leaving the named till later as he comes with two friends.

Once filled, head back to Bloodvenom post to hand and continue up to the very north part of the zone on our way to Winterspring. You will enter Furbolg tunnels there and the mobs should con an orange color to you. They won't attack, but be very careful if you use the right mouse button to manoeuvre, you don't want to accidentally attack.

Inside the tunnels you will come to a part where it goes straight ahead, or you can loop around and head right. To start with, take the right part and it will lead you into Moonglade, there is a flight path just off to the left of the path when you enter. If you don't care about the flight path, head straight ahead and it will lead you straight to Winterspring.



#### **[52] It's a Secret to Everybody**

**Objectives :** Take Linken's Sword to Donovan Snowden in Winterspring.

**Rewards :** XP!

Now begins the first of your running, to Winterspring. Donovan is located not far from the tunnels that connect Winterspring to Moonglade, as you enter Winterspring, look to your right for a small pond of water, Donovan will be there. If you are near the tunnels you should see the little yellow dot on your mini map. Watch out for the wandering level 57 pack when running around here.

#### **[52] The Videre Elixir**

**Objectives :** Acquire a Videre Elixir

**Rewards :** XP!

Once have seen Donovan, you need to head over to Feralas. When you land at Camp Mojache, start heading north. Just after you pass through the Twin Colossals, there will be a open area on your right, and if you look carefully, a little white tent on a rise. That is where you will find Grogan Brewspewer.

From Grogan, purchase some 'bait' and then continue North to the Ruins of Ravenwind. Closer to the main path than the harpies, you should see a white ruins with a Gnoll guarding the front, that is Miblon Snarltooth. Place the bait in front of Miblon to have him move, and thus dropping the wall behind him. Once that is done you can run in and loot. Head back to Grogan to get the Elixir, then back to Donovan to hand in.

#### **[52] Meet at the Grave**

**Objectives :** Go to the graveyard outside Gadgetzan, and use the Videre Elixir

**Rewards :** XP!

From Winterspring head back to Tanaris and head to the Graveyard there (south of Gadgetzan). Drink the Elixir and don't get a fright, it is meant to kill you. Release your spirit but be very careful not to automatically click again to resurrect, you want to stay dead. As a ghost, head north to the zone wall and in the hills there you will find Gaeriyon. Speak with him then return to the graveyard and resurrect.

### **[52] A Grave Situation**

**Objectives :** Resurrect, then look for the gravestone that Gaeriyen told you to find

**Rewards :** XP!

Once you have resurrected, there will be a large stone grave you can right click, do so.

### **[52] Linken's Sword**

**Objectives :** Deliver Linken's Superior Sword to Linken in Un'Goro Crater

**Rewards :** XP!

Once you have clicked the grave, return to Linken and give him back his sword. The next step sends you to see J.D. Collie and she is the gnome at the very back of the cave at Marshal's Refuge.

### **[54] Linken's Memory**

**Objectives :** Find Eridan Bluewind in southern Felwood

**Rewards :** XP!

J.D. Collie sends you back to Felwood and down to Emerald Sanctuary, the little outpost at the southern end of the zone. There you will find Eridan. Eridan will give you a quest to collect items from the North end of the zone, but let's do a couple other quests while we are here...

### **[51] Forces of Jaedenar**

**Objectives :** Kill 4 Jaedenar Hounds, Guardsmen, 6 Adepts, and 6 Cultists

**Rewards :** XP!

After you have seen Eridan, head up to Jaedenar, there you will find the mobs you need. The Hounds are the Felhunter type mobs and go down fairly easily, the Guardians are the same being purely melee. Adepts and Cultists are both spell casters, so be careful when you pull to ensure they won't agro nearby mobs, you should be able to pull everything singularly.

Both when you enter, and when you get to the back of the camp, you will see entrance into two caves. Both caves are filled with the same mobs, however it can get a little more dangerous with multi-pulls so only use if the rest are already being killed.

### **[54] Corrupted Sabers**

**Objectives :** Take Winna's kitten to the corrupted moon well, release it, then bring it back.

**Rewards :** XP!

The Moonwell you need for this is at the Ruins of Costellas, the same moonwell you filled the vial at earlier. Again fight through to the back, and when you get there, right click the cat carrier to release the kitten. It will go for a little swim in the moonwell before following you obediently so you can return it to Winna.

When you get to Winna, you have to "release" the cat by right clicking it first, that will turn the question mark from silver to yellow for you. Seems a little backwards to do this after Jaedenar, but as I don't know if the kitty has a time limit, I do it in that order just to be safe.

### **[54] Silver Heart**

**Objectives :** Collect 11 Silvery Claws and 1 Irontree Heart

**Rewards :** XP!

### **[52] The Strength of Corruption**

**Objectives :** Kill 12 Angerclaw Grizzlies and 12 Felpaw Ravagers

**Rewards :** XP!



The Claws will drop from any of the wolves and bears through out the zone, however you can complete both quests together if you head up north and kill the Grizzly's. Heading North, stop in at Irontree Woods and kill a few trees to get the heart to drop. It didn't take me very long, 5 or 6 kills only, but keep your eye out for the larger wandering tree's, at level 56 they will take a nice chunk out of you.

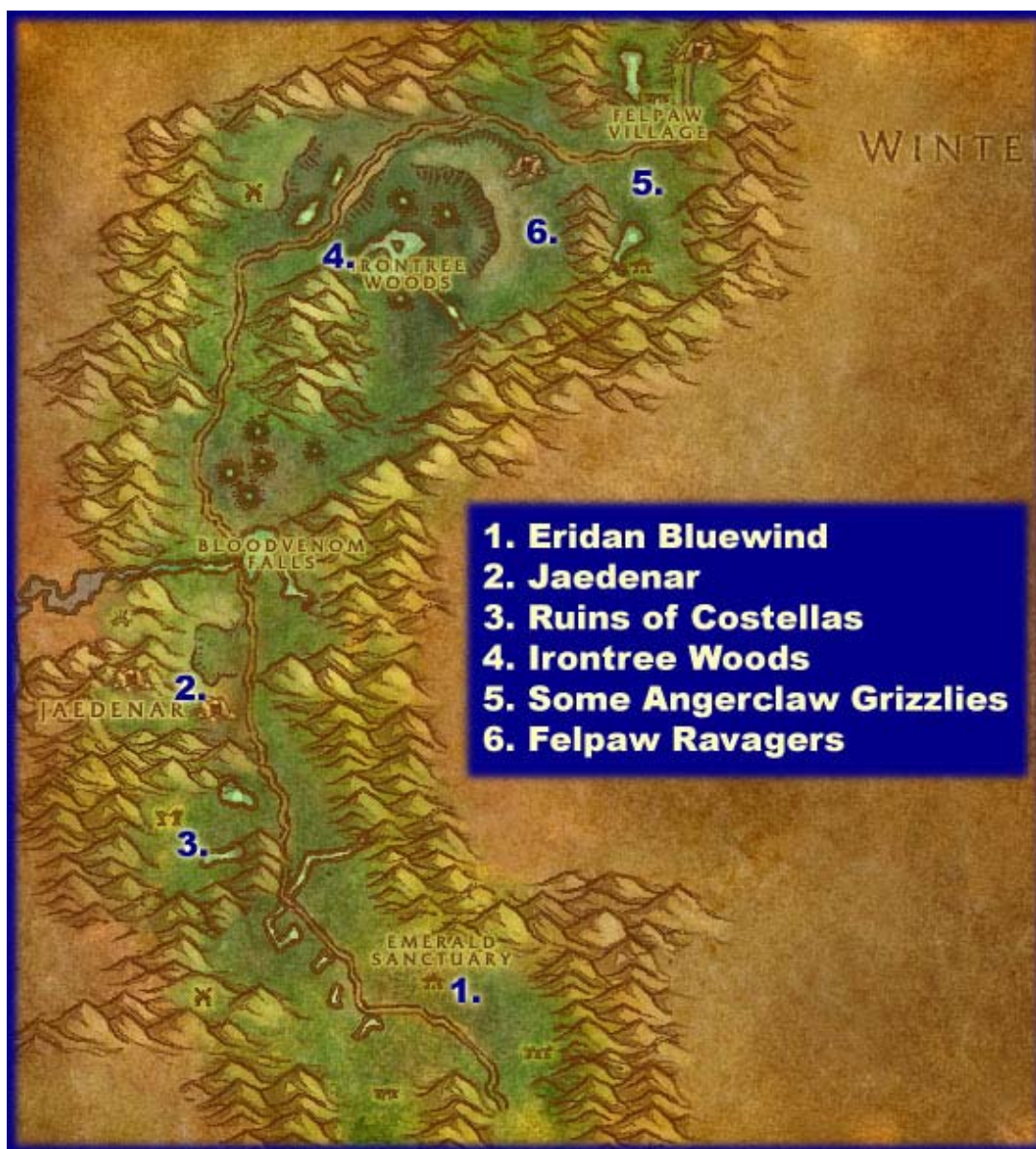
Once you have your heart, continue north till you start seeing the Grizzly's and Ravagers... kill away. You should get all the claws drop before you finish the killing of both types of mobs, and once you are done with both, hand in.

#### **[52] Collection of the Corrupted Water**

**Objectives :** Fill the canteen at the Moonwell in the center of Jaedenar

**Rewards :** XP!

Before I headed out of Felwood to continue with the Linkin's Sword line, I headed back to Jaedenar quickly to do this step. You fill the vial at the moonwell out in the open area near the back. The next step sends out away from the zone anyway, so I decided to head onto Tanaris to find Aquementas!





#### **[54] Aquementas**

**Objectives :** Summon Aquementas.

**Rewards :** XP!

After you have collected the claws and heart, you are sent to Tanaris to summon Aquementas. You need to head into Lost Rigger Cove and head to the **other** side of the enclosed area. I ran around the base where they are building the ship and out again. If you agro any mobs, you can just run them off. Once you are on the other side, look inland a bit for a circle of stones.

Use the book to summon Aquementas. Now you don't actually need to kill or even touch Aquementas (except for the fact he will be wailing on you). As soon as he is summoned he makes the totem you need, so you can just run. You can not damage Aquementas with any magical attacks, he can only be melee'd. Personally, I ran...

#### **[54] Linken's Adventure**

**Objectives :** Take the Silver Totem of Aquementas to Linken

**Rewards :** XP!

Leads to:

#### **[56] It's Dangerous to Go Alone (Elite)**

**Objectives :** Find and kill Blazerunner, acquire the Golden Flame.

**Rewards :** XP!

This is the final step, the one that will reward you with Linken's Sword and a Boomerang. It is elite and you probably won't be doing it for a couple of levels, but up until this stage the XP you earn is over 20k, a nice jump for basically just running around.

## **Un'Goro and Felwood**

Started at level 53  
Finished at level 55

Now that I was back in Un'Goro from the Linkin's Sword quest line, I decided to complete some other quests. In your running around, if you happened to pass The Undercity, head down to where they do all the testing in The Apothecarium and see Chemist Fruely.

### **[56] ...and a Batch of Ooze**

**Objectives :** Collect 5 of the Pure Un'Goro Samples

**Rewards :** XP!

As the quest says, any ooze in Un'Goro will work for this. All of them will drop an Un'Goro Slime Sample, the tricky part is you won't know how many will net you the Pure kind until you get back to The Undercity. To be safe, collect as many as you can before heading back, I got between 10 and 15 and it worked ok.

When you get back to the Undercity, there is a small bowl with green goo in it on the table beside Fruely. Right click it to get the tested sample, and then right click the sample to see if you got a pure one. Once you have your 5 hand in, then sell the rest of the junk you get.

### **[52] Alien Ecology**

**Objectives :** Use the Scraping Vial to collect a Hive Wall Sample

**Rewards :** XP!

To start with, I ran to the very south end of the zone. You can head straight down if you wish, but I took a little detour around the east side in a large arc for safety... and less mobs to knock me off my mount.

If you fight down the East side, you will kill through some Raptors before starting to see big green bugs and eventually enter The Slithering Scar. You are looking for the hive there and you need to kill your way just inside the entrance. As you enter the hive you will see you can go left or right, you want left, down the short tunnel into a small round room. If you clear that room and stand in the very center, you will be able to take your Hive Wall Sample.

### **[53] The Western Pylon**

**Objectives :** Discover the location of the Western Crystal Pylon

**Rewards :** XP

### **[53] Expedition Salvation**

**Objectives :** Collect the Crate of Foodstuffs and Research Equipment

**Rewards :** XP!

### **[55] Beware the Pterrordax**

**Objectives :** Kill 10 Pterrordax and 15 Frenzied Pterrordax

**Rewards :** Sellable loot

After I collected my hive sample, I left the hive facing west. Mount up and make a bee line for the west wall, you will run through an area called Terror Run, and there will be level 54 and 55 mobs as well as elites, just try to run though.

Around the Western Pylon you will find the Frenzied Pterrordax's, and you should have already completed all the normal, lower level ones last time you were in the zone. Clearing the Pterrordax from around the pylon, as well as a couple around the base of the cliffs, I was already up to 7 of

the 15 needed.

There are lots more Frenzied Pterrordax along the western wall heading north, in little pockets as well as flying around in the open. You should have no trouble killing the 15 needed for these. As with the lower level versions, the frenzied have a fear, although it seems to be a single target fear and hit my pet most of the time, not really effecting me at all.

Now comes the really fun part, you need to collect a box out in the middle of Terror Run. You *can* try to kill your way through the non elites, but personally I just soulstoned up and made a run for it. I have marked on the map where the Research Equipment is, and you are looking for a tent of sorts with a lootable box. If you mount up you can dodge most of the mobs on the way in, and if you do get agro when close, run around a bit to loose it.

When you think you are safe, run up to the box, demount and start looting. I got one mob jump me when I got off my mount, but a quick fear got rid of it long enough for me to loot the item and run out. If you do get agro, head for the water nearby, although some of the mobs can swim, they drop agro it seems as soon as you get out a bit.

Now that I had the hardest half done, time to get the other one, and for this, you need to head up near the Tar Pits. The crate of foodstuffs is very easy to get in comparison to the one you just got and you should be able to get it without any hassles at all.

#### **[53] Chasing A-Me 01**

**Objectives :** Find A-Me 01

**Rewards :** XP!

#### **[55] The Apes of Un'Goro**

**Objectives :** Collect 2 Un'Goro Gorilla Pelts, 2 Stomper Pelts, and 2 Thunderer Pelts

**Rewards :** XP!

Since I was up the north end of the zone, I started killing the Gorilla's at Fungal Rock. Before you head in though, ensure you have 1 x Mithril Casing as you will need it to get A-Me 01 going again. Once you have it, start fighting your way into the cave.

The Un'Goro Gorillas, Stompers and Thunderer's occupy the cave and the drop rate for their pelts was pretty good for me, getting one nearly every time. As you fight into the cave, you want to take the first tunnel on your right, and there at the end you should see A-Me 01 lying face first.

If you have your Mithril Casing on you, you can do the escort out straight away. It's one of the easier escorts I have done as you don't get ambushed by mobs, only the general respawn on the way out. You need to escort the Ape to the base of Marshal's Refuge, and after that I ran to Torwa (near path to Tanaris) to hand in the pelts.

#### **[55] The Mightly U'Cha**

**Objectives :** Retrieve U'cha's Pelt

**Rewards :** Sellable loot

#### **[56] The Bait for Lar'Korwi**

**Objectives :** Using the contents of Torwa's Pouch, summon Lar'korwi and defeat him. Retrieve his head.

**Rewards :** Sellable loot

After you hand in the Gorilla pelts, you need to head back to Fungal Rock to find U'cha. If you enter the cave, stick to your right and follow the path to the back where it will curve around, and eventually at the other end curve around again. U'cha is all the way at the back. Even though he

was level 55 (and myself only 52) I had no trouble taking him down, utilizing the space he was in to fear quite safely.

Once he was dead I fought my way back out and towards Torwa, stopping at the Eastern Pylon on the way to summon and kill Lar'Korwi. At the back of the pylon is a rock, and if you right click the Preserved Threshadon Meat you should have on you, it will place the meat on the rock. After the meat is down, place the Pheromone Mixture on top and with in seconds you should see Lar'Korwi running at you.

Although the large dinosaur is level 56, just like U'Cha he wasn't really any trouble. I threw my DoT's on him while he was running at me and feared him. By the time fear wore off he was half dead so I replaced the DoT's and feared again... dead... easy. After I had his head, I made my way back to Torwa to hand in both.



I decided to head back to Felwood and clear up the last remaining quests I had for there. If you have made the run to Ratchet for the Corrupted Water, you can hand that in at Emerald Sanctuary when you land. For the rest of the quests though, we are heading North.



### **[54+] Verifying the Corruption**

**Objectives :** Destroy 2 Entropic Beasts and 2 Entropic Horrors

**Rewards :** XP!

My first stop was at Shatter Scar Vale for the Beasts and Horrors. Don't worry about the elite tag as the mobs you need to kill aren't elite, only the wandering Infernals in the area which you can dodge with ease. Both the beasts and horrors look the same, yellow / green fire elementals and are all around the area.

### **[55] Cleansing Felwood**

**Objectives :** Collect 15 Blood Amber

**Rewards :** XP!

Further north, just above Irontree Woods is a cave; Irontree Cavern. In the cave you will find the Warpwood Elementals and they will drop the Blood Amber, usually one every time. You should have no trouble pulling these singularly, even inside the cave.

When you hand this quest in, you get the option for further quests; Salve via Hunting, via Gathering or via Skinning. If you ask Maybess for a Cenarion Beacon, you will be able to loot Corrupted Soul Shards when killing certain mobs. The same beacon also allows those with the Herbalism ability to see Fel Creep. Skinners though will most likely already be collecting these as they can be skinned without the beacon. First time hand-ins for all three yield 4200 xp!

Each hand in nets you 2 x Cenarion Plant Salve. These plant salve's are used on the corrupted plants around the zone, and well worth doing as each plant you use it on will yield you 550xp! Using the salve on a Corrupted Songflower will convert it to a cleansed songflower and right clicking that will give you a buff that increases your chance for a critical strike by 5% while increasing all your stats by 15.

Finding and cleansing a corrupted wildblossom will reward you with a few Wildblossom Berries that heal 1933 health over 27 sec and increases your Stamina by 10 for 10 minutes. If you manage to find a Corrupted Whipper Root you will receive an item that restores 700 to 900 health, while a Corrupted Night Dragon will result in an item that restores 394 to 456 mana and 394 to 456 health. Please note the last two are usually a little more rare than the first...

### **[55] Deadwood of the North**

**Objectives :** Kill 5 Deadwood Den Watchers, 5 Avengers, and 5 Shamans.

**Rewards :** XP

If you run to the very north end of the main path, you will find Nafien and this furbolg will give you the quest to go and kill the Deadwood at Felpaw Village. The only difficulty really with this quest, is sometimes finding the mobs. These are the higher level furbolgs to the ones you killed last time, and like their lower level friends, they are also killed to raise Timbermaw faction, a faction a lot of people go after.

If there are people there just ask to join up for the quest killing, or come back later. The Shaman's will be the toughest mobs to kill as they nuke, but a cast of Curse of Tongues will help solve that pretty quick.

### **[55] Deadwood Ritual Totem**

**Objectives :** Take the Deadwood Ritual Totem inside Timbermaw Hold and see if one of the furbolgs there will find a use for the item

**Rewards :** XP!

While killing the furbolgs, you may see a Deadwood Ritual Totem drop, this item begins the quest. The tricky part though, is you need to be at least neutral faction with the furbolg to hand in. If you do raise your faction high enough, you need to find Kernda inside the tunnels that join Felwood to Winterspring.

### **[55] Dousing the Flames of Protection**

**Objectives :** Douse the flames of the four braziers of protection

**Rewards :** XP!

If, last time you were in Felwood, you collected the water sample from the moonwell for the Collection of the Corrupted Water quest, you would have done the running around the barrens etc. After all of that, you need to head into Shadow Hold which is the back cave at Jaedenar.

If you head into the cave, the first main area you come to will have the brazier of pain, and just a little further in, the brazier of Hatred. Watch out for the Legionnaire's as they have a knockback effect which can not only interrupt your spells, but knock you into adds.

The tunnel is fairly easy to navigate, there's only one real way to go. Continue down the main path and eventually you will come into a large open room which has both the Suffering and Malice braziers. Once you have got those, head back out to hand in and get the next step.

### **[55] A Strange Red Key**

**Objectives :** Search through Jaedenar to discover what the Blood Red Key is used for

**Rewards :** XP!

While fighting in the cave, you may see a Blood Red Key drop, this is to free Captured Arko'narin who is inside the cage where the brazier of pain is. Handing in the key eventually leads to an escort quest in which you escort Arko'narin down to where the last two brazier's are and then back up. It is up to you if you choose to do this, but even if you don't, handing in the key alone nets you over 5k xp!

### **[58] A Final Blow**

**Objectives :** Kill Moora and Salia, and retrieve Shadow Lord Fel'dan's Head

**Rewards :** +10 Intellect, +10 Spirit, +9 Agility Cloth Belt

After you have doused all the flames and handed in, the next step requires you to head back into Shadow Hold, only this time further in. If you head back down to where the last two braziers are, you should see a small water area there with oozes. Fight through the oozes and up the other side, continueing down the tunnels where you will enter a large room with lots of mobs.

The first mob you will most likely encounter in this room is Rakaiah who you will need to kill if you decided to do the escort quest. Either way, you need to clear this entire room to continue on, and most of the mobs seem to come singularly even though they are so close.

Once you have cleared that room, continue fighting down the tunnels where you will come to a round-ish room that leads you left or over a bridge... go left. Eventually you will come to a larger room and be facing the three mobs you need. Clear all around this room before engaging the trio as you may need the space to fear.

I focused on the two Succubi first as they were lower level, and then honed in on Shadow Lord Fel'dan. It's handy to ensure you are soulstoned here as you can have a bit of trouble, but if you are prepared, and don't get any adds, you should have little trouble slaughtering them. Once done, head back up and hand in!

The following two quests are the start of [An Imp's Request](#), the level 50 Warlock only quest. It is completely up to you if you start it now, but these two steps net you about 10k xp... so worth it.

#### **[52] Hot and Itchy**

**Objectives :** Bring a piece of felcloth to Impsy

**Rewards :** XP!

#### **[52] The Wrong Stuff**

**Objectives :** Collect 10 Rotting Wood and 4 Bloodvenom Essence

**Rewards :** XP!

For the piece of felcloth, you can just head up to Jadefire Run, it should drop relatively quickly. The Rotting Wood are from the Ironwood Tree's and the Essence from the slime right near Impsy. Overall I had a pretty good drop rate and it was nice and easy xp. The next step requires you to retrieve items from Sunken Temple. If you did decide to do these, you can combine 'The Wrong Stuff' with the ooze quest from The Undercity;

#### **[52] A Sample of Slime**

**Objectives :** Collect 5 of the Corrupted Felwood Samples

**Rewards :** XP!

Just like in Un'goro, any slime will do. And just like before, you need to collect samples before testing them back in The Undercity, only this time you want the small bowl full of orange goo. I had a lot better conversion rate with this one, only taking 6 samples to get the 5 pure.

#### **[55] Melding of Influences**

**Objectives :** Bring a Merged Ooze Sample to Chemist Fuely

**Rewards :** XP!

After you have completed the Un'goro and Felwood slime samples, you are given the next step which takes you back to Un'Goro to ...um ... mate oozes. As much of a pain as it is to run all the way back to Un'Goro, the 7000 xp I got at level 54 makes it totally worth it.

You need to find a Primal Ooze, these are the brownny colored ones. When you get close to one, right click the barrel to release the Felwood Ooze and then kill the result. Return to Chemist Fuely to complete. Done.





## **Azshara and Burning Steppes**

Started at level 55  
Finished at level 56

Wanting to delay my travels in the Plaguelands, I decided to check out Azshara, and although I was probably a tad high for most mobs, it made for quick and easy killing. Before you head out there though, run and see Belgrom Rockmaul outside the Hall of the Brave in the Valley of Honor in Orgrimmar. He will give you a quest that sends you to Azshara, as will Chemist Cruely in The Apothecarium in The Undercity.

If this is your first trip to Azshara, take a flight from Orgrimmar to Splintertree Post in Ashenvale. From there you will run east where you will eventually cross a small bridge and end up in Azshara. Just in on the right you should see a small camp of sorts, this is the Alliance Flight Path / Outpost, but there is a Tauren named Loh'atu there that will give you two quests.

### **[47] A Land Filled with Hatred**

**Objectives :** Kill 6 Haldarr Satyr, 2 Tricksters, and 2 Felsworn

**Rewards :** XP!

### **[47] Spiritual Unrest**

**Objectives :** Kill 6 Highborne Apparitions and 6 Highborne Lichlings

**Rewards :** XP!

Just across the path from Talrendis Point, the Alliance outpost, you will find Shadowsong Shrine and the Highborne you need to kill. They are scattered all over the area from basically the river across to Haldarr Encampment, which is the camp you need for the Satyr's. Both quests are quick and easy, and although slightly lower level, still net you some ok XP.

After you have done those two, time to move onto the Horde Outpost to pick up another quest and our flight path. I have marked it out on the map, and basically any route in land will take you to it. You will have to run past mobs however.

### **[52] Stealing Knowledge**

**Objectives :** Find the Tablets of Beth'Amara, Jin'yael, Markri, and Sael'hai

**Rewards :** XP!

If you make your way back to the main path and continue along, you will eventually come to the Ruins of Eldarath. When you see the path fork, you want to take the right one that leads down and around, the straight ahead route is a dead end. The tablets are scattered all over the ruins, usually in multiple places at once so keep your eyes open. You are looking for:

- Sael'hai is a large yellow crystal
- Jin'yael is small and light blue
- Beth'Amara is a bright pink and
- Markri is green

### **[52] Seeping Corruption**

**Objectives :** Fill all 4 Empty Vials

**Rewards :** XP!

Chemist Cruely would have given you a box, that if you open, will contain four empty Vials. You need to fill one at each of the pools that are along the coast. They are right along the water's edge, and fairly easy to spot. Kill your way through the Naga and fill Vial 1 at Pool 1, 2 at 2, so on and so forth. Pools 2, 3 and 4 are actually all near each other.

### **[53] Betrayed**

**Objectives :** Kill 10 Blood Elf Reclaimers, and 10 Blood Elf Surveyors before seeking out Magus Rintori's camp.

**Rewards :** XP!

### **[53] Kim'jael Indeed!**

**Objectives :** Search for Kim'jael's Compass, Scope, Stuffed Chicken and Wizzlegoober

**Rewards :** XP!

Both of these can be done in the same area. If you head around to the North part of the zone, you should be able to find Thalassian Base Camp relatively easily. Before you start killing though, head to the top of the hill not far from it to find Kim'Jael. You can access the top via the North side of the hill, and Kim'Jael is the Goblin at the top.

Once you have both quests you can head in. The Reclaimers and Surveyors are all around and you should have no trouble with the kill count. Once done, you want to head to the cliff edge where you will find a Kaldorei Tome of Summoning. Once you have completed your kill count, this Tome will complete your quest for you.

### **[56] Betrayed**

**Objectives :** Destroy the arcane focusing crystal tied to Magus Rintori and then slay her

**Rewards :** XP!

The Tome gives you the following step in which you need to attack one of the three crystals around the edges, doesn't matter which one. When you have destroyed it, a Blood Elf guard will spawn, and once he is near death, Magus Rintori will follow.

A fairly easy fight, she will ice root you at one point, but DoT's make pretty short work of her. Once dead, loot her head and you're done. If you have collected the items needed for Kim'jael, found inside crates all around the camp, return to the top of the hill to hand that in, and then head back to Valormok.

### **[52] Delivery to Archmage Xylem**

**Objectives :** Bring the Tablet of Sael'hai to Archmage Xylem in Azshara

**Rewards :** XP!

### **[52] Delivery to Jes'rimon**

**Objectives :** Bring the Tablet of Jin'yael to Jes'rimon in Orgrimmar

**Rewards :** XP!

### **[52] Delivery to Magatha**

**Objectives :** Bring the Tablet of Beth'Amara to Magatha in Thunder Bluff

**Rewards :** XP!

### **[52] Delivery to Andron Gant**

**Objectives :** Bring the Tablet of Markri to Andron Gant in Undercity

**Rewards :** XP!

After you turn in the four tablets to Jediga, you are asked to make four deliveries. Before you hearth off, run along the base of the cliffs and not far along you will come across Sanath Lim-yo, an Elf that will teleport you up to the top of the cliffs. From there you will see a path leading further up, eventually to a tower. At the top of the tower you will find the Archmage Xylem.

Jes'rimon can be found in The Drag in Orgrimmar, this is the same guy you got the white claws for in Un'Goro. Magatha is on the Elder Rise in Thunderbluff while Androm Grant is in The

Apothecarium in The Undercity. At 54 I got 2550xp for delivering the tablets and 3100 for each letter they give you to take back to Jediga, not bad.

### **[53] Kim'jaei's "Missing" Equipment**

**Objectives :** Find Some Rune

**Rewards :** XP!

After I had returned to Jediga, I made my way back up to the Ruins of Eldarath to look for the Rune. You need to be killing the Spitelash Siren's, Myrmidon's, Enchantress' and Battlemaster's. I got my rune off a Siren, and they are said to have the higher drop rate. Note that the Spitelash Guard's will not drop it for you.

Once you have it, hand it into Kim'jaei. That's it, Azshara done!



1. Highborne Apparitions and Lichlings
2. Haldarr Satyr's, Tricksters and Felsworn
3. Valormok, Horde Outpost
4. Tablets of Beth'Amara, Jin'yael, Markri, and Sael'hai
5. Pool 1 for Seeping Corruption
6. Pool 2
7. Pools 3 and 4
8. Kim'jaei
9. Blood Elf Reclaimers and Surveyors, the arcane focusing crystal and Magus Rimtori
10. Sanath Lim-yo

Burning Steppes doesn't really have a lot of quests, most of them sending you into Blackrock Depths and Spire, but it's a quick zone to get out of the way.

If you haven't been there before, it can be a bit confusing. You want to head to Thorium Point in Searing Gorge and then run South. If you run straight south from Thorium Point you should be able to see a path leading up into the mountains, and if you follow that you will see large double doors.

You need to head through those doors, into Blackrock Mountain and then follow the path around. When you come to the main open area, turn left and follow the path around, under the chain and then go through the second opening, basically opposite where you came in. Don't go through the first, lots of elites.

If you go through the second, you should come out in Burning Steppes, so follow the ramp down to the path, take it to your left and follow it along. Eventually it will fork off, you want to take the left again and then head across country when it ends. You are looking for Flame Crest (see map).

### **[52] Dreadmaul Rock**

**Objectives :** Find out what became of Sha'ni Proudtsk

**Rewards :** XP!

You pick this quest up from Badlands, and once you are at Flame Crest, you want to head off to the left to Dreadmaul Rock. You will see the big red ogre's, and hopefully the path that leads to the top of the mountain there. At the very top, in front of the small cave there you will find Sha'ni's remains, and if you right click them, her ghost will appear for you to complete the quest.

### **[53] Krom'Grul**

**Objectives :** Recover Sha'ni's Nose-Ring from Krom'Grul

**Rewards :** +10 Stamina, +6 Spirit Ring

After you speak to Sha'ni's ghost, she will ask you to recover her ring. It drops from Krom'Grul and he can spawn in multiple locations. The first place to check is the large cave on the ground level, usually in the back room. If he's not in there, he may be in the small cave up the top or around the back of the mountain, make good use of your eye.

The ring is handed back in at Kargath so hold onto it for now.

### **[54] Rise of the Machines**

**Objectives :** Collect 10 Fractured Elemental Shards

**Rewards :** XP!

The shards drop from the War Reavers scattered around the Ruins of Thaurissan. Drop rate is on the good side which is great because these can be a real pain. They have a knockback effect which, if you get multiple reavers on you, makes it almost impossible to get off non-instant spells. I killed these as I came across them while doing other quests.

### **[50] Tablet of the Seven**

**Objectives :** Find the tablet, copy its text

**Rewards :** XP!

In amongst the Ruins of Thaurissan will be a statue, and at the base of the statue, the tablet you need. You may have to kill a few dwarves to get into it.



### [52] Broodling Essence

**Objectives :** Collect 8 Broodling Essence

**Rewards :** XP!

This is the fun quest... The mobs you need are in the west part of the zone, the dragon whelp broodlings. Unfortunately they are amongst roaming elites, but they are slow and you can keep our of their way. The tricky part though, is you need to use the Draco-Incarcinatrix 900 on them before you start attacking as any hit from them interrupts the casting. The hard part is you also need to be directly on top of them in order to cast it.

I used my Succubus for it, sent her in to get agro while I used the Draco-Incarcinatrix 900, and then once it landed pulled agro back. If the broodling dies while the Draco-Incarcinatrix 900 is still active, it will spawn a crystal, which when looted will give you the essence. Just keep your eyes peeled for the elites...

That's pretty much it, the rest of the quests send you into the Blackrock Mountain instances. Head back to Kargath to hand in, and when you hand in Rise of the Machines, the second step sends you out to Lotwil, he's the guy out near the rock elementals.



## **Western Plaguelands**

Started at level 56

Finished at level 57

To get to Western Plaguelands, you simply have to run to the eastern end of Tirisfal Glades. You will see an encampment on the borders edge, and before you go starting any quests, be sure to see Argent Officer Garush. He will give you an Argent Dawn Commission which is a Trinket you will want to wear while fighting in either of the Plaguelands.

When you kill mobs wearing this trinket, they have a chance to drop scourgestones which you can hand in for Argent Dawn Faction. There are three types of scourgestones : Minion's Scourgestone's which drop off the lower level mobs (51-55 ish), Invader's Scourgestone's which drop off the mid level mobs (55-58 ish), and Corruptor's Scourgestone's which drop off level 59+ mobs.

Up until 'honored' you will gain Argent Dawn faction from simply killing the non elite mobs in the Plaguelands, Scholomance, and Stratholme, so a lot of people will advice to hold onto the scourgestones until honored before starting to hand them in. Thankfully they stack up to 100! *(Elite mobs give you faction until you reach Revered status. Named Elite mobs always give you faction.)*

Ok, so once you have your Argent Dawn Commission, throw it on and lets get to questing!

### **[53] Scarlet Diversions**

**Objectives :** Destroy the command tent and place the Scourge banner at the Scarlet Crusade's base camp

**Rewards :** XP!

When you start in Western Plaguelands, you will do a bit of running back and forth between camps in the zone and the Bulwark, this is the first. Just between Felstone Field (first farm) and Dalson's Tears (second) you will find the Scarlet Crusade's base camp. Before you go running in though, ensure you have collected the 'Flame in a Bottle' from the crate at the quest givers feet!

When you are ready, make your way into the camp and start clearing. A little word of advice : clear **all around** the camp before heading in. The Invokers will be the hardest if you get multiple of as their nukes bring you and pet down extremely quickly, and of course Medics are a pain, they heal. the Hunter's are ok, but as they send the pet in and stand back, they can agro nearby mobs.

Once you are ready, and the camp is clear, go and right click on the tent there to burn it, and once you have done that you can right click the banner in your inventory to plant it. Head back and hand in. Once you have handed in, you will be sent to Shadow Priestess Vandis who is on the other side of the path.

### **[53] Target : Felstone Field**

**Objectives :** Defeat the Cauldron Lord at Felstone Field and secure a sample of the poisons used inside the cauldron

**Rewards :** XP!

### **[52] Better Late Than Never**

**Objectives :** The ramblings of the ghostly woman indicated that she needed a package delivered

**Rewards :** XP!

The first of the Cauldron quests is oddly enough, at the first field on your left as you pass through W.Plaguelands. You should have no troubles at all with this field as the mobs are low 50's and

easily single pulled. If you fight close to the big cauldron in the middle, eventually Cauldron Lord Bilemaw will spawn, he is who you need to kill. When he's dead he will drop a key that will now allow you to open up the Cauldron and collect a sample. Complete the quest at the cauldron and be sure to right click again to get the quest that sends you back to Vandis.

Before you go running off though, head to the top back room of the farm house on the edge of the farm. You will need to clear your way up, and if you play with sound on, will probably hear a female voice calling out for help. Upstairs you will find a ghost of Janice Felstone who will mention something about a package she needs delivered.

The package she is talking about is inside the barn next to the house and after right clicking it, you will need to head to the Undercity. Once there, speak with a census officer located near guild and tabard registration, who will then direct you to Jeremiah Felstone just near there. Jeremiah gives you half of a good luck charm which you are to return to Janice so make your way back to Felstone Field, stopping past The Bulwark to hand in the cauldron quest and collect the next one.

#### **[54] Two Halves Become One**

**Objectives :** Locate the other half of the Good Luck Charm somewhere on the Felstone Farm

**Rewards :** +13 Shadow Resistance Necklace

On your way back into W.Plaguelands, stop off again at Felstone Field and return the half-charm to Janice. Now you need to find the other half of the charm, this drops from a Jabbering Ghoul who spawns outside in the field, not far from the Scarlet pack. If he's not up, hang around as the Scarlet mobs like to attack and kill him. When he spawns, kill and loot the other half of the charm, right click either part to make it complete and then give it to Janice.

#### **[55] Target: Dalson's Tears**

**Objectives :** Defeat the Cauldron Lord at Dalson's Tears and secure a sample of the poisons used inside the cauldron

**Rewards :** XP!

#### **[55] Mrs. Dalson's Diary**

**Objectives :** Locate the contents inside the Dalson Cabinet

**Rewards :** XP!

The second cauldron quest is just like the first, fight close to the cauldron until Cauldron Lord Malvinious spawns, loot the key and then see the cauldron to complete the quest and complete the second stage. Although the mobs at Dalson's Tears will also be green, don't become too lax as these can still kill you if you're not paying attention. Some of the mobs spawn worms when they die, that if you don't attend to quickly, will soon munch away your health. Other's lower your stamina while another lot again will give you a disease that can really hurt!

Once you are done at the cauldron, you want to fight inside the barn to locate a diary lying on the barn floor. Getting in here can be a little trickier than the last camp as the Scarlet like to wander directly in front of the entrance. I actually came in from behind the barn and hugged the wall to the entrance. Once inside, right click the book to get the "completed" message. Note : No quest enters your log for this series, no idea why.

Once you have seen the diary, head outside to behind the barn and farmhouse till you see a Wandering Skeleton. Again he may not be up straight away so hang around and kill to you see him. If you have seen the diary, when you kill him he will drop a Dalson Outhouse Key, you use this key on the outhouse there. When you use the key, Farmer Dalson will spawn and attack you, kill him.

Farmer Dalson will also drop a key, a Dalson Cabinet Key. The Cabinet you are looking for is in the top back room of the farmhouse there, and when you open the cabinet you will get the XP (only xp for this quest it seems) as well as a couple of green items. Once done, head back to the Bulwark to hand in the Cauldron quest.

#### **[55] Target: Writhing Haunt**

**Objectives :** Defeat the Cauldron Lord at the Writhing Haunt and secure a sample of the poisons used inside the cauldron

**Rewards :** XP!

#### **[55] The Wildlife Suffers Too**

**Objectives :** Kill 8 Diseased Wolves

**Rewards :** XP!

The third in the Cauldron series sends you to the Writhing Haunt, which is basically on the opposite side of the main path to Dalson's Tears. The mobs here start raising in level a bit, and the 'freezing ghouls' can cause a bit of trouble if you have multiple mobs on you as they will do just what their name says... freeze you. Once you see Cauldron Lord Razarch, kill, loot and speak to the Cauldon.

Now, just to be tricky, this farm has two houses. If you stand in between the two houses facing the cauldron, you want the house that will be on your left. Inside will be Mulgris Deepriver, a Tauren face down on the floor. She will ask you to kill the diseased wolves which can be found all over. You will find some just north of the Writhing Haunt, but if you are having trouble, head to the cliff area just above Dalson's Tears. I have marked the spots I found the most wolves with "W" on the map.

#### **[56] The Wildlife Suffers Too (Part 2)**

**Objectives :** Kill 8 Diseased Grizzlies

**Rewards :** XP!

After you have killed the wolves, you need to head back to Mulgris to hand in, and this time she will ask you kill the Grizzlies. These are much easier to find, located just behind the Writhing Haunt up to the path and just on the other side. I have marked them out as "G" on the map.

After you have killed the bears and handed in to Mulgris again, the next step sends you to Thunder Bluff. A simple hand in, you need to head to the Elder Rise. The result is a 36 Armor, +6 Agility, +6 Intellect, +6 Spirit, +7 Stamina Cloak.

#### **[58] Target: Gahrron's Withering**

**Objectives :** Defeat the Cauldron Lord at Gahrron's Withering and secure a sample of the poisons used inside the cauldron

**Rewards :** XP!

The fourth and final cauldron you have to complete, these mobs are a step higher again, but overall I had little trouble, just take your time.

When you have completed all four cauldron quests, and handed in the final one to Shadow Priestess Vandis, head over to High Executor Derrington. He has a simple two click quest that will not only net you around 9300xp for doing nothing, but you get to choose between a +11 Stamina Sword, or a +11 Intellect Sword. No matter which sword you choose, you will receive a +12 Stamina, +5 Spirit neck item. Not bad for walking about 5 feet!

Also, after completing all four cauldron quests, you can do further xp / faction quests at each farm. If you see Apothecary Dithers at the Bulwark, she will give you a Vitreous Focuser, this will



allow you to collect Osseous Agitators, Somatic Intensifiers, and Ectoplasmic Resonators. These items, along with Runecloth and an Arcane Quickener which Apothecary Dithers also sells, will allow you to use the cauldrons for a little extra XP as well as faction.

**Felstone Field**

- 1 x Arcane Quickener
- 4 x Pieces of Runecloth
- 6 x Osseous Agitators

**Dalson's Tears**

- 1 x Arcane Quickener
- 4 x Pieces of Runecloth
- 5 x Somatic Intensifiers

**Writhing Haunt**

- 1 x Arcane Quickener
- 4 x Pieces of Runecloth
- 5 x Somatic Intensifiers

**Gahrren's Withering**

- 1 x Arcane Quickener
- 4 x Pieces of Runecloth
- 4 x Ectoplasmic Resonators

Just like the scourgestones, these drop off varying level mobs. The Osseous Agitators' drop from your lower level mobs, the Ectoplasmic Resonators from the higher, and the Somatic Intensifiers from everything in between. These stack up to 20 and I usually don't worry about handing them in till either the end of a run or when I am running out of inventory room. The Arcane Quickener's don't stack, so you can't carry too many of these on you at one time.

Each hand in at the cauldron's will net you around 500 or so xp each time, as well as varying amounts of Argent Dawn faction, the higher cauldron's obviously giving more.

**[56] A Matter of Time**

**Objectives :** Kill 15 Temporal Parasites

**Rewards :** +15 Intellect, +4 Stamina, +4 Strength, +3 Spirit Cloth Shoulders

To get this quest, you need to venture into the Ruins of Andorhal and find Chromie the Gnome. If you have a look at the map below, where the #6 is, there is a small path that leads into the main part of the zone. If you approach the ruins near there, it's the quickest route. Chromie is located at the top of the "inn" like building just below the #6 but you will have to fight your way in. If you were to come from the west path, you want the first full building on your left.

Once you have found Chromie, collect this quest from her and the head back out of the ruins, around to the east side. You want to head roughly to where #7 is marked on the map, along the edge of Andorhal Ruins, not far from the Writhing Haunt. You are looking for tall wooden structures that will have a blue glow to them.

Fight your way close to the towers and then use the Temporal Displacer to uncover the Temporal Parasites. Most times you will get two parasites come through, occasionally you will get three. Also, sometimes when you get two and kill them, a third one will spawn on it's own. You can only use the Temporal Displacer once at each silo, once the blue glow disappears, you need to move onto another glowy one. Once done, head back to Chromie.

### **[56] Counting Out Time**

**Objectives :** Locate 5 Andorhal Watches

**Rewards :** Attuned Dampener - Inflict 525 to 675 arcane damage on the attuned target, and lower the damage it deals by 25%.

The second quest from Chromie sends you in and around the Ruins of Andorhal to find some Watches. You can get all 5 without having to wander very far from the building she is in, just keep your eyes open for wandering elites. The watches are inside "Small Lockbox's" and there is usually one in the corner of every ruins, just have to check all corners.

Note that the reward is a one use item, but the quest is repeatable (no xp second time around) if you want more. After you have collected your 5, head back to Chromie and hand in.

### **[56] Unfinished Business**

**Objectives :** Kill 2 Scarlet Medics, 2 Hunters, 2 Magi and 2 Knights

**Rewards :** XP!

Kirsta Deepshadow gives this quest, and unless you have been to her before, she can be quite tricky to locate. The easiest way to get to her is to head up behind the Dalson's Tears farm, where you should eventually enter Northridge Lumber Camp. If you run up the west cliff wall of the camp, you will find the safest route with only a few spiders and wolves.

While running up this side, keep one eye on the mini map as you should be able to see the "path" leading down to Kirsta there before you actually come upon it. You are looking for a dip in the cliffs that leads down to a cart, Kirsta will be kneeling behind it. Alternatively, you can run up the path leading to Hearthglen till you get to the tower and then go cliff jumping...

Once you find her, she will give you this first step. The Medics and Hunter's are best found at the Scarlet Crusade's base camp, the first camp you killed at. The Magi are best found along the path to Hearthglen along with some Knights, but if you have trouble getting those, look around the Lumber Mill. Once done, return to Kirsta.

### **[57] Unfinished Business**

**Objectives :** Kill Huntsman Radley and Cavalier Durgen

**Rewards :** XP!

The next step requires you to take out two important members of the Crusade. They are both found along the path to Hearthglen so you need to make your way out and around. You can bypass the group of mobs at the very base of the camp, because even if you get agro, by the time you get near the first named, they drop off.

About half way up the path you want to keep your eye open for a bit that leads up into the mountains, it will be on your right. Up that little path there, you will kill a couple of mobs before finding Huntsman Radley and her pet pooch at the end. Most likely you will have one add in the mix, but if you fear the pet and Seduce the add, you can take them out no worries.

Further up the road you will come upon a tower, and that is where Cavalier Durgen will be hanging out. Clear the mobs at the bottom and then just wait, eventually durgen will not only wander down to the bottom of the tower, he will wander right out front. Pull him back and kill him, but beware he does hit hard and fast, sometimes a bit of a shock to those not prepared.

### **[58+] Unfinished Business (Elite)**

**Objectives :** Enter Hearthglen and find a high vantage point from which you can see the town and gauge the Scarlet Crusade's forces

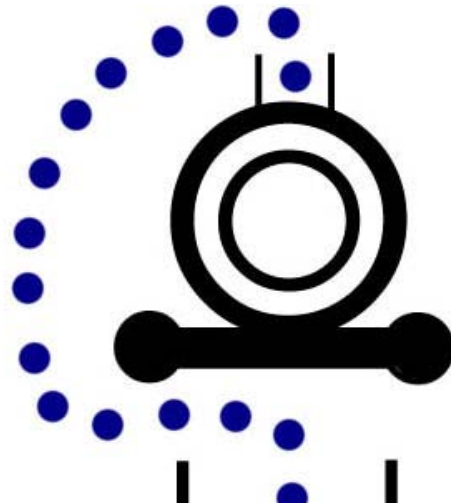
**Rewards :** XP!

Now, although this is an elite quest, and you are about to run into an area full of elite mobs, you can do this! When you come to the end of the path, you will find Hearthglen. There will be a mob at either side of the main entrance, along with a third one just inside. I have drawn up a map (a very bad one lol) to help explain where you need to go a little better, but you basically want the tower that's just near the front.

If you use your eye to learn the way, you enter the main gates, follow it around to your left and you are already beside the tower you need. You can also go around to the right, but there is a stable with additional mobs on that side. There will also be mobs inside the tower, but if you summon your Voidwalker before entering, you can utilize the sacrifice shield to run up the tower.

If you have a Nifty Stopwatch (Badlands quest), this will come in handy too. You only need to make it to the top of the tower to complete the quest, so once you're up there you can jump off and make your way back out the main gates to safety. I think all in all I lost about 30% of my hitpoints, and that was from the jump more than the mobs. For 6200xp at level 57, it was worth it.

### Hearthglen Route



1. Scarlet Crusade's base camp
2. Felstone Field
3. Dalson's Tears
4. Writhing Haunt
5. Gahrron's Withering
6. Chromie
7. Andorhal's silos
8. Northridge Lumber Camp
9. Kirsta Deepshadow
10. Huntsman Radley
11. Cavalier Durgan
12. Hearthglen Tower

## **Winterspring**

Started at level 57  
Finished at level 58

With Western Plaguelands out the way, you could head over to Eastern Plaguelands, but with both Winterspring and Sithilis starting to go green now, I chose to go there first. I chose to do Winterspring first as Sithilis mobs, although around the same level, can be a bit harder.

### **[54] Chillwind Horns**

**Objectives :** Collect 8 Uncracked Chillwind Horns

**Rewards :** XP!

### **[56] Wild Guardians**

**Objectives :** Kill 15 Raging Owlbeasts and 15 Ragged Owlbeasts

**Rewards :** XP!

These two quests can be done while running around the zone. Chillwind Horns is the follow on from the Burning Steppes quests, after you completed the Broodling Essence. There are three different types of Chillwind Chimaera around the zone; Fledgling Chillwind, Chillwind Ravagers and Chillwind Chimaeras. All three will drop the horns, however I had the best rate with the 'fledgling' which was nice as they are the lower level ones.

You will find the Fledgling Chillwind along the west side of the zone, usually higher up in the rocky part than along the flat part near the path. Up there is also where you will find the best population of Ragged Owlbeasts. Both mobs will be mixed in and around with Bears, Yeti's etc so you will just have to kill everything (yay xp!)

For the Raging Owlbeasts to complete Wild Guardians (which comes from Felwood btw) you want to head just north of Everlook. They are basically all around the area up there, ranging quite wide.

### **[56] Threat of the Winterfall**

**Objectives :** Kill 8 Winterfall Pathfinders, 8 Den Watchers, and 8 Totemics.

**Rewards :** XP!

### **[56] Winterfall Ritual Totem**

**Objectives :** Take the Winterfall Ritual Totem inside Timbermaw Hold and see if one of the furbolgs there will find a use for the item.

**Rewards :** XP!

### **[56] Winterfall Firewater**

**Objectives :** Bring the Empty Firewater Flask to Donova Snowden

**Rewards :** XP!

All of the above three are done in the same area, however the last two come from items that drop so you will only have the Threat of Winterfall which comes from Donova Snowden. If you are still working on your Timbermaw faction, these furbolgs, like their cousins in Felwood, will assist that.

Just over the path from Donova you will find Frostfire Hot Springs, and the furbolg's you need. While killing these you may be fortunate enough to have a Winterfall Ritual Totem drop, which like the one from Felwood, you hand into Kernda inside the tunnels. Almost a high enough drop rate to guarantee you will see one is that Empty Firewater Flask, which you return to Donova.



### **[56] Falling to Corruption**

**Objectives :** Search the Deadwood furbolg camp in northern Felwood for a clue

**Rewards :** XP!

After you give Donovan the Empty Firewater Flask, you need to duck into Felwood, to the cauldron at the very back of the Felaw Village, the camp at the very top. If you are coming in from the path you want to head to the left of the water area there, and at the back you will find the largest of the camps, and in that camp the cauldron you need.

If you do this quest during the day, you can usually find people clearing the furbolgs for faction so you can just duck in and grab the cauldron when it's free. If there is no one there you may need to seek help as you tend to get the entire camp in one hit. After the cauldron, head back to Donovan once again.

### **[56] Toxic Horrors**

**Objectives :** Collect 3 Toxic Horror Droplets

**Rewards :** XP!

For a Winterfall quest series, I seemed to be heading into Felwood a lot. For the Toxic Horror Droplets you need to head back into Felwood to the Irontree Woods and locate the Toxic Horrors, the big elementals around the water. I got all three droplets from the first three I killed, however it's finding the three that is the hardest part as there seemed to be a constant stream of people after them. Once you do have them, head back to Donovan.

### **[57] Winterfall Runners**

**Objectives :** Find the Winterfall Runners and stop them from delivering their shipment to Winterfall Village.

**Rewards :** XP!

You may have seen these guys through your travels in Winterspring. They are three furbolgs that wander up and down the path, and now, it's time to kill them. I was already 58 by the time I came to this step and as they were 3 level 57's, I made good use of fear. They tend to be easiest to find along the main path from Felwood to Everlook.

After you have taken all three down and looted the package head back to Donovan. Now, when you hand in you will have some Winterfall Ambusher's spawn, for what I'm not entirely sure. I got taken a little by surprise but managed to kill all three, only to find they aren't lootable and I got zero xp.

### **[56] Are We There, Yeti?**

**Objectives :** Collect 10 Thick Yeti Furs

**Rewards :** XP!

Just out from Everlook you will find Ice Thistle Hill's and lots of Yeti's. I had a pretty good drop rate with these and found no need to enter the cave you will find at the top there, although you will need that for later steps. Once you have your 10 furs, return to Umi.

### **[56] Are We There, Yeti?**

**Objectives :** Collect 2 Pristine Yeti Horns

**Rewards :** XP!

Heading back to Ice Thistle Hills, you can choose to hunt outside, or enter the caves. You are hunting the Patriarch's and Matriarch's as they are the only ones that will drop the Horns, and the caves do seem to have a higher population.

### **[58] Are We There, Yeti?**

**Objectives :** Take Umi's Mechanical Yeti and scare her friends with it

**Rewards :** Mechanical Yeti! *Use: Summons a mechanical yeti that will protect you for 10 minutes.*

Now comes the fun part! You will find Legacki in Everlook just left of the Inn, Sprinkle in Gadgetzan and Quixxil in Marshal's Refuge, Un'Goro Crater. When you get close to them, right click the yeti to release it and watch it chase them around. Once done, return to Umi in Winterspring.

### **[58] Winterfall Activity**

**Objectives :** Kill 8 Winterfall Shaman, 8 Winterfall Den Watchers, and 8 Winterfall Ursa

**Rewards :** 4 Reward options... none of which are very good (only 1 cloth)

Just as you enter Winterspring from Felwood, you should find Salfa, he'll be guarding the entrance to the tunnel. You need to head over to Winterfall Village to find these mobs, and the Ursa's will give you the most trouble as there seem to be only one or two in the entire camp. The hardest part of this quest is finding the mobs alive as it seems everyone and their dog hunts here.

### **[58] Wild Guardians**

**Objectives :** Kill 13 Moontouched Owlbeasts

**Rewards :** XP!

A follow on from the earlier Wild Guardian's quest, the Moontouched Owlbeasts are found along the eastern wall. They can also be found further south, however I had no problems getting the 13 killed.

### **[59] Wild Guardians**

**Objectives :** Kill 10 Berserk Owlbeasts

**Rewards :** XP!

### **[59] Guarding Secrets**

**Objectives :** Take the Blue-feathered Necklace to Trull Failbane at Bloodvenom Post.

**Rewards :** XP!

You probably saw a lot of the Berserk Owlbeasts while killing the Moontouched so shouldn't have too much trouble. While you are killing these you will most likely have a Blue-feathered Necklace drop, they can drop off the moontouched, however I had each one drop from the Berserk Owlbeasts. All you need to do is hand this in at Felwood and then in Thunder Bluff. Very easy.

That was me done with Winterspring!



- 1. Best spot I found for Fledgling Chillwind and Ragged Owlbeasts**
- 2. Raging Owlbeasts**
- 3. Frostfire Hot Springs**
- 4. Ice Thistle Hill**
- 5. Winterfall Village**
- 6. Moontouched / Berserk Owlbeasts**

## **Silithus**

Started at level 58  
Finished at level 59

### **[55] Deadly Desert Venom**

**Objectives :** Collect 8 Stonelash Scorpion Stingers and 8 Sand Skitterer Fangs

**Rewards :** XP!

### **[55] Securing the Supply Lines**

**Objectives :** Kill 15 Dredge Strikers

**Rewards :** XP!

You can do both of these quests around the North East part of the zone as the mobs are all over. I did a big arc around from the top of Cenarion Hold around to Southwind Village to complete the following quest.

### **[55] The Spirits of Southwind**

**Objectives :** Free the spirits of 8 Tortured Druids and 8 Tortured Sentinels

**Rewards :** XP!

You will these at Southwind Village and you should find enough around the bottom that you don't have enter the main part. When you kill each one, you will "stir the nearby silithid" which spawns between one to three mobs right on top of you. You get XP for each one it spawns which is nice, but sometimes it can be a juggling act when you get three.

Once I had completed all three quests, I headed back to Cenarion Hold to see what was next.

### **[57] Noggle's Last Hope**

**Objectives :** Gather 3 Stonelash Pincer Stingers, 3 Stonelash Flayer Stingers and 3 Rock Stalker Fangs

**Rewards :** Major Healing Potion / Major Mana Potion

### **[57] Stepping Up Security**

**Objectives :** Kill 20 Dredge Crushers

**Rewards :** Major Healing Potion / Major Mana Potion

### **[57] Desert Recipe**

**Objectives :** Look for information about cooking Sandworm Meat at the Twilight's Hammer camp

**Rewards :** Smoked Desert Dumplings Recipe

For these three you want to head west out of Cenarion Hold, and again the mobs you need are pretty much everywhere. I made my way to the Twilight's Hammer camp first, killing any mobs I passed on the way. I'm not sure, but you may need cooking to pick up the 3rd quest.

What you are looking for is a sandy cookbook and I found mine on a table next to a "Wind Stone". Once I had the book, I made my way south east to the edge of Hive Regal, that is where I found the best spot to hunt the Scorpids and Spiders.

The Stonelash Flayers are the greeny / blue scorpids, while the Stonelash Pincers are more yellowy. The Rock Stalkers are the tiny spiders. I found just out from Hive Regal was a good spot that had all three so I hung there for a while, before making my way back to Cenarion Hold. Of course I killed any Dredge Crushers I passed, you can't miss them, they are huge!



### **[60] Secret Communication**

**Objectives :** Collect 10 Encrypted Twilight Texts

**Rewards :** XP!

There are probably lots of little spots that people go to for these, however not very familiar with Silithus, I made my way north to Twilight's Run, well actually, just in front of it. I had zero problems single pulling all the mobs around the edge, and had a fairly ok drop rate. I have heard some horror stories about drop rates, only hindered by the fact these are farmed by lots of different people.

### **[60+] Dearest Natalia**

**Objectives :** Question the inhabitants of Bronzebeard's Encampment

**Rewards :** XP!

Although marked with an Elite tag, this quest is extremely easy and in no way dangerous. When you arrive at the Encampment you will see two Dwarves there, all you need to do is have a chat with them. The following step sends you into the Hive Regal which IS full of elite mobs, and as such I didn't do.

### **[58] Noggle's Lost Satchel**

**Objectives :** Retrieve Noggle's Satchel

**Rewards :** 2 x Elixir of the Mongoose OR 2 x Elixir of the Sages

Just behind the Bronzebeard's Encampment, you will see a path heading up into the mountains, Noggle's Satchel is up there. On this path however, is Deathclasp, and he's got that name for a reason! There is a quest to kill him, however he is elite, comes with two adds and stuns... after being completely mauled by him, I skipped that quest =p

Both him and his entourage wander, so you can do some nifty moves and easily skip past him. The Satchel is about half way up, on your left. Grab and run like the wind bullseye! (*Sorry just watched Toy Story 2*)

### **[57] Kitchen Assistance**

**Objectives :** Create 10 Smoked Desert Dumplings

**Rewards :** XP!

(Again I'm not sure if you need cooking for these quests). After you have returned the sandy cookbook, Calandrath asks you to create 10 Smoked Desert Dumplings. The Sandworm meat drops from the... you guessed it, Sandworms.

### **[58] The Twilight Mystery**

**Objectives :** Collect 8 Twilight Tablet Fragments.

**Rewards :** XP!

For this quest you want to head up the very North West part of the zone, where you will find the Elementals guarding the area. Overall I had very little trouble with this quest.

With only elite quests left, and a little sick of all the people, I called it a day for Silithus.



- 1. Scorpids, Spiders and Dredge Strikers**
- 2. Southwind Village**
- 3. Twilight's Hammer camp**
- 4. Hive Regal**
- 5. Twilight's Run**
- 6. Bronzebeard's Encampment**
- 7. Noggle's Satchel**
- 8. Ravaged Twilight Camp**

## **Eastern Plaguelands**

Started at level 59

Finished at level 60

I was actually almost to 60 by the time I left Silithus, but as I didn't want to grind the last quarter, I made my way to Eastern Plaguelands. If you have the flight path, you can take a bat there, but as I came in from the Zepplin anyway, I just ran through Western Plaguelands. The firsts quests I got were from that side of the zone anyway...

### **[56] Blood Tainted Skies**

**Objectives :** Slay 30 Plaguebats

**Rewards :** XP!

### **[56] Carrion Grubbage**

**Objectives :** Collect 15 Slabs of Carrion Worm Meat

**Rewards :** XP!

### **[56] Demon Dogs**

**Objectives :** Kill 20 Plaguehound Runts, 5 Plaguehounds and 5 Frenzied Plaguehounds

**Rewards :** XP!

You collect all three of these quests from Tirion Fordring who is found up along the river that joins the Plaguelands. I tend to grab these and just do them as I run around, the mobs for all three are everywhere. All the grubs can drop the meat, however the "slugs" over to the east can have a better drop rate, sometimes two at a time.

The Plaguebats and Plaguehound Runts are more over to the west side of the zone, but there are so many of them you really shouldn't have any troubles. For the frenzied and normal plaguehounds, you want to head futher east.

### **[55] Sister Pamela**

**Objectives :** Find Pamela Redpath

**Rewards :** XP!

### **[55] Pamela's Doll**

**Objectives :** Find Find Pamela's doll

**Rewards :** XP!

The first step I had from Winterspring. You will find Pamela in Darrowshire, at the ruined house right at the back. Once you speak to her, she will ask you to retrieve her doll, which is in three parts. The head, the left side and the right side can spawn in any of the other three houses and when you get right click each part, you will spawn 1 or 2 ghosts.

Kill the ghosts, loot the doll parts and right click to combine once you have all three.

### **[56] Auntie Marlene**

**Objectives :** Speak with Marlene

**Rewards :** XP!

### **[56] Uncle Carlin**

**Objectives :** Find Carlin Redpath

**Rewards :** XP!

After you have returned the doll to Pamela, she asks you to seek out her Auntie and Uncle. Auntie Marlene is actually in Western Plaguelands, at Sorrow Hill which is just south east of the Ruins of Andorhal. There is a house just next to a graveyard and you will find Marlene inside, usually upstairs.

After you speak to Marlene, you are given a second step; A Strange Historian. Joseph's wedding ring is found outside in the graveyard, there will be one grave you can loot. When you have the ring, take it to Chromie. I didn't do the next part...

Carlin Redpath can be found at Light's Hope Chapel, which is also where you will find the flight path if you haven't already grabbed it.



And that...dinged me 60! There are lots of other quests available that I didn't do, and it just goes to show you really can solo your way to 60.





*This guide was written by Matt "Crypt" Jones for the sole use on The Warlocks Den (<http://www.wowmb.net/>) and is not to be redistributed in any shape or form, including posting on other forums.*