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The unofficial

WORLD OF WARCRAFT BURNING CRUSADE GUIDE

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INTRODUCTION

he Burning Crusade brought some large changes to the World of Warcraft. New zones, new levels, new spells and abilities, a new battleground and PvP system, the list goes on. Overall, I'm happy with what the expansion brings to the table, and I had a good time writing this guide. I've strived to provide information on everything the Burning Crusade expansion has added to WoW. From an extensive questing guide which helps speed up your journey from 60 to 70, to something as basic as flying mount statistics, you'll be able to find what you seek in the coming pages.

Read on and find out!

BASICS

This chapter deals with the basics of the expansion. For the most part information you may also find in other places, but organized in a handy reference. If you already know your way around you might want to skip this section.

New Races

In the expansion, the Paladin and Shaman classes become available to both, Horde and Alliance. Draeneis can play Shamans and Blood Elves may choose Paladins.

This leads to some pretty big differences, primarily for raiding and PvP, where both classes' buffs are suddenly available to all. It's a welcome change to those that always wanted to play either shaman or paladin, but didn't want to be cut off from their friends on the other faction.

Draenei

The Draenei are an alliance race. They fled from Outland in their.. ehh.. dimensional ship (part of Tempest Keep), and crash-landed on Azeroth. They teamed up with the Alliance, and are now the largest race allies can play. Kind of a counter to the Tauren, I suppose. The classes available to them are:

- Hunter
- Mage
- Paladin
- Priest
- Shaman
- Warrior

Draenei Racial Traits:

- Gift of the Naaru: Heals the target for 50 plus 15 per level over 15 seconds. 40 yard range, 1.5 sec cast time and 3 minute cooldown.
- Inspiring Presence (Mage, Priest and Shaman only): Increases chance to hit with spells by 1% for you and your party members.
- Heroic Presence (Hunter, Paladin and Warrior only): Increases chance to hit by 1% for you and your party members.
- +10 Shadow Resistance
- +5 Jewelcrafting skill

The Draenei's racial mount is an Elekk, an elephant-like creature.

- +5 to all resistances
- +10 Enchanting skill.

Blood Elves

Blood Elves are addicted to magic, and are sided with the Horde. Their leader Kael'Thas is on Outland, and they want to go see him. Suffice to say they ended up being a little disappointed. Horde never had any really pretty race, and now they too can experience the joys of tripping over naked dancing elves infesting their towns. Blood elves can play.

- Hunter
- Mage
- Paladin
- Priest
- Rogue
- Warlock

The Blood Elf racial mount is the Hawkstrider, which is believed to be the cause of Final Fantasy flashbacks.

Blood Elf Racial Traits.

- Mana Tap: Reduces target's mana by 50 plus 1 per level and charges you with arcane energy for 10 minutes. This effect stacks up to 3 times. 40 yard range, instant cast and 30 second cooldown.
- Arcane Torrent: Silences all enemies within 8 yards for 2 seconds. Gain 5 plus 1 per level mana for each Mana Tap charge currently affecting you. Rogues regain 10 energy per Mana Tap charge.

Starting zones

The new races have their own low level starting zones. Blood Elves start out in Eversong Woods, and then proceed into Ghostlands. As there is no direct connection to other low level areas, there is a portal to Undercity in Silvermoon, the capital of the Blood Elves.

Draenei start in Azuremyst Isle, and later move on to Bloodmyst Isle. The capital of the Draenei is a large piece of the Exodar, the ship they crashed into Azeroth with. There is a small harbor with a boat to Auberdine west of the Exodar.

The new starting zones are designed well, and I found playing through those early levels again to be a pretty fun. You eventually end up in old zones doing old quests again though.

Outposts And Towns

Hellfire Peninsula

Name	Reputation	Size	FlightPath	Mailbox	Bank
Honor Hold	Honor Hold	Large			
Expedition Point	Honor Hold	Tiny			
Shatter Point	Honor Hold	Small			
Temple of Telhamat	Exodar	Medium			
Honor Point	Honor Hold	Tiny			
Thrallmar	Thrallmar	Large			
Reaver's Fall	Thrallmar	Tiny			
Spinebreaker Post	Thrallmar	Small			
Falconwing Post	Silvermoon City	Medium			
Mag'har Post	The Mag'har	Small			
Cenarion Post	Cenarius Expedition	Tiny			

- Reaver's Fall has a one-way flight path to Spinebreaker Post.

Zangarmarsh

Name	Reputation	Size	FlightPath	Mailbox	Bank
Telredor	Kurenai	Medium			
Orebor Harborage	Kurenai	Small			
Zabra'jin	Darkspear Trolls	Medium			
Swamprat Post	Darkspear Trolls	Small			
Cenarion Refuge	Cenarion Expedition				
Sporegggar	Sporegggar				

Terrokar Forest

Name	Reputation	Size	FlightPath	Mailbox	Bank
Allerian Stronghold		Medium			
Stonebreaker Hold		Medium			
Refugee Caravan	Lower City	Small			
Sha'tar Outpost	The Sha'tar	Small			
Shattrath City	Lower City The Sha'tar The Scryers The Aldor	Huge			

Nagrand

Name	Reputation	Size	FlightPath	Mailbox	Bank
Telaar	Kurenai	Medium			
Garadar	The Mag'har	Medium			
Aeris Landing	The Consortium	Small			
Halaa		Medium			

Blade's Edge Mountains

Name	Reputation	Size	FlightPath	Mailbox	Bank
Sylvanaar	Honor Hold?				
Toshley's Station	Gnomeregan Exiles	Small			
Thunderlord Stronghold	Thrallmar?				
Mok'Nathal Village	Mok'Nathal	Small			
Evergrove	Cenarion Expedition	Small			

Netherstorm

Name	Reputation	Size	FlightPath	Mailbox	Bank
Area 52	The Scryers The Aldor	Large			
Eco-Dome Midrealm	The Consortium	Small			
The Stormspire	The Consortium	Medium			
Cosmowrench		Tiny			

Shadowmoon Valley

Name	Reputation	Size	FlightPath	Mailbox	Bank
Wildhammer Stronghold		Medium			
Shadowmoon Village		Medium			
Sanctum of the Stars	The Scryers	Small			
Altar of Sha'Tar	The Aldor	Small			

Shattrath

Shattrath is the only really major city in Outland and provides *most* of the facilities you would expect from a city of that magnitude. It also looks pretty cool.

It lacks a few important major city characteristics which, based on Blizzard's comments, may never be added. Class trainers are one, an auction house is another. You will find neither of those anywhere in Outland. The reason for this? They don't want the entirety of level 60+ horde and alliance players making Shattrath their permanent home, for lag reasons.

Shattrath lies in Terrokar Forest, which connects to Nagrand, Zangar Marsh and Hellfire Peninsula. In addition, Aldor rise is directly connected to Nagrand. Shattrath is home to the Aldor and Scryers reputations. See the reputations chapter for more information.

Flying Mounts

One of the big features of the expansion is the implementation of flight. Each faction has two mount models for purchase in several colors, a slow and fast version (The speed difference is huge, check the table below). The basic model looks like a gryphon or wind rider, depending on faction. The fast one is armored and looks pretty nice in both cases, especially when flying. Both factions will have the option of getting a Netherdrake mount through a lengthy series of quests. There is also the possibility of getting an armored Netherdrake by being one of the five highest ranking arena teams at the end of a season.

Flying is not exactly free as it uses a higher level riding skill, which costs a lot to train. But it's definitely worth the investment.

Flying works much the same way as swimming does, you'll fly in the direction you are facing. If you hit the ground, your mount will start running like a regular mount would. As you can see above, flying and movement speed is the same for the basic mount but the fast one is a lot slower when running than when flying. If you run off a cliff or hit space, your mount will begin

to fly. You can fly practically anywhere in Outland, although there are some limits. If you fly into the nothingness away from the continent, you will hit an invisible wall. The same happens when you fly really high, there is a ceiling. If you dismount mid-air you'll plummet to the ground, so be careful with hotkeying it ;).

Note that you can only fly in Outland, and will have to resort to using an "old" mount in Azeroth. The reason for this is that Outland was built with flying mounts in mind, where Azeroth was not. Flying over the old world would reveal weirdness, gaps in the landscape, and probably large amounts of nothingness as well. Perhaps they'll go back and make the old world flight-friendly at some point. I'm not holding my breath, but you never know.

Mount Skills, Prices and Abilities

Riding skill	Level	Cost	Allows you to use
Apprentice (75)	40	90g	<ul style="list-style-type: none">● +60% movement speed mounts.● This is the first mount skill you'll get.
Journeyman (150)	60	600g	<ul style="list-style-type: none">● +100% movement speed mounts.● Lets you ride the best pre-expansion mounts.
Expert (225)	70	800g	<ul style="list-style-type: none">● +60% flying speed.● +60% movement speed mounts. The basic flying that lets you use the slow flying mounts.
Artisan (300)	70	5000g	<ul style="list-style-type: none">● +280% flying speed.● +100% movement speed mounts. This lets you use the best mounts available in Outland. It costs a hell of a lot, but the speed makes it a viable alternative to flight paths.

Jewelcrafting

This profession turned out well. The items you make will be in high demand, especially at the top levels. I love customizing my gear and gems are a cool way of doing it. As long as the gems available through other means don't outshine a jewelcrafter's top gems, this profession will be pretty awesome, and should be a great moneymaker.

REPUTATIONS

There is a substantial difference between reputations before and after the Burning Crusade. Reputations took really long to raise in Azeroth- this has changed. Increasing just about all reputations is a much faster process than it used to be. Outland's reputations are plentiful and most of them have their own quartermaster with its own rewards. Not all rewards are good, but then again, you don't need to max every reputation. Several reputations grant you keys to unlock the "heroic mode" for five man instances. You can find out more about that in the instances chapter.

Repeatable Quest Warning

Many repeatable quests intended for you to raise any given reputation in Outland revolve around turning something in. Some of these quests will cease being available once you reach a certain reputation level. Don't be the one to gather 100 Sporregar Spore Sacs only to find out you can't turn them in past neutral standing!

Alliance

The Exodar

The Exodar is the hometown of the Daenei, and the first reputation they will be gaining while completing quests.

Honor Hold

Honor hold is the first reputation for alliance in Hellfire Peninsula. You will gain Honor Hold reputation by questing in the zone and by doing the Hellfire Citadel instances.

Kurenai

The Kurenai have three dwellings; The Telredar Temple in northwestern Hellfire Peninsula, Orebor Haborage in Zangarmash and their main town, Telaar in Nagrand.

Increasing reputation with them is done by regular quests, turning in Obsidian Warbeads (repeatable) and killing ogres and Murkbloods in Nagrand.

Horde

Silvermoon

This is the hometown for Blood Elves. For both Exodar and Silvermoon goes that there aren't really any special rewards for raising the reputation other than the 10% discount at honored and the ability to buy a mount at exalted.

Tranquillien

This is the second reputation for low level blood elves. You will be able to raise this one easily by performing quests in the Ghostlands. Doing all the Tranquillien quests will get you to exalted with this reputation, and lets you buy a blue item. Greens are available at earlier reputation levels.

Thrallmar

Thrallmar is the first reputation for Horde players in Hellfire Peninsula. You will gain Thrallmar reputation by questing in the zone and by killing mobs in the Hellfire Citadel instances.

The Mag'Har

The Mag'har are found in two places in Outland. They have a small outpost in Hellfire Peninsula where you first meet them. They have one town, Garadar, in Nagrand. Raising your reputation can be done by completing quests and turning in Obsidian Warbeads gotten from ogres in Nagrand. You will also get Mag'har rep for killing the ogres, as well as Murkblood. One of the items you can buy from the Mag'har is a Talbuk mount.

Neutral

Cenarion Expedition

This is the first neutral reputation. You will encounter them in the form of a small camp of quest-givers near the entrance to Zangarmarsh in western Hellfire Peninsula. The bulk of them are in the town Cenarion Refuge in the east of Zangarmarsh. You can increase your reputation by questing, doing repeatable quests and killing Naga in Zangarmarsh or in one of the Coilfang Reservoir instances.

Sporegggar

The Sporegggar have a little town in eastern Zangarmarsh. They are mushroom-like creatures. Increasing your reputation with them is possible through several different quests per reputation level. Up to a certain point you receive 15 reputation points for killing mobs in and near the dead mire as well as at the spawning glen.

The Consortium

A relatively big reputation in Outland, comprised of the Ethereal race (Energetic Mummies). The Consortium is interested primarily in trade. Increasing your reputation with them can be done through repeatable quests, taking place in Nagrand and Netherstorm. Killing mobs in the Mana Tombs (an Auchindoun instance) will also up your rep.

The Violet Eye

This reputation is related to Karazhan. It is currently quite small, comprised of a few arch magi standing at the entrance of Karazhan. They provide you with quests, leading up to the forming of the key to enter the zone. This reputation can be further increased by killing mobs in Karazhan.

Raising your reputation to higher levels grants you access to some new quests as well as upgrades to a ring you receive at friendly.

Keepers of Time

This is the Cavern's of Time reputation. This reputation is increased by doing quests and killing mobs in Old Hillsbrad and The Black Morass.

Scale of the Sands

Little is known about this one. It is believed to be related to Mount Hyjal, the toughest and hardest to reach raid zone in Outland.

Shattrath Based Reputations

Shattrath is home to no less than four different reputations. Of special interest are The Aldor and Scryers reputations, of which you can only raise one at a time. Gaining reputation with one will cause a loss of reputation with the other. Furthermore, the Aldor quartermaster has different rewards than the Scryers one. Both sides offer an array of shoulder enchants and provide a bank and an inn in Shattrath.

Note that it will be very time consuming to raise your reputation with either one if you're hated. Make sure you look over the rewards for both Aldor and Scryers before making your choice.

The Aldor

These are the Draenei on Aldor Rise in Shattrath. Guards up here will attack you if you are hostile with the Aldor. Aldor Rise has a tunnel connection to Nagrand.

The Scryers

These are the Blood Elves in Shattrath, located on Scryers Tier in Shattrath. You will be attacked by guards up here if you are hostile with the Scryers.

The Sha'Tar

The reputation of the Naaru, the giant-floating-symbol-creatures in Shattrath. Increasing this reputation can be done by killing mobs in the Shadow Labyrinth, an Auchindoun instance. You can find their quartermaster in the center of town.

The Lower City

This one is based in the lower (think poor-refugee-type area) of Shattrath. It can be increased through various quests. The Refugee Caravan in the Bone Wastes of Terokkar offer a lot of quests that award you with Lower City reputation.

Aldor Vs Scryers

Raising one reputation will cause the other to drop, so a choice has to be made. As each reputation has different rewards, checking out the quartermasters and inscriptions NPC's for each one is the easiest way to choose. Let me give some examples of core differences between the two, when looking at rewards that require you to be exalted;

The Aldor;

Epic necklace. +16 Sta, +28 Int, restores 6 mana per 5 seconds.

Epic one-handed sword. 143 – 267 damage (78.8 dps). +18 hit rating, +38 attack power.

Shoulder enchants;

Greater Inscription of the Oracle. +22 healing, +6 mana per 5 seconds.

Greater Inscription of the Orb. +12 spell damage and +15 spell crit rating.

Greater Inscription of the Blade. +20 attack power and 15 critical strike rating.

Greater Inscription of the Knight. +10 dodge rating and 15 defense rating.

Tailoring Pattern: Golden Spellthread. +51 healing and +18 stamina.

The Scryers;

Epic ring: +22 Sta, +33 spell damage/healing and +11 spell crit rating.

Epic Dagger: 94 – 142 damage (78.7 dps). +21 Agi and +21 Sta.

Shoulder enchants;

Greater Inscription of Faith. +33 healing and 4 mana per 5 seconds.

Greater Inscription of Discipline. +18 spell damage/healing, +10 spell crit rating.

Greater Inscription of Vengeance. +30 attack power and 10 critical strike rating.

Greater Inscription of Warding. +15 dodge rating and 10 defense rating.

Tailoring Pattern: Runic Spellthread. +27 spell damage and +18 stamina.

There are many other items. Most other profession items are resist oriented, with arcane resists for Aldor and fire resists for Scryers.

It may be a difficult to reach a decision as differences aren't that big between the two. The main factor in making up my mind was the shoulder enchant. Shoulder enchants have been few and far between in the pre-expansion wow, and I'm betting it will be hard to get an upgrade to the Aldor and Scryers enchants.

I highly recommend you check out the Quartermasters and Inscriptions NPC's before you make a choice, as rewards have switched sides several times.

You can find those NPC's in the northwest area of Shattrath, in the same building as the Scryers and Aldor bankers.

Alternate Currencies

Reputation Specific

Several of Outland's new reputations come with quartermasters, each with their own set of items. Some of these require not just gold, but a different kind of currency as well.


Honor Marks (PvP)

Honor Marks or Tokens already existed in the battlegrounds (Bgs), but BC expands on the concept a little. Marks can be obtained in world PvP in the Outland zones. They will be awarded to you when you kill members of the opposing faction in a world pvp area. Marks are Reputation specific; they are awarded – as before – in the battlegrounds, but can also be gotten by participating in world. If you participate in PvP, you will be granted marks in certain zones. For instance, you will get Marks of Thrallmar or Honor Hold when killing players near one of the three objectives in Hellfire Peninsula. These marks appear in your inventory when a kill is made, and serve as alternative forms of currency at the quartermaster of that zone.

Currencies Overview Table

Currency	Reputation	Obtained
Mark of Honor Hold	None. NPC's are in Honor Hold and near Telredor.	World PvP in Hellfire Peninsula and Zangarmarsh
Mark of Thrallmar	None. NPC's are in Thrallmar and Zabra'jin.	World PvP in Hellfire Peninsula and Zangarmarsh
Glowcap	Sporegggar in Zangarmarsh	You can pick up Glowcap Mushrooms in Zangarmarsh near Sporegggar
Spirit Shard	None. NPC is in Stonebreaker Hold or Allerian Stronghold	Spirit shards can be looted from bosses in Auchindoun instance wings, but only if you have the world PvP buff active.
Halaa Research Token	None. NPC is in Halaa	Collect Oshu'gun Crystal Powder in Nagrand for the repeatable quest in Halaa.
Halaa Battle Token	None. NPC is in Halaa	World-PvP in Nagrand
Holy Dust	Aldor	By turning in Fel Armaments
Arcane Rune	Scryers	By turning in Arcane Tomes

PREPARATION

 If you want to get off to a good start, taking the necessary steps to prepare yourself before zoning into the Outland is important.

Space

It's easy to underestimate the amount of space you need while questing, and if one wants to avoid frequent vendor trips, a practically empty inventory is the way to go. Discovering you need more space after you get started with 60+ questing is a pain, so clear it out before you set foot in Outland. Bring one set of gear if you don't absolutely need more than that, and put everything of questionable use in the bank. I'm talking non-combat pets, extra mounts, festive clothing, even your favorite propeller beanie... bank it!

Consumables

If you want a little easier time killing, you can stock up on consumables.

Potions, bandages, scrolls, Un'goro crystals, E'ko's, you name it. However, keeping the previous sub chapter in mind, don't fill your inventory with them. Mail yourself the consumables from a mule and don't run around with more than one stack of each at a time.

Runecloth

Runecloth deserves a special mention as it will be needed to level up your first aid skill beyond 300. To preserve inventory space, mail yourself a few stacks of runecloth before going to Outland. You will find a bunch of runecloth in Outland, but getting enough may take longer than you're willing to wait.

The first Netherweave bandage requires a skill of 330, the second and last one 360. Getting them as soon as possible is definitely worthwhile, as they heal a great deal more than heavy runecloth and you will find lots of netherweave while questing in Outland.

Hearthstone

If you're like me, you haven't moved your hearthstone's bind point for quite some time, and may easily forget setting it to a more convenient location. I recommend Honor Hold / Thrallmar (Alliance/Horde) when you're just starting out in Outland, as you shouldn't need to return to a class trainer or auction house (on Azeroth) before you hit 61. It's a good idea to go bind in Shattrath when the opportunity presents itself though, as the portals to Azerothian cities are invaluable.

LEVELING



After first zoning into Outland and taking a look at the world on the other side of the dark portal, most players will have one thing on their mind. Leveling up! This chapter provides you with some basic information, laying out the differences between the different leveling methods. Outland allows for the same familiar ways to gain your experience as Azeroth did.

- Questing
- Instances
- Grinding

Everyone has their preference, most people settle on a mixture of the above. While most of the basics remain the same, I would like to go over a couple of differences between Azeroth and Outland in regards to those leveling strategies.

Questing

The quests in Outland don't differ all that much from the Azerothian ones, although there are some cool new quests that don't really compare to anything done before. A

good example is the bombing run you fly early on in Hellfire Peninsula, dropping bombs on demonic structures and later decimating whole crowds of demons with well placed bomb drops of destruction.

One problem with questing is contending for spawns when an area is overpopulated. It's frustrating. It creates hostility between players and can take the fun right out of playing. Blizzard has attempted to address the issue by implementing several measures that should help prevent the issue in Outland.

Multiple or larger quest areas

The first couple of quests you'll do in Hellfire Peninsula is collecting some wood and scrap metal, and collecting blood from some orcs just south of Thrallmar, the starting city. The wood, metal and the orcs you need can be found across an outstretched line of siege equipment, overlooking the road north of Hellfire Citadel. Many Hordies can do this quest at once. Without contending with Alliance players for these quests. Alliance has what amounts to the exact same quests, but with their own line of siege equipment on the opposite side of the road to the Citadel. Many

quests are designed in this manner, where quest objectives can be completed in more than one area, or where the mobs or items you need are abundant.

Faster named mob spawns

There have always been bottleneck quests, where you have to wait on a named mob to spawn, but many of those in Outland (especially the early ones) are now either on a really fast respawn or can be summoned by using a quest item.

Dynamic respawn timers

Many quests will still overlap between the factions and you will find yourself competing with more players. There is another measure put in place to deal with overpopulation; respawn timers are tied to the amount of players in certain areas. Don't stay near a mob's spawn location too long after killing it when the area is crowded, or you might get jumped by respawn quicker than you thought.

Instances

Instances have always offered good experience, superior loot through both drops and quests and a good or bad experience working together with others. There are several problems with Azerothian instances that made some players largely avoid them while leveling up;

Shorter instances

Taking several hours to complete an instance was seen as too long by many. Blizzard retuned Scholomance and Stratholme several times, removing spawns and reducing the average time needed to complete them. They saw the popularity of Scarlet Monastery and Dire Maul and built the Outland instances in a similar fashion. All of the 5-man instances in Outland consist of multiple smaller wings. The individual wings take less time to complete, which is welcomed by many.

Bad pickup groups

Most people have faced a bad pickup group at one point or another. It can be a true horror and having the aforementioned smaller wings definitely helps to shorten the

pain of a bad pug (So does leaving it, but thats a tale for another day). The LFG tool can make forming an instance group a little easier as well,

With the relatively high quest reward experience in Outland, grinding is not as efficient as it was in Azeroth. Both of those measures can be seen as a discouragement to employ bots in the expansion.

Grinding

Grinding is quite simple and little different from the way it was in Azeroth. Pick a good spot and get started. The main difference you have to account for are more mobs with special abilities, which may make one spot much more favorable to grind for one class than for others.

An example of this are the Voidwalkers in Void Ridge, on the eastern edge of Hellfire Peninsula. One type of Voidwalkers are anti-caster, the other anti-melee. The anti-caster ones like to go immune to a specific spell damage type. That's very managable, but they nuke you pretty hard on top of that. The anti-melee ones blow up when you kill them. You have to let them get really low on health and then let them start casting their explode spell which gives you time to back away out of range. If you simply finish them off fast, they explode in your face. No cast time. Just boom.

GRINDING GUIDE

Grinding for the masses, find out what to kill when, in which zones

Hellfire Peninsula		
Location	Monster level	Monster type
East in the zone, before the Dark Portal	58 – 59	Demon
Expedition Armory	59 – 60	Undead

Zangarmarsh		
Location	Monster level	Monster type
Naga camps; East of Serpent Lake	61 – 62	Humanoid
Southwest of Umbrafen Lake	61 – 63	
East of Marshlight Lake	63 – 64	
Ango'rosh Grounds and Hewn Bog in the northwest	62 – 64	Humanoid

Terokkar		
Location	Monster level	Monster type
Arakkoa camps; Veil Reskk & Shienar	62 – 63	Humanoid
Veil Skith	63 – 64	
Veil Shalas	63 – 65	
Bonechewer Ruins	63 – 64	Humanoid
Firewing Point	63 – 64	Humanoid

Nagrand

Location	Monster level	Monster type
Burning Blade Ruins	64 – 65	Humanoid
Ogre Caves below Halaa	64 – 66	Humanoid
Laughing Skull Ruins	65 – 66	Humanoid
Kil'sorrow Fortress	65 – 66	Humanoid
Sunspring Post	64 – 67	Humanoid

Blade's Edge Mountains

Location	Monster level	Monster type
Grishnath	67 – 68	Humanoid
Bladespire Hold	65 – 67	Humanoid
Bloodmaul Camp	65 – 67	Humanoid
Razaan's Landing	67 – 68	Humanoid

Netherstorm

Location	Monster level	Monster type
Mana Forges; B'naar	67 – 68	Humanoid
Coruu	67 – 68	
Duro	68 – 69	
Ara	69 – 70	
Forge Bases; Oblivion	68 – 69	Demon
Gehenna	68 – 69	

Shadowmoon Valley

Location	Monster level	Monster type
Legion Hold	68 – 70	Demon
Coilscar Point	68 – 70	Humanoid
Eclipse Point	68 – 70	Humanoid
Ruins of Baa'ri	69 – 70	Humanoid

QUEST GUIDE

Ever find yourself doing one quest in an area, only to find that an unrelated quest sends you to that same area later on? I'd have leveled a great deal faster had I known such things earlier on, but I can't be bothered to look up info on a million quests in advance. Besides, I doubt that would have sped things up either. I figured it would be nice to have some sort of quest walk-through, something that outlines exactly which quests to get, and when to get them. So I made one.

The quests are presented in chronological order. If you follow them you will save yourself a lot of time normally spent running back and forth. You can obviously skip steps, but keep in mind that you may find yourself at the wrong step in a quest chain. (which could lead to more time spent traveling)

If you come across an error, I would be thankful if you could let me know through our [contact](http://www.killerguides.com/contact) [page](http://www.killerguides.com/contact) at:
[http://www.killerguides.com/contact!](http://www.killerguides.com/contact)

Please note:

- The quests are listed in the order in which you should complete them, not in the order in which you pick them up.
- Grey fields tell you which quests to pick up and when. These sometimes provide additional instructions
- If a quest has a follow-up after turning it in, always take it unless given a specific reason not to.
- If "Yes" is listed under "Follow up", but the follow-up isn't directly beneath it, it will come back at a later point.
- If a quest lists just a direction under "Takes place at", I assume you are standing at the location you turned your last quest in.
- The numbers given at 'Takes place at' can be used in game to find the exact location through use of an addon like SimpleCoordinates or MapCoordinate
- A quest listed with a light-yellow background is a follow-up from the quest directly above it.

Horde

Hellfire Peninsula

The Dark Portal

Quest name	Takes place at	Quest type	Follow-up
After entering the dark portal for the first time, you'll run into an NPC with a single quest, 'Arrival in Outland'			
<u>Arrival in Outland</u>	The Dark Portal (87,48)	Speak with	Yes
<u>Journey to Thrallmar</u>	Thrallmar (56,38)	Speak with	Yes
<u>Report to Nazgrel</u>	Thrallmar (55,36)	Speak with	Yes
Get the two quests listed below in Thrallmar			
<u>Bonechewer Blood</u>	South of Thrallmar	Kill, collect	Yes
<u>I Work... For the Horde!</u>	South of Thrallmar	Collect	Yes
Do these quests just south of Thrallmar, along the ruined siege equipment. Turn them in, then do;			
<u>Eradicate the Burning Legion</u>	Just southeast Thrallmar (58,41)	Speak with	Yes
<u>Felspark Ravine</u>	East (around 65,37)	Kill	Yes
Turn Felspark Ravine in, grab the follow-up and head to Reaver's Fall (see quest log for directions)			

Reaver's Fall

Quest name	Takes place at	Quest type	Follow-up
There are no fresh quests to pick up at Reaver's Fall, only ones to turn in and advance.			
<u>Forward Base: Reaver's Fall</u>	Southeast of Thrallmar (66,44)	Speak with	Yes
<u>Apothecary Zelana</u>	Reaver's Fall (66,42)	Speak with	Yes
<u>Disrupt Their Reinforcements</u>	East (Xilus: 70,45 – Kruul 74,38)	Kill, collect, use	Yes
<u>Mission: Gateways Murketh and Shaadrez</u>	Reaver's Fall (66,44)	Bombing run	Yes

Reaver's Fall

<u>Mission: The Abyssal Shelf</u>	Reaver's Fall (66,44)	Bombing run	Yes
Don't go back to Thrallmar yet, instead take a wyvern to Spinebreaker Post.			

Spinebreaker Post

Quest name	Takes place at	Quest type	Follow-up
Quests to pick up: Boiling Blood, Make Them Listen, Preparing the Salve, The Warp Rifts and Wanted: Worg Master Kruush. (from the wanted sign)			
<u>Spinebreaker Post</u>	Spinebreaker Post (61,82)	Speak with	Yes
<u>Make Them Listen</u>	West (around 54,80)	Kill	Yes
You will find a Mysterious Tome off an Unyielding Knight, start the quest it gives and turn it in.			
<u>Decipher the Tome</u>	Spinebreaker Post	Speak with	Yes
<u>The Battle Horn</u>	Expedition Armory (54,83)	Kill	Yes
<u>Bloody Vengeance</u>	Northeast (63,78)	Blow horn, Kill	Yes
<u>Honor the Fallen</u>	Expedition Armory (57,77)	Speak with	No
Head northwest to the crashed zeppelin (49,75) after completing "Honor the Fallen".			

Crashed Zeppelin

Quest name	Takes place at	Quest type	Follow-up
Quests to pick up: In Case of Emergency and Ravager Egg Roundup			
<u>The Warp Rifts</u>	Southwest (around 47,83)	Use, kill, collect	Yes
<u>Ravager Egg Roundup</u>	Southwest (around 38,89)	Collect	Yes
<p>Make sure you kill the Voidwalkers summoned by a rift created with your Warp Rift Generator.</p> <p>The eggs respawn rather fast - backtrack often if you want to avoid killing too many ravagers.</p> <p>Turn in Ravager Egg Roundup at the goblin, and grab "Helboar, the Other White Meat".</p> <p>Make your way east while killing any pigs you come across. You will find it easier to kill pigs just north of Spinebreaker. You can also work on "Preparing the Salve" and "In Case of Emergency" here.</p>			
<u>Helboar, the Other White Meat</u>	North of Spinebreaker	Kill, collect, use	Yes

When you finish the Helboar quest, go back to the goblins to turn it in. You will probably not have finished In Case of Emergency or Preparing the Salve at this point.			
<u>Smooth as Butter</u>	East	Kill, collect	No
<u>In Case of Emergency</u>	East	Collect	Yes
<u>Preparing the Salve</u>	East	Collect	No
Finish all three quests while killing Buzzards. Lots of plants grow near them, and you can find a lot of debris in vicinity. Head back to the crashed zeppelin to turn the two quests in.			
<u>Voidwalkers Gone Wild</u>	South (around 48,84)	Kill, collect	No
That was the last quest dealing with the Crashed Zeppelin goblins. Head back to Spinebreaker. Note that you will get a follow-up to Preparing the Salve called Investigate the Crash, but you can skip that one. (It's just a 'speak with' quest for little exp) Head east to Zeth'Gor killing any orcs you encounter along the way.			
<u>Wanted: Worg Master Kruush</u>	Worg Pen in Zeth'Gor (68,74)	Kill	Yes
To find Kruush, look for a cage-type building in Zeth'Gor. You'll find blood for "Boiling Blood" on all Orcs you kill, but don't stick around to finish that quest since you will be back here later. After killing Kruush, head east through a passage between the mountains for:			
<u>Void Ridge</u>	East (around 78,69)	Kill	Yes
Go back to Spinebreaker to turn the above quests in. You can now also get "The Eyes of Grillok"			
<u>From the Abyss</u>	East (81,80)	Kill	No
The Void Stones you can summon Galaxis at are large pink crystals in the south of Void ridge, by the edge. Clear out any nearby Voidwalkers and summon him. He spawns two Voidwalker adds that will heal him if you don't kill or CC them first. Note: Galaxis is level 63. If the quest seems too difficult, skip it or save it for later.			
<u>Zeth'Gor Must Burn!</u>	Zeth'Gor (Forge: 69,69 Eastern Hovel: 69,70 Western Hovel: 67,76 Barracks: 68,76 Stable: 68,73)	Kill, collect, use	Yes
The torches can be used at a reasonable distance from the buildings. Note that you have to light them at the forge before being able to use them. They will be good for 5 minutes after lighting them.			
<u>The Eyes of Grillok</u>	Zeth'Gor	Kill, collect, use	Yes
Save the eye quest for after burning the buildings, as you get an increased aggro radius towards the Orcs in Zeth'gor from this quest. Grab an eye and head to Spinebreaker.			

<u>Grillok "Darkeye" [2]</u>	Zeth'Gor Cave	Kill	No
<u>Boiling Blood</u>	In and around Zeth'Gor	Kill, collect, use	Yes
<p>Grillok is in the cave with a large cauldron (65,71) outside it. He can be solo'd, but has two guards. You can pull the guards without aggroing Grillok at 60. Collect any more bloods you need for Boiling Blood and use the cauldron until you finish the quest. Note that beetles spawn from the cauldron each time you use it, they despawn after a little waiting or you can kill em.</p> <p>Turn the above quests in, then travel to the ridge north of Honor Hold for;</p>			
<u>Burn it up.. For the Horde!</u>	North of Honor Hold (61,52 and 55,54)	Use	No
<p>There are three cannons, but you can only burn the eastern and westernmost ones. Travel to Thrallmar after this to turn it in.</p>			

Thrallmar			
Quest name	Takes place at	Quest type	Follow-up
Pick up Falcon Watch, The Assassin and A Burden of Souls			
<u>Apothecary Antonivich</u>	Thrallmar (52,37)	Speak with	
<u>Return to Thrallmar</u>	Thrallmar Barracks (55,36)	Speak with	Yes
<u>Forge Camp: Mageddon</u>	Northeast (65,32)	Kill	Yes
Razorsaw is a level 62 demon, easy to kill and respawns reasonably fast. He drops a quest starting item;			
<u>Vile Plans</u>	Thrallmar Barracks (55,36)	Kill	Yes
<u>Cannons of Rage</u>	Northeast (57,33)	Kill	Yes
You can find the cannons you need in both of the forge camp northeast of Thrallmar			
<u>Doorway to the Abyss</u>	North (53,26)	Kill, collect, use	Yes
<p>Use the passage up the mountains just north of the Thrallmar flightmaster (you'll run into a few felguards), then head north towards Invasion point. Annihilator. The mob you need is a level 62 demon in the center of the camp, and isn't hard to kill. Use the key he drops on the portal he was facing, and then head back to Thrallmar.</p> <p>Make sure to pick up "The Agony and the Darkness" in Thrallmar.</p>			
<u>Cruel's Intentions [3]</u>	West (43,32)	Kill	No
This quest needs a group, but has a nice trinket reward. It has no follow-up and can be skipped.			

Take the path left of the barracks, leading north. You will spot a goblin with some felhunters standing by a cave. Do his quest;

<u>Outland Sucks!</u>	Gulch west of Thrallmar (around 48,40)	Collect	Yes
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Turn it in, then head west for the follow-up and A Burden of Souls;

<u>How to Serve Goblins</u>	West of Thrallmar (Manni 45,41 – Moh 46,45 – Jakk 47,46)	Save NPC's	Yes
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<u>A Burden of Souls</u>	West of Thrallmar along the big wall (about 47,42)	Kill	Yes
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All three goblins are caged in the fel orc camps on the east side of the wall. Kill enough orcs to finish the burden of souls quest, then go further west for;

<u>The Assassin</u>	West (33,43)	Find	Yes
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Follow the road west until you've just passed the pools of aggonar. You will come across a wooden barricade on the road. Go north a little along the mountainside, and you will find Krun's corpse. Turn the quest in and grab the follow-up, then head south to Falcon Watch.

Falcon Watch

Quest name	Takes place at	Quest type	Follow-up
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Turn in "Falcon Watch", it has no follow-up.

Pick up The Great Fissure, Birds of a Feather, Arelion's Journal, Magic of the Arrakoa, In Need of Felblood and Source of the Corruption.

Group quests: Wanted: Blacktalon the Savage [2]

Fly straight back to Thrallmar.

<u>A Strange Weapon</u>	Thrallmar (55,36)	Speak with	Yes
<u>The Warchief's Mandate</u>	Thrallmar (54,38)	Speak with	Yes

Turn this in, get the follow-up, and then turn in "A Burden of Souls". The quests following that one, The Foot of the Citadel and Demoniatic Scryer are meant for small groups (2-3), which you may choose to skip. Also, turn in "How to Serve Goblins" at the goblin north of Thrallmar and do the follow-up to that;

Falcon Watch			
<u>Shizz Work</u>	Northwest of Thrallmar (around 50,30)	Kill, search poop	Yes
<u>Beneath Thrallmar</u>	Northwest of Thrallmar (54,31)	Kill	No
<p>Be careful of the roaming succubi in the cave. Move slowly and make sure to finish off sappers quickly when they're low on life. (or they'll blow up) Unga'zz is about 10 kills away from the entrance and isn't too hard to dispose of.</p> <p>Turn it in and head west again, to the Pools of Aggonnar;</p>			
<u>In Need of Felblood</u>	Pools of Aggonnar (around 40,31)	Kill, collect	Yes
<u>Arelion's Journal</u>	Pools of Aggonnar (40,37)	Kill, collect	Yes
<u>The Agony and the Darkness</u>	Pools of Aggonnar (around 40,31)	Kill	Yes
<p>Arelion's Journal can be found hanging from a tree stump(40,37) in the middle of the pools with a dead blood elf by it, but it also drops from the slimes in the area. (even the small ones can drop it.)</p> <p>Big slimes like to cast a dot, but they are motionless while casting it. Back off in time to avoid it.</p> <p>The other two quests require Terrorfiends, which are mostly located in the north of the pools area.</p> <p>Terrorfiends cast an interruptable flame spell, you can back off about 10 yards to avoid it.</p> <p>After completing all three quests, head back to Krun's corpse for;</p>			
<u>A Spirit Guide</u>	West (33,43)	Use, follow	Yes
<p>Stay close to the spirit, running ahead too far causes it to despawn. Take the follow-up "The Mag'har" once finished. Go to Falcon Watch after that. Turn in In Need of Felblood and Arelion's Journal and grab the follow-ups.</p> <p>Fly to Thrallmar (again), turn in The Mag'har and get the follow-up. Head to the Pools of Aggonnar for;</p>			
<u>The Cleansing Must be Stopped</u>	Pools of Aggonnar (39,40)	Use, kill	No
<p>Use the gem by the altar to make the Anchorite plus two guards spawn. The Anchorite himself can heal, the guards have an immunity shield. Killing the Anchorite quickly works fine, you can run away from the guards afterwards. Follow the road west until you run into a blood elf riding a cockatrice;</p>			
<u>Arelion's Secret</u>	On the road from Falcon Watch to Zangarmarsh	Speak with, kill	Yes
<p>Carry on west, enter Zangarmarsh and you'll be in Cenarion Refuge. Ignore the quests here for now, but make</p>			

Falcon Watch

sure to Buy a bottle of "Cenarion Spirits" from the innkeeper.

Head north to Swamprat Post and grab the flightpath there. Ignore the quests here too.

Now follow the roads south until you enter Terokkar Forest. Carry on south a little further, you will spot a bridge leading into a recessed city. Welcome to Shattrath!

Shattrath

Quest name	Takes place at	Quest type	Follow-up
If you enter the city from the northernmost entrance bridge, you will run into "Haggard War Veteran" who gives you a quest;			
<u>A'dal</u>	Shattrath (54,45)	Speak with	Yes
<u>City of Light</u>	Shattrath (55,44)	Speak with	No
A'dal can be found in the center of town. For City of Light, Khadgar summons an elemental that shows you around Shattrath. This little trip takes 9 minutes, and opens up quests you will need later on. Best to get it out of the way. Upon completion, you can choose to ally yourself with the Aldor or Sryers reputation. This choice is important, I advise reading up on them in the Reputations chapter before picking one. Set your hearthstone to an inn on Sryers Tier or Aldor Rise in Shattrath. The portals to Azeroth's cities, the bank and other facilities come in handy. Take the portal to Orgrimmar.			
<u>Messenger to Thrall</u>	Orgrimmar (32,38)	Speak with	Yes
Get the follow-up, then hearth to Shattrath and fly to Falcon Watch			

Falcon Watch

Quest name	Takes place at	Quest type	Follow-up
Pick up Trueflight Arrows, Helping the Cenarion Post and Report to Zurai (NPC on top of the tower)			
<u>Arelion's Mistress</u>	Falcon Watch (27,62)	Kill	No
Give the bottle of Cenarion Spirits you bought in Cenarion Refuge earlier to Viera in Falcon Watch and follow her. Using the scroll on her completes the quest. When done, head to Mag'har Post.			

Falcon Watch			
<u>Envoy to the Mag'har</u>	Mag'har Post (32,28)	Speak with	No
Pick up A Debilitating Sickness in Mag'har Post			
<u>The Great Fissure</u>	East of Falcon Watch	Kill	Yes
<u>Marking the Path</u>	East of Falcon Watch	Use	No
<u>A Debilitating Sickness</u>	South of Falcon Watch (34,64)	Collect	Yes
Wanted: Blacktalon the Savage [2]	East of Falcon Watch (34,64)	Kill	No
<p>You can find both the mushroom for A Debilitating and Blacktalon the Savage in a cave in the rockflayer area. Blacktalon is a level 63 elite. He can be feared, but several regular rockflayers spawn in his cave. Skip this quest if it appears too difficult, but do make sure to pick up the mushroom. Head to Den Haal'shi, south of Falcon Watch.</p>			
<u>Magic of the Arrakoa</u>	Den Haal'eshi (around 25,75)	Kill, collect	No?
<u>Birds of a Feather</u>	Den Haal'eshi	Use, use	Yes
<p>These quests take place in Den Haal'eshi to the south. While in there, fight your way south and then double back up the ramp north, and across a bridge. You'll find a named Arakkoa called Avruu (about 26,75) up there, who drops a quest starting orb.</p>			
<u>Avruu's Orb</u>	Den Haal'eshi (Altar: 28,81)	Use, speak with	No
<p>When doing the quests in Haal'eshi, you can find a blood elf with an escort quest in a cage on the bottom level. Its meant for 2 players, but a single player can pull it off. There is a follow-up to it where you need to find her pack to the east, its by a purple piece of cloth.</p>			
<u>Trueflight Arrows</u>	North of Falcon Watch	Kill, collect	No
<p>You can find vultures circling the bones just north of Falcon Watch (30,54) and south of Telhamat (26,45). When you have enough feathers, head to Mag'har Post to turn in A Debilitating Sickness.</p>			
<u>Administering the Salve</u>	Mag'har Post	Use	No
<p>If there are many alliance in the area, it may be hard to find Debilitared Grunts. Don't forget to check inside buildings for them.</p> <p>Head to Cenarion Post after completing this quest, it's a collection of questgivers standing behind a small hill just south of the road to the west. (one of them stand on top of the hill)</p>			

Cenarion Post			
Quest name	Takes place at	Quest type	Follow-up
Pick up Keep Thornfang Hill Clear! and The Cenarion Expedition. Group quest: Colossal Menace [2]			
<u>Helping the Cenarion Post</u>	Cenarion Post (16,52)	Speak with	Yes
<u>Demonic Contamination</u>	East (around 23,59)	Kill, collect	Yes
The helboars for this quest are concentrated between Cenarion Post and Falcon Watch, as well as west of Telhamat.			
<u>Testing the Antidote</u>	Cenarion Post	Use, Kill	No
<u>Source of the Corruption</u>	South of Cenarion Post (around 14,56)	Kill, collect	No
While doing the above quest, make your way to the hut on the eastern side of the ruins, before the stairs. You'll find Akoru the Firecaller (16,59), who gives you the quest Naladu.			
<u>Naladu</u>	Ruins of Sha'naar (16,65)	Speak with	Yes
<u>A Traitor Among Us</u>	Ruins of Sha'naar (14,63)	Collect	Yes
<u>The Dregghoor Elders</u>	Ruins of Sha'naar (Akoru: 15,58 – Ayleen: 12,58 – Morod: 13,61)	Speak with	Yes
<u>Arzeth's Demise</u>	Ruins of Sha'naar (around 14,60)	Use, kill	No
<u>Keep Thornfang Hill Clear!</u>	West along road (around 9,50)	Kill	No
Turn the above in at Cenarion Post, then head to Falcon Watch to turn in Source of the Corruption. You've finished the quests in Hellfire Peninsula, and its time to move to Zangarmarsh. Fly to Swampat Post!			

Zangarmarsh

Swamprat Post

Pick up: There's No Explanation for Fashion, No More Mushrooms!, Menacing Marshfangs and Thick Hydra Scales.

Don't do any quests yet, just head to Cenarion Refuge next to pick up some more.

Cenarion Refuge

Quest name	Takes place at	Quest type	Follow-up
Pick up: The Umbrafen Tribe, Plants of Zangarmarsh, Warden Hamoot, The Dying Balance and Disturbance at Umbrafen Lake.			
Group quests; Leader of the Darkcrest [2], Leader of the Bloodscale [2] and The Dying Balance [2].			
A note; Save any unidentified plant parts, Fertile Spores and Strange Spores you find, they're used in quests.			
<u>Warden Hamoot</u>	Cenarion Refuge (79,65)	Speak with	Yes
Get the follow-up from Hamoot.			
The nice part about early Zangarmarsh is that you can work on a ton of quests simultaneously. All of the following quests can be done in and around Umbrafen Lake, just south of Cenarion Refuge; (Note that you'll have received a water breathing potion in your inventory)			
<u>Thick Hydra Scales</u>	Umbrafen Lake	Kill, collect	Yes
<u>No More Mushrooms!</u>	Umbrafen Lake	Kill, collect	Yes
<u>There's No Explanation for Fashion</u>	Umbrafen Lake	Kill, collect	Yes
<u>Disturbance at Umbrafen Lake</u>	Southwestern Umbrafen Lake (70,81)	Special	Yes
The Disturbance quest simply requires you to be in the area near the large mechanical device over there, however you need something from here. Kill Steam Pump Overseers near the device to get Drain Schematics to drop, these start a quest named the same.			
After finishing the above, head to the Umbrafen Tribe's village southeast of the lake.			
<u>The Umbrafen Tribe</u>	Southeast of Umbrafen Lake (85,91)	Kill	Yes

Cenarion Refuge

Kataru can be found in the highest building. Inside Umbrafen Village, you will find Kayra Longmone, offering
Escape from Umbrafen.

<u>Escape from Umbrafen</u>	Southeast of Umbrafen Lake	Escort	No
<u>The Dying Balance [2]</u>	Boglash, east of umbrafen (around 83,72)	Kill	No

Boglash roams the shallow water north of Umbrafen. Skippable quest.
Head back to Cenarion Refuge and turn your quests in, then complete the follow-up to Disturbance at
Umbrafen Lake;

<u>As the Crow Flies</u>	Cenarion Refuge (78,62)	Use	Yes
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Use the amulet given to you, and enjoy the tour of the zone.

Grab the follow-up and save it for later.

Turn in The Umbrafen Tribe and get the follow-up; A Damp, Dark Place.

Head back to Swamprat Post to turn your quests in. Get the follow-ups A Job Undone and Searching for Scout
Jyoba and pick up News From Zangarmarsh and Report to Shadow Hunter Denjai.

<u>Searching for Scout Jyoba</u>	Deadmire (81,36)	Speak with	Yes
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Jyoba's corpse lies near the center of the Deadmire, north of the small pool.

<u>Jyoba's Report</u>	Deadmire	Kill, collect	Yes
<u>Menacing Marshfangs</u>	West of the Deadmire	Kill	Yes
<u>A Job Undone</u>	West of The Deadmire (around 78, 47)	Kill	No

Sporewing roams along the western edge of The Deadmire. While looking for him, kill Marshfang Rippers for
the other quest.

Turn in all three at Swamprat Post, grab Nothin Says Lovin" Like a Big Stinger and head back to Cenarion
Refuge

<u>Plants of Zangarmarsh</u>	Cenarion Refuge	Collect	
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You should have enough unidentified plant parts to turn the above repeatable quest in now, possibly multiple
times. After that, head south to the Umbrafen Lake pump again for the following 3 quests;

<u>Balance Must Be Preserved</u>	Zangarmarsh	Use	Yes
<u>Drain Schematics</u>	Zangarmarsh	Discover	No

You will find the Drain Schematics quest while doing Balance Must Be Preserved. Steam Pump Overseers drop

Cenarion Refuge

it, but other naga can as well. See below for pump locations.

<u>A Warm Welcome</u>	Zangarmarsh	Kill	No
<p>If you plan to do the group quests: Leader of the Darkcrest [2], Leader of the Bloodscale [2] and The Dying Balance [2], this is the time to do them as well, the leaders can be found in the naga bases by the pumps.</p> <p>You can find the pumps in the following locations;</p> <ol style="list-style-type: none"> 1. Southeast of Umbrafen Lake (you've been here already) 70,80 2. East of The Lagoon, a lake northwest of Umbrafen Lake. (63,64) 3. East side of Serpent Lake, directly north of The Lagoon's pump. (62,41) 4. The large pump for the Drain Schematics quest is in the middle of Serpent Lake, swim underneath the large structure. (50,40) 5. East side of Marshlight Lake, northwest of Zabra'jin. Follow the road west to reach Zabra'jin. (25,43) <p>After finishing those quests, go to Zabra'jin</p>			

Zabra'jin

Quest name	Takes place at	Quest type	Follow-up
<p>Pick up Spirits of the Feralfen, Angling to Beat the Competition, Burstcap Mushrooms Mon!, Stinging the Stingers, Spirits of the Feralfen, Wanted: Chieftain Mummaki and Wanted Boss Gro'gak(wanted sign)</p> <p>Note; You will spot red glowing (Glowcap) mushrooms all over the place. You will need them later, so collect any you come across.</p>			
<u>Report to Shadow Hunter Denjai</u>	Zabra'jin (31,51)	Speak with	No
<u>Stinging the Stingers</u>	East	Kill	Yes
<u>Burstcap Mushrooms Mon!</u>	East (around 28,52)	Collect	Yes
<p>The Marshlight Bleeders can be found all around Marshlight Lake, Burstcap Mushrooms are concentrated just east of Zabra'jin.</p>			
<u>Watcher Leesa'oh</u>	Southwest Zangarmarsh (23,66)	Speak with	Yes
<p>You may not have the above quest which is no problem, just follow the directions below.</p> <p>You will pass the watcher's camp if you follow the road south from Zabra'jin. She gives you Observing the Sporelings</p>			

Zabra'jin			
<u>Observing the Sporelings</u>	West (15,63)	Discover	Yes
If you follow the road into the Spawning Glen, you should encounter Fahssn, who gives you two quests;			
<u>The Sporelings' Plight</u>	Spawning Glen (around 14,62)	Collect	Yes
<u>Natural Enemies</u>	Spawning Glen	Kill, collect	No
You can find both the Bog Lords and the Spore Sacs in the Spawning Glen. Collect enough for both quests, then turn them in. Drop by Zabra'jin to turn your quests in and grab follow-ups. Head back to Leesa'oh.			
<u>A Question of Gluttony</u>	Quagg Ridge (east) (around 29,62)	Collect	Yes
When you've collected enough, go east and check for "Count" Ungula just east of the hewn bog, it's a large Nether Ray. He drops an item that starts a simple "hand in for experience" quest. Proceed east to Feralfen Village;			
<u>Spirits of the Feralfen</u>	Feralfen Village (around 55,62)	Kill, collect	Yes
<u>Nothin Says Lovin' Like a Big Stinger</u>	Just east of Feralfen Village (around 49,59)	Kill, collect	No
When finished, drop by Watcher Leesa'oh to turn in "A Question of Gluttony" and get the follow-up. Head to Zabra'jin to turn in quests. Then, travel to the ruins south of Feralfen for;			
<u>A Spirit Ally?</u>	Boha'mu Ruins (45, 66)	Use, kill	No
Now go north to Serpent Lake for;			
<u>Angling to Beat the Competition</u>	Central Serpent Lake (around 51,42)	Kill	Yes
<u>Wanted. Boss Grog'ak</u>	Northwest	Kill	No
Grog'ak is in the Hewn Bog, on the path in the leading from Zabra'jin to the north, northwest of Serpent Lake. Head back to Zabra'jin after completing those two to turn them in			
<u>Sporegggar</u>	West of Zabra'jin (20,52)	Speak with	No
If you're keen on getting Sporegggar items from their quartermaster, you can raise your rep further by doing repeatable quests. If not, carry on;			

Zabra'jin			
<u>Pursuing Terrorclaw</u>	Southernmost island in Marshlight Lake (22,46)	Kill	Yes
<u>Impending Attack</u>	West of the Hewn Bog (19,27)	Collect	Yes
The Ango'rosh attack plans are on the tower with Captain Krosh on it, north of Marshlight Lake.			
<u>Familiar Fungi</u>	Hewn Bog (around 33,32)	Kill, collect	Yes
When completing those, head back to Zabra'jin to turn quests in, make sure to pick up "Message to the Daggerfen.			
<u>The Sharpest Blades</u>	Southeast and Southwest of Zabra'jin.	Kill	No
Go to Watcher Leesa'oh to turn in Familiar Fungi. Travel to north of Marshlight Lake, to Daggerfen Village.			
<u>Wanted: Chieftain Mummaki</u>	Daggerfen Village (24,27)	Kill	No
Mummaki has two guards, but they don't have much hp. This quest can be solo'd			
<u>Message to the Daggerfen</u>	Daggerfen Village (around 26,25)	Kill	No
<u>Have You Ever Seen One of These?</u>	Daggerfen Village (26,22)	Use	No
Head to the northwestern most tip of the zone and cross a fallen mushroom to enter Ango'rosh Stronghold. Note that Warlord Gorefist is not inside the fortress, but on top of it.			
<u>Stealing Back the Mushrooms</u>	Collect boxes in Ango'rosh Stronghold (18,6)	Collect	No
Careful when opening boxes with mushrooms in the cave, an ogres spawns from them.			
<u>Us or Them</u>	Ango'rosh Stronghold (20,7)	Kill	Yes
Overlord Gorefist is not in the caves, but on top of the hill. After those, head to Serpent Lake for;			
<u>The Biggest of them All</u>	Serpent Lake (42,40)	Kill	No
Mragesh is found in the western area of Serpent Lake. Drop by Zabra'jin and Watcher Leesa'oh again to turn in quests, then fly to Swamprat Post and head to Cenarion Refuge.			

Cenarion Refuge			
Quest name	Takes place at	Quest type	Follow-up
You should be friendly with the Cenarion Expedition by now. If not, complete the Plants of Zangarmarsh quest until you are. Pick up Blessing of the Ancients, Saving the Sporeloks and What's Wrong at Cenarion Thicket? Group quest: Safeguarding the Watchers [2]			
<u>Warning the Cenarion Circle</u>	Cenarion Post (16,52)	Speak with	Yes
<u>Return to the Marsh</u>	Cenarion Refuge (78,62)	Speak with	No
<u>Blessing of the Ancients</u>	Cenarion Refuge	Speak with	Yes
Head south along the road, take the first right. When you are directly below Umbrafen Lake, go south until you find a ramp going up to a cave. Enter the cave.			
<u>A Damp, Dark Place</u>	Funggor Cavern (70,97)	Collect	No
When entering the cave, go right and follow the path until the path goes down a slope, and then reverses into itself further down. The item you need is a chest on a rock.			
<u>Saving the Sporeloks</u>	Funggor Cavern	Kill	No
<u>Safeguarding the Watchers [2]</u>	Funggor Cavern (72,94)	Kill	No
Lord Klaq isn't elite, but he does have some guards around him. Soloable, but may be difficult. Try engaging Klaq when the guards are fighting sporeloks. That rounds off Zangarmarsh, follow the road south to Terrokar!			

Terrokar

Cenarion Thicket			
Quest name	Takes place at	Quest type	Follow-up
The Thicket is by the road, directly east of Shattrath. Pick up Strange Energy and Clues in the Thicket from Earthbinder Tavgren and It's Watching You from Warden Treelos inside Cenarion Thicket.			
<u>Strange Energy</u>	South and north	Kill	No
<u>Clues in the Thicket</u>	Cenarion Thicket (45,22)	Use	Yes
<u>It's Watching You!</u>	Cenarion Thicket (43,22)	Kill	No
For Strange Energy click the sphere inside the inn, it lies by a dead broken.			
<u>By Any Means Necessary</u>	Road between Tuurem and Shattrath.	Speak with	Yes
<u>Wind Trader Lathrai</u>	Shattrath, lower city by the worlds end tavern. (72,31)	Speak with	Yes

Shattrath			
Quest name	Takes place at	Quest type	Follow-up
Pick up: Rather be Fishin" (lower city), The Eyes of the Skettis and The Outcast's Flight (lower city arakkoa area. bird-men in purple tree houses) If you've chosen Aldor: Restoring the Light, A Cure for Zahlia [2]. Or Scryers: Losing Gracefully.			
<u>Losing Gracefully (Scryers)</u>	Shattrath (61,51)	Use	No
<u>Rather be Fishin'</u>	Lake to the northeast (39,9)	Kill, collect	No
Head to Stonebreaker Hold next, follow the road east from Shattrath, go south at Tuurem, follow the road to Stonebreaker.			

Stonebreaker Hold

Quest name	Takes place at	Quest type	Follow-up
Pick up: Vestments of the Wolf Spirit, Arakkoa War Path, Wanted: Bonelashers Dead!, Stymying the Arakkoa, Magical Disturbances, An Unwelcome Presence, Olemba Seed Oil and Speak With Scout Neftis.			
<u>News for Rakoria</u>	Stonebreaker Hold (50,49)	Speak with	No
<u>News From Zangarmarsh</u>	Stonebreaker Hold (49,43)	Speak with	No
The following quests can all be done simultaneously. Note: Go to Veil Reskk and Shienor to the north and northeast of Stonebreaker Hold first. Do not go to Veil Skith yet, save that last camp for after you've been to Refugee Caravan.			
<u>The Eyes of Skettis</u>	Veil Reskk, Shienor (49,18 and 57,23)	Collect	Yes
<u>Arakkoa War Path</u>	Veil Reskk, Shienor	Kill	No
<u>The Outcast's Plight</u> (this quest is repeatable)	Any Arakkoa	Collect	No
<u>Restoring the Light (Aldor)</u>	Veil Reskk (51,17 - 49,19 and 48,14)	Use	No
<u>Stymying the Arakkoa</u>	Veil Reskk, Shienor, Skith (58,23 - 49,16 and 31,41)	Kill	No
Before going to Veil Skith, head into Shattrath to turn in The Eyes of Skettis, and then head to Refugee Caravan. It can be reached by following the road leading south from Shattrath into the bone wastes.			

Refugee Caravan

Quest name	Takes place at	Quest type	Follow-up
Pick up: Speak with Rilak the Redeemed, Veil Skith: Darkstone of Terrok, Missing Friends, Before Darkness Falls and The Infested Protectors. Group quests: The Vengeful Harbinger [3]			
<u>Seek out Kirrik</u>	Refugee Caravan (37,51)	Speak with	Yes
Head northwest to Veil Skith to finish Stymying the Arakkoa and for the following three quests;			
<u>Veil Skith: Darkstone of Terrok</u>	Veil Skith (30,42)	Use	Yes

Refugee Caravan

For the next quest, note that the cages on the ground in Veil Skith contain only two children, while the ones up in the trees have four.

<u>Missing Friends</u>	Veil Skith	Kill, collect, use	No
<u>A Personal Favor</u>	Veil Skith	Collect	Yes
When done, go back to Shattrath to turn in A Personal Favor, then head east to Tuurem			
<u>Investigate Tuurem</u>	Tuurem (53,29)	Collect	Yes
Turn the above in by Cenarion Thicket.			
<u>What Are These Things?</u>	Stonebreaker Hold (50,46)	Speak with	Yes
Enter the forest to the east to do;			
<u>Vestments of the Wolf Spirit</u>	East of Stonebreaker	Kill, collect	Yes
<u>Magical Disturbances</u>	East of Stonebreaker	Kill	
<u>Olemba Seed Oil</u>	East of Stonebreaker	Collect	Yes
If you don't find enough Olemba Seeds, try looking south of Cenarion Thicket, there's a lot of them there.			

Stonebreaker Camp

Quest name	Takes place at	Quest type	Follow-up
Before actually going to Stonebreaker Camp, you should stop by the Bonechewer Ruins for An Unwelcome Presence. The Bonechewer Ruins lie in the southeastern corner of the zone, east of Stonebreaker Hold.			
<u>An Unwelcome Presence</u>	Bonechewer Ruins (65,50)	Kill	Yes
Warped peons are mostly found just outside the walls. You might find Fel Orc Plans, which start a simple turn-in quest.			
Turn An Unwelcome Presence in at Stonebreaker Camp.			
<u>Report to Stonebreaker Camp</u>	Stonebreaker Camp (63,42)	Speak with	Yes
<u>What Happens in Terokkar Stays in Terokkar</u>	Bonechewer Ruins	Kill	Yes
<u>The Firewing Liaison</u>	Bonechewer Ruins Large building (67,53)	Kill	No

Stonebreaker Camp

Be careful with the Firewing Liaison quest, she's in a large building surrounded by mobs. Its easy to pull more than you can handle. After she's dead, look for a note on the ground (67,53), it starts a turn-in quest.

Next up are Firewing Point quests, Firewing lies Northeast of Stonebreaker Camp.

<u>An Unseen Hand</u>	Stonebreaker Camp	Speak with	No
<u>Attack on Firewing Point</u>	Firewing Point (71,37)	Kill	Yes
<u>The Final Code</u>	Firewing Point	Kill, collect, use	No

For The Final Code, use the orb in a building at 73,35 and clear your way to the npc you need.
When leaving Firewing, you could do the Escape from Firewing Point [2] (starts in the largest building in Firewing Point) and A Cure for Zahlia [2]

Stonegazer can be found between Firewing Point and Veil Reskk.

Head back to Stonebreaker Hold to turn quests in .

<u>Letting Earthbinder Tavgren Know</u>	Cenarion Thicket (44,26)	Speak with	
<u>And Now, the Moment of Truth</u>	Stonebreaker Hold	Speak with	No

Go northeast for;

<u>Patriarch Ironjaw</u>	North of Stonebreaker Camp (around 66,36)	Kill, collect	Yes
<u>Welcoming the Wolf Spirit</u>	Stonebreaker Hold	Use, speak with	No

Use Stonebreaker Hold's southern exit and head southwest to do;

<u>Wanted: Bonelashers Dead!</u>	Northern Bone Wastes (around 42,50)	Kill	Yes
<u>The Infested Protectors</u>	Edge of the Bone Wastes	Kill	No

Note: When doing The Infested Protectors, they don't always spawn the mites you need. Also; Rotting Forest Ragers spawn much more mites than Infested Root Walkers.

Follow the mountainwall west until you spot Scout Neftis on the map. (north of the Refugee Caravan) If you want to do the follow-up to Wanted: Bonelashers Dead!, which is a group quest, make sure you drop by stonebreaker hold to pick it up. (Torgos! [2])

<u>Speak with Scout Neftis</u>	West of Stonebreaker Hold (39,43)	Speak with	Yes
<u>Who are They?</u>	Grangol'var Village (40,40)	Speak with	Yes

Be extra careful of the hunters when doing this quest, it's all too easy to get spotted. If you do get spotted,

Stonebreaker Camp

bolting out of the village can save you. You can get the disguise again at Neftis.
The laborer roams around the village. The Iniate is on a small dock by the pond in the middle of the village. The Advisor is inside the barracks.
The following quest is difficult. Grangol'var Village has a high mob density, be on your guard.

Kill the Shadow Council!

Grangol'var Village

Kill

No

The Executioners and Summoners are all over the village, Shadowmaster Grieve can be found in the barracks.

Refugee Caravan

Quest name	Takes place at	Quest type	Follow-up
Make sure you have Veil Rhaze: Unliving Evil, Before Darkness Falls, Recover the Bones and The Tomb of Lights in your log, they can all be picked up at the Refugee Caravan.			
<u>Before Darkness Falls</u>	South of the Refugee caravan (around 40,58)	Kill	Yes
<u>Cabal Orders</u>	Refugee Caravan (37,50)	Turn in	No
Cabal Orders is a dropped quest, you'll find it while doing Before Darkness Falls.			
<u>The Shadow Tomb</u>	West of the Refugee Caravan (32,51 – 29,51 – 31,46)	Collect	No
Find Akuno inside the Shadow Tombs to start Escaping the Tomb.			
<u>Escaping the Tomb</u>	Shadow Tomb, west of the Refugee Caravan	Escort	No
<u>Veil Rhaze: Unliving Evil</u>	West of Shadow Tomb (27,60)	Kill	Yes
<u>The Tomb of Lights</u>	East of the caravan (47,54)	Kill	No
If you do group quests, this is the moment for The Vengeful Harbinger [3] Stop by Stonebreaker Hold and Refuge Caravan to turn quest(s) in, and then head to the southwestern corner of the Bone Wastes to find the Sha'tar Outpost. During your traveling there, try to complete;			
<u>Recover the Bones</u>	Bone Wastes	Collect	Yes

Sha'tar Base Camp			
Quest name	Takes place at	Quest type	Follow-up
Pick up; The Dread Relic, Taken in the Night, An Improper Burial and Digging Through Bones[2]			
<u>Digging Through Bones [2]</u>	Sha'tari Base Camp	Escort	Yes
<u>Fumping [2]</u>	Near Sha'tari Base Camp	Use, kill	Yes
<p>The above quests are meant for two players, but are easily solo'd. The mobs you kill aren't elite, and come one at a time. Use the drum near the outpost (but not in it). The worms can hit kinda hard, so be full health when you summon one. Sometimes you'll get a Sand Gnome instead of a worm., if that happens pull it near a guard and it will (not always) help you.</p> <p>The Big Bone Worm [3] can't be solo'd, it is done in the east.</p>			
<u>Veil Lithic: Preemptive Strike</u>	Veil Lithic (around 24,74)	Use, kill	Yes
Now head east in the Bone Wastes for;			
<u>An Improper Burial</u>	East (around 35,76)	Use	Yes
<u>The Dread Relic</u>	Derelict Caravan to the east (43,76)	Collect	Yes
<p>Lots of mobs spawn when you loot the dread relic, but they are incredibly weak. Damageshields and AE's will kill em swiftly. Its also possible to avoid aggro (stand on the chest and loot it) and then do a mounted charge through them.</p> <p>Return to the Sha'tari Base Camp. The Dread Relic has a follow-up for 3 players in Auchindoun.</p>			
<u>A Hero is Needed</u>	East (around 35,71)	Kill	Yes
<u>The Fallen Exarch</u>	Western Auchindoun (35,65)	Kill	No
<p>Head down in Auchindoun, in the lower level to the west you'll find Ramdor the Mad to turn in Recover the Bones. Get the follow-up.</p> <p>Head to the Refugee Caravan to turn in Veil Lithic: Preemptive Strike and get the follow-up. Head to Veil Lithic in the southeastern corner of the Bone Waste, it is accessed by two ramps in the mountainside.</p>			
<u>Veil Shalas: Signal Fires</u>	Veil Shalas 57,70 – 56,72 – 56,70 – 55,67	Use	Yes
<p>Each of the signal fires is on top of a different treehouse. You can pick up Skywing [2] in Veil Shalas, an escort quest. When done, head to the southeastern corner of the bone wastes, you'll find a dying draenei near the forest edge with a quest;</p>			
<u>For the Fallen</u>	Southeast (around 51,81)	Kill	Yes

Sha'tar Base Camp

Note: for Taken in the Night, you can avoid aggroing the evil mobs that come out of the webs by standing back off. Also; Don't open the webbed victims with a pet, or nothing spawns.

<u>Taken in the Night</u>	Southeast (around 51,81)	Use	No
Turn For the Fallen in; Terokkarantula [3] opens up. Do it or don't, and then do the following in southern Bone Wastes while making your way to Sha'tar Base Camp;			
<u>Helping the Lost Find Their Way</u>	Bone Wastes	Kill	No
When finished, turn your quests in at Sha'tar Base Camp and head to the Refuge Caravan. Turn in quests, get "Return to Shattrath" and head to Stonebreaker Hold.			
<u>Host of the Hidden City</u>	Stonebreaker Hold	Speak with	Yes
Fly to Shattrath			
<u>Return to Shattrath</u>	Shattrath	Speak with	No
A new group quest opens up from Defender Grashna, standing nearby. The Skettis Offensive [2]. Basically, you kill a lot of attacking birds by the questgiver to finish the quest. That rounds up Terokkar! Use the exit ramp on Aldor Rise or the road north of the Bleeding Hollow Ruins to enter Nagrand. Head to Nesingwary's outpost by the road in the northeast of the zone.			

Nagrand

Nesingwary

Quest name	Takes place at	Quest type	Follow-up
Pick up; Talbuk Mastery, Windroc Mastery and Clefthoof Mastery			
Save any Obsidian Warbeads and Oshu'gun Crystal powder you find from mobs in the zone.			
<u>Talbuk Mastery</u>	Eastern Nagrand	Kill	Yes
<u>Windroc Mastery</u>	Eastern Nagrand	Kill	Yes
<u>Clefthoof Mastery</u>	Eastern Nagrand	Kill	Yes

Nesingwary

While doing the above, make sure to kill some (Dust Howlers) air elementals when you see em. They can drop motes of air (worth gold) and a quest starting item.

Get the follow-ups at Nesingwary and follow the road northwest to Garadar

Garadar

Quest name	Takes place at	Quest type	Follow-up
Pick up; Missing Mag'hari Procession, The Missing War Party, Vile Idolatry, Wanted: Zorbo the Advisor, Wanted: Giselda the Crone, The Throne of the Elements, The Impotent Leader, Standards and Practices, Murkblood Leaders, The Consortium Needs You! (from an ethereal outside the west gate)			
<u>Reinforcements for Garadar</u>	Garadar (55,38)	Speak with	No
You might not have the above quest, its given in Zabra'jin. It doesnt matter though, as it has no follow-up.			
<u>The Throne of the Elements</u>	North, across the lake (61,22)	Speak with	No
<u>The Howling Wind</u>	Throne of the Elements	Speak with	Yes
At the Throne of the Elements, pick up A Rare Bean, Muck Diving and The Underneath. If you have The Howling Wind turned in, you can get Murkblood Corrupters as well.			
<u>The Underneath</u>	Throne of the Elements	Speak with	Yes
Turn the above in for The Tortured Earth.			
<u>Talbuk Mastery</u>	West (around 53,26)	Kill	Yes
<u>Clefthoof Mastery</u>	West (around 53,26)	Kill	Yes
<u>A Rare Bean</u>	West (around 53,26)	Poop digging	Yes
Note: You can also find Talbuk Thorngrazers and Clefthoof Bulls south and southwest of Garadar.			
<u>Agitated Spirits of Skysong</u>	South (around 59, 27)	Kill	Yes
Turn the above in and get Blessing of Incineratus. While traveling to the broken outpost south of Nesingwary Safari, work on The Tortured Earth.			
<u>The Tortured Earth</u>	Eastern Nagrand	Kill	Yes
<u>Blessing of Incineratus</u>	Southeast of Garadar 72,50 – 70,51 – 71,53 – 72,54	Use	Yes
Travel to the Terokkar zone-in in the southeast.			

Garadar			
<u>The Impotent Leader</u>	Border of Nagrand and Terokkar (20,61)	Speak with	Yes
<u>Don't Kill the Fat One</u>	Bleeding Hollow Ruins in Terokkar (19,62)	Kill, speak with	Yes
<u>Success!</u>	Bleeding Hollow Ruins in Terokkar (20,61)	Speak with	Yes
Finish The Tortured Earth on your way back to Garadar.			
<u>Because Kilrath is a Coward</u>	Garadar	Speak with	Yes
Pick up the follow-up, Message in a Battle, and the newly available Standards and Practises Now to the Burning Blade Ruins, just before the Terokkar Border.			
<u>Message in a Battle</u>	Burning Blade Ruins (75,66)	Kill	Yes
<u>Standards and Practices</u>	Burning Blade Ruins (72,69 – 74,70 – 75,68)	Use	No
Back to Garadar, pick up An Audacious Advance and Bleeding Hollow Supply Crates. Go to Throne of the Elements to turn quests in. Make sure to get The Spirit Polluted and Eating Damnation. Head southwest to find Enraged Crushers nearby Halaa. You can find them up top all around the edge of Halaani Basin as well as down below.			
<u>Eating Damnation</u>	Halaani Basin (43,33)	Kill, collect	Yes
<u>Muck Diving</u>	Waterways below Halaa (42,37)	Kill, collect	No
<u>An Audacious Advance</u>	Clefts around Halaa (40,32 or 50,57)	Kill	No
<u>Bleeding Hollow Supply Crates</u>	Clefts around Halaa (40,32 or 50,57)	Collect	No
Back to Garadar and Throne of The Elements to turn in and get follow-ups. Head to the Burning Blade Ruins. You have to let Lantresor tell his story before you can advance the quest.			
<u>Diplomatic Measures</u>	Burning Blade Ruins (74,63)	Speak with	Yes
Get Armaments of Deception and Ruthless Cunning from Lantresor of the Blade, then head to Kil'sorrow Fortress to the southwest.			
<u>Armaments for Deception</u>	Kil'sorrow Fortress (70,79)	Collect	Yes

Garadar

<u>Ruthless Cunning</u>	Kil'sorrow Fortress	Kill, use	Yes
<u>Wanted: Giselda the Crone</u>	Kil'sorrow Fortress (Giselda is at 71,82)	Kill	No
<u>Shattering the Veil</u>	West of Kil'sorrow Fortress (62,81)	Use, kill	Yes
Follow the road leading west from Kil'sorrow Fortress until you pass a small camp with a goblin. He gives a quest to gather some air elemental gass from the various air elementals in the zone. Kill elementals when you come across them, and you'll complete the quest. Turn it in whenever its convenient.			
<u>I Must Have Them!</u>	Air elementals in Nagrand	Kill, collect	Yes
The follow-up, Bring Me The Egg! is too hard to solo. If you do it grouped, make sure you stand on the center of the trampoline and are at full health when using it. Look down, and click off the float debuff when you're right over the nest. Note that you will have some momentum and move forward a little further while falling.			
Return to the Burning Blade Ruins and get the follow-ups from Lantresor. Pick up Missing Mag'hari Procession in Garadar. (requires level 65)			
Turn in Shattering the Veil at the Throne of the Elements and then head west to the Laughing Skull Ruins.			
<u>Body of Evidence</u>	Laughing Skull Ruins (46,24)	Use, escort	No
<u>Returning the Favor</u>	Laughing Skull Ruins	Kill, use	No
<u>Wanted: Zorbo the Advisor</u>	Laughing Skull Ruins (Zorbo is at 46,18)	Kill	No
When done, follow the road west to the crossing where you'll come across some NPC's.			
<u>Missing Mag'hari Procession</u>	North of Sunspring Post (32,36)	Speak with	Yes
<u>The Missing War Party</u>	North of Sunspring Post	Speak with	Yes
Pick up their quests; Once Were Warriors, Finding the Survivors and War on the Warmaul, and and then head northwest to Warmaul Hill.			
<u>Finding the Survivors</u>	Warmaul Hill (around 24,31)	Kill, collect,use	No
<u>War on the Warmaul</u>	Warmaul Hill	Kill	Yes
Turn War on the Warmaul in at the road crossing north of Sunspring. You can get Cho'war the Pillager[3] now. Should you want to do it, I'd recommend saving it for later.			

Garadar

Enter Sunspring Lake to the southeast; (Watoosun is in the center of the lake)

<u>The Spirit Polluted</u>	Lake by Sunspring Post (33,51)	Kill	No
<u>Vile Idolatry</u>	Sunspring Post (32,44)	Kill, collect	No
<u>Once Were Warriors</u>	Sunspring Post	Kill	Yes
<u>Murkblood Corrupters</u>	Sunspring Post	Kill	No
<u>Murkblood Leaders</u>	Sunspring Post	Kill	No

Ortos has two guards, I suggest focus firing on him first, and then killing the other or fleeing if its too tough to handle the guards.

You can pick up The Totem of Kar'dash [2] from Mag'har captive (kill the brutes near him first) in Sunspring.

The quest is difficult to solo.

Turn in Once Were Warriors at the crossing to the north, and then follow the road south to an outpost called Aeris Landing, south of Sunspring's Lake.

Aeris Landing

Quest name	Takes place at	Quest type	Follow-up
Pick up; Stealing From Thieves and Matters of Security and Gava'xi. If you have any tusks from the Elekk saved, you can pick up A Head Full of Ivory and turn it in.			
<u>The Consortium Needs You!</u>	Aeris Landing (31,58)	Speak with	No
<u>Stealing From Thieves</u>	Around Oshu'gun (35,65)	Kill, collect	No
<u>Matters of Security</u>	Around Oshu'gun	Kill	Yes
<u>Gava'xi</u>	East of Oshu'Gun, by a crystal "island" (43,74)	Kill	No

Drop by Aeris Landing to turn quests in.

Follow the road east until you run into Ravenous windrocs, northeast of Halaani Basin.

<u>Windroc Mastery</u>	Northwest of Telaar (48,60)	Kill	Yes
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Head to the Burning Blade Ruins to turn in your quests and get the follow-up; Message to Garadar. Go to Nesingwary Safari to turn your quests in. The follow-ups all require 2 players. If you finish all three you'll get a final quest with a blue reward from Nesingwary.

Go to Garadar.

Aeris Landing

<u>Message to Garadar</u>	Garadar	Speak with	No
<u>He Will Walk The Earth...</u>	Garadar	Speak with	No
<p>If you have 10 Obsidian Warheads, you can use them to do a quest in Garadar, which is picked up from the NPC at the wanted sign. Note that you can also use these warheads to increase your reputation with the Consortium beyond Friendly at Aeris Landing.</p>			
<u>Proving Your Strength</u>	Garadar	Speak with	Repeatable
<p>Aside from turning your quests in, you're done with soloable quests in Nagrand. Except for one quest dropped by Murkblood Invaders, which is a simple "hand in" type deal.</p> <p>There are two large quest chains I didn't deal with here. One starts with "A Visit With the Greatmother" and requires so much travel that it becomes a waste of time to the progress oriented player. It does provide a lot of Mag'har reputation increases though.</p> <p>The other large questchain starts with He Called Himself Altrius, and is meant for 3 players.</p> <p>Beyond that, there are a lot of regular group quests available at this point. Here's the list; Talbuk Mastery [2], Windroc Mastery [2], Clefthoof Mastery [2], The Ultimate Bloodsport [2], Cho'war the Pillager [3], Wanted: Durn the Hungerer [5], Gurok the Usurper [2]. The Ring of Blood in Laughing Skull Ruins is a chain of five group quests.</p> <p>Next up: Blade's Edge Mountains. You can get there from Zangarmarsh (Swamprat Post is the closest FP), and there are two tunnels in the north to reach it. Take the easternmost one (), and speak to the NPC at the entrance for a quest;</p>			
<u>Killing the Crawlers</u>	Tunnel between Zangarmarsh and Blade's Edge Mountains	Kill	No
Follow the road north to reach Thunderlord Stronghold (53,55)			

Blade's Edge Mountains

Thunderlord Stronghold

Quest name	Takes place at	Quest type	Follow-up
<p>Pick up; Dust from the Drakes, The Bladespire Threat, The Encroaching Wilderness and Felling an Ancient Tree (Wanted Sign)</p>			

Thunderlord Stronghold			
<u>The Encroaching Wilderness</u>	South and west (around 50,59)	Kill	Yes
Follow the road south from Thunderlord Stronghold. Go west at the crossing. Go around Sylvanaar, and then scout the road to the south to find Stronglimb. You'll also find Fey Drakes in the area.			
<u>Felling an Ancient Tree</u>	Living Grove (between 38,69 and 38,79)	Kill	No
<u>Dust from the Drakes</u>	Living Grove (around 38,74))	Kill, collect	Yes
Take the road east down a ramp into the canyon, at the bottom of the ramp you'll find a troll with a quest; They Stole me Hookah and me Brews.			
<u>They Stole Me Hookah and Me Brews!</u>	Bloodmaul Outpost (47,77)	Kill, collect	Yes
The hookah is to the south (42,81), near the entrance to the mine by a campfire. The brews are dropped by ogres and spawn in barrels in and near Bloodmaul Outpost. Turn in the quest at the troll's head for the follow-up;			
<u>Bladespire Kegger</u>	Bladespire Hold	Use	Yes
For Bladespire Kegger; Make sure to target an ogre close to you before dropping a keg.			
<u>The Bladespire Threat</u>	Canyon and Bladespire Hold (42,54)	Kill	Yes
You will loot Thunderlord Clan Artifact off a (random) ogre or raptor, which starts a quest;			
<u>Thunderlord Clan Artifacts</u>	Bladespire Hold	Collect	Yes
The artifacts are in the following locations in Bladespire Hold; Drum: Inside a building in the south (40,58) Tablet: Inside a building in the north (41,46) Arrow: On top of the stonehenge looking thing in the center. (41,52) A ramp near an ogre camp to the northeast of Bladespire Hold leads up to Thunderlord Stronghold.			
<u>Vision Guide</u>	Thunderlord Stronghold	Use	Yes
<u>Protecting Our Own</u>	South (around 51,65)	Use	No
Go down into the canyon again and talk to the witch doctor in the south to turn his quest in. Get the follow-up, and do the first part in Bloodmaul Post; (kill Grimnok he's up in a guard tower. Save Korgaah for when you're			

Thunderlord Stronghold

done in Bloodmaul Outpost.

<u>Grimnok and Korgaah, I Am For You!</u>	Bloodmaul Outpost and Bladespire Hold (43,46 and 46,80)	Kill	No
<u>The Thunderspike</u>	Draenethyst Mine (39,85)	Collect	Yes
<u>The Bloodmaul Ogres</u>	Bloodmaul Outpost / Draenethyst Mine	Kill	Yes

Korgaah is on top of one of the northernmost buildings in Bladespire Hold. You can go up on a white stone ramp on the left side of the building. Use the brew at the entrance of his room to pull Korgaah out of his room without aggroing the (elite) guards.

When done, return to the witchdoctor for the final quest;

<u>A Curse Upon Both of Your Clans!</u>	Bloodmaul Outpost and Bladespire Hold	Use, kill	No
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Return to the troll's head for the last time, and then head to Thunderlord Stronghold.

After turning in The Thunderspike a ghost will spawn starting the quest;

<u>The Spirits Have Voices</u>	Thunderlord Stronghold	Speak with	Yes
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Pick up the the follow-up from Rexxar. Follow the road south from Thunderlord Stronghold, then take the road east when you're in the south of the zone. Keep following that road north, then east and later southeast to reach Mok'Nathal in the southeast of the zone.

Mok'Nathal Village

Quest name	Takes place at	Quest type	Follow-up
Pick up; The Stones of Vekh'nir, Mok'Nathal Treats, Silkwing Cocoons and The Softest Wings.			
<u>Whispers on the Wind</u>	Mok'Nathal Village (75,61)	Speak with	Yes
I found The Softest Wings and Silkwing Cocoons to have very low drop rates, and recommend doing those quests piece by piece while you move around in the area for other quests.			
<u>The Softest Wings</u>	Near Mok'Nathal Village (around 75,71)	Kill, collect	No
<u>Silkwing Cocoons</u>	Near Mok'Nathal Village	Kill, collect	No

Mok’Nathal Village			
	(around 75,71)		
Head South to Vekh’nir			
<u>The Stones of Vekh’nir</u>	Vekh’nir (78,75)	Kill, collect	Yes
After turning this in, pick up the follow-up and Understanding the Mok’nathal (from Leoroxx) and then head Southwest to Trogma’s Claim			
<u>Trial and Error</u>	Trogma’s Claim (77,75)	Kill, collect, use	Yes
Trial and Error; Note that you can use all four wands on one ogre			
<u>Understanding the Mok’Nathal</u>	Trogma’s Claim (Vekh is at 70,72)	Kill	Yes
Get the follow-up to the above as well as The Totems of My Enemy, and then follow the road west until you pass Bladespire Outpost.			
<u>Since Time Forgotten</u>	Bladespire Outpost (57,55)	Kill	Yes
<u>The Totems of My Enemy</u>	Bladespire Outpost	Kill, collect	Yes
Return to Mok’Nathal to get the follow-ups, and then head west until you enter the orange area. To the south you can do;			
<u>Mok’Nathal Treats</u>	South (around 68,62)	Kill, collect	No
Head further south to the Singing Ridge for;			
<u>Slay the Brood Mother</u>	Singing Ridge (around 65,78)	Kill	Yes
<u>Spirit Calling</u>	Singing Ridge	Kill, use	Yes
Note that the totem you use for Spirit Calling only has five charges, you have to kill more than one netherdrake per use if you want to avoid getting a new totem in Mok’Nathal. Return to Mok’Nathal to turn them in. Follow the road west and then north to the ethereal outpost for;			
<u>Gather the Orbs</u>	Razaan’s Landing (68,46)	Use	Yes
If you stand near an entrance to the camp you can keep putting down totems and collect the orbs easily.			
<u>Inform Leoroxx!</u>	Mok’Nathal	Speak with	Yes
<u>There Can Be Only One Response</u>	Razaan’s Landing (66,44)	Kill	Yes
Keep killing ethereals until the Nexus-Prince appears by the teleporter in the middle of the camp. You can see			

Mok’Nathal Village

how close he is to appearing by looking at the progress bar by the portal.
Return to Mok’Nathal one last time, and then fly to Thunderlord Stronghold

Thunderlord Stronghold

Quest name	Takes place at	Quest type	Follow-up
<u>Reunion</u>	Thunderlord Stronghold	Speak with	Yes
Head north through the canyon.			
<u>On Spirit’s Wings</u>	Canyon (58,30)	Observe	Yes
The Soothsayer and Taskmaster have their conversation at a small ogre camp with a campfire along the eastern canyon wall past the Circle of Blood.			
<u>Baron Sablemane</u>	Circle of Blood (53,41)	Speak with	Yes
You can find Baron Sablemane at the entrance of the Circle of Blood, the large building you passed during the previous quest.			
<u>Into the Churning Gulch</u>	West (around 47,43)	Kill, collect	Yes
For Into the Churning Gulch; Note that Greater Crust Bursters have a higher chance to drop glands. Turn Into the Churning Gulch in and get the follow-up.			
<u>Baron Sablemane’s Poison</u>	Thunderlord Stronghold	Speak with	Yes
Pick up Crush the Bloodmaul Camp.			
<u>The Smallest Creatures</u>	Bloodmaul Camp (57,27)	Use	Yes
The Marmots Den (57,29) is just south of Bloodmaul Camp’s southernmost entrance, along the wall. (the camp itself can be recognized by the two guarded entrances and the presence of buildings inside) If you clear out the camp before using the drum at the marmots den you’ll be able to freely poison the kegs. (the marmot has a skill to do it Note: you have to be very close to the keg, or it may fail) The kegs are at 55,25 – 55,28 and 55,23 Return to Thunderlord Stronghold when done for the follow-up.			
<u>A Boaring Time for Grulloc</u>	East of the Circle of Blood (60,48)	Use, collect	Yes
Be quick to loot the bag after using the whistle, Grulloc won’t take all that long to stop chasing Huffer. Turn this in at Baron Sablemane.			

Thunderlord Stronghold

<u>It's a Trap!</u>	Thunderlord Stronghold	Speak with	Yes
<p>Get Gorgrom the Dragon-Eater from REXXAR and Slaughter at Boulder'mok from TOR'CHUNK Twoclaws and head down into the canyon.</p> <p>Follow it north, you will find a ramp leading up the east wall a little past the ogre camp you did On Spirit's Wings at.</p> <p>Once up the ramp, follow the road south to reach Ruuan Weald.</p>			

Evergrove

Quest name	Takes place at	Quest type	Follow-up
Pick up; Creating the Pendant, Culling the Wild, From the Ashes, Poaching from Poachers and A Time for Negotiation..., Little Embers and From the Ashes			
<u>Ruuan Weald</u>	Evergrove (62,39)	Speak with	Yes
<u>A Time for Negotiation</u>	Ruuan Weald	Speak with	Yes
Overseer Nuaar wanders between the three Wyrmcult camps to the east, south and north of Evergrove. Its a Draenei with a mace, and the only non hostile Wyrmcult member.			
<u>...and a Time for Action</u>	Ruuan Weald (around 62,45 – 59,39 and 63,27)	Kill	No
<u>Poaching from Poachers</u>	Ruuan Weald (around 62,45 – 59,39 and 63,27)	Kill, collect	Yes
<u>Creating the Pendant</u>	Veil Ruuan to the Northeast (around 65,32)	Kill, collect, use, kill	Yes
You should find a quest starting Meeting Note while killing cultists.			
<u>Culling the Wild</u>	East, Bladed Gulch (around 71,35)	Kill	No
<p>You'll find Damaged Mask off a Fel Corrupter, which starts the Damaged Mask quest.</p> <p>Head to skald, you can find it in the north, northwest of the road.</p>			
<u>From the Ashes</u>	Skald (71,22 – 71,20 and 71,18)	Use	Yes
<u>Little Embers</u>	Skald	Kill	No

Evergrove

Skald has lots of wandering mobs in it, its easy to get swarmed and killed. Make sure you clear all nearby mobs before advancing.
Return to Evergrove;

<u>Did You Get the Note?</u>	Evergrove	Speak with	Yes
<u>Damaged Mask</u>	Evergrove	Speak with	Yes
<u>Mystery Mask</u>	Evergrove	Speak with	Yes
<u>Felsworn Gas Mask</u>	Forge Camp: Anger (73,40)	Use, speak with	Yes
<u>Deceive Thy Enemy</u>	Forge Camp: Anger (around 74,41)	Kill	Yes

The follow-up (You're Fired [2]) is a little difficult to solo, you're fighting a 68 elite. The mob is fearable though, and if you complete that quest you get access to four solo-able follow-ups in the Death's Door area. (reached through the cave just south of Thunderlord Stronghold.)

Return to Evergrove.

Follow the road northwest, taking the bridge across the canyon to the Wyrmskull Tunnel.

<u>Wyrmskull Watcher</u>	Wyrmskull Tunnel Entrance (50,36)	Speak with	Yes
<u>Longtail is the Lynchpin</u>	Wyrmskull Tunnel (between 48,35 and 43,30)	Kill	Yes

Follow the road west to reach Blackwing Coven.

<u>Whelps of the Wyrmcult</u>	Blackwing Coven (around 31,32)	Use	No
<u>Meeting at the Blackwing Coven</u>	Blackwing Coven (Kolphis is at 31,32)	Speak with	Yes

You can make more whelps appear by standing near an egg. Kill wyrmcult until you have enough costume scraps to make a suit. Use the suit, then talk to Kolphis Darkscale inside.

Follow the road back east and enter Grishnath;

<u>Whispers of the Raven God</u>	Grishnath	Kill, use	No
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First Prophecy: Northernmost tower (39,17)

Second Prophecy: Southernmost tower (42,22)

Third Prophecy: By the southernmost pond (41,19)

Fourth Prophecy: South, in between a large hut and a set of three nests. (40,23)

Evergrove

Killing the arakkoa should net you an Orb of the Grishna, which starts the next quest. Return to Evergrove;

<u>The Truth Unorbed</u>	Evergrove	Speak with	Yes
Make sure you have Maxnar Must Die! and Treebole Must Know, then find Treebole on the road near Grishnath.			
<u>Treebole Must Know</u>	On the road passing by Grishnath (36,23)	Speak with	Yes
<u>Exorcising the Trees</u>	Grishnath (around 36,23)	Collect, use, kill	No
Collect five orbs in Grishnath (they spawn all over the place) and five feathers from Dire Ravens west of Grishnath. Combine them and use them on the Leafbeards, then kill the Koi-Koi Spirit that spawns. Tip: CC the Leafbeard if you can. Go west to Boulder'mok			
<u>Slaughter at Boulder'mok</u>	Boulder'mok (around 30,23)	Kill	No
<u>Gorgrom the Dragon-Eater</u>	Boulder'mok (31,22)	Kill, collect, use, use	Yes
Careful in Boulder'mok, lots of wandering ogres to ruin your day.			
<u>Maxnar Must Die!</u>	Blackwing Coven (33,35)	Kill	No
If you collect enough costume scraps for another costume on the way in, you can use it to walk back out the cave unopposed after Maxnar is dead. Return to Evergrove and Thunderlord Stronghold to turn your quests in. A bridge in the northwest of the zone will take you to Netherstorm. Pick up Off To Area 52 on the bridge			

Netherstorm

Area 52

Quest name	Takes place at	Quest type	Follow-up
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Area 52

Pick up; Securing the Shaleskin Shale, Consortium Crystal Collection, The Archmage's Staff, You're Hired!

Aldor

Distraction at Manaforge B'naar

Scryers

Manaforge B'naar, Bloodgem Crystals

Group quests;

Wanted: Annihilator Servo! [2], Breaking Down Netherock [2]

<u>Off To Area 52</u>	Area 52 (33,65)	Speak with	No
<u>Securing the Shaleskin Shale</u>	South	Kill, collect	Yes
<p>In addition to south of Area 52, you can find Shaleskin Flyers northwest and east of Area 52. Return to Area 52, then follow the road northwest, take the first right to the Ruins of Enkaat. Pick up Recharging the Batteries. You can also start an escort quest meant for 2 players here (unless someone else is doing it) It's soloable, but may be difficult</p>			
<u>You're Hired!</u>	Ruins of Enkaat (around 34,54)	Collect	Yes
<p>When you turn in You're Hired! Two new quests become available. Pick them up and do;</p>			
<u>Report to Engineering</u>	Area 52	Speak with	Yes
<p>You'll get Essence for the Engines as follow-up. Now follow the road southeast to the Arklon Ruins.</p>			
<u>Consortium Crystal Collection</u>	Arklon ruins (41,73)	Kill, collect	Yes
<u>The Archmage's Staff</u>	Arklon Ruins (41,73)	Use, kill, collect	Yes
<p>Both the above quests can be completed by killing the mob summoned for The Archmage's Staff (use Conjuring Powder at 41,73)</p>			
<u>Invaluable Asset Zapping</u>	Arklon Ruins	Use	Yes
<p>Dig-A-Matic: 41,74 Dredging Claw: 41,72 Terrain Analyser: 40,73 Wagon Full of Explosives: 42,72</p>			
<u>That Little Extra Kick</u>	East of Arklon Ruins (45,73)	Kill, collect	No

Area 52

You can find more Nether Rays all over the island, except for at or near Manaforge B'naar.
Return to Area 52 to turn your quests in. The turn-in npc for Invaluable Asset Zapping is in a glowing trench just southeast of Area 52.
Head straight northeast from Area 52 to find the Camp of Boom. It's small and mostly enclosed by rock, look for some barrels standing nearby.

<u>Dr. Boom!</u>	Camp of Boom (35,60)	Use	No
Doing this quest requires you to move within bomb throwing range of Dr. Boom without getting too close to the little walking bombs. Right-click your bomb before closing in so you can judge how close you need to get with the targeting circle. You'll have to hit him a couple of times before he dies.			
<u>Essence for the Engines</u>	Glowing trench at Camp Boom and southwest of Area 52	Kill, collect	Yes
When done move to the Ruins of Enkaat.			
<u>Rebuilding the Staff</u>	Ruins of Enkaat (around 35,54)	Kill, collect	Yes
<u>Recharging the Batteries</u>	Northwest (edge of the island) around 28,51	Use, kill	Yes
The phase hunters must be below 30-40% health or so before you can use the Blaster. Be near them when you use it. Return to the Ruins to hand the quest in. Return to Area 52 to turn quests in and get follow-ups. Use the staff you receive from Ravandwyr.			
<u>Curse of the Violet Tower</u>	Area 52	Use, speak with	Yes
<u>A Heap of Ethereals</u>	The Heap (south) around 30,75	Kill, collect	Yes
After turning the above in, get the follow-up and Pick Your Part from Papa Wheeler, and then return to The Heap			
<u>Pick Your Part</u>	The Heap (around 30,75)	Collect	Yes
<u>Warp-Raider Nesaad</u>	The Heap (28,80)	Kill	No
Warp-Raider Nesaad can be found in the western area of The Heap. When done, go south to the edge of the island for;			
<u>Elemental Power Extraction</u>	Crumbling Wastes (around 33,79)	Use, kill, collect	No

Area 52

After using the device on an (alive) rumbler of abberation, a lootable shard will appear above their corpse.

If you want to do Breaking Down Netherock [2], you're in the area now. Note that he can't be feared. Within viewing distance of Warp-Raider Nesaad, southeast of Manaforge B'naar is a broken down Fel Reaver. A little ways north from that is a goblin that starts It's a Fel Reaver, But with Heart [3]

If you're doing it, just kill the Fel Reaver as quick as possible.

Adds keep on spawning, ignore them until the Fel Reaver is dead.

Head to the road connecting Area 52 with Manaforge B'naar. Some of the following quest are Scryers or Aldor only.

<u>Distraction at Manaforge B'naar</u> Aldor	Manaforge B'naar (around 25,70)	Kill	Yes
Return to Area 52 and get Measuring Warp Energies (Aldor) and Naaru Technology (Aldor).			
<u>Naaru Technology</u> Aldor	Manaforge B'naar (23,68)	Use	Yes
<u>Measuring Warp Energies</u> Aldor	Manaforge B'naar	Use	Yes
<p>Northern Pipe: 25,60 Eastern Pipe: 28,71 Southern Pipe: 20,71 Western Pipe: 20,67</p> <p>Of the four pipes, the eastern one deserves special mention because the area around is is swarming with mobs. The easiest way to get there is going south from the road leading to B'naar, and clearing a path to it. Be careful because there are roamers here, and its easy to get too many adds.</p> <p>You could also do Wanted: Annihilator Servo! [2] during the above quest.</p> <p>Return to Area 52 to get follow-ups</p>			
<u>B'naar Console Transcription</u> Aldor	Area 52	Speak with	Yes
Back to Manaforge B'naar now;			
<u>Shutting Down Manaforge B'naar</u> Aldor	Manaforge B'naar	Kill, use	Yes

Area 52

You'll find the overseer inside the forge, in a little tunnel to the northeast (23,70). When you have the crystal he drops, use it on the console (23,68). For two minutes, mobs will spawn and try to repair the console. Kill em. Return to Area 52, get the follow-up and Attack on Manaforge Coruu and then head southeast across the bridge to reach Manaforge Coruu.

<u>Shutting Down Manaforge Coruu</u> Aldor	Manaforge Coruu (48,81)	Kill, use	Yes
<u>Attack on Manaforge Coruu</u> Aldor	Manaforge Coruu	Kill	Yes
<u>The Sigil of Krasus</u>	Manaforge Coruu (51,82)	Kill, collect	Yes
<p>You can find arcanists outside the forge, researchers inside.</p> <p>The Overseer spawns at the control panel.</p> <p>Spellbinder Maryana roams the camp east of Coruu. Summon the mage and get the follow-up when done.</p>			
<u>Manaforge B'naar</u> Scryers	East of Manaforge B'naar (27,65)	Kill, collect	Yes
<u>Bloodgem Crystals</u> Scryers	Manaforge B'naar	Use	Yes
<p>Don't move when you click a crystal for Bloodgem Crystals, it's a channeled spell.</p> <p>Return to Area 52 to get follow-ups, then back to Manaforge B'naar</p>			
<u>High Value Targets</u> Scryers	Manaforge B'naar	Kill	Yes
<p>You can find Warp-masters and Engineers inside the manaforge. Geologists are mainly outside, in the rocky area around the manaforge.</p>			
<u>Shutting Down Manaforge B'naar</u> Scryers	Manaforge B'naar	Kill, use	Yes
<p>You'll find the overseer inside the forge, in a little tunnel to the northeast (23,70). When you have the crystal he drops, use it on the console (23,68). For two minutes, mobs will spawn and try to repair the console. Kill em.</p> <p>You could also do Wanted: Annihilator Servo! [2] now.</p> <p>Return to Area 52</p>			
<u>Stealth Flight</u> Scryers	Area 52 (34,64)	Speak with	Yes

Area 52			
<u>Behind Enemy Lines</u> Scryers	Area 52	Speak with	Yes
<u>A Convincing Disguise</u> Scryers	Manaforge Coruu	Kill, collect	Yes
Arcanists can be found all around the manaforge. Guardsmen are by the entrances, and Researchers are inside.			
<u>Information Gathering</u> Scryers	Manaforge Coruu (48,84)	Use, observe Avoid golems	Yes
<u>Shutting Down Manaforge Coruu</u> Scryers	Manaforge Coruu (49,81)	Kill, use	Yes
<u>Return to Thalodien</u> Scryers	Area 52	Speak with	Yes
Follow the road east, to Kirin'Var Village			

Kirin'Var Village			
Quest name	Takes place at	Quest type	Follow-up
Near the tower you can pick up; Indispensable Tools, A Fate Worse Than Death, Malevolent Remnants and The Unending Invasion.			
Group quest; Needs More Cowbell [2]			
<u>Malevolent Remnants</u>	Kirin'Var Village (around 59,89)	Kill	Yes
<u>Krasus's Compendium</u>	Kirin'Var Village	Collect	Yes
<p>Malevolent Remnants. The Severed Spirits are all over town. While killing those, find and kill the following named spirits; Conjurer Luminwrath, Cohlien Frostweave and Abjurist Belmara. They roam only in the area of town with Severed Spirits in it. The forth, Battle-Mage Dathric is in the town hall. All four spirits drop a quest starting item.</p> <p>Krasus's Compendium. You will find all three parts inside small houses in the southeast of town.</p> <p>Chapter 1. 59,89 Chapter 2. 58,90 Chapter 3. 59,88</p>			

Kirin'Var Village

<u>Indispensable Tools</u>	Kirin'Var Village Forge (around 60,83)	Kill, collect	Yes
The hammer you need drops from Kirin'Var Apprentices at the forge to the northeast of the tower.			
<u>Master Smith Rhonsus</u>	Kirin'Var Village Forge (around 61,86)	Kill	No
Turn your quests in by the tower and do;			
<u>The Annals of Kirin'Var</u>	Kirin'Var Village town hall (60,87)	Kill, Collect	Yes
Now head to the area directly south of the tower named 'Wizard Row', inhabited by elementals. Make sure you've started the quests that were dropped by the four ghosts you killed earlier.			
<u>The Unending Invasion</u>	Kirin'Var Village (56,87))	Use	Yes
<u>A Fate Worse Than Death</u>	Kirin'Var Village (around 57,85)	Kill	No
<u>Battle-Mage Dathric</u>	Kirin'Var Village Wizard Row	Use	No
<u>Conjurer Luminrath</u>	Kirin'Var Village Wizard Row	Use	No
<u>Cohlien Frostweaver</u>	Kirin'Var Village Wizard Row	Use	No
<u>Abjurist Belmara</u>	Kirin'Var Village Wizard Row	Use	No
<p>The four quests above are each completed at a different building in Wizard Row.</p> <p>Dathric's Weapon Rack: Small intact house in the northeastern corner of Wizard Row. (56,87)</p> <p>Cohlien's Footlocker: Large flattened house in the northwestern corner of Wizard Row. (55,87)</p> <p>Luminrath's Dresser: Small flattened house in the center of Wizard Row. (56,88)</p> <p>Belmara's Bookshelf: Small ruined house in the west of Wizard Row. (56,87)</p>			
<u>Searching for Evidence</u>	Northeast Kirin'Var Village (60,78)	Collect	Yes
There's an item in the barn in the northeastern section of the village. Click it to complete Searching for Evidence and get the follow-up;			
<u>Lingering Suspicion</u>	Kirin'Var Village	Kill, Collect	Yes
The above quest has a crappy drop rate and the ghosts are a little difficult to kill. (don't attack them when they use Soulbind) Note that if you skip it, you'll be skipping the follow-ups too. The last quest in the line, Destroy Naberius! [3], has a rather nice reward for most classes.			

Kirin'Var Village

This is a good time to do the Needs More Cowbell [2] quest

<u>Capturing the Phylactery</u>	Kirin'Var Village In suspicious outhouse (60,80)	Collect	Yes
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You can find a row of three outhouses in the northern area of town, and you can click one of them to complete the above quest.

The final quest in this line, Destroy Naberius [3], takes place in the church in the northeast of Kirin'Var Village.

Turn in your quests at the tower and make sure to get Torching Sunfury Hold and The Sunfury Garrison. Also use the staff to summon the mage and turn in Krasus's Compendium and get Unlocking the Compendium if you haven't already.

Follow the road north to reach Sunfury Hold.

<u>Torching Sunfury Hold</u>	Sunfury Hold (55,78)	Use	Yes
<u>The Sunfury Garrison</u>	Sunfury Hold	Kill	Yes
<u>Unlocking the Compendium</u>	Sunfury Hold	Kill, collect	Yes

Return to Kirin'Var Village, and use the staff to summon the mage to turn that quest in.

Follow the road west to Manaforge Coruu for;

<u>Potential Energy Source</u>	Manaforge Coruu (around 51,80)	Collect	Yes
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Return to Kirin'Var and do the follow-up.

<u>Building a Perimeter</u>	Kirin'Var Village	Use	No
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There are three runes to be activated, and you can find them in the following locations;

1. Center of Town, just north of the tower. You've probably seen it while doing other quests in the area. (59,85)
2. In a small ruined house just west of Wizard Row. (54,86)
3. Atop a hill to the northeast of Kirin'Var. (57,82)

When done with those, summon the mage with the staff to turn in, and then head to Area 52

Turn completed quests in and get follow-ups. Make sure to get In a Scrap with the Legion and Helping Mama Wheeler from Papa Wheeler.

Next up is Eco-dome Midrealm, go across the bridge to the northeast to reach it.

Eco-Dome Midrealm

Quest name	Takes place at	Quest type	Follow-up
Pick up; Run a Diagnostic, Rightful Repossession, Keeping Up Appearances, One Demon's Trash..., New Opportunities			
<u>Request for Assistance</u>	Eco-Dome Midrealm (47,57)	Speak with	Yes
<u>New Opportunities</u>	Eco-Come Midrealm	Collect	No
<u>Keeping Up Appearances</u>	Eco-Dome Midrealm	Kill, collect	Yes
<u>Run a Diagnostic!</u>	Eco-Come Midrealm (48,55)	Use	Yes
<u>Deal With the Saboteurs</u>	Eco-Dome Midrealm (46,54)	Kill	Yes
<p>Follow the road north to Stormspire, take the lift up and get the Flightpath. Don't pick up any quests here yet, travel south to Eco-Dome Midrealm instead.</p> <p>Follow the road southeast, out of the dome. You'll pass a small camp with an NPC named Driiya. If group quest inclined, you can do Sabotage the Warp-Gate [3] there.</p> <p>Head east to reach the Scrap Fields.</p>			
<u>In A Scrap With The Legion</u>	Scrap Fields (48,57)	Kill	Yes
<u>One Demon's Trash...</u>	Scrap Fields	Collect	Yes
Return to the Eco-Dome Midfield's outpost to turn in and get follow-up;			
<u>Declawing Doomclaw</u>	Scrap Fields (50,57)	Kill	Yes
<p>Go around the scrap fields and approach Doomclaw from the east if you wish to avoid the most mobs.</p> <p>Head southeast to Manaforge Duro.</p>			
<u>Down With Daellis</u>	Manaforge Duro (56, 66)	Kill	Yes
<u>Summoner Kanthin's Prize</u>	Manaforge Duro (around 57,65)	Kill, collect	Yes
<u>Rightful Repossession</u>	Manaforge Duro	Collect	Yes
This one is easiest to complete inside the forge, the boxes spawn along the walls.			
<u>Shutting Down Manaforge Duro</u> Aldor	Manaforge Duro (Overseer: 60,68 Panel: 59,67)	Kill, use	Yes
<u>Sunfury Briefings</u> Aldor	Manaforge Duro (around 60,68)	Collect	Yes

Eco-Dome Midrealm

<u>Kick Them While They're Down</u> Scryers	Manaforge Duro (around 60,68)	Kill	No
Summoner Kanthin can be found to the northwest of Duro, Master Daellis to the west.			
<u>Shutting Down Manaforge Duro</u> Scryers	Manaforge Duro (Overseer: 60,68 Panel: 59,67)	Kill, use	Yes
East of Manaforge Duro lies Cosmowrench (with flightpath). Pick up Bloody Imp-issoble.			
<u>Bloody Imp-ossoble</u>	Mostly north (around 65,64)	Kill	No
Head back to Eco-Dome Midrealm. Follow the road south, across the bridge to Kirin'Var Village. Turn your quests in and get follow-ups. (use the mage summoning staff to turn in Summoner Kanthin's Prize.			
<u>Ar'kelos the Guardian</u>	Violet Tower (58,86)	Kill	Yes
Turn the above in at Archmage Vargoth in the tower. He has two group quests for you. One of you takes you into Tempest Keep (instance). The other, Finding the Keymaster [2], is done east of Manaforge Duro. Go to Area 52			
<u>Warn Area 52!</u>	Area 52	Speak with	No
The above quest leads to a three people group quest, Doctor Vomisa, Ph.T. The quest is done nearby, to the east and has a nifty rocket helm reward. Fly to Stormspire.			

Stormspire

Quest name	Takes place at	Quest type	Follow-up
Pick up; Surveying the Ruins and The Minions of Culuthas, Fel Reavers, No Thanks!			
Group quests: In Search of Farahlite [2]			
<u>The Dynamic Duo</u>	Stormspire	Speak with	Yes
<u>To the Stormspire</u>	Stormspire	Speak with	Yes
<u>An Audience with the Prince</u>	Stormspire	Speak with	Yes
Pick up Flora of the Eco-Domes at the base of the elevator.			

Stormspire

<u>Flora of the Eco-Domes</u>	Around Stormspire (around 40,36)	Use, kill	Yes
Two tips: Use the zapper when theyre near death, they do a little less damage when they arent mutated yet. The tiny adds they spawn can't move and despawn after a while, you can skip killing them.			
<u>Creatures of the Eco-Dome</u>	Around Stormspire (around 43,30)	Use	Yes
<u>When Nature Goes Too Far</u>	Pool to the east (44,28)	Kill	No
<u>Diagnosis: Critical</u>	Eco-Dome Sutherland (east) 47,26	Use	Yes
Turn Diagnosis: Critical in and get the follow-up, then head north to Eco-Dome Farfield This is a good time for: In Search of Farahlite [2]. It has two follow-ups, both done in the same area.			
<u>Testing the Prototype</u>	Eco-Dome Farfield Northeast (44,14)	Speak with	Yes
<u>All Clear!</u>	Eco-Dome Farfield	Kill	Yes
<u>Retrieving the Goods</u>	Raptor Nests in Eco-Dome Farfield	Speak with	Yes
Head east and go around the Ruins of Farahlon, southeast across the bridge to the Protectorate Watch post. Don't pick any quests up, just turn the above in for the follow-up			
<u>Triangulation Point One</u>	Triangulation Point One (point: 67,34 turnin: 58,31)	Use, speak with	Yes
Use the Tranguation Device to find the marker, and speak with Deal Hazzin, then go to Tuluman's Landing. You can find it by following the road leading southwest.			

Tuluman's Landing

Quest name	Takes place at	Quest type	Follow-up
Pick up; Neutralizing the Nethermancers and Dealing with the Foreman there.			
<u>Outside Assistance</u> Aldor	Tuluman's Landing (north) 35,38	Speak With	Yes

Tuluman's Landing			
<u>A Dark Pact</u> Aldor	Manaforge Ara	Kill	Yes
Daughters of destiny roam among the nethermancers outside the forge. Find Warp Masters and Tinkers inside the cave (26,43). If you're allied with Scryers, don't go to the cave until you do 'A Defector'			
<u>Triangulation Point Two</u>	Manaforge Ara (29,41)	Use	Yes
<u>Neutralizing the Nethermancers</u>	Manaforge Ara (around 30,38)	Kill	No
<u>A Defector</u> Scryers	Manaforge Ara (26,41)	Speak with	Yes
<u>Damning Evidence</u> Scryers	Manaforge Ara (inside the cave at 26,43))	Speak with	Yes
<u>Dealing with the Foreman</u>	Mine beneath Manaforge Ara (26,43)	Speak with	Yes
<u>Dealing with the Overmaster</u>	Mine beneath Manaforge Ara (27,37)	Kill	No
Both Scryers and Aldor have the Shutting Down Manaforge Ara [3] quest. It has a number of follow-ups which lead to another group quest and a nice reward. Head north to Forge Base. Oblivion for;			
<u>Fel Reavers, No Thanks!</u>	Forge Base: Oblivion (around 38,27)	Kill, collect, use	Yes
Follow the road east to the Ruins of Farahlon. The quest Full Triangle [2] goes well with the two quests;			
<u>Surveying the Ruins</u>	Ruins of Farahlon (52,21 – 55,23 – 56,20)	Use	No
<u>The Minions of Culuthas</u>	Ruins of Farahlon	Kill	Yes
Head to Stormspire			
<u>Success!</u>	Stormspire	Speak with	No
<u>The Best Defense</u>	Forge Base: Gehennas (41,24)	Kill	Yes
<u>Teleport This!</u>	Forge Base: Gehennas (39,20 – 41,19 – 42,21)	Use	No

Tuluman's Landing

Use the rod to mind control (enslave works too if you're a warlock) on a Mo'arg, then use the detonate ability on the teleporters.

Head east to the Protectorate Watch Post.

Protectorate Watch Post

Quest name	Takes place at	Quest type	Follow-up
Pick up; Recipe For Destruction, Captain Tyralius, Electro-Shock Goodness, A Not-So Modest Proposal and The Etherum			
Head up the ramp to Manaforge Ultris			
<u>Recipe For Destruction</u>	Near Manaforge Ultris (62,42 – 66,40)	Kill, collect	Yes
<u>On Nethery Wings</u>	Protectorate Watch Post	Speak with, use	Yes
The final quest is Dimensius the All-Devouring [5] Next, take the road south and up, you'll pass an Ethereal with a quest;			
<u>The Flesh Lies...</u>	Access Shaft Zeon (61,45)	Use	No
Access Shaft Zeon is a little to the west, looks like a mine. Burn every corpse at max range, even when you've already burned enough of them for the quest. Inside, you'll find another Ethereal with a quest, and with the Teleporter Power Pack you need for the A Not-So Modest Proposal quest behind him.			
<u>Arconus the Insatiable</u>	Access Shaft Zeon (60,40)	Use, kill	No
Arconus is in the northernmost area of the mine, which can be reached by going straight north from the entrance. Note that this quest is turned in at the Protectorate Watch Post and not where you got it. After turning The Flesh Lies in outside the mine, go east a little and you should run into a pool with goo's. Use Navuud's Concoction before killing the goo, and they will split up into many smaller ones. Kill those. You'll be half done, the other type of goo is in the Etherum Staging Grounds you'll visit later.			
<u>Electro-Shock Goodness</u>	Pools around Manaforge Ultris (Seeping: 64,46 Void: 55,45)	Use, kill	No
Go east until you reach a road, follow it north and take the next east, down the ramp to Celestial Ridge.			

Protectorate Watch Post

<u>A Not-So Modest Proposal</u>	Access Shaft Zeon and Celestial Ridge (Zeon: 60,40 Ridge: 71,39)	Collect, use	Yes
<u>Getting Down to Business</u>	Celestial Ridge	Kill, collect	Yes
<u>Formal Introductions</u>	Celestial Ridge	Speak with	Yes
<u>A Promising Start</u>	Celestial Ridge	Collect	Yes
<u>Troublesome Distractions</u>	Protectorate Watch Post	Speak with, kill	No
<p>Return to the Celestial Ridge to turn the quest in, the final quest Securing the Celestial Ridge [3] Go south down the ramp to the Ethereum Staging Grounds. Make sure to finish Electro-Shock Goodness there. While in the area, you may spot a friendly ethereal (Captured Protectorate Vanguard) being attacked. If you save him, he gives you an escort quest, Escape from the Staging Grounds, which has to be done right away.</p>			
<u>The Ethereum</u>	Ethereum Staging Grounds (around 56,38)	Kill	Yes
<u>Ethereum Data</u>	Ethereum Staging Grounds (56,40)	Collect	Yes
You can find the ethereum data a little to the southwest, its a colorful little box.			
<u>Potential for Brain Damage = High</u>	Ethereum Staging Grounds	Kill, use, kill	Yes
Note that the relays will keep attacking you when the buff wears off and you cant see em anymore, so make sure you keep a spare Etherum Essence handy.			
<u>S-A-B-O-T-A-G-E</u>	Ethereum Staging Grounds	Kill, collect	Yes
Quest item for the above quest drops from Ethereum Archons and Ethereum Overlords.			
<u>Delivering the Message</u>	Ethereum Staging Grounds	Escort	Yes
<p>The Ethereal you are escorting does not stop to fight. I recommend clearing the path ahead of him, he walks basically straight south, then makes a left at a large purple manaforge conduit to the left. Two level 70 mobs spawn while he works. The final quest is Nexus-King Saldahaar [5]</p>			
<u>Captain Tyralius</u>	Ethereum Staging Grounds (Ward: 55,40 – Prison: 52,42)	Kill	Yes
To free Captain Tyralius, you need a key from a nearby NPC (Warden Icoshock) standing by a bunch of large purple orbs. (Ethereum prisoncells)			

Protectorate Watch Post

Tyralius's cell isn't among those, his cell can be found a little westwards.
Remaining are several Aldor and Sryers quests that require a fair bit of travel and Special delivery to Shattrath, which is a turn-in only quest.



Alliance

Hellfire Peninsula

The Dark Portal			
Quest name	Takes place at	Quest type	Follow-up
After entering the dark portal for the first time, you'll run into an NPC with a single quest for you, 'Arrival in Outland'			
<u>Arrival in Outland</u>	The Dark Portal (87,52)	Speak with	Yes
<u>Journey to Honor Hold</u>	Honor Hold (53,64)	Speak with	Yes
<u>Force Commander Danath</u>	Honor Hold (57,67)	Speak with	Yes
Pick up the quests Know your Enemy and The Legion Reborn from Force Commander Danath. Get Waste Not, Want Not from Dumphry in Honor Hold.			
<u>Know your Enemy</u>	West of Honor Hold (51,60)	Speak with	Yes
Turn this quest in, and get the Fel Orc Scavengers quest.			
<u>Fel Orc Scavengers</u>	North of Honor Hold	Kill, collect	No
<u>Waste Not, Want Not</u>	North of Honor Hold	Collect	Yes
Do these quests just North of Honor Hold, along the ruined siege equipment. Turn them in, then kill Bleeding Hollow Peons outside of Zeth'Gor to the southeast for;			
<u>Ill Omens</u>	Zeth'Gor (64,68)	Kill, collect	Yes
Don't turn this quest in yet, but instead speak with Sergeant Altumus at the supply caravan East of Thrallmar for;			
<u>The Legion Reborn</u>	Outside Honor Hold, to the east (62,61)	Speak with	Yes
<u>The Path of Anguish</u>	East (around 66,57)	Kill	Yes
Turn The Path of Anguish in, grab the follow-up and head to Expedition Point (see quest log for directions)			

Expedition Point			
Quest name	Takes place at	Quest type	Follow-up
Pick up Zeth'Gor Must Burn!			
<u>Expedition Point</u>	East of Honor Hold (71,63)	Speak with	Yes
You can turn in Ill Omens here, get the follow-up and head southeast to Zeth'Gor;			
<u>Zeth'Gor Must Burn!</u>	Zeth'Gor (Forge: 70,69 Northern Tower: 68,67 Southern Tower: 66,76 Foothill Tower: 70,71)	Use	No
<u>Cursed Talismans</u>	Zeth'Gor	Kill, collect	Yes
<u>Warlord of the Bleeding Hollow</u>	Zeth'Gor (70,77)	Kill	No
Return to Expedition Point and head northwest for:			
<u>Disrupt Their Reinforcements</u>	Northwest (Kaalez: 72,58 Grimh: 71,55)	Kill and collect	Yes
<u>Mission: The Murketh and Shaadrez Gateways</u>	Expedition Point	Bombing run	Yes
<u>Shatter Point</u>	Expedition Point	Speak with	Yes
Speak with Wing Commander Dabir'ee to fly to Shatter Point.			

Shatter Point			
Turn in "Shatter Point" and do the follow-ups			
<u>Wing Commander Gryphongar</u>	Shatter Point (79,34)	Bombing run	Yes
<u>Mission: The Abyssal Shelf</u>	Shatter Point	Bombing run	Yes
<u>Go to the Front</u>	Honor Point (68,28)	Speak with	Yes

Honor Point			
Turn in "Go to the Front" and do the follow-ups			
<u>Disruption: Forge Camp.</u>	Southwest (65,31)	Kill	Yes

Honor Point

<u>Mageddon</u>			
Razorsaw is a level 62 demon, easy to kill and respawns reasonably fast. He drops an item that begins the quest. The Dark Missive. Save that quest for later.			
<u>Enemy of my Enemy</u>	West (58, 33 or 63,32)	Use	Yes
<u>Invasion Point: Annihilator</u>	To the West, North of Thrallmar (53,27)	Kill, collect, use	Yes
Invasion point: Annihilator lies northwest of Forge Camp. Rage. The mob you need is a level 62 demon in the center of the camp, and isn't hard to kill. Use the key he drops on the portal he was facing, and then head southwest to the ridge north of the Path of Glory for the below quest. After this quest, you can get "Overlord" from Warp-Scryers Kryv in Honor Hold. This is a group quest for 3 people min, and can be skipped. The reward is a nice trinket. It's best saved until after you've been to Telhamat.			
<u>Laying Waste to the Unwanted</u>	North of the Path of Glory	Use	No
Central Eastern Tower: 56,46 Eastern Tower: 59,47 Central Western Tower: 54,48 Western Tower: 53,48 Head back to Honor Hold after completing the above quest.			

Honor Hold

Quest name	Takes place at	Quest type	Follow-up
Quests to pick up: An Old Gift, The Heart of Darkness and The Longbeards. At the mine entrance northwest of Honor Hold get: When This Mine's a-Rockin!			
<u>When This Mine's a-rockin!</u>	Mine under Honor Hold (52,62)	Kill	Yes
<u>The Mastermind</u>	Mine under Honor Hold (55,62)	Kill	Yes
<u>A Job for an Intelligent Man</u>	West of Honor Hold (around 46,64)	Kill	No
Make your way south while killing Crust Bursters until you spot two goblins near a crashed zeppelin. (49,75)			

Crashed Zeppelin			
Quest name	Takes place at	Quest type	Follow-up
Quests to pick up; In Case of Emergency and Ravager Egg Roundup			
<u>Ravager Egg Roundup</u>	Southwest (around 38,89)	Collect	Yes
<p>The eggs respawn rather fast, backtrack often if you want to avoid killing too many ravagers.</p> <p>Turn this quest in and make sure to get the follow-up. Helboar, the Other White Meat.</p> <p>Head east, to the Expedition Armory.</p>			
<u>An Old Gift</u>	East (55,87)	Collect	No
You can find the book lying at the entrance of a house just south of the Expedition Armory.			
<u>Unyielding Souls</u>	Expedition Armory	Kill	Yes
<u>Helboar, the Other White Meat</u>	East of Expedition Armory	Kill	Yes
<p>Head east for this quest, the helboars east of the Expedition Armory are low level and more plentiful.</p> <p>When done, head back to the goblins. Pick up Smooth as Butter and head to the mine by Honor Hold to turn in Marauding Crust Bursters.</p> <p>Turn in Unyielding Souls and grab the follow-up; Looking to the Leadership.</p> <p>Now, back to the Expedition Armory</p>			
<u>Looking to the Leadership</u>	Expedition Armory (Thalvos: 54,83 – Xintor: 53,81)	Kill	No
<p>Thalvos is in a destroyed building on the southern edge of the Expedition Armory, Xintor is northwest from there.</p> <p>Head northeast for the two quests below;</p>			
<u>Smooth as Butter</u>	Northeast of Expedition Armory	Kill, collect	No
<u>In Case of Emergency</u>	Northeast of Expedition Armory	Collect	Yes
Head back to the goblins to turn both in.			
<u>Voidwalkers Gone Wild</u>	South of the goblins (68,74)	Kill, collect	No

Crashed Zeppelin

You're done with the goblins, return to Honor Hold to turn quests in, make sure you have The Longbeards from Sid Limbardi.

The Longbeards can be found by following the road leading west from Honor Hold, up until you're north of Falcon Watch, the Blood Elf outpost with the tower you can see from far away. The dwarves are more or less directly south of Falcon Watch, along the mountainside.

The Longbeards

Turn in The Longbeards and pick up The Finest Down, The Arakkoa Threat and Rampaging Ravagers.

<u>The Longbeards</u>	West (23,72)	Speak with	No
<u>Rampaging Ravagers</u>	North (around 22,65)	Kill	No

After the above, follow the mountainwall south to reach the Den of Haal'esh

<u>The Arakkoa Threat</u>	Den of Haal'Esh (26,76)	Kill	No
<u>The Finest Down</u>	Den of Haal'Esh	Kill, collect	No

While doing the above, fight your way south and then double back up the ramp north, and across a bridge. You'll find a named Arakkoa called Avruu up there(about 26,75), who drops a quest starting orb.

<u>Avruu's Orb</u>	Den Haal'eshi (29,81)	Use, speak with	No
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With these quests done, head north to the Temple of Telhamat.

It lies directly north of the longbeards camp, on the northern edge of Hellfire Peninsula.

<u>The Temple of Telhamat</u>	West (23,37)	Speak with	No
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Telhamat can be found by following the road leading west from Honor Hold.

Taking a right at the first intersection, then a left after that.

It lies more or less directly north of Falcon Watch, the Blood Elf outpost with the tower you can see from far away.

Telhamat

Quest name	Takes place at	Quest type	Follow-up
Pick up In Search of Sedai, The Pools of Aggonar, An Ambitious Plan, Cruel Taskmasters, Deadly Predators and Helping the Cenarion Post.			
Optional group quest: The Rock Flayer Matriarch [2]			
<u>In Search of Sedai</u>	East of Telhamat (26,37)	Speak with	Yes
Sedai's corpse lies east of Telhamat along the mountainside. Grab the follow-up and head southeast until you hit the road. Go east until you come across the Pools of Aggonar (north of the road) where you can do the following quests;			
<u>The Pools of Aggonar</u>	Pools of Aggonar (40,35)	Kill	Yes
<u>The Heart of Darkness</u>	Pools of Aggonar	Kill	No
If you intend to do the group quest "Overlord", this is a good time for it.			
Travel east to the Path of Glory (the large downward slope leading to Hellfire Citadel) for the following quest. Note that the bones you need are difficult to spot;			
<u>The Path of Glory</u>	Path of Glory (between 69,49 and 62,49)	Use	Yes
Drop by Honor Hold to turn in The Heart of Darkness. Fly back to Telhamat, turn in The Path of Glory and The Pools of Aggonar. Pick up Cleansing the Waters			
<u>Return to Obadei</u>	Telhamat	Speak with	Yes
<u>Makuru's Vengeance</u>	East of Telhamat (34,31)	Kill, collect	No
<u>Cleansing the Waters</u>	Pools of Aggonar (39,30)	Use, kill	No
Use the vial by the pit lord carcass in the northernmost area of the pools and defeat the mob that spawns. Return to Telhamat, turn quests in and get Atonement from Anchorite Obadei			
<u>Atonement</u>	Telhamat	Speak with	Yes
Head south, you will find some questgiving NPC's standing near the road.			

Cenarion Post			
Quest name	Takes place at	Quest type	Follow-up
Pick up Keep Thornfang Hill Clear! and The Cenarion Expedition. If you've got help, you might pick up Colossal Menace [2]			
<u>Helping the Cenarion Post</u>	Cenarion Post (16,52)	Speak with	Yes
<u>Demonic Contamination</u>	East (around 23,59)	Kill, collect	Yes
The helboars for this quest are concentrated between Cenarion Post and Falcon Watch, as well as west of Telhamat.			
<u>Testing the Antidote</u>	Cenarion Post	Use, Kill	No
Head south, to the ruins of Sha'naar for the following quests;			
<u>Sha'naar Relics</u>	Ruins of Sha'naar (14,57)	Collect	Yes
<u>Cruel Taskmasters</u>	Ruins of Sha'naar	Kill	No
While doing the above quests, make your way to the hut on the eastern side of the ruins, before the stairs. You'll find Akora the Firecaller, who gives you the quest Naladu.			
<u>Naladu</u>	Ruins of Sha'naar (16,65)	Speak with	Yes
<u>A Traitor Among Us</u>	Ruins of Sha'naar (14,63)	Collect	Yes
<u>The Dregghoor Elders</u>	Ruins of Sha'naar (Akoru: 15,58 – Ayleen: 12,58 – Morod: 13,61)	Speak with	Yes
<u>Arzeth's Demise</u>	Ruins of Sha'naar (around 14,60)	Use, kill	No
Return to Telhamat to turn in Sha'naar Relics and do the follow-up:			
<u>The Seer's Relic</u>	East of Telhamat (27,37)	Use	No
Take the large road west until you run into Thornfang Ravagers and Venomspitters			
<u>Keep Thornfang Hill Clear!</u>	West along road (around 9,50)	Kill	No

Cenarion Post

Quest name	Takes place at	Quest type	Follow-up
<p>Turn the above in at Cenarion Post, then head to Falcon Watch to turn in Source of the Corruption.</p> <p>You've finished the quests in Hellfire Peninsula, and you're ready to move to Zangarmarsh!</p> <p>However, if you haven't been there already, dropping by (and binding in) Shattrath is a good idea.</p> <p>First, enter Zangarmarsh through the large road going westwards. In Zangarmarsh, keep following the road, pass through Cenarion Refuge and carry on along the road west until you reach Telredor, a huge mushroom with an outpost in it. Get the flight path inside, then make your way back to Cenarion Refuge.</p> <p>Go south from there until you enter Terrokar Forest. Carry on south a little further, you will spot a bridge leading into a recessed city. Welcome to Shattrath!</p>			

Shattrath

Quest name	Takes place at	Quest type	Follow-up
<p>If you enter the city from the northernmost entrance bridge, you will run into "Haggard War Veteran" who gives you a quest;</p>			
<u>A'dal</u>	Shattrath (54,45)	Speak with	Yes
<u>City of Light</u>	Shattrath (55,44)	Speak with	No
<p>A'dal can be found in the center of town. For City of Light, Khadgar summons an elemental that shows you around Shattrath. This little trip takes 9 minutes, and opens up quests you will need later on. Best to get it out of the way.</p> <p>Upon completion, you can choose to ally yourself with the Aldor or Scryers reputation. This choice is important, I advise reading up on them before picking one.</p> <p>It's not a bad idea to bind in Shattrath at this point, the portals to Azeroth's cities, the bank and other facilities come in handy.</p> <p>Fly back to Telredor</p>			

Zangarmarsh

Telredor

Quest name	Takes place at	Quest type	Follow-up
Pick up Umbrafen Eel Filets, Fulgore Spores, Diaphenous Wings, Too Many Mouths to Feed, The Fate of Tuurem, The Orebor Harborage, Unfinished Business, Menacing Marshfangs and The Dead Mire			
A note; Save any unidentified plant parts, Fertile Spores and Strange Spores you find, they're used in quests.			
<u>Fulgore Spores</u>	Around Telredor (70,50)	Collect	Yes
<u>Menacing Marshfangs</u>	East of Telredor	Kill	No
<u>Unfinished Business</u>	East of Telredor (around 78,47)	Kill	Yes
Sporewing roams along the western edge of The Deadmire. While looking for him, kill Marshfang Rippers for the other quest.			
When done with all three quests, enter The Dead Mire.			
<u>The Dead Mire</u>	The Dead Mire (around 81,39)	Collect	Yes
The soil spawns in several locations in the recessed area of The Dead Mire Head south to Cenarion Refuge when you have it.			

Cenarion Refuge

Quest name	Takes place at	Quest type	Follow-up
Pick up The Umbrafen Tribe, Plants of Zangarmarsh, A Warm Welcome, The Dying Balance and Disturbance at Umbrafen Lake.			
If you've got help, you can grab the group quests; Leader of the Darkcrest [2], Leader of the Bloodscale [2] and The Dying Balance [2].			
The nice part about early Zangarmarsh is that you can work on a ton of quests simultaneously. All of the following quests can be done in and around Umbrafen Lake, just south of Cenarion Refuge; (Note that you'll have received a water breathing potion in your inventory)			

Cenarion Refuge

<u>Too Many Mouths to Feed</u>	Umbrafen Lake	Kill	Yes
<u>Umbrafen Eel Filets</u>	Umbrafen Lake	Kill, collect	Yes
<u>Diaphanous Wings</u>	Umbrafen Lake	Kill, collect	Yes
<u>Disturbance at Umbrafen Lake</u>	Southwestern Umbrafen Lake (70,81)	Special	Yes
<p>The Disturbance quest simply requires you to be in the area near the large mechanical device over there, however you need something from here. Kill Steam Pump Overseers near the device to get Drain Schematics to drop, these start a quest named the same.</p> <p>After finishing the above, head to the Umbrafen Tribe's village southeast of the lake.</p>			
<u>The Umbrafen Tribe</u>	Southeast of Umbrafen Lake (85,91)	Kill	Yes
<p>Kataru can be found in the highest building. Inside Umbrafen Village, you will find Kayra Longmone, offering Escape from Umbrafen.</p>			
<u>Escape from Umbrafen</u>	Southeast of Umbrafen Lake	Escort	No
<u>The Dying Balance [2]</u>	Boglash, east of umbrafen (around 83,72)	Kill	No
<p>Boglash roams the water north of Umbrafen. You can skip this quest.</p> <p>Head back to Cenarion Refuge and turn your quests in, then complete the follow-up to Disturbance at Umbrafen Lake;</p>			
<u>As the Crow Flies</u>	Cenarion Refuge (78,62)	Use	Yes
<p>Use the amulet given to you, and enjoy the tour of the zone.</p> <p>Grab the follow-up and save it for later.</p> <p>Turn in The Umbrafen Tribe and get the follow-up; A Damp, Dark Place.</p> <p>Head back to Telredor to turn your quests in. Get the follow-ups; An Unnatural Drought and Withered Flesh</p>			
<u>An Unnatural Drought</u>	The Dead Mire (around 81,39)	Kill, collect	No
<u>Withered Flesh</u>	The Dead Mire	Kill, collect	No
<p>You may find Withered Basidium from one of the giants. It starts a simple turnin quest for some free experience. It's a rather low drop chance, so I wouldn't actively pursue finding it.</p>			
<u>Plants of Zangarmarsh</u>	Cenarion Refuge	Collect	

Cenarion Refuge

You should have enough unidentified plant parts to turn the above repeatable quest in now, possibly multiple times. After that, head south to the Umbrafen Lake pump again for;

<u>Balance Must Be Preserved</u>	Zangarmarsh	Use	Yes
<u>Drain Schematics</u>	Zangarmarsh	Discover	No

You will find the Drain Schematics quest while doing Balance Must Be Preserved. Steam Pump Overseers drop it, but other naga can as well. See below for pump locations.

<u>A Warm Welcome</u>	Zangarmarsh	Kill	No
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If you plan to do the group quests: Leader of the Darkcrest [2], Leader of the Bloodscale [2] and The Dying Balance [2], this is the time to do them as well, the leaders can be found in the naga bases by the pumps.

You can find the pumps in the following locations;

1. Southeast of Umbrafen Lake (you've been here already) 70,80
 2. East of The Lagoon, a lake northwest of Umbrafen Lake. (63,64)
 3. East side of Serpent Lake, directly north of The Lagoon's pump. (62,41)
 4. The large pump for the Drain Schematics quest is in the middle of Serpent Lake, swim underneath the large structure. (50,40)
 5. East side of Marshlight Lake, northwest of Zabra'jin. Follow the road west to reach Zabra'jin. (25,43)
- After finishing those quests, go to Zabra'jin

Orebor Harborage

Quest name	Takes place at	Quest type	Follow-up
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Pick up The Boha'mu Ruins, The Terror of Marshfang Lake, Stinger Venom, Ango'rosh Encroachment, Natural Armor, Wanted: Chieftain Mummaki (wanted sign)

Note; You will spot red glowing mushrooms all over the place. You will need them later, so collect any you come across.

<u>The Orebor Harborage</u>	Orebor Harborage (41,27)	Speak with	No
<u>Ango'rosh Encroachment</u>	Southwest (around 34,35)	Kill	Yes

Note. The following quest (Natural Armor) provides you with a water breathing potion. If you always want to have access to such a potion for free, then don't complete this quest. You can abandon and accept the quest again when your potion is used up, and you'll get a new one.

Orebor Harborage

<u>Natural Armor</u>	Serpent Lake (east) (around 49,38)	Kill, collect	Yes
Head back to Orebor to turn quests in, then head back into Serpent Lake.			
<u>Maktu's Revenge</u>	Serpent Lake (42,41)	Kill, collect	Yes
Mragesh is found in the western area of Serpent Lake.			
<u>Watcher Leesa'oh</u>	Southwest Zangarmarsh (23,66)	Speak with	Yes
You may not have the above quest which is no problem, just follow the directions below. You will pass the watcher's camp if you follow the road south from Orebor, going around Zabra'jin and further south. She gives you Observing the Sporelings			
<u>Observing the Sporelings</u>	West (15,63)	Discover	Yes
If you follow the road into the Spawning Glen, you should encounter Fahssn, who gives you two quests;			
<u>The Sporelings' Plight</u>	Spawning Glen (around 14,62)	Collect	Yes
<u>Natural Enemies</u>	Spawning Glen	Kill, collect	No
You can find both the Bog Lords and the Spore Sacs in the Spawning Glen. Collect enough for both quests, then turn them in and head back to Leesa'oh.			
<u>A Question of Gluttony</u>	Quagg Ridge (east) (around 29,62)	Collect	Yes
When you've collected enough, go east and check for "Count" Ungula just east of the hewn bog, it's a large Nether Ray. He drops an item that starts a simple "hand in for experience" quest. Proceed east to Feralfen Village;			
<u>The Boha'mu Ruins</u>	South of Feralfen Village (45,66)	Discover	Yes
<u>Blacksting's Bane</u>	Just east of Feralfen Village (around 50,60)	Kill, collect	No
When finished, drop by Watcher Leesa'oh to turn in "A Question of Gluttony" and get the follow-up.			
<u>Sporegggar</u>	West of Zabra'jin (20,52)	Speak with	No

Orebor Harborage

If you're keen on getting Sporegg items from their quartermaster, you can raise your rep further by doing repeatable quests. If not, carry on;

<u>The Terror of Marshlight Lake</u>	Island in Marshlight Lake (22,46)	Kill	No
<u>Stinger Venom</u>	Around Marshlight Lake (around 24,51)	Kill, collect	Yes
<u>Familiar Fungi</u>	Hewn Bog (around 33,32)	Kill, collect	Yes

Return to Orebor to turn in quests, and make sure to pick up Secrets of the Daggerfen and Daggerfen Deviance.

<u>Lines of Communication</u>	Southeast and Southwest of Zabra'jin. (around 32,59)	Kill	No
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Turn in Familiar Fungi at Leesa'oh and get the last quest from her.

<u>Secrets of the Daggerfen</u>	Daggerfen Village	Collect	No
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The poison vial can be in one of the three camps, on a table or near some boxes. (26,22 – 25,25 or 26,23)
The Manual is upstairs in the tower (24,27)

<u>Daggerfen Deviance</u>	Daggerfen Village (around 25,23)	Kill	No
<u>Wanted: Chieftain Mummaki</u>	Daggerfen Village (24,27)	Kill	No

Head to the northwestern most tip of the zone and cross a fallen mushroom to enter Ango'rosh Stronghold.

<u>Overlord Gorefist</u>	Ango'rosh Stronghold (19,8)	Kill	No
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Go to Orebor to turn in quests, then to Watcher Leesa'oh. After that, fly to Telredor to turn in quests.

<u>Idols of the Feralfen</u>	Feralfen Village. (around 44,65)	Collect	Yes
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Turn this in, then back to Telredor to get the follow-up

<u>Gathering the Reagents</u>	All over the place	Kill, collect	Yes
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Spore bats are found plenty west of Telredor. Fen Striders roam the shallow water all over the eastern half of the zone. Turn this one in for a final follow-up.

<u>Messenger to the Feralfen</u>	Feralfen Village (45,66)	Use, speak with	No
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After turning this in, head to Cenarion Refuge.

Cenarion Refuge

Quest name	Takes place at	Quest type	Follow-up
You should be friendly with the Cenarion Expedition by now. If not, complete the Plants of Zangarmarsh quest until you are. Pick up Blessing of the Ancients and Saving the Sporeloks			
<u>Warning the Cenarion Circle</u>	Cenarion Post (16,52)	Speak with	Yes
<u>Return to the Marsh</u>	Cenarion Refuge (78,62)	Speak with	No
<u>Blessing of the Ancients</u>	Cenarion Refuge	Speak with	Yes
Head south along the road, take the first right. When you are directly below Umbrafen Lake, go south until you find a ramp going up to a cave. Enter the cave.			
<u>A Damp, Dark Place</u>	Funggor Cavern (70,97)	Collect	No
When entering the cave, go right and follow the path until you hit an intersection with one path leading up, and another leading down. The item you need is a chest on a rock.			
<u>Saving the Sporeloks</u>	Funggor Cavern	Kill	No
<u>Safeguarding the Watchers [2]</u>	Funggor Cavern (72,94)	Kill	No
Lord Klaq isn't elite, but he does have some guards around him. Soloable, but may be difficult. Try engaging Klaq when the guards are fighting sporeloks. That rounds off Zangarmarsh, follow the road south to Terrokar!			

Terrokar

Cenarion Thicket

Quest name	Takes place at	Quest type	Follow-up
The Thicket is by the road, directly east of Shattrath. Pick up Strange Energy and Clues in the Thicket from Earthbinder Tavgren and It's Watching You from Warden Treelos inside Cenarion Thicket.			
<u>Strange Energy</u>	South and north	Kill	No
<u>Clues in the Thicket</u>	Cenarion Thicket (45,22)	Use	Yes
<u>It's Watching You!</u>	Cenarion Thicket (43,22)	Kill	No
For Strange Energy click the sphere inside the inn, it lies by a dead broken.			
<u>By Any Means Necessary</u>	Road between Tuurem and	Speak with	Yes

Cenarion Thicket

	Shattrath.		
<u>Wind Trader Lathrai</u>	Shattrath, lower city by the worlds end tavern. (72,31)	Speak with	Yes

Shattrath

Quest name	Takes place at	Quest type	Follow-up
Pick up: Rather be Fishin" (lower city), The Eyes of the Skettis and The Outcast's Plight (lower city arakkoa area. bird-men in purple tree houses) If you've chosen Aldor: Restoring the Light, A Cure for Zahlia [2]. Or Scryers: Losing Gracefully.			
<u>Losing Gracefully (Scryers)</u>	Shattrath (61,51)	Use	No
<u>Rather be Fishin'</u>	Lake to the northeast (39,9)	Kill, collect	No
Head to Stonebreaker Hold next, follow the road east from Shattrath, go south at Tuurem, follow the road to Stonebreaker.			

Allerian Stronghold

Quest name	Takes place at	Quest type	Follow-up
Pick up: Vessels of Power, Timber Worg Tails, Thin the Flock, Wanted: Bonelashers Dead!, Stymying the Arakkoa, Magical Disturbances, Unruly Neighbors, Olemba Seeds and Speak With Private Weeks.			
<u>The Fate of Tuurem</u>	Allerian Stronghold (58,53)	Speak with	No
<u>Concerns about Tuurem</u>	Allerian Stronghold	Speak with	No
The following quests can all be done simultaneously. Olemba seeds is a collect as you travel type quest, they're all over the place. Note: Go to Veil Reskk and Shienor to the north and northeast of Allerian Stronghold first. Do not go to Veil Skith yet, save that last camp for after you've been to Refugee Caravan.			
<u>Olemba Seeds</u>	Terokkar	Collect	Yes
<u>The Eyes of Skettis</u>	Veil Reskk, Shienor (49,18 and 57,23)	Collect	Yes

Allerian Stronghold

<u>Thin the Flock</u>	Veil Reskk, Shienor (59,23)	Kill	No
<u>The Outcast's Plight</u> (this quest is repeatable)	Any Arakkoa	Collect	No
<u>Restoring the Light</u> (Aldor)	Veil Reskk (51,17 – 49,19 and 48,14)	Use	No
<u>Stymying the Arakkoa</u>	Veil Reskk, Shienor, Skith (58,23 – 49,16 and 31,41)	Kill	No

Before going to Veil Skith, head into Shattrath to turn in The Eyes of Skettis, and then head to Refugee Caravan. It can be reached by following the road leading south from Shattrath into the bone wastes.

Refugee Caravan

Quest name	Takes place at	Quest type	Follow-up
Pick up: Speak with Rilak the Redeemed, Veil Skith. Darkstone of Terrok, Missing Friends, Before Darkness Falls and The Infested Protectors. Group quests: The Vengeful Harbinger [3]			
<u>Seek out Kirrik</u>	Refugee Caravan (37,51)	Speak with	Yes
Head northwest to Veil Skith to finish Stymying the Arakkoa and for the following three quests;			
<u>Veil Skith. Darkstone of Terrok</u>	Veil Skith (30,42)	Use	Yes
For the next quest, note that the cages on the ground in Veil Skith contain only two children, while the ones up in the trees have four.			
<u>Missing Friends</u>	Veil Skith	Kill, collect, use	No
<u>A Personal Favor</u>	Veil Skith	Collect	Yes
When done, go back to Shattrath to turn in A Personal Favor, then head east to Tuurem			
<u>Investigate Tuurem</u>	Tuurem (53,29)	Collect	Yes
Turn the above in by Cenarion Thicket.			
<u>Vessels of Power</u>	Tuurem	Collect	No
<u>What Are These Things?</u>	Stonebreaker Hold (50,46)	Speak with	Yes
Enter the forest to the east to do;			

Refugee Caravan

<u>Timber Worg Tails</u>	Northeast of Allerian	Kill, collect	Yes
<u>Magical Disturbances</u>	Northeast of Allerian	Kill	
If you don't find enough Olemba Seeds, try looking south of Cenarion Thicket, there's a lot of them there.			

Allerian Post

Quest name	Takes place at	Quest type	Follow-up
Before actually going to Allerian Post, you should stop by the Bonechewer Ruins for Unruly Neighbors. The Bonechewer Ruins lie in the southeastern corner of the zone, east of Allerian Stronghold.			
<u>Unruly Neighbors</u>	Bonechewer Ruins (65,50)	Kill	Yes
Warped peons are mostly found just outside the walls. You might find Fel Orc Plans, which start a simple turn-in quest.			
<u>Report to Allerian Post</u>	Allerian Post (69,43)	Speak with	Yes
<u>Thinning the Ranks</u>	Bonechewer Ruins (65,50)	Kill	Yes
<u>The Firewing Liaison</u>	Bonechewer Ruins Large building (67,53)	Kill	No
Next up are Firewing Point quests, Firewing lies North of Allerian Post.			
<u>Attack on Firewing Point</u>	Firewing Point (71,37)	Kill	Yes
<u>The Final Code</u>	Firewing Point	Kill, collect, use	No
When leaving Firewing, if you have an interest in group quests you should do the Escape from Firewing Point [2] (starts in the largest building in Firewing Point) and A Cure for Zahlia [2] Stonegazer can be found between Firewing Point and Veil Reskk. Head back to Allerian Stronghold to turn quests in, then go back northeast again for;			
<u>The Elusive Ironjaw</u>	North of Allerian Post (around 66,36)	Kill, collect	Yes
Head to Allerian Stronghold to turn it in, and then use the southern exit to enter the Bone Wastes.			
<u>Wanted: Bonelashers Dead!</u>	Northern Bone Wastes (around 42,50)	Kill	Yes

Allerian Post

<u>The Infested Protectors</u>	Edge of the Bone Wastes	Kill	No
<p>Note: When doing The Infested Protectors, they don't always spawn the mites you need. Also; Rotting Forest Ragers spawn much more mites than Infested Root Walkers.</p> <p>If you want to do the follow-up to Wanted: Bonelashers Dead!, which is a group quest, make sure you drop by Allerian Stronghold to pick it up. (Torgos! [2])</p> <p>By the northern entrance of Grangol'var Village (west of Veil Skith) you'll find Private Weeks.</p>			
<u>Speak with Private Weeks</u>	Southeast of Shattrath (40,36)	Speak with	Yes
<u>Who are They?</u>	Grangol'var Village (40,40)	Speak with	Yes
<p>Be very careful of the hunters when doing this quest, it's all too easy to get spotted. If you do get spotted, bolting out of the village can save you. You can get the disguise again at Neftis.</p>			
<u>Kill the Shadow Council!</u>	Grangol'var Village	Kill	No

Refugee Caravan

Quest name	Takes place at	Quest type	Follow-up
<p>Make sure you have Veil Rhaze: Unliving Evil, Before Darkness Falls, Recover the Bones and The Tomb of Lights in your log, they can all be picked up at the Refugee Caravan.</p>			
<u>Before Darkness Falls</u>	South of the Refugee caravan (around 40,58)	Kill	Yes
<u>Cabal Orders</u>	Refugee Caravan (37,50)	Turn in	No
<p>Cabal Orders is a dropped quest, you'll find it while doing Before Darkness Falls.</p>			
<u>The Shadow Tomb</u>	West of the Refugee Caravan (32,51 – 29,51 – 31,46)	Collect	No
<p>Find Akuno inside the Shadow Tombs to start Escaping the Tomb.</p>			
<u>Escaping the Tomb</u>	Shadow Tomb, west of the Refugee Caravan	Escort	No
<u>Veil Rhaze: Unliving Evil</u>	West of Shadow Tomb (27,60)	Kill	Yes
<u>The Tomb of Lights</u>	East of the caravan (47,54)	Kill	No

Refugee Caravan

If you do group quests, this is the moment for The Vengeful Harbinger [3]
Stop by Stonebreaker Hold and Refugee Caravan to turn quest(s) in, and then head to the southwestern corner of the Bone Wastes to find the Sha'tar Outpost. During your traveling there, try to complete;

<u>Recover the Bones</u>	Bone Wastes	Collect	Yes
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Sha'tar Base Camp

Quest name	Takes place at	Quest type	Follow-up
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Pick up; The Dread Relic, Taken in the Night, An Improper Burial and Digging Through Bones[2]

<u>Digging Through Bones</u> [2]	Sha'tari Base Camp	Escort	Yes
<u>Fumping</u> [2]	Near Sha'tari Base Camp	Use, kill	Yes

The above quests are meant for two players, but are easily solo'd. The mobs you kill aren't elite, and come one at a time. Use the drum near the outpost (but not in it). The worms can hit kinda hard, so be full health when you summon one. Sometimes you'll get a Sand Gnome instead of a worm., if that happens pull it near a guard and it will (not always) help you.

The Big Bone Worm [3] can't be solo'd, it is done in the east.

<u>Veil Lithic. Preemptive Strike</u>	Veil Lithic (around 24,74)	Use, kill	Yes
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Now head east in the Bone Wastes for;

<u>An Improper Burial</u>	East (around 35,76)	Use	Yes
<u>The Dread Relic</u>	Derelict Caravan to the east (43,76)	Collect	Yes

Lots of mobs spawn when you loot the dread relic, but they are incredibly weak. Damageshields and AE's will kill em swiftly. Its also possible to avoid aggro (stand on the chest and loot it) and then do a mounted charge through them.

Return to the Sha'tari Base Camp. The Dread Relic has a follow-up for 3 players in Auchindoun.

<u>A Hero is Needed</u>	East (around 35,71)	Kill	Yes
<u>The Fallen Exarch</u>	Western Auchindoun (35,65)	Kill	No

Head down in Auchindoun, in the lower level to the west you'll find Ramdor the Mad to turn in Recover the Bones. Get the follow-up.

Head to the Refugee Caravan to turn in Veil Lithic. Preemptive Strike and get the follow-up. Head to Veil Lithic in

Sha'tar Base Camp

the southeastern corner of the Bone Waste, it is accessed by two ramps in the mountainside.

<u>Veil Shalas. Signal Fires</u>	Veil Shalas 57,70 – 56,72 – 56,70 – 55,67	Use	Yes
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Each of the signal fires is on top of a different treehouse. You can pick up Skywing [2] in Veil Shalas, an escort quest. When done, head to the southeastern corner of the bone wastes, you'll find a dying draenei near the forest edge with a quest;

<u>For the Fallen</u>	Southeast (around 51,81)	Kill	Yes
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Note: for Taken in the Night, you can avoid aggroing the evil mobs that come out of the webs by standing back off. Also; Don't open the webbed victims with a pet, or nothing spawns.

<u>Taken in the Night</u>	Southeast (around 51,81)	Use	No
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Turn For the Fallen in; Terokkarantula [3] opens up. Do it or don't, and then do the following in southern Bone Wastes while making your way to Sha'tar Base Camp;

<u>Helping the Lost Find Their Way</u>	Bone Wastes	Kill	No
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When finished, turn your quests in at Sha'tar Base Camp and head to the Refuge Caravan. Turn in quests, get "Return to Shattrath" and head to Stonebreaker Hold.

<u>Host of the Hidden City</u>	Stonebreaker Hold	Speak with	Yes
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Fly to Shattrath

<u>Return to Shattrath</u>	Shattrath	Speak with	No
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A new group quest opens up from Defender Grashna, standing nearby.
The Skettis Offensive [2]. Basically, you kill a lot of attacking birds by the questgiver to finish the quest.

That rounds up Terokkar! Use the exit ramp on Aldor Rise or the road north of the Bleeding Hollow Ruins to enter Nagrand.

Head to Nesingwary's outpost by the road in the northeast of the zone.

Nagrand

Nesingwary

Quest name	Takes place at	Quest type	Follow-up
Pick up; Talbuk Mastery, Windroc Mastery and Clefthoof Mastery			
Save any Obsidian Warbeads and Oshu'gun Crystal powder you find from mobs in the zone.			
<u>Talbuk Mastery</u>	Eastern Nagrand	Kill	Yes
<u>Windroc Mastery</u>	Eastern Nagrand	Kill	Yes
<u>Clefthoof Mastery</u>	Eastern Nagrand	Kill	Yes
While doing the above, make sure to kill some Dust Howlers to find a dropped quest; Howling Wind Get the follow-ups to the above and follow the road southwest until you pass a goblin. He gives a quest to gather some air elemental gass from the various air elementals in the zone. Kill elementals when you come across them, and you'll complete the quest. Turn it in whenever its convenient.			
<u>I Must Have Them!</u>	Air elementals in Nagrand	Kill, collect	Yes
The follow-up, Bring Me The Egg! is too hard to solo. If you do it grouped, make sure you stand on the center of the trampoline and are at full health when using it. Look down, and click off the float debuff when you're right over the nest. Note that you will have some momentum and move forward a little further while falling. Proceed west to Telaar			

Telaar

Quest name	Takes place at	Quest type	Follow-up
Pick up; The Ruins of Burning Blade, Do My Eyes Deceive Me, Solving the Problem, Stopping the Spread, The Ravaged Caravan, Wanted: Zorbo the Advisor, Wanted: Giselda the Crone, The Throne of the Elements, Ortor, My Old Friend..., The Consortium Needs You!			
<u>A Message to Telaar</u>	Telaar (54,71)	Speak with	No
<u>Do My Eyes Deceive Me</u>	East (61,71)	Collect	Yes
<u>Not On My Watch!</u>	East (61,71)	Speak with	Yes
<u>Mo'mor the Breaker</u>	East (54,72)	Speak with	Yes
Head further east to the Burning Blade ruins, make sure to speak with the caged Corki, he starts the quest HELP!			

Telaar

<u>The Ruins of Burning Blade</u>	Burning Blade Ruins (74,63)	Kill	Yes
<u>Diplomatic Measures</u>	Burning Blade Ruins	Speak with	Yes
<u>HELP!</u>	Burning Blade Ruins	Kill, collect, use	Yes
Get Armaments of Deception and Ruthless Cunning from Lantresor of the Blade, then head to Kil'sorrow Fortress to the southwest.			
<u>Armaments for Deception</u>	Kil'sorrow Fortress (70,79)	Collect	Yes
<u>Ruthless Cunning</u>	Kil'sorrow Fortress	Kill, use	Yes
<u>Wanted: Giselda the Crone</u>	Kil'sorrow Fortress (71,82)	Kill	No
Get the follow-ups from Lantresor. Follow the road north until you reach Garadar, go around it, north through the lake until you reach the Throne of the Elements.			
<u>The Throne of the Elements</u>	North, across the lake (61,22)	Speak with	No
<u>The Howling Wind</u>	Throne of the Elements	Speak with	Yes
At the Throne of the Elements, pick up A Rare Bean, Murkblood Corrupters and The Underneath			
<u>The Underneath</u>	Throne of the Elements	Speak with	Yes
Turn the above in for The Tortured Earth.			
<u>Talbuk Mastery</u>	West (around 53,26)	Kill	Yes
<u>Clefthoof Mastery</u>	West (around 53,26)	Kill	Yes
<u>A Rare Bean</u>	West (around 53,26)	Poop digging	Yes
Note: You can also find Talbuk Thorngrazers and Clefthoof Bulls south and southwest of Garadar. Head a little further west when done to reach the Laughing Skull Ruins.			
<u>Body of Evidence</u>	Laughing Skull Ruins (46,24)	Use, escort	No
<u>Returning the Favor</u>	Laughing Skull Ruins	Kill, use	No
<u>Wanted: Zorbo the Advisor</u>	Laughing Skull Ruins (Zorbo is at 46,18)	Kill	No
Return to Throne of the Elements to turn A Rare Bean in and do;			
<u>Agitated Spirits of Skysong</u>	South (around 59, 27)	Kill	Yes

Telaar

Turn the above in and get Blessing of Incineratus, The Spirit Polluted and Muck Diving. While traveling to the broken outpost south of Nesingwary Safari, work on The Tortured Earth.

<u>The Tortured Earth</u>	Eastern Nagrand	Kill	Yes
<u>Blessing of Incineratus</u>	Southeast of Garadar 72,50 – 70,51 – 71,53 – 72,54	Use	Yes

Return to the Throne of Elements again, and then head west to follow the road west of the Laughing Skull Ruins. Take the road leading south at the crossing and enter Sunspring Lake.

<u>The Spirit Polluted</u>	Lake by Sunspring Post (33,51)	Kill	No
<u>Stopping the Spread</u>	Sunspring Post	Use	No
<u>Solving the Problem</u>	Sunspring Post	Kill, collect	No
<u>Murkblood Corrupters</u>	Sunspring Post	Kill	No
<u>Murkblood Leaders</u>	Sunspring Post	Kill	No

Ortos has two guards, I suggest focus firing on him first, and then killing the other or fleeing if its too tough to handle the guards.

You can pick up The Totem of Kar'dash [2] from Kurenai captive (kill the brutes near him first) in Sunspring.

The quest is difficult to solo.

Follow the road south to an outpost called Aeris Landing, south of Sunspring's Lake.

Aeris Landing

Quest name	Takes place at	Quest type	Follow-up
<u>The Consortium Needs You!</u>	Aeris Landing (31,58)	Speak with	No
<u>Stealing From Thieves</u>	Around Oshu'gun (35,65)	Kill, collect	No
<u>Matters of Security</u>	Around Oshu'gun	Kill	Yes
<u>Gava'xi</u>	East of Oshu'Gun, by a crystal 'island' (43,74)	Kill	No

Follow the road east until you run into Enraged Crushers northwest of Telaar.

Aeris Landing			
<u>Eating Damnation</u>	Halaani Basin (43,33)	Kill, collect	Yes
Travel southwest a little to find Ravenous windrocs.			
<u>Windroc Mastery</u>	Northwest of Telaar (48,60)	Kill	Yes
Head to the Burning Blade Ruins to turn in your quests and get the follow-up; Message to Telaar. Go to Nesingwary Safari to turn your quests in. The follow-ups all require 2 players. Go to Telaar.			
<u>Message to Telaar</u>	Telaar	Speak with	No
Turn in your quests in Telaar, make sure to pick up The Twin Clefts of Nagrand and Corki's Gone Missing Again!. Head to the Throne of Elements to turn in and get follow-ups.			
<u>The Twin Clefts of Nagrand</u>	Clefts around Halaa (40,32 or 50,57)	Kill	No
The key for the following quest drops from the ogres in the cave.			
<u>Corki's Gone Missing Again!</u>	Northern Cleft by Halaa (39,27)	Kill, collect, use	Yes
<u>Muck Diving</u>	Waterways below Halaa (42,37)	Kill, collect	No
Travel to Warmaul Hill in the northwest.			
<u>The Ravaged Caravan</u>	Warmaul Hill (23,28)	Collect	No
Drop by the crossing north of Sunspring to turn the quests in. You can get Cho'war the Pillager[3] now. Should you want to do it, I'd recommend saving it for later. Head to the southern edge of the zone.			
<u>Shattering the Veil</u>	West of Kil'sorrow Fortress (62,81)	Use, kill	Yes
<p>Aside from turning your quests in, you're done with soloable quests in Nagrand. Except for one quest dropped by Murkblood Invaders, which is a simple "hand in" type deal.</p> <p>There is a large quest chain I didn't deal with here. It starts with He Called Himself Altrius, and is meant for 3 players.</p> <p>Beyond that, there are a lot of regular group quests available at this point. Here's the list; Talbuk Mastery [2], Windroc Mastery [2], Clefthoof Mastery [2], The Ultimate Bloodsport [2], Cho'war the Pillager [3], Corki's Ransom [3], Wanted: Durn the Hungerer [5], Gurok the Usurper [2].</p> <p>The Ring of Blood in Laughing Skull Ruins is a chain of five group quests.</p>			

Aeris Landing

Next up, Blade's Edge Mountains. You can get there from Zangarmarsh, and there are two tunnels in the north to reach it. Take the westernmost one, and speak to the NPC inside for a quest;

<u>Killing the Crawlers</u>	Tunnel between Zangarmarsh and Blade's Edge Mountains (between 32,91 and 36,83)	Kill	No
Follow the road north to reach Sylvanaar			

Blade's Edge Mountains

Sylvanaar

Quest name	Takes place at	Quest type	Follow-up
Pick up; Strange Brew, Malaise, The Encroaching Wilderness, The Bloodmaul Ogres, The Den Mother (Wanted sign)			
<u>No Time for Curiosity</u>	Sylvanaar (36,67)	Speak with	No
<u>The Encroaching Wilderness</u>	South of Sylvanaar	Kill	Yes
<u>Marauding Wolves</u>	East across the bridge (around 51,65)	Kill, collect	Yes
<u>The Den Mother</u>	East across the bridge, and then south (52,75)	Kill	No
Return to Sylvanaar.			
<u>Protecting Our Own</u>	South of Sylvanaar (around 38,78)	Use	Yes
Turn the above in, head south along the road and then take the road east down the ramp to reach Bloodmaul Outpost			
<u>Strange Brew</u>	Bloodmaul Outpost (47,77)	Collect	Yes
<u>The Bloodmaul Ogres</u>	Bloodmaul Outpost	Kill	Yes
<u>A Dire Situation</u>	Bloodmaul Outpost	Use	Yes

Sylvanaar

Pick up more Bloodmaul Brutebane Brews than you need for the quest in Bloodmaul Outpost, you'll need them later.

Return to Sylvanaar to turn them in and get follow-ups, then head south for;

<u>Malaise</u>	Veil Lashh (in Living Grove) 35,73	Collect, use	Yes
<u>Scratches</u>	Sylvanaar (35,77)	Speak with	No

Turn them in at Sylvanaar and enter the canyon again. This time head north from Bloodmaul Outpost to Bladespire Hold. Near the entry of the Hold, you'll find a cage with Vindicator Vuuleen who gives you the quest; The Trappings of a Vindicator.

<u>Getting the Bladespire Tanked</u>	Bladespire Hold (42,54)	Use	Yes
<u>The Bladespire Ogres</u>	Bladespire Hold	Kill	No
<u>The Trappings of a Vindicator</u>	Bladespire Hold	Use, Kill, collect	Yes

The named needed for The Trappings of a Vindicator have elite guards, but those guards don't respond to Bloodmaul Brutebane Brew. Use the brew you picked up earlier to draw Droggam and Mugdorg away from their guards.

<u>Gorr'Dim, Your Time Has Come...</u>	Bladespire Hold (40,50)	Kill	Yes
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The last follow-up from the caged Draenei is a group quest, Planting the Banner [3]
Return to Sylvanaar, and pick up Into the Draenethyst Mine from Bronwyn Stouthammer.

<u>Into the Draenethyst Mine</u>	South of Bloodmaul Outpost	Collect	No
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Return to Sylvanaar, pick up Where Did Those Darn Gnomes Go? and cross the bridge eastwards. At the crossing, go south, east at the next one. You'll spot a robot, R-3D0

<u>Where Did Those Darn Gnomes Go?</u>	R-3D0 west of Toshley station (55,73)	Speak with	Yes
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Head east to reach Toshley Station

Toshley Station

Quest name	Takes place at	Quest type	Follow-up
Pick up; Picking Up Some Power Convertors, Test Flight: The Zephyrium Capacitorium, Crystal Clear, What Came First, the Drake or the Egg?, Cutting Your Teeth, Ridgespine Menace			

Toshley Station			
<u>Follow the Breadcrumbs</u>	Toshley Station (60,68)	Speak with	No
<u>Test Flight: The Zephyrium Capacitorium</u>	Toshley Station	Speak with	Yes
<u>Crystal Clear</u>	South of Toshley (around 63,76)	Kill	Yes
<u>Picking Up Some Power Converters</u>	Bladespire Outpost (north) (around 57,57)	Kill, collect	Yes
Return to Toshley Station			
<u>Test Flight: Razaan's Landing</u>	Toshley Station	Speak with	Yes
<u>Trapping the Light Fantastic</u>	Razaan's Landing (68,46)	Use	Yes
If you stand near an entrance to the camp you can gather the orbs easily. Head south for;			
<u>Cutting Your Teeth</u>	Northern Razor Ridge (64,55)	Kill, collect	No
<u>Ridgespine Menace</u>	Northern Razor Ridge	Kill	Yes
The spiders for the above quest are stealthed, you can find them near rocky areas. Return to Toshley Station			
<u>Test Flight: The Singing Ridge</u>	Toshley Station	Speak with	Yes
<u>What Came First, the Drake or the Egg?</u>	Singing Ridge (southeast) (63,76)	Kill, collect	No
<u>Gauging the Resonant Frequency</u>	Singing Ridge	Use, kill	No
Head north for;			
<u>Ride the Lightning</u>	Scalewing Shelf (67,73 and northwards)	Kill, use	No
<u>More Than a Pound of Flesh</u>	Razaan's Landing (68,46)	Kill, collect	No
<u>Show Them Gnome Mercy!</u>	Razaan's Landing	Kill	No
Return to Toshley a final time, then use the Test Flight quest to get to Evergrove (Ruuan Weald)			

Evergrove			
Quest name	Takes place at	Quest type	Follow-up
Pick up; Creating the Pendant, Culling the Wild, From the Ashes, Poaching from Poachers and A Time for Negotiation..., Little Embers and From the Ashes, Crush the Bloodmaul Camp! and A Date with Dorgok.			
<u>Test Flight: Ruuan Weald</u>	Toshley Station	Speak with	No
Follow the road north down the ramp into the canyon, then go north to reach Bloodmaul Camp.			
<u>A Date with Dorgok</u>	Bloodmaul Camp (55,24)	Kill	Yes
<u>Crush the Bloodmaul Camp!</u>	Bloodmaul Camp	Kill	Yes
Dorgok is in the northernmost building, he drops a quest starting item, Gorgrom's Favor.			
<u>Favor of the Gronn</u>	Evergrove	Speak with	Yes
<u>Pay the Baron a Visit</u>	Circle of Blood (53,41)	Speak with	Yes
You can find Baron Sablemane at the entrance of the Circle of Blood, the large building you passed during the previous quest.			
<u>Into the Churning Gulch</u>	West	Kill, collect	Yes
For Into the Churning Gulch; Note that Greater Crust Bursters have a higher chance to drop glands. Turn Into the Churning Gulch in and get the follow-up.			
<u>Goodnight, Gronn</u>	East of the Circle of Blood (60,48)	Use, collect	Yes
Be quick to loot the bag after using the whistle, Grulloc won't take all that long to stop chasing Huffer. Turn this in at Baron Sablemane.			
<u>It's a Trap!</u>	Evergrove	Speak with	Yes
Get the follow-up, Gorgrom the Dragon-Eater, save it for later.			
<u>A Time for Negotiation</u>	Ruuan Weald	Speak with	Yes
Overseer Nuaar wanders between the three Wyrmcult camps to the east, south and north of Evergrove. Its a Draenei with a mace, and the only non hostile Wyrmcult member.			
<u>...and a Time for Action</u>	Ruuan Weald (around 62,45 – 59,39 and 63,27)	Kill	No
<u>Poaching from Poachers</u>	Ruuan Weald (around 62,45 – 59,39 and 63,27)	Kill, collect	Yes

Evergrove			
<u>Creating the Pendant</u>	Veil Ruaan to the Northeast (around 65,32)	Kill, collect, use, kill	Yes
You should find a quest starting Meeting Note while killing cultists.			
<u>Culling the Wild</u>	East, Bladed Gulch (around 71,35)	Kill	No
You'll find Damaged Mask off a Fel Corrupter, which starts the Damaged Mask quest. Head to skald, you can find it in the north, northwest of the road.			
<u>From the Ashes</u>	Skald (71,22 – 71,20 and 71,18)	Use	Yes
<u>Little Embers</u>	Skald	Kill	No
Skald has lots of wandering mobs in it, its easy to get swarmed and killed. Make sure you clear all nearby mobs before advancing. Return to Evergrove;			
<u>Did You Get the Note?</u>	Evergrove	Speak with	Yes
<u>Damaged Mask</u>	Evergrove	Speak with	Yes
<u>Mystery Mask</u>	Evergrove	Speak with	Yes
<u>Felsworn Gas Mask</u>	Forge Camp: Anger (73,40)	Use, speak with	Yes
<u>Deceive Thy Enemy</u>	Forge Camp: Anger (around 74,41)	Kill	Yes
The follow-up (You're Fired [2]) is a little difficult to solo, you're fighting a 68 elite. The mob is fearable though, and if you complete that quest you get access to four solo-able follow-ups in the Death's Door area. (reached through the cave just south of Thunderlord Stronghold.) Return to Evergrove and follow the road northwest. Take the bridge across the canyon to the Wyrmskull Tunnel			
<u>Wyrmskull Watcher</u>	Wyrmskull Tunnel Entrance (50,36)	Speak with	Yes
<u>Longtail is the Lynchpin</u>	Wyrmskull Tunnel (between 48,35 and 43,30)	Kill	Yes
Follow the road west to reach Blackwing Coven.			
<u>Whelps of the Wyrmcult</u>	Blackwing Coven (around 31,32)	Use	No

Evergrove			
<u>Meeting at the Blackwing Coven</u>	Blackwing Coven (Kolphis is at 31,32)	Speak with	Yes
<p>You can make more whelps appear by standing near an egg. Kill wyrmcult until you have enough costume scraps to make a suit. Use the suit, then talk to Kolphis Darkscale inside.</p> <p>Follow the road back east and enter Grishnath;</p>			
<u>Whispers of the Raven God</u>	Grishnath	Kill, use	No
<p>First Prophecy: Northernmost tower (39,17) Second Prophecy: Southernmost tower (42,22) Third Prophecy: By the southernmost pond (41,19) Fourth Prophecy: South, in between a large hut and a set of three nests. (40,23) Killing the arakkoo should net you an Orb of the Grishna, which starts the next quest. Return to Evergrove;</p>			
<u>The Truth Unorbed</u>	Evergrove	Speak with	Yes
<p>Make sure you have Maxnar Must Die! and Treebole Must Know, then find Treebole on the road near Grishnath.</p>			
<u>Treebole Must Know</u>	On the road passing by Grishnath (36,23)	Speak with	Yes
<u>Exorcising the Trees</u>	Grishnath (around 36,23)	Collect, use, kill	No
<p>Collect five orbs in Grishnath (they spawn all over the place) and five feathers from Dire Ravens west of Grishnath. Combine them and use them on the Leafbeards, then kill the Koi-Koi Spirit that spawns. Tip: CC the Leafbeard if you can.</p> <p>Go west to Boulder'mok</p>			
<u>Slaughter at Boulder'mok</u>	Boulder'mok (around 30,23)	Kill	No
<u>Gorgrom the Dragon-Eater</u>	Boulder'mok (31,22)	Kill, collect, use, use	Yes
<p>Careful in Boulder'mok, lots of wandering ogres to ruin your day.</p>			
<u>Maxnar Must Die!</u>	Blackwing Coven (33,35)	Kill	No
<p>Return to Evergrove to turn your quests in, then take the road north leading to Bloodmaul Camp. A bridge in the northwest of the zone will take you to Netherstorm. Pick up Off To Area 52 on the bridge</p>			

Netherstorm

Area 52			
Quest name	Takes place at	Quest type	Follow-up
Pick up; Securing the Shaleskin Shale, Consortium Crystal Collection, The Archmage's Staff, You're Hired!. Aldor Distraction at Manaforge B'naar Scryers Manaforge B'naar, Bloodgem Crystals Group quests; Wanted: Annihilator Servo! [2], Breaking Down Netherock [2]			
<u>Off To Area 52</u>	Area 52 (33,65)	Speak with	No
<u>Securing the Shaleskin Shale</u>	South	Kill, collect	Yes
In addition to south of Area 52, you can find Shaleskin Flyers northwest and east of Area 52. Return to Area 52, then follow the road northwest, take the first right to the Ruins of Enkaat. Pick up Recharging the Batteries. You can also start an escort quest meant for 2 players here (unless someone else is doing it) It's soloable, but may be difficult			
<u>You're Hired!</u>	Ruins of Enkaat (around 34,54)	Collect	Yes
When you turn in You're Hired! Two new quests become available. Pick them up and do;			
<u>Report to Engineering</u>	Area 52	Speak with	Yes
You'll get Essence for the Engines as follow-up. Now follow the road southeast to the Arklon Ruins.			
<u>Consortium Crystal Collection</u>	Arklon ruins (41,73)	Kill, collect	Yes
<u>The Archmage's Staff</u>	Arklon Ruins (41,73)	Use, kill, collect	Yes
Both the above quests can be completed by killing the mob summoned for The Archmage's Staff (use Conjuring Powder at 41,73)			
<u>Invaluable Asset Zapping</u>	Arklon Ruins	Use	Yes
Dig-A-Matic: 41,74 Dredging Claw: 41,72 Terrain Analyser: 40,73 Wagon Full of Explosives: 42,72			

Area 52

<u>That Little Extra Kick</u>	East of Arklon Ruins (45,73)	Kill, collect	No
<p>You can find more Nether Rays all over the island, except for at or near Manaforge B'naar.</p> <p>Return to Area 52 to turn your quests in. The turn-in npc for Invaluable Asset Zapping is in a glowing trench just southeast of Area 52.</p> <p>Head straight northeast from Area 52 to find the Camp of Boom. It's small and mostly enclosed by rock, look for some barrels standing nearby.</p>			
<u>Dr. Boom!</u>	Camp of Boom (35,60)	Use	No
<p>Doing this quest requires you to move within bomb throwing range of Dr. Boom without getting too close to the little walking bombs. Right-click your bomb before closing in so you can judge how close you need to get with the targeting circle. You'll have to hit him a couple of times before he dies.</p>			
<u>Essence for the Engines</u>	Glowing trench at Camp Boom and southwest of Area 52	Kill, collect	Yes
When done move to the Ruins of Enkaat.			
<u>Rebuilding the Staff</u>	Ruins of Enkaat (around 35,54)	Kill, collect	Yes
<u>Recharging the Batteries</u>	Northwest (edge of the island) around 28,51	Use, kill	Yes
<p>The phase hunters must be below 30-40% health or so before you can use the Blaster. Be near them when you use it.</p> <p>Return to the Ruins to hand the quest in.</p> <p>Return to Area 52 to turn quests in and get follow-ups. Use the staff you receive from Ravandwyr.</p>			
<u>Curse of the Violet Tower</u>	Area 52	Use, speak with	Yes
<u>A Heap of Ethereals</u>	The Heap (south) around 30,75	Kill, collect	Yes
After turning the above in, get the follow-up and Pick Your Part from Papa Wheeler, and then return to The Heap			
<u>Pick Your Part</u>	The Heap (around 30,75)	Collect	Yes
<u>Warp-Raider Nesaad</u>	The Heap (28,80)	Kill	No
<p>Warp-Raider Nesaad can be found in the western area of The Heap.</p> <p>When done, go south to the edge of the island for;</p>			

Area 52			
<u>Elemental Power Extraction</u>	Crumbling Wastes (around 33,79)	Use, kill, collect	No
<p>After using the device on an (alive) rumbler of abberation, a lootable shard will appear above their corpse.</p> <p>If you want to do Breaking Down Netherock [2], you're in the area now. Note that he can't be feared.</p> <p>Within viewing distance of Warp-Raider Nesaad, southeast of Manaforge B'naar is a broken down Fel Reaver. A little ways north from that is a goblin that starts It's a Fel Reaver, But with Heart [3]</p> <p>If you're doing it, just kill the Fel Reaver as quick as possible.</p> <p>Adds keep on spawning, ignore them until the Fel Reaver is dead.</p> <p>Head to the road connecting Area 52 with Manaforge B'naar. Some of the following quest are Scryers or Aldor only.</p>			
<u>Distraction at Manaforge B'naar</u> Aldor	Manaforge B'naar (around 25,70)	Kill	Yes
Return to Area 52 and get Measuring Warp Energies (Aldor) and Naaru Technology (Aldor).			
<u>Naaru Technology</u> Aldor	Manaforge B'naar (23,68)	Use	Yes
<u>Measuring Warp Energies</u> Aldor	Manaforge B'naar	Use	Yes
<p>Northern Pipe: 25,60 Eastern Pipe: 28,71 Southern Pipe: 20,71 Western Pipe: 20,67</p> <p>Of the four pipes, the eastern one deserves special mention because the area around is is swarming with mobs. The easiest way to get there is going south from the road leading to B'naar, and clearing a path to it. Be careful because there are roamers here, and its easy to get too many adds.</p> <p>You could also do Wanted: Annihilator Servo! [2] during the above quest.</p> <p>Return to Area 52 to get follow-ups</p>			
<u>B'naar Console Transcription</u> Aldor	Area 52	Speak with	Yes
Back to Manaforge B'naar now;			
<u>Shutting Down Manaforge B'naar</u> Aldor	Manaforge B'naar	Kill, use	Yes

Area 52

You'll find the overseer inside the forge, in a little tunnel to the northeast (23,70). When you have the crystal he drops, use it on the console (23,68). For two minutes, mobs will spawn and try to repair the console. Kill em. Return to Area 52, get the follow-up and Attack on Manaforge Coruu and then head southeast across the bridge to reach Manaforge Coruu.

<u>Shutting Down Manaforge Coruu</u> Aldor	Manaforge Coruu (48,81)	Kill, use	Yes
<u>Attack on Manaforge Coruu</u> Aldor	Manaforge Coruu	Kill	Yes
<u>The Sigil of Krasus</u>	Manaforge Coruu (51,82)	Kill, collect	Yes
<p>You can find arcanists outside the forge, researchers inside.</p> <p>The Overseer spawns at the control panel.</p> <p>Spellbinder Maryana roams the camp east of Coruu. Summon the mage and get the follow-up when done.</p>			
<u>Manaforge B'naar</u> Scryers	East of Manaforge B'naar (27,65)	Kill, collect	Yes
<u>Bloodgem Crystals</u> Scryers	Manaforge B'naar	Use	Yes
<p>Don't move when you click a crystal for Bloodgem Crystals, it's a channeled spell.</p> <p>Return to Area 52 to get follow-ups, then back to Manaforge B'naar</p>			
<u>High Value Targets</u> Scryers	Manaforge B'naar	Kill	Yes
<p>You can find Warp-masters and Engineers inside the manaforge. Geologists are mainly outside, in the rocky area around the manaforge.</p>			
<u>Shutting Down Manaforge B'naar</u> Scryers	Manaforge B'naar	Kill, use	Yes
<p>You'll find the overseer inside the forge, in a little tunnel to the northeast (23,70). When you have the crystal he drops, use it on the console (23,68). For two minutes, mobs will spawn and try to repair the console. Kill em.</p> <p>You could also do Wanted: Annihilator Servo! [2] now.</p> <p>Return to Area 52</p>			
<u>Stealth Flight</u> Scryers	Area 52 (34,64)	Speak with	Yes

Area 52			
<u>Behind Enemy Lines</u> Scryers	Area 52	Speak with	Yes
<u>A Convincing Disguise</u> Scryers	Manaforge Coruu	Kill, collect	Yes
Arcanists can be found all around the manaforge. Guardsmen are by the entrances, and Researchers are inside.			
<u>Information Gathering</u> Scryers	Manaforge Coruu (48,84)	Use, observe Avoid golems	Yes
<u>Shutting Down Manaforge Coruu</u> Scryers	Manaforge Coruu (49,81)	Kill, use	Yes
<u>Return to Thalodien</u> Scryers	Area 52	Speak with	Yes
Follow the road east, to Kirin'Var Village			

Kirin'Var Village			
Quest name	Takes place at	Quest type	Follow-up
Near the tower you can pick up; Indispensable Tools, A Fate Worse Than Death, Malevolent Remnants and The Unending Invasion.			
Group quest; Needs More Cowbell [2]			
<u>Malevolent Remnants</u>	Kirin'Var Village (around 59,89)	Kill	Yes
<u>Krasus's Compendium</u>	Kirin'Var Village	Collect	Yes
<p>Malevolent Remnants. The Severed Spirits are all over town. While killing those, find and kill the following named spirits; Conjurer Luminwrath, Cohlien Frostweave and Abjurist Belmara. They roam only in the area of town with Severed Spirits in it. The forth, Battle-Mage Dathric is in the town hall. All four spirits drop a quest starting item.</p> <p>Krasus's Compendium. You will find all three parts inside small houses in the southeast of town.</p> <p>Chapter 1. 59,89 Chapter 2. 58,90 Chapter 3. 59,88</p>			

Kirin'Var Village			
<u>Indispensable Tools</u>	Kirin'Var Village Forge (around 60,83)	Kill, collect	Yes
The hammer you need drops from Kirin'Var Apprentices at the forge to the northeast of the tower.			
<u>Master Smith Rhonsus</u>	Kirin'Var Village Forge (around 61,86)	Kill	No
Turn your quests in by the tower and do;			
<u>The Annals of Kirin'Var</u>	Kirin'Var Village town hall (60,87)	Kill, Collect	Yes
Now head to the area directly south of the tower named 'Wizard Row', inhabited by elementals. Make sure you've started the quests that were dropped by the four ghosts you killed earlier.			
<u>The Unending Invasion</u>	Kirin'Var Village (56,87))	Use	Yes
<u>A Fate Worse Than Death</u>	Kirin'Var Village (around 57,85)	Kill	No
<u>Battle-Mage Dathric</u>	Kirin'Var Village Wizard Row	Use	No
<u>Conjurer Luminrath</u>	Kirin'Var Village Wizard Row	Use	No
<u>Cohlien Frostweaver</u>	Kirin'Var Village Wizard Row	Use	No
<u>Abjurist Belmara</u>	Kirin'Var Village Wizard Row	Use	No
<p>The four quests above are each completed at a different building in Wizard Row.</p> <p>Dathric's Weapon Rack: Small intact house in the northeastern corner of Wizard Row. (56,87)</p> <p>Cohlien's Footlocker: Large flattened house in the northwestern corner of Wizard Row. (55,87)</p> <p>Luminrath's Dresser: Small flattened house in the center of Wizard Row. (56,88)</p> <p>Belmara's Bookshelf: Small ruined house in the west of Wizard Row. (56,87)</p>			
<u>Searching for Evidence</u>	Northeast Kirin'Var Village (60,78)	Collect	Yes
There's an item in the barn in the northeastern section of the village. Click it to complete Searching for Evidence and get the follow-up;			
<u>Lingering Suspicion</u>	Kirin'Var Village	Kill, Collect	Yes
The above quest has a crappy drop rate and the ghosts are a little difficult to kill. (don't attack them when they use Soulbind) Note that if you skip it, you'll be skipping the follow-ups too. The last quest in the line, Destroy Naberius! [3], has a rather nice reward for most classes.			

Kirin'Var Village

This is a good time to do the Needs More Cowbell [2] quest

<u>Capturing the Phylactery</u>	Kirin'Var Village In suspicious outhouse (60,80)	Collect	Yes
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You can find a row of three outhouses in the northern area of town, and you can click one of them to complete the above quest.

The final quest in this line, Destroy Naberius [3], takes place in the church in the northeast of Kirin'Var Village.

Turn in your quests at the tower and make sure to get Torching Sunfury Hold and The Sunfury Garrison. Also use the staff to summon the mage and turn in Krasus's Compendium and get Unlocking the Compendium if you haven't already.

Follow the road north to reach Sunfury Hold.

<u>Torching Sunfury Hold</u>	Sunfury Hold (55,78)	Use	Yes
<u>The Sunfury Garrison</u>	Sunfury Hold	Kill	Yes
<u>Unlocking the Compendium</u>	Sunfury Hold	Kill, collect	Yes

Return to Kirin'Var Village, and use the staff to summon the mage to turn that quest in.

Follow the road west to Manaforge Coruu for;

<u>Potential Energy Source</u>	Manaforge Coruu (around 51,80)	Collect	Yes
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Return to Kirin'Var and do the follow-up.

<u>Building a Perimeter</u>	Kirin'Var Village	Use	No
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There are three runes to be activated, and you can find them in the following locations;

1. Center of Town, just north of the tower. You've probably seen it while doing other quests in the area. (59,85)
2. In a small ruined house just west of Wizard Row. (54,86)
3. Atop a hill to the northeast of Kirin'Var. (57,82)

When done with those, summon the mage with the staff to turn in, and then head to Area 52

Turn completed quests in and get follow-ups. Make sure to get In a Scrap with the Legion and Helping Mama Wheeler from Papa Wheeler.

Next up is Eco-dome Midrealm, go across the bridge to the northeast to reach it.

Eco-Dome Midrealm

Quest name	Takes place at	Quest type	Follow-up
Pick up; Run a Diagnostic, Rightful Repossession, Keeping Up Appearances, One Demon's Trash..., New Opportunities			
<u>Request for Assistance</u>	Eco-Dome Midrealm (47,57)	Speak with	Yes
<u>New Opportunities</u>	Eco-Come Midrealm	Collect	No
<u>Keeping Up Appearances</u>	Eco-Dome Midrealm	Kill, collect	Yes
<u>Run a Diagnostic!</u>	Eco-Come Midrealm (48,55)	Use	Yes
<u>Deal With the Saboteurs</u>	Eco-Dome Midrealm (46,54)	Kill	Yes
<p>Follow the road north to Stormspire, take the lift up and get the Flightpath. Don't pick up any quests here yet, travel south to Eco-Dome Midrealm instead.</p> <p>Follow the road southeast, out of the dome. You'll pass a small camp with an NPC named Driiya. If group quest inclined, you can do Sabotage the Warp-Gate [3] there.</p> <p>Head east to reach the Scrap Fields.</p>			
<u>In A Scrap With The Legion</u>	Scrap Fields (48,57)	Kill	Yes
<u>One Demon's Trash...</u>	Scrap Fields	Collect	Yes
Return to the Eco-Dome Midfield's outpost to turn in and get follow-up;			
<u>Declawing Doomclaw</u>	Scrap Fields (50,57)	Kill	Yes
<p>Go around the scrap fields and approach Doomclaw from the east if you wish to avoid the most mobs.</p> <p>Head southeast to Manaforge Duro.</p>			
<u>Down With Daellis</u>	Manaforge Duro (56, 66)	Kill	Yes
<u>Summoner Kanthin's Prize</u>	Manaforge Duro (around 57,65)	Kill, collect	Yes
<u>Rightful Repossession</u>	Manaforge Duro	Collect	Yes
This one is easiest to complete inside the forge, the boxes spawn along the walls.			
<u>Shutting Down Manaforge Duro</u> Aldor	Manaforge Duro (Overseer: 60,68 Panel: 59,67)	Kill, use	Yes
<u>Sunfury Briefings</u> Aldor	Manaforge Duro (around 60,68)	Collect	Yes

Eco-Dome Midrealm

<u>Kick Them While They're Down</u> Scryers	Manaforge Duro (around 60,68)	Kill	No
Summoner Kanthin can be found to the northwest of Duro, Master Daellis to the west.			
<u>Shutting Down Manaforge Duro</u> Scryers	Manaforge Duro (Overseer: 60,68 Panel: 59,67)	Kill, use	Yes
East of Manaforge Duro lies Cosmowrench (with flightpath). Pick up Bloody Imp-issoble.			
<u>Bloody Imp-ossoble</u>	Mostly north (around 65,64)	Kill	No
Head back to Eco-Dome Midrealm. Follow the road south, across the bridge to Kirin'Var Village. Turn your quests in and get follow-ups. (use the mage summoning staff to turn in Summoner Kanthin's Prize.			
<u>Ar'kelos the Guardian</u>	Violet Tower (58,86)	Kill	Yes
Turn the above in at Archmage Vargoth in the tower. He has two group quests for you. One of you takes you into Tempest Keep (instance). The other, Finding the Keymaster [2], is done east of Manaforge Duro. Go to Area 52			
<u>Warn Area 52!</u>	Area 52	Speak with	No
The above quest leads to a three people group quest, Doctor Vomisa, Ph.T. The quest is done nearby, to the east and has a nifty rocket helm reward. Fly to Stormspire.			

Stormspire

Quest name	Takes place at	Quest type	Follow-up
Pick up; Surveying the Ruins and The Minions of Culuthas, Fel Reavers, No Thanks!			
Group quests: In Search of Farahlite [2]			
<u>The Dynamic Duo</u>	Stormspire	Speak with	Yes
<u>To the Stormspire</u>	Stormspire	Speak with	Yes
<u>An Audience with the Prince</u>	Stormspire	Speak with	Yes
Pick up Flora of the Eco-Domes at the base of the elevator.			

Stormspire

<u>Flora of the Eco-Domes</u>	Around Stormspire (around 40,36)	Use, kill	Yes
Two tips: Use the zapper when theyre near death, they do a little less damage when they arent mutated yet. The tiny adds they spawn can't move and despawn after a while, you can skip killing them.			
<u>Creatures of the Eco-Dome</u>	Around Stormspire (around 43,30)	Use	Yes
<u>When Nature Goes Too Far</u>	Pool to the east (44,28)	Kill	No
<u>Diagnosis: Critical</u>	Eco-Dome Sutherland (east) 47,26	Use	Yes
Turn Diagnosis: Critical in and get the follow-up, then head north to Eco-Dome Farfield This is a good time for: In Search of Farahlite [2]. It has two follow-ups, both done in the same area.			
<u>Testing the Prototype</u>	Eco-Dome Farfield Northeast (44,14)	Speak with	Yes
<u>All Clear!</u>	Eco-Dome Farfield	Kill	Yes
<u>Retrieving the Goods</u>	Raptor Nests in Eco-Dome Farfield	Speak with	Yes
Head east and go around the Ruins of Farahlon, southeast across the bridge to the Protectorate Watch post. Don't pick any quests up, just turn the above in for the follow-up			
<u>Triangulation Point One</u>	Triangulation Point One (point: 67,34 turnin: 58,31)	Use, speak with	Yes
Use the Tranguation Device to find the marker, and speak with Deal Hazzin, then go to Tulumans Landing. You can find it by following the road leading southwest.			

Tulumans Landing

Quest name	Takes place at	Quest type	Follow-up
Pick up; Neutralizing the Nethermancers and Dealing with the Foreman there.			
<u>Outside Assistance</u> Aldor	Tulumans Landing (north) 35,38	Speak With	Yes

Tuluman's Landing			
<u>A Dark Pact</u> Aldor	Manaforge Ara	Kill	Yes
Daughters of destiny roam among the netherlanders outside the forge. Find Warp Masters and Tinkers inside the cave (26,43). If you're allied with Scryers, don't go to the cave until you do 'A Defector'			
<u>Triangulation Point Two</u>	Manaforge Ara (29,41)	Use	Yes
<u>Neutralizing the Netherlanders</u>	Manaforge Ara (around 30,38)	Kill	No
<u>A Defector</u> Scryers	Manaforge Ara (26,41)	Speak with	Yes
<u>Damning Evidence</u> Scryers	Manaforge Ara (inside the cave at 26,43))	Speak with	Yes
<u>Dealing with the Foreman</u>	Mine beneath Manaforge Ara (26,43)	Speak with	Yes
<u>Dealing with the Overmaster</u>	Mine beneath Manaforge Ara (27,37)	Kill	No
Both Scryers and Aldor have the Shutting Down Manaforge Ara [3] quest. It has a number of follow-ups which lead to another group quest and a nice reward. Head north to Forge Base. Oblivion for;			
<u>Fel Reavers, No Thanks!</u>	Forge Base: Oblivion (around 38,27)	Kill, collect, use	Yes
Follow the road east to the Ruins of Farahlon. The quest Full Triangle [2] goes well with the two quests;			
<u>Surveying the Ruins</u>	Ruins of Farahlon (52,21 – 55,23 – 56,20)	Use	No
<u>The Minions of Culuthas</u>	Ruins of Farahlon	Kill	Yes
Head to Stormspire			
<u>Success!</u>	Stormspire	Speak with	No
<u>The Best Defense</u>	Forge Base: Gehennas (41,24)	Kill	Yes
<u>Teleport This!</u>	Forge Base: Gehennas (39,20 – 41,19 – 42,21)	Use	No

Tuluman's Landing

Use the rod to mind control (enslave works too if you're a warlock) on a Mo'arg, then use the detonate ability on the teleporters.

Head east to the Protectorate Watch Post.

Protectorate Watch Post

Quest name	Takes place at	Quest type	Follow-up
Pick up; Recipe For Destruction, Captain Tyralius, Electro-Shock Goodness, A Not-So Modest Proposal and The Etherum Head up the ramp to Manaforge Ultris			
<u>Recipe For Destruction</u>	Near Manaforge Ultris (62,42 – 66,40)	Kill, collect	Yes
<u>On Nethery Wings</u>	Protectorate Watch Post	Speak with, use	Yes
The final quest is Dimensius the All-Devouring [5] Next, take the road south and up, you'll pass an Ethereal with a quest;			
<u>The Flesh Lies...</u>	Access Shaft Zeon (61,45)	Use	No
Access Shaft Zeon is a little to the west, looks like a mine. Burn every corpse at max range, even when you've already burned enough of them for the quest. Inside, you'll find another Ethereal with a quest, and with the Teleporter Power Pack you need for the A Not-So Modest Proposal quest behind him.			
<u>Arconus the Insatiable</u>	Access Shaft Zeon (60,40)	Use, kill	No
Arconus is in the northernmost area of the mine, which can be reached by going straight north from the entrance. Note that this quest is turned in at the Protectorate Watch Post and not where you got it. After turning The Flesh Lies in outside the mine, go east a little and you should run into a pool with goo's. Use Navuud's Concoction before killing the goo, and they will split up into many smaller ones. Kill those. You'll be half done, the other type of goo is in the Etherum Staging Grounds you'll visit later.			
<u>Electro-Shock Goodness</u>	Pools around Manaforge Ultris (Seeping: 64,46 Void: 55,45)	Use, kill	No
Go east until you reach a road, follow it north and take the next east, down the ramp to Celestial Ridge.			

Protectorate Watch Post

<u>A Not-So Modest Proposal</u>	Access Shaft Zeon and Celestial Ridge (Zeon: 60,40 Ridge: 71,39)	Collect, use	Yes
<u>Getting Down to Business</u>	Celestial Ridge	Kill, collect	Yes
<u>Formal Introductions</u>	Celestial Ridge	Speak with	Yes
<u>A Promising Start</u>	Celestial Ridge	Collect	Yes
<u>Troublesome Distractions</u>	Protectorate Watch Post	Speak with, kill	No
<p>Return to the Celestial Ridge to turn the quest in, the final quest Securing the Celestial Ridge [3] Go south down the ramp to the Ethereum Staging Grounds. Make sure to finish Electro-Shock Goodness there. While in the area, you may spot a friendly ethereal (Captured Protectorate Vanguard) being attacked. If you save him, he gives you an escort quest, Escape from the Staging Grounds, which has to be done right away.</p>			
<u>The Ethereum</u>	Ethereum Staging Grounds (around 56,38)	Kill	Yes
<u>Ethereum Data</u>	Ethereum Staging Grounds (56,40)	Collect	Yes
You can find the ethereum data a little to the southwest, its a colorful little box.			
<u>Potential for Brain Damage = High</u>	Ethereum Staging Grounds	Kill, use, kill	Yes
Note that the relays will keep attacking you when the buff wears off and you cant see em anymore, so make sure you keep a spare Etherum Essence handy.			
<u>S-A-B-O-T-A-G-E</u>	Ethereum Staging Grounds	Kill, collect	Yes
Quest item for the above quest drops from Ethereum Archons and Ethereum Overlords.			
<u>Delivering the Message</u>	Ethereum Staging Grounds	Escort	Yes
<p>The Ethereal you are escorting does not stop to fight. I recommend clearing the path ahead of him, he walks basically straight south, then makes a left at a large purple manaforge conduit to the left. Two level 70 mobs spawn while he works. The final quest is Nexus-King Saldahaar [5]</p>			
<u>Captain Tyralius</u>	Ethereum Staging Grounds (Ward: 55,40 – Prison: 52,42)	Kill	Yes
To free Captain Tyralius, you need a key from a nearby NPC (Warden Icoshock) standing by a bunch of large purple orbs. (Ethereum prisoncells)			

Protectorate Watch Post

Tyralius's cell isn't among those, his cell can be found a little westwards.
Remaining are several Aldor and Scryers quests that require a fair bit of travel and Special delivery to Shattrath, which is a turn-in only quest.

And that concludes the quest guide, I hope it was of good use!



INSTANCES



Instances in the Burning Crusade are different from the ones live in that they are all divided into multiple wings. This is a welcome change, as being stuck in an instance for hours isn't everyone's idea of a good time, especially when you have limited time to play.

While doing some of the Outland instances may take as long or even longer to complete when you combine all of the wings, the individual wings are all very manageable and don't take too long to do. (unless ofcourse you are in a disaster of a group) A big change to instances is the ability to crank their difficulty up, this is done to provide level 70 players with a reason to head back to previously visited instances. The mobs in a heroic instance are higher level, hit harder and have more life but drop better loot. The bosses in a heroic instance drop special tokens for the group, which can be turned in for heroic loot in Shattrath. And last but not least, killing in heroic mode instances will provide reputation gains up to exalted.

The Five Man Instances

Hellfire Citadel					
Wing name		Size	Bosses	Level	Key
The Ramparts		Small	3	60+	
The Blood Furnace		Medium	3	61+	
The Shattered Halls		Medium	3	70	Dropped

Located in the center of Hellfire Peninsula, Hellfire Citadel is the first instance you're likely to do in Outland.

Coilfang Reservoir

Wing name		Size	Bosses	Level	Key
The Slave Pens		Medium	4	62+	
The Underbog		Medium	5	63+	
The Steamvault		Medium	3	70	

Coilfang Reservoir lies below a large structure in the central lake of Zangarmarsh

Auchindoun

Wing name		Size	Bosses	Level	Key
Mana Tombs		Medium	3	63+	
Auchenai Crypts		Small	2	64+	
Sethekk Halls		Small	2	65+	
Shadow Labyrinth		Medium	4	70	

Auchindoun lies in the center of the Bone Wastes in Terrokar Forest

Caverns of Time

Wing name		Size	Bosses	Level	Key
Durnholde		Medium	?	?	
Dark Portal		Medium	?	?	
Black Morass		Medium	3	70	

The Caverns of Time can be found on Azeroth, in Tanaris.

Tempest Keep

Wing name		Size	Bosses	Level	Key
The Botanica		Medium	5	70	

Tempest Keep

Wing name		Size	Bosses	Level	Key
The Mechanaar		Small	3	70	
The Arcatraz		Medium	4	70	Quest

Tempest Keep consists of several floating structures, a little east of Cosmowrench in Netherstorm.

Heroic Difficulty Keys

In order to set an instance to heroic difficulty you need a special key to unlock it. The keys are acquired by from several of Outland's reputations.

Zone	Reputation	Level needed
Hellfire Citadel	Honor Hold / Thrallmar	Revered
Coilfang Reservoir	Cenarion Expedition	Revered
Auchindoun	Lower City	Revered
Caverns of Time	Keepers of Time	Revered
Tempest Keep	Sha'tar	Revered

PROFESSIONS

The Burning Crusade brings a couple of things to the table where professions are concerned.

In addition to new recipes, schematics, patterns etc, several professions receive specializations.

Before BC, only a couple of professions had specializations. Specializing gave you access to a branch of new craftable items, while blocking off access to other branches.

The “New” specializations in BC provide different benefits, such as the Alchemists’ “Master of Potions” allowing you a chance to create multiple potions per combine.

In addition to the new specializations, BC introduced another feature; Recipe Discovery. While crafting, you may learn a new recipe out of the blue. These recipes can only be learned by discovery, and the chance of it happening is extremely small.

Alchemy

Alchemy had no specializations before, and receives three in BC. An alchemist can choose from the following:

- **Master of Potions:** Gives a chance to receive an additional potion when creating a high level potion.
- **Master of Elixirs:** Gives a chance to receive an additional elixir when creating a high level elixir. Note that Flasks fall under this effect.
- **Master of Transmutation:** Gives a chance to receive an higher quality gains when transmuting materials

Note that the alchemy specializations do not give you access to specializations specific recipes. The masteries have a chance to activate somewhere between 10–25%. You will get between one and four additional potions, elixirs or transmuted items. Although the higher the number, the lesser the chance of it happening.

New recipes highlights.

- **Flask of Relentless Assault:** Increases Attack Power by 360 for 2 hours.

- **Destruction Potion.** +2% spell crit chance and 120 spell damage for 15 seconds.
- **Haste Potion.** Increases Haste rating by 400 for 15 seconds.
- **Elixir of Empowerment.** +30 spell penetration for 1 hour.

Blacksmithing

The changes for blacksmithing aren't too radical, but there are a couple. Armor smiths and weapon smiths of every specialization get access to some really nice high end items. A not too popular change is that many bind on equip patterns require Primal Nether, which is a bind on pickup item found in instances.

Significant is the ability to alter your specialization by coughing up 50g to your specialization trainer. New plans highlights.

- **Wicked Edge of the Planes.** (BoP) Main hand Axe, 179-334 damage (95.0 dps). Equip: +22 critical strike rating and +46 attack power. Requires level 70, Master Axesmith.

- **Eternium Runed Blade.** (BoE) Main hand dagger, 31-108 damage (41.1 dps). Equip: +10 spell critical strike rating and +160 spell damage/healing. Requires level 70.
- **Bulwark of Kings.** (BoP) Plate chest armor, 1510 armor, +32 strength and +48 stamina. One blue socket, two yellow sockets. Equip: +18 hit rating, 32 crit rating. Use: Increases health by 1500 and strength by 150 for 15 seconds. Requires level 70, Armorsmith.
- **Greater Rune of Shielding.** Applies the Greater Rune of Shielding to a shield. This rune absorbs up to 4000 damage.

Enchanting

One of the big changes to enchanting is that disenchanting received a level requirement, determined by the level of the item you're trying to DE. No more level 5 alts for disenchanting gear you don't need, we'll have to turn to a friendly enchanter or use a vendor.

Another change for enchanting is the addition of ring enchants, which are only useable by enchanters themselves. New Enchantments highlights.

- **Enchant Weapon. Mongoose.** Permanently enchant a Melee Weapon to occasionally increase Agility by 120 and attack speed slightly.
- **Enchant Weapon. Soulfrost.** Permanently enchant a Melee Weapon to add up to 54 damage to frost and shadow spells.
- **Enchant Ring. Striking.** Permanently enchant ring to increase weapon damage by 2. (Only the enchanter's rings can be enchanted, enchanting a ring will cause it to become soulbound)
- **Void Sphere.** Gem, fits into Red, Yellow or Blue socket. +4 resist all.

Engineering

Engineering's specializations remains the same as they were in Azeroth. Sadly, engineering as a whole seems a little lackluster in BC. It does have some good sides

to it though, one of which is the mini combat game you can play with Crashin'Thrashing'Robots! New Schematics highlights.

- **Crashin'Thrashin'Robot.** Summons a robot pet that will fight other fighting robots.
- **Ornate Khorium Rifle.** Gun, 66,5 dps, +14 Agility, +13 Hit rating.
- **Healing Potion Injector.** Combine 20 Super Healing potions to one injector with 20 charges.
- **Remote Mail Terminal.** Summons a mailbox for 5 minutes.

Jewelcrafting

Jewelcrafting is the new profession added in the expansion, it lets you craft rings, amulets, and most importantly; socketable gems. Mining complements Jewelcrafting as the profession makes use of stone, ore and gems. Through prospecting, a special ability of the Jewelcrafter, raw ore can be turned into gems, which can then be used for crafting.

Jewelcrafting should turn out to be a profitable profession, as long the gems available through other means don't outshine the crafted ones.

In addition to the aforementioned, jewelcrafters can craft special trinkets and totem-like statues that heal the user. Some High level Jewelcrafting Designs:

- **Figurine – Talasite Owl.** Trinket, Equip. Restores 14 mana per second. Use. Restores 900 mana over 12 sec.
- **Swift Skyfire Diamond.** Meta socket, +24 Attack Power and Minor Run Speed Increase.
- **Glinting Noble Topaz.** Red or Yellow socket, +4 Hit Rating and +4 Agility
- **Circlet of Arcane Might.** Head, +39 Sta, +27 Int, +27 Spirit. Equip. 2% chance on successful spellcast to increase your spell damage by 120 for 15 seconds.

Some more basic Jewelcrafting info. Meta gem cutting is on a cooldown. You can make one per hour.

- You may receive any gem from prospecting, which gem types you may get depends on the ore type used.

- An item needs to actually have sockets in order to use gems in it. You can replace socketed gems, but it destroys the old gem.
- An item may have both sockets and an enchantment.

Leatherworking

Leatherworking suffers from the same Primal Nether issue as blacksmithing does. This bind on equip component is hard to get, as it requires you to run instances. Leatherworking does receive some really nice high end recipes, a couple of special drums, and rather nice new armor patches. Some high level Leatherworking Designs:

- **Windhawk Hauberk.** (BoP) Leather chest armor, 333 armor, +24 stamina, +25 intellect and +25 spirit. Two blue sockets, one yellow socket. Equip. +18 spell crit rating, +28 spell damage/healing and +35 healing. Requires level 70, Tribal leatherworking.
- **Windstrike Gloves.** (BoE) Mail Gloves, 340 armor, +36 strength, +20 agility and +30 stamina. Requires level 70.

- **Netherclefthide Leg Armor.** Use: Permanently attach clefthide armor onto pants to increase stamina by 35 and agility by 12.
- **Drums of Panic.** Requires Leatherworking(350). Use: causes 5 enemies within 5 yards to flee in terror for 2 seconds. One second cast time, 2 minute cooldown. 30 charges and usable from inventory.

- **Mooncloth Tailoring.** Gives access to Heal/Mana regen oriented cloth patterns. Gives a chance to receive multiple Primal Mooncloths per combine.

Each specialization gets access to a new bag pattern. Spellfire tailors get a 28 slot enchanting bag, shadowweave gets a 28 slot shard bag. Mooncloth tailors get a popular one, a 20 slot generic bag. Some high level Tailoring Patterns.

Tailoring

Many high end tailoring patterns require the bind on pickup Primal Might, a component only gathered in instances.

The big chance for tailoring is three specializations in the expansion.

- **Spellfire Tailoring.** Gives access to Fire/Arcane damage oriented cloth patterns. Gives a chance to receive multiple Spellcloths per combine.
- **Shadowweave Tailoring.** Gives access to Fire/Frost damage oriented cloth patterns. Gives a chance to receive multiple Shadowcloths per combine.

- **Whitemend Pants.** (BoE) Cloth pants, 149 armor and +42 stamina. One blue, one yellow and one red socket. Equip: +62 healing and restores 11 mana per 5 seconds. Requires level 70.
- **Runic Spellthread.** Use: Permanently embroids spellthread into pants increasing spell damage by up to 27 and stamina by 18. Requires level 60.
- **Frozen Shadowweave Vest.** (BoP) Cloth chest armor, 178 armor and +32 stamina. One yellow and one blue socket. Equip: +78 shadow and frost spell damage. Requires level 70..
- **Vengeance Wrap.** (BoE) Cloak. 85 armor. Equip: +17 crit rating and 60 attack power.

Secondary Professions

Cooking

Cooking received some really nice new stat foods in BC. Some of the nicer ones I noticed:

- **Ravager Dog:** 40 attack power and 20 spirit for 30 minutes.
- **Blackened Basilisk:** 23 spell damage and 20 spirit for 30 minutes.
- **Spicy Crawdad:** 30 stamina and 20 spirit for 30 minutes.
- **Sporeling Snack:** Pet food! 20 stamina and spirit buff for your pet. Lasts 30 mins.

First Aid

First aid receives no major changes, just some bandage upgrades.

- **Netherweave Bandage:** Use: Heals 2800 damage over 8 seconds.
- **Heavy Netherweave Bandage:** Use: Heals 3400 damage over 8 seconds.

Fishing

In addition to the expected new fishing schools all over Outland, you may also fish up motes of mana and primal water in Nagrand. Steam pump debris can be fished up in Zangarmarsh for some gold. Some really nice stat food requires fish, the Golden Fish sticks. (increase healing by 44 and spirit by 20 for 30 mins)

The coolest addition to fishing is Mr. Pinchy. If you're lucky enough to fish up a Mr. Pinchy, he will grant you three wishes. Except, the wishes are random, and a couple of things can happen.

- You receive a non combat pet, the Magical Crawdad.
- You receive a 1200 hp buff, which counts as a flask. (2 hours)
- Furious Mr. Pinchy is summoned, he will attack you!
- Benevolent Mr. Pinchy is summoned, the level 70 lobster will protect you for 10 minutes.

Sadly, Mr. Pinchy can only be fished up in really high level fishing areas such as Skettis.

Gathering Skills

Herbalism

There are new herbs in BC, and some of them will give you a buff, debuff or special item when you picked. Some examples.

- **Fel Blossom.** Use: absorbs 750 to 1250 damage, lasts 15 seconds.
- **Mana Thistle.** you gain some mana after picking this herb.
- **Nightmare Vine.** you take 100 damage per second for 8 seconds after picking this one.
- Some plant type enemies can be harvested for herbs as well.

Mining

Beside the new ores (Fel Iron, Adamantite and the rare Khorium and Eternium), some monsters corpses can be mined after they die, possibly giving up some special materials. Also new is rare (blue) mined items used for rare gem crafting.

Skinning

It appears skinning didn't really get any changes beside higher level leather to obtain.

MAKING GOLD IN OUTLAND

Things like learning how to ride an epic flying mount may seem to have an astronomically high price, until you find out how much gold you make simply by leveling up. 5000 gold is still a high price, but not nearly as extreme as it would be before the expansion.

Fact is, you'll make well over 1000 gold just be leveling up from quests and selling random crap you find, and that's excluding revenue from selling things on the Auction House. Hence, "questing" is present in my little list below.

Questing

By the time you're 70, chances are you will have a lot of left-over quests in Outland. Seeing that the experience reward of a quest gets converted into gold when you're the maximum level, you'll get a lot more out of a quest at 70. Sadly, quests are finite, and the repeatable ones generally don't offer too much in the way of gold.

Still do the quests you can while they're available if you need gold. Don't forget that you're killing and looting mobs while doing those quests.

Crafting

Crafting has always been popular for making gold, and it looks like things are the same in Outland. Professions of choice would be Alchemist, Enchanter and the new Jewelcrafting.

Potions, enchantments and now gems will be and stay in high demand, and will allow those professions to make good money in the auction house.

Tailors can also fetch a fair buck with the new Spell Threads that can be used to enchant Pants for extra spell damage or healing and stamina. In addition, all tailors can make 18 slot bags with easily obtained ingredients, and Primal Mooncloth specced tailors will be able to create 20 slot bags, I can see a lot of profit being made off those.

Leatherworkers get a bunch of new armor patches with various stats as well as the equivalent of the tailor's Spell Threads, really sweet armor kits for pants. That sort of thing does well in the Auction House.

Cooking is actually not bad at all at moneymaking too, the various stat enhancing foods are in high demand.

Blacksmiths can make good money selling their highest level droppable gear. The downside is the Primal Nether required by many of them, which is bind on pickup. It'll take a time investment to get what you need to make the good money as a smith.

Engineering never really was a moneymaking profession, and that didn't change. There's a new scope and little fighting robots that can be used by anyone, but that's about it.

Gathering

Herbalism was a great moneymaker before, and that won't change.

Mining comes next. With a new profession needing ore and gems, demand is up compared to where it was before. The rare gems especially sell well, as they're used in some of the nicest jewelcrafting recipes.

Skinning should make good money as well; heavy knothide leather is used in a huge amount of recipes.

Auctioneering

As has always been the case, buying low and selling high can make you good money. Doing this well takes some practice, so I advise you pick one item and monitor its prices for a week or so, and then decide at what price to buy and resell.

Farming

Ahh, the good old slaying of mobs. Motes of various types sell quite well, and they can be gathered in many locations. Another good one is items that are used for repeatable reputation quests. Some examples; Fel Armament, Obsidian Warbeads, Pair of Ivory Tusks and Firewing Signet. A very well selling reputation item is Arcane Tome, which has a very low chance to drop from Blood Elves in Terokkar, Shadowmoon Valley, Netherstorm or the Botanica and The Mechanar in Tempest Keep.

PLAYER VS. PLAYER

The way player versus player works has changed massively with the 2.0 patch, the prelude to the expansion. Not only were the reward systems altered and the old rank system eliminated, Arena's brought a whole different way of PvP'ing about.

Arena's

Arena matches are meant for high level(70) characters, they are short battles between two arena teams taking place in a.. ahem, arena. There are two different arena layouts, one in Nagrand and one in Blade's edge.

Arenas only have one objective; Kill everyone in the other team.

Participating in a rated arena match requires an Arena Team, whereas practice matches can be done without one. (and below level 70)

Arena Teams

Participating in rated Arena matches requires you to be part of an arena team.

Arena teams are semi-permanent groups with their own name and members. They are almost like mini guilds, although you can certainly be part of a regular guild and one or more arena teams.

Forming an arena team is done by buying the appropriate charter from an arena promoter. You can get a charter for a 2v2, 3v3 or 5v5 bracket team. You can be a member of three teams in total, one for each bracket.

Arena teams can hold double the members their bracket size would allow, the extra's can be used when core members of the team are offline.

Arena teams have one team captain, similar to a guild leader. He or she can invite or kick team members, for instance. Teams can create a custom flag, much like guilds have their tabards. The appropriate flag appears on you (magically) when you're inside an arena.

Arena Points

Arena points are the currency with which you can purchase arena rewards, much like the way the honor points system works. The difference lies in how those points are obtained, as you need to win rated arena matches to gain them. Losing matches will net you nothing.

The amount of arena points you gain is dependant on both your teams' arena rating (see next sub chapter) and your personal contribution within the team. If you don't participate in at least 30% of the matches your team plays, you won't be getting any points.

Arena points do not decay, and you can have a maximum of 5000 points total. The points are calculated weekly, same day and time as the honor points.

Arena Rating

The system used to determine your teams rating is based on the ELO system, which is used in chess rankings. If that doesn't mean anything to you (sure as hell didn't mean anything to me), let me explain the basic idea;

Your teams' arena rating is measured in points. Points can be gained or lost by winning or losing matches. The higher the rating of the team you fight against, the **more** points you will gain on a win and the **fewer** you will lose on a loss.

The opposite holds true for fighting a team rated lower than yours. The lower the opposing teams rating, the fewer points you gain on a win and the more you lose on a lost match.

The system is set up in such a way that playing large amounts of arena matches will do a team no good. Your team will need to participate in 10 matches a week to be eligible for any points. Considering that the average match lasts no longer than a few minutes, that isn't too bad a time investment.

How teams are matched up

Arenas are cross-realm, but the rating system is dealt with on a per-server basis. Teams are matched up based on two things.

- **Rating** - You will be matched up against a team near your own teams arena rating. Fighting people rated far below or above you would result in rather one sided matches anyway.

Before a fight starts

To limit the amount of gold and time spent preparing for a match, Arena's have a number of special rules.

- When you enter the arena, you are placed in a small waiting area. All buffs you had prior to entering the arena are removed, as well as conjured items and pets. (this includes summoned food and drink, which can be annoying)
- While in the little prepping area, you can use buffs, summon pets and conjure items at no mana (or soul shard) cost.
- Abilities with cooldowns longer than 15 minutes cannot be used in the arena.
- When you enter the arena, any ability with a cooldown of 15 minutes or less is reset, so that you will be able to use it inside.

Arena Rewards

There are two types of reward for participating in Arena's.

- Rewards that can be bought with arena points, which are relatively easy to get. Anyone that can manage to become part of a team will, in time, be able to get their hands on those rewards.
- Rewards for the five top ranking teams at the end of an arena season. Those rewards are accessible to none other than the best arena teams, and are quite nice indeed. The most widely known reward is the Armor plated Netherdrake for every member of a team. There may be other, undisclosed rewards.

Most teams will never reach so high a rating and settle for the first option; the items you can buy with points. Here are some examples of those;

- **Gladiator's Chain Armor:** Hunter set chest armor; 812 armor, 32 agility, 48 stamina and 15 intellect. Two red sockets, one yellow socket. Equip: +16 Critical strike rating, +20 Attack Power, +16 Resilience rating.

- **Gladiator's Lamellar Helm.** Paladin set helmet; 1129 armor, 51 stamina and 18 intellect. One red socket, one meta socket. Equip. +18 Critical strike rating, +28 Resilience rating, +21 spell damage/healing.
- **Gladiator's Painsaw.** Polearm; 201-303 damage (114.5 dps), +48 stamina. Equip. +32 Critical strike rating, +64 Attack power, +33 Resilience rating.
- **Gladiator's War Staff.** Staff; 134-272 damage(67.9 dps), +48 stamina and 32 intellect. Equip. +21 spell hit rating, +33 spell crit rating, +187 spell damage/healing and +22 resilience rating.

World PvP

Several BC zones come with outdoor pvp objectives. Currently those zones are limited to Hellfire Peninsula, Zangarmarsh, Terrokar Forest and Nagrand.

This is supposed to make pvp outside battlegrounds and arena's a little more interesting, so let's see what we have;

Hellfire Peninsula

West of the Hellfire Citadel are three flagged bunkers. You can find a quest to capture them in Thrallmar or Honor Hold. If you enter a bunker while pvp flagged, a progress meter displaying how far along your side is with capturing that bunker pops up. Depending how many people of which faction are in that bunker, the meter will move in the direction of alliance or horde. Obviously the meter isn't the only thing to worry about. These bunkers have multiple access points (Which makes them rather poorly designed as bunkers go, if you ask me) and you may be attacked at any time.

If you want a good chance at capturing one or more bunkers, grouping up and helping others of your faction out is important.

When your faction has control of all three bunkers, every player of that faction receives a 5% buff to all damage. That buff stays until one of the bunkers is lost again.

Zangarmarsh

The outdoor pvp for zangarmash can be found right in the center of the zone. It consists of three capturable objectives, two towers and a graveyard.

The two towers are captures in the same way as the ones in Hellfire Peninsula; By standing in them with pvp enabled. The twist here is that in order to capture the graveyard, you need to do something different. First, your side needs to have control of both towers. When that is the case, you have to rush to your side's officer, who is located in either Zabra'jin or near Telredor, depending if you are horde or alliance. Note that the location of the officer is displayed as a little flag on the map. The officer gives you a flag, which you then have to run back to the pvp graveyard with. If you reach it, your faction wins. Your faction gains a similar buff to the Hellfire Peninsula one, 5% more damage while the pvp objectives are under your control.

Terrokar Forest

The pvp in Terrokar works somewhat differently in that the objectives may only switch sides once an hour. There is a timer counting down in that zone, and when it hits

zero the five towers surrounding auchindoun are free for the taking again. Whoever gains control of all the towers first will reset the timer and gain 5% experience, 5% damage and the ability to gain Spirit Shards. See the outdoor pvp rewards sub chapter for info on those.

Nagrand

Nagrand's outdoor pvp is rather special, in that it involves an little pvp town called Halaa. The control of the town can change sides, and whoever has control determines whether you can walk around in Halaa and use its vendors.

Halaa is surrounded by four wind rider / gryphon posts which can be destroyed by whichever faction controls Halaa. If you want to wrench control of Halaa from the enemy, you can fix one of the windrider / gryphon posts by clicking on it, and then use it again to hop onto a windrider or gryphon. You will be taken along a fixed path over town, and bombs appear in your inventory. The goal is to drop bombs on as many guards as possible, they will take fire damage. The more people are dropping bombs, the faster the guards will die. When the guards are

dead, you can enter Halaa to capture it. You're naturally still dealing with any members of the opposing faction trying to thwart your plans at every move. Bah!

Outdoor pvp rewards

Outdoor pvp has its own currencies and rewards.

- Zangarmarsh and Hellfire Peninsula use Marks of Thrallmar / Honor Hold, which can be turned in for different rewards in each zone.
- Terrokar uses Spirit Shards, which can be looted from bosses in Auchindoun instances, but only if you have the pvp buff active on you. The rewards can be gotten in Stonebreaker Hold or Allerian Stronghold, you can get a ring, helm with meta gem slot, and a meta gem.
- Halaa in Nagrand uses Halaa research tokens and Halaa battle tokens. Research tokens can be gotten by turning in Oshu'gun crystal powder, which can be dropped by all mobs in Nagrand.
- Battle tokens can be gained by killing players of the opposing faction near Halaa. Most Halaa rewards require both Research and Battle tokens.

Battlegrounds

Battlegrounds are much the same as before, with the exception of the higher level cap, and ofcourse the addition of the new battleground.

Eye of the storm

This battleground has two brackets, level 61-69 and level 70, 15 players per team, the first to gather 2000 points wins.

This battleground is kind of a mix of Arathi Basin and Warsong Gulch. It has four towers as well as a flag. Controlling towers grants your team a flow of points, which is similar to the way Arathi Basin functions. They are captured not by clicking a flag, but by being in the vicinity of the towers. In the center of the map, a flag spawns. Capturing this flag and bringing it to any of the towers your team controls will give your team a fixed amount of points. Eye of the Storm has its own tokens and set of rewards.

OUTLAND SPELLS AND SKILLS

Each class gets some new spells and kills in Outland. Some more powerful than others, although many of them are situational in their uses. Check them out.

Druid

Cyclone

Level	70	Tosses the enemy target into the air, preventing all action but making them invulnerable for up to 6 sec. Only one target can be affected by your Cyclone at a time.
Mana	249	
Cast Time	1.5	
Range	30 yards	
Cooldown	N/A	
Type	Balance	

This spell sees good use in both PvE and PvP, as it can buy you time to heal yourself without interruption. And it interrupts other people's spells.

Maim

Level	62	Requires Cat Form Finishing move that causes damage plus an additional amount and incapacitates the opponent. Any damage caused will revive the target. Causes more damage and lasts longer per combo point. 1 point: 129 damage and 2 seconds 2 points: 213 damage and 3 seconds 3 points: 297 damage and 4 seconds 4 points: 381 damage and 5 seconds 5 points: 465 damage and 6 seconds
Energy	35	
Cast Time	Instant	
Range	9 yards	
Cooldown	10 seconds	
Type	Feral	

Another interrupting ability! The stun is helpful, and although the fact that it breaks on damage is a shame, there are definitely scenario's where it can save your ass.

Lacerate

Level	66	Requires Bear Form, Dire Bear Form Lacerates the enemy target, making them bleed for 155 damage over 15 sec and causing a high amount of threat. This effect stacks up to 5 times on the same target.
Rage	15	
Cast Time	Instant	
Range	Melee	
Cooldown	N/A	
Type	Feral	

This skill is most commonly used as a rage dump in between mauls. It is particularly useful for increasing your threat on a single target. Lacerate's threat effect works on undead (which are immune to bleed effects). You won't see the bleed debuff on them, but you do get the threat.

Flight Form

Level	68	Transforms the Druid into a flight form, increasing movement speed by 60% and allowing you to fly. You can only use this form in Outland.
Mana	498	
Cast Time	Instant	
Range	N/A	
Cooldown	N/A	
Type	Feral	

Flying is pretty cheap for Druids, and being able to train this spell at level 68 they get the ability sooner than anyone else. The flight speed is the same as non-epic mounts. It may be slow, but it does allow you to reach Tempest Keep earlier than most, for instance.

Life Bloom

Level	64	Heals the target for 273 over 7 sec. When Lifebloom completes its duration or is dispelled, the target is instantly healed for 600. This effect can stack up to 3 times on the same target.
Mana	220	
Cast Time	Instant	
Range	40 yards	
Cooldown	N/A	
Type	Restoration	

Healing up to 819 over 7 seconds before +healing, this is a really nice and fast HoT. It isn't always the best option to keep it triple stacked constantly as the short duration can cause problems for your mana regen during a fight, but it definitely is a sweet regen spell.

Hunter

Aspect of the Viper

Level	64	The hunter takes on the aspects of a viper, regenerating mana equal to 25% of her intellect every 5 sec. Only one Aspect can be active at a time.
Mana	40	
Cast Time	Instant	
Range	N/A	
Cooldown	N/A	
Type	Beast Mastery	

This aspect is very helpful for reducing your downtime when farming or grinding, and switching to it during longer PvE fights (raids) can keep you going much longer.

Kill Command

Rank 1		
Level	62	Give the command to kill, causing your pet to instantly attack for an additional 127 damage. Can only be used after the Hunter lands a critical strike on the target.
Mana	75	
Cast Time	Instant	
Range	40 yards	
Cooldown	5 seconds	
Type	Beast Mastery	

Rank 2

Level	70	Give the command to kill, causing your pet to instantly attack for an additional 198 damage. Can only be used after the Hunter lands a critical strike on the target.
Mana	90	
Cast Time	Instant	
Range	40 yards	
Cooldown	5 seconds	
Type	Beast Mastery	

This is an excellent ability. It helps your pet keep aggro after you land a crit, which is exactly the time you might pull it away from it. In addition, its cheap damage. Note that both ranged and melee crits will trigger Kill Command. It deals your pets normal damage plus the bonus.

Steady Shot

Level	66	Requires Ranged Weapon A steady shot that causes 100 damage. Causes an additional 175 damage against Dazed targets. 30% of your Ranged Attack Power is added to Steady Shot's damage.
Mana	110	
Cast Time	1.5 seconds	
Range	8-35 yards	
Cooldown	N/A	
Type	Marksmanship	

This might not look too good on paper, but is a worthwhile skill. It can be used between attacks for extra damage without interfering with your auto shot damage. When multishot may be too costly to use it can also save you a lot of mana.

Snake Trap

Level	68
Mana	305
Cast Time	Instant
Range	N/A
Cooldown	30 seconds
Type	Survival

Place a trap that will release several venomous snakes to attack the first enemy to approach. The snakes will die after 15 sec. Trap will exist for 1 min.
Only one trap can be active at a time.

Fun trap, the snakes hit for about 20 damage and can apply several poisons to the target; Deadly Poison (75 dmg every 2 seconds for 15 seconds) Mind Numbing Poison (Cast time increased by 50% for 12 seconds) and Crippling Poison (-50% movement speed for 12 seconds). They don't apply all those poisons instantly though, it takes some time. Their melee damage really screws anyone trying to cast something non-instant. An instant AE will kill them easily though. Note that they will attack anything hostile nearby when the target they were on dies. Risky in instances.

Misdirection

Level	70
Mana	326
Cast Time	Instant
Range	100 yards
Cooldown	2 minutes
Type	Survival

Threat caused by your next 3 attacks is redirected to the target raid member. Caster and target can only be affected by one Misdirection spell at a time. Effect lasts 30 sec.

Misdirection is awesome for PvE. It isn't just a great way to dump some of your aggro onto the MT, it's also a great pulling tool. Put misdirection on the tank, land some big shots on the mob you're pulling and it will run straight to the tank.

Mage

Arcane Blast

Level	64	Blasts the target with energy, dealing 575 to 665 Arcane damage. Each time you cast Arcane Blast, the casting time is reduced while mana cost is increased. Effect stacks up to 3 times and lasts 8 sec.
Mana	190	
Cast Time	2.5 seconds	
Range	30 yards	
Cooldown	N/A	
Type	Arcane	

The mana cost ramps up like this; 190 / 265 / 340 / 415 Cast time: 2.5 / 2.1 / 1.8 / 1.5 It's not every mages favorite spell, but has its uses. You can burn down your remaining mana on a low health raid boss or mix it into your regular cast routine (letting it wear off before recasting.) It's a pretty efficient spell without the stacking, and very high damage with the stacking.

Invisibility

Level	68	Fades the caster to invisibility over 8 sec. The effect is cancelled if you perform or receive any hostile actions. While invisible, you can only see other invisible targets and those who can see invisible. Lasts 20 sec.
Mana	263	
Cast Time	Instant	
Range	N/A	
Cooldown	5 minutes	
Type	Arcane	

Well, it took some time for Blizzard to add invisibility back into the mages arsenal. It's different from the way it was way back when though; The spell is instant, and the 8 second fade happens without channeling. During the fade period, you can cast non hostile spells without breaking it (Blink, evocate, teleport, hearth). Any hostile action (including dots on you) while fading or invisible will break the effect. Once the 8 second fade is over and you actually become invisible, doing anything beside moving will make you visible again. Turning invisible drops all threat on any mobs you have built up, which can be useful on certain raid fights.

Spellsteal

Level	70	Steals a beneficial magic effect from the target. This effect lasts a maximum of 2 min.
Mana	674	
Cast Time	Instant	
Range	30 yards	
Cooldown	Instant	
Type	Arcane	

The spell that is to be stolen is picked randomly from whatever magical effects the target has available, regardless of the order they were casting in by the target. The advantages in PvP range from large to nothing. You might steal Fel Armor from a warlock, but you could also end up with the remaining last second of the trinket effect he had active. Whether to use this or not depends on your target, and what you end up stealing depends a lot on luck. It has its uses in PvE as well, where you can take the time to use detect magic to figure out whether a certain mob has something worth stealing. After a while, you will know which mobs have the useful buffs and use Spellsteal at the right moments.

Molten Armor

Level	62	Causes 75 Fire damage when hit, increases your chance to critically hit with spells by 3% and reduces the chance you are critically hit by 5%. Only one type of Armor spell can be active on the Mage at any time. Lasts 30 min.
Mana	630	
Cast Time	Instant	
Range	N/A	
Cooldown	N/A	
Type	Fire	

This one is situational, as most of the new spells are. The Impact talent works nicely with Molten Armor though, and the extra spell crit does not come unappreciated.

Ice Lance

Level	66	Deals 146 to 186 Frost damage to an enemy target. Causes triple damage against Frozen targets.
Mana	150	
Cast Time	1.5 seconds	
Range	30 yards	
Cooldown	N/A	
Type	Ice	

All I can say is.. Frost Nova plus Ice Lance turns things into meaty icecubes. Great PvP spell, and its mana efficient too.

Paladin

Crusader Aura

Level	64	Increases the mounted speed by 20% for all party members within 30 yards. Players may only have one Aura on them per Paladin at any one time.
Mana	0	
Cast Time	Instant	
Range	N/A	
Cooldown	N/A	
Type	Retribution	

This aura is a bit of a letdown. For one, it doesn't affect flying mounts. It also doesn't stack with other mount speed enhancing effects, such as Pursuit of Justice or the riding skill enchant for gloves. It does save you any inventory space you might otherwise spend on riding skill gear though.

Seal of Vengeance (Alliance Only)

Level	64	Fills the Paladin with holy power, granting each melee attack a chance to cause 80 Holy damage over 12 sec. This effect can stack up to 5 times. Only one Seal can be active on the Paladin at any one time. Lasts 30 sec. Unleashing this Seal's energy will judge an enemy, instantly causing 86 Holy damage per application of Holy Vengeance.
Mana	250	
Cast Time	Instant	
Range	N/A	
Cooldown	N/A	
Type	Retribution	

This seal is mainly useful for longer fights where you have the time to stack it up. If mana is not an issue, you can even switch between Seal of Vengeance and Seal of Righteousness and use both (SoV until fully stacked, switch to SoR, and switch back and detonate SoV when its about to wear off).

Seal of Blood (Horde Only)

Level	64	<p>All melee attacks deal additional Holy damage equal to 35% normal weapon damage, but the Paladin loses health equal to 10% of the total damage inflicted.</p> <p>Unleashing this Seal's energy will judge an enemy, instantly causing 295 to 325 Holy damage at the cost of health equal to 33% of the damage dealt.</p>
Mana	210	
Cast Time	Instant	
Range	N/A	
Cooldown	N/A	
Type	Retribution	

This seal receives no benefit from +spell damage, and is a little underwhelming as a whole.

Avenging Wrath

Level	64	<p>Increases all damage caused by 30% for 20 sec. Causes Forebearance.</p>
Mana	8% of base	
Cast Time	Instant	
Range	N/A	
Cooldown	3 minutes	
Type	Retribution	

Very nice spell, the added damage let's you put down some big hurt in PvE and PvP alike. It is more situational in PvP due to the ability being magic. It can be dispelled, purged and even stolen by a mage.

Priest

Mass Dispel

Level	70	<p>Dispels magic in a 15 yard radius, removing 1 harmful spell from each friendly target and 1 beneficial spell from each enemy target. Affects a maximum of 5 friendly targets and 5 enemy targets. This dispel is potent enough to remove Magic effects that are normally undispellable.</p>
Mana	1181	
Cast Time	1.5 seconds	
Range	30 yards	
Cooldown	N/A	
Type	Discipline	

This is a little on the costly side to be using in most PvP scenarios, but one can see the benefits it would bring in raids with AE debuffs being tossed around.

Binding Heal

Level	64	<p>Heals a friendly target and the caster for 1053 to 1350.</p>
Mana	1034	
Cast Time	1.5 seconds	
Range	40 yards	
Cooldown	N/A	
Type	Holy	

This won't be your main healing spell, but there are cases where its more useful than the other heals. It's a handy little addition to the priest's arsenal.

Prayer of Mending

Level	68	<p>Places a spell on the target that heals them for 800 the next time they take damage. When the heal occurs, Prayer of Mending jumps to a raid member within 20 yards. Jumps up to 5 times and lasts 30 seconds after each jump.</p> <p>This spell can only be placed on one target at a time.</p>
Mana	390	
Cast Time	Instant	
Range	40 yards	
Cooldown	N/A	
Type	Holy	

You can use this basically as an instant flash heal. It's pretty great in PvP, but good in PvE as well. You can cast it on yourself.

Shadow Word: Death

Rank 1		
Level	62	<p>A word of dark binding that inflicts 450 to 522 Shadow damage to the target. If the target is not killed by Shadow Word: Death, the caster takes damage equal to the damage inflicted upon the target.</p>
Mana	243	
Cast Time	Instant	
Range	30 yards	
Cooldown	6 seconds	
Type	Shadow	

Rank 2		
Level	70	<p>A word of dark binding that inflicts 572 to 664 Shadow damage to the target. If the target is not killed by Shadow Word: Death, the caster takes damage equal to the damage inflicted upon the target.</p>
Mana	309	
Cast Time	Instant	
Range	30 yards	
Cooldown	6 seconds	
Type	Shadow	

This works great as a finisher when soloing or PvPing. It's more difficult to time the moment a mob dies in groups and raids, so it sees less use in those situations.

Shadowfiend

Level	66	Creates a shadowy fiend to attack the target. Caster receives mana when the Shadowfiend deals damage. Lasts 15 sec.
Mana	6% of base	
Cast Time	Instant	
Range	30 yards	
Cooldown	5 minutes	
Type	Shadow	

Another really nice addition. The amount of mana the shadowfiend restores is dependant on how much +damage you have. He will typically restore a lot more to a shadow priest than to a holy one. It is easily killed, but its instant cast and low mana cost (or should I say high mana restoration?) more than make up for that.

Rogue

Deadly Throw

Level	64	<div>Requires Thrown</div> <div>Finishing move that reduces the movement of the target by 50% for 5 sec and causes thrown weapon damage plus additional damage per combo point.</div> <div>1 point : 132-228 damage</div> <div>2 points: 216-312 damage</div> <div>3 points: 300-396 damage</div> <div>4 points: 384-480 damage</div> <div>5 points: 468-564 damage</div>
Energy	35	
Cast Time	Instant	
Range	8 – 30 yards	
Cooldown	N/A	
Type	Assassination	

The minimum range is a downside, but otherwise this skill is all goodness. The snare gives you an easy time to catch up to anything fleeing from you and the damage is good all by itself.

Envenom

Rank 1		
Level	62	<div>Requires Melee Weapon</div> <div>Finishing move that consumes your Deadly Poison doses on the target and deals instant poison damage. One dose is consumed for each combo point.</div> <div>1 dose: 168 damage</div> <div>2 doses: 335 damage</div> <div>3 doses: 503 damage</div> <div>4 doses: 670 damage</div> <div>5 doses: 838 damage</div>
Energy	35	
Cast Time	Instant	
Range	5 yards	
Cooldown	N/A	
Type	Assassination	

Rank 2		
Level	69	Requires Melee Weapon Finishing move that consumes your Deadly Poison doses on the target and deals instant poison damage. One dose is consumed for each combo point. 1 dose: 204 damage 2 doses: 407 damage 3 doses: 611 damage 4 doses: 814 damage 5 doses: 1018 damage
Energy	35	
Cast Time	Instant	
Range	5 yards	
Cooldown	N/A	
Type	Assassination	

Envenom, as so many other new BC skills, has situational use. It can deal really nice damage, if you've got a poison talent spec. If you don't, it isn't nearly as good. Note that Envenom ignores armor whereas Eviscerate does not.

Cloak of Shadows

Level	66	Instantly removes all existing harmful spell effects and increases your chance to resist all spells by 90% for 5 seconds. Does not remove effects that prevent you from using Cloak of Shadows.
Energy	0	
Cast Time	Instant	
Range	N/A	
Cooldown	1 minute	
Type	Subtlety	

Note that Preparation does not work on Cloak of Shadows. And while you can't use this while feared, the coolness of this ability speaks for itself

Shiv

Level	70	<div>Requires Melee Weapon</div> <div>Performs an instant off-hand weapon attack that automatically applies the poison from your off-hand weapon to the target. Slower weapons require more Energy. Awards 1 combo point.</div>
Energy	33-49	
Cast Time	Instant	
Range	5 yards	
Cooldown	N/A	
Type	Combat	

This skill can be a viable alternative to Sinister Strike, if your talent build and gear complement it.

Anesthetic Poison

Level	68	<div>Coats a weapon with poison that lasts for 30 minutes. Each strike has a 20% chance of poisoning the enemy which instantly inflicts 134 to 172 Nature damage, but causes no additional threat. 130 charges.</div>
Energy	N/A	
Cast Time	N/A	
Range	N/A	
Cooldown	N/A	
Type	N/A	

This is an alright poison for rogues that don't have much success at controlling their aggro. Most rogues aren't too thrilled with this poison. There are more potent poisons, and rogues have better means of aggro control available.

Shaman

Fire Elemental Totem

Level	68	<div>Tools: Fire Totem</div> <div>Summons an elemental totem that calls forth a greater fire elemental to rain destruction on the caster's enemies. Lasts 2 min.</div>
Mana	680	
Cast Time	Instant	
Range	N/A	
Cooldown	20 minutes	
Type	Elemental	

The Fire elemental puts out impressive amounts of damage for the 15-20 seconds it takes for it to blow its mana bar away. It can only deal fire damage, and does so through several abilities; Melee, a Fire Shield acting like the infernals AE fire damage, Fire Nova (AE) and Fire Blast (ranged fire nuke). The elemental summoning totems act as an anchor for the elementals. They can't go too far away from their totem, although the radius they will move to assist you in is pretty big. They have no pet bar. The totems themselves have a fair bit of HP, around 3000.

Earth Elemental Totem

Level	66	<div>Tools: Earth Totem</div> <div>Summons an elemental totem that calls forth a greater earth elemental to protect the caster and his allies. Lasts 2 min.</div>
Mana	705	
Cast Time	Instant	
Range	N/A	
Cooldown	20 minutes	
Type	Enhancement	

The earth elemental summoned by this totem has one main purpose, and that is to act as a damage sponge. It does poor damage, but has a great AE taunt. It doesn't have a very high amount of health though, about 4-5k. As with the fire elemental, it is leashed to its totem.

Wrath of Air Totem

Level	64	Tools: Air Totem Summons a Wrath of Air Totem with 5 health at the feet of the caster. Party members within 20 yards of the totem have their magical damage from spells and effects increased by up to 101. Lasts 2 min.
Mana	320	
Cast Time	Instant	
Range	N/A	
Cooldown	N/A	
Type	Enhancement	

This, coupled with bloodlust/heroism and the Wrath totem (If you spec into it) provides shamans with some really nice ways to boost caster damage.

Bloodlust / Heroism

Level	70	Increases melee, ranged, and spell casting speed by 35% for all party members. Lasts 40 seconds.
Mana	750	
Cast Time	Instant	
Range	N/A	
Cooldown	10 minutes	
Type	Enhancement	

This spell is exactly the same for horde and alliance paladins, apart from the name. Think of using this in an arena.. or in a 5man, when you're having trouble taking down a boss.. It's a shame the cooldown is so long though.

Water Shield

Rank 1		
Level	62	The caster is surrounded by 3 globes of water. When a spell, melee or ranged attack hits the caster, 95 mana is restored to the caster. This expends one water globe. Only one globe will activate every few seconds. Lasts 10 min. Only one Elemental Shield can be active on the Shaman at any one time.
Energy	50	
Cast Time	Instant	
Range	N/A	
Cooldown	N/A	
Type	Restoration	

Rank 2		
Level	69	The caster is surrounded by 3 globes of water. When a spell, melee or ranged attack hits the caster, 123 to 124 mana is restored to the caster. This expends one water globe. Only one globe will activate every few seconds. Lasts 10 min. Only one Elemental Shield can be active on the Shaman at any one time.
Energy	63	
Cast Time	Instant	
Range	N/A	
Cooldown	N/A	
Type	Restoration	

Many enhancement specced shammies really like this one for soloing, but it serves as a nice little mana booster for 5 mans and raids where you're going to be taking ae damage as well.

Warlock

Seed of Corruption

Level	70	<p>Imbeds a demon seed in the enemy target, causing 1044 Shadow damage over 18 sec. When the target takes 1044 total damage or dies, the seed will inflict 1110 to 1290 Shadow damage to all enemies within 15 yards of the target. Only one Corruption spell per Warlock can be active on any one target.</p>
Mana	882	
Cast Time	2 seconds	
Range	30 yards	
Cooldown	N/A	
Type	Affliction	

Quite the interesting spell. Some facts; SoC's explosion will not damage the original target of the spell, only targets around it. SoC's explosion itself doesn't count toward towards the 1044. SoC's explosion can crit and benefits from +spell damage. This is an excellent spell, if used properly. Let me give some examples; PvE. Put SoC on a number of mobs (try loading up 3-4 targets that aren't being attacked to avoid premature explosions), and watch the numbers fly. PvP-wise, Putting it on someones pet lead to an amusing effect. SoC can do great damage in a PvP crowd, provided it goes undispeled. It can be a nice little farm tool for low level mobs as well. This spells uses are many, it's easily one of my favorites.

Fel Armor

Rank 1		
Level	62	<p>Surrounds the caster with fel energy, increasing the amount of health generated through spells and effects by 20% and increasing spell damage by up to 50. Only one type of Armor spell can be active on the Warlock at any time. Lasts 30 min.</p>
Mana	637	
Cast Time	Instant	
Range	N/A	
Cooldown	N/A	
Type	Demonology	

Rank 2		
Level	69	<p>Surrounds the caster with fel energy, increasing the amount of health generated through spells and effects by 20% and increasing spell damage by up to 100. Only one type of Armor spell can be active on the Warlock at any time. Lasts 30 min.</p>
Mana	725	
Cast Time	Instant	
Range	N/A	
Cooldown	N/A	
Type	Demonology	

Well, this is a really nice upgrade for warlocks in the expansion. Fel Armor will replace Demon armor 99% of the time. Just the spell damage definitely would've been enough to give up demon armor, but the additional 20% (26% with Demonic Aegis) healing received makes the choice even easier. The extra healing works with drain life, siphon life, bandages, healthstones, healing potions, bandages, and any heal or regen other people cast on you. It's simply awesome.

Ritual of Souls

Level	70	<p>Reagents: Soul Shard</p> <p>Begins a ritual that creates a Soulwell. Raid members can click the Soulwell to acquire a Master Healthstone. The Soulwell lasts for 5 min or 10 charges. Requires the caster and 2 additional party members to complete the ritual. In order to participate, all players must be out of combat and right-click the soul portal and not move until the ritual is complete.</p>
Mana	2623	
Cast Time	3 seconds	
Range	30 yards	
Cooldown	5 minutes	
Type	Demonology	

This one helps to diminish the headache of handing out healthstones (and collecting the shards for em) on raids. It's useful in 5 mans and pvp as well though.

Ritual of Souls is an all around good utility spell.

Soulshatter

Level	66	Reagents: Soul Shard Reduces threat by 50% for all enemies within 50 yards.
Health	253 (Health)	
Cast Time	Instant	
Range	N/A	
Cooldown	5 minutes	
Type	Demonology	

As the aggro reducing abilities of warlocks are a little limited, this is another very welcome addition. The cooldown may be on the high side, and the spell can be resisted by mobs, but Soul Shatter is far better than the warlocks' previous aggro reducing spells. (there are none)

Incinerate

Rank 1		
Level	64	Deals 357 to 413 Fire damage to your target and an additional 89 to 104 Fire damage if the target is affected by an Immolate spell.
Mana	256	
Cast Time	2 seconds	
Range	30 yards	
Cooldown	N/A	
Type	Destruction	

Rank 2		
Level	70	Deals 429 to 497 Fire damage to your target and an additional 107 to 125 Fire damage if the target is affected by an Immolate spell.
Mana	300	
Cast Time	2 seconds	
Range	30 yards	
Cooldown	N/A	
Type	Destruction	

A good fire nuke. Searing Pain has always been usable, but the additional threat is a problem in PvE. Immolate can be used as a nuke, but at a high mana cost.

Incinerate makes for a nice alternative.



Warrior

Victory Rush

Level	62	<div>Requires Battle Stance, Berserker Stance</div> <div>Instantly attack the target causing 235 damage. Can only be used within 15 sec after you kill an enemy that yields experience or honor. Damage is based on your attack power.</div>
Rage	N/A	
Cast Time	Instant	
Range	5 yards	
Cooldown	15 seconds	
Type	Fury	

Useful both when soloing and when doing a 5 man instance. You have to land the killing blow to get Victory Rush, but that's no issue when soloing. In a group, execute will get you the killing blow pretty often as well. (Note that the rage cost for this ability itself is zero) The short duration does limit its use somewhat, as you can't always have a fresh mob ready to kill in that time.

Commanding Shout

Level	68	<div>Increases total health of all party members within 20 yards by 730. Lasts 2 min.</div>
Rage	10	
Cast Time	Instant	
Range	N/A	
Cooldown	N/A	
Type	Fury	

A nice new shout. It has a major downside though; it doesn't stack with Battle Shout. Warriors are understandable unhappy about that.

Spell Reflection

Level	64	<div>Requires Shields</div> <div>Requires Battle Stance, Defensive Stance</div> <div>Raise your shield, reflecting the next spell cast on you. Lasts 5 sec.</div>
Rage	25	
Cast Time	Instant	
Range	N/A	
Cooldown	10 seconds	
Type	Protection	

Core usage of this ability lies in PvP, but it has its PvE moments too. Being able to see exactly what the enemy is casting, you can pop Spell Reflection at the right moment and, depending on whatever was being cast, cause some serious problems for the target. It's a little high in rage cost, and the inability to use it in Berserker stance is too bad, but reflecting polymorph is good stuff.

Intervene

Level	70	<div>Run at high speed towards a party member, intercepting the next melee or ranged attack made against them.</div>
Rage	10	
Cast Time	Instant	
Range	8-25 yards	
Cooldown	30 seconds	
Type	Protection	

This skill can have some possible uses, although it's mostly just intercept with a new name. The "intercepting" of the next melee or ranged attack could have merit in certain situations though.

ENDING WORD



I've done my very best putting this guide together, attempting to provide clear, practical information on every aspect of the expansion. As such, I hope it's been a useful resource to you! I wish you good luck in Outland!

Dugas

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