
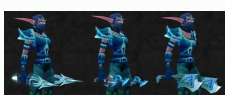


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There are also several condor spawns south and southeast of the murlocs. I will point out when there is a new weapon upgrade available during the guide with the notice. Go to the Excavation site and turn in In search of the Excavation team. Take FP. Run to Desolace via Stonetalon Mountains and the Talondeep Path. Go to the Ruins of Stardust to the west and collect 5 Handful of Stardust. Turn in It's a Secret to Everybody, skip follow up, we take it later since our quest log is full atm. Of course you can also kill the other stuff you have quests for while searching for these like Dark Iron dwarves or spiders, but focus on getting The Flawless Flame completed first. Accept Calm Before the Storm. Turn in Sister Pamela, Accept Pamela's Doll. Set your HS in Lakeshire. Run around badlands and complete Scrounging, Badlands Reagent Run and Barbecued Buzzard Wings. Accept The Annals of Darrowshire and A Matter of Time. Go to the King and turn in. Swim down and click barrel at the wall to turn in A Dark Threat Looms, accept next. Click on the cabinet to turn in Locked Away. Fly to Rutheran Village, turn in Moontouched Wildkin, accept Find Ramshalla. Accept Vital Supplies in the Mage quarter tower. Kill drysnaps and nagas for the keys needed. Turn in Messenger to Darkshire accept follow up. HS to Gadgetzan. Talk to him and accept The Giant Guardian. Kill Nighthane Shadow Weavers in the woods west of Darkshire. Leave Booty Bay and take an immediate left, in the small pirate camp kill "Pretty Boy" Duncan and click on the notes on the barrel. Fly to Arathi, accept Wand over Fist. Turn in The Red Crystal, accept As Water Cascades. Continue northeast down a slope and accept Unfinished Business. Accept Whiskey Slim's lost Grog, Tran'Rek, Zanzil's Mixture and a Fool's Stout, and Stoley's Debt. Run to Flame Crest and talk to Ragged John. Turn in Messenger to Darkshire. Fly to Thalanaar on the Feralas border. Accept The Zoram Strand and Raene's Cleansing. Turn in Brother Carlin, accept Villains of Darrowshire, Heroes of Darrowshire and Defenders of Darrowshire. HS to Auberdine. Continue south along the mountain wall and click on the Eastern Pylon. Enter Andorhal from the west again and go to Chrome, turn in A Matter of Time. There is an escort quest here behind the statue, Therylune's Escape, do it if it's up. Accept Dusky Crab Cakes, Ghost Hair Thread and The Legend of Stalvan. Turn in Alas, Andorhal and Araj's Scarab if you killed Araj. Escort Ringo back to Marshal's Refuge. Turn in Supplies to Private Thorsen. You can use the walls to line of sight their casts and forcing them to come to you to minimize risk of pulling more than one. You will have to do a bit of running back and forth between people in Darkshire for Stalvan and Shadowy Figure until you get the next parts. Turn in Mold Rhymes with... Accept Fire Plume Forged. HS to IF and learn new spells, turn in Letter to Stormpike. Turn in The Missing Diplomat, Note to the Mayor, Look to the Stars, The Weathered Grave, The Totem of Infliction and Worgen in the Woods. You can also do Stockades or grind Ogres if the graveyard is too swamped. Click the special Grave to turn in A Grave Situation, accept Linken's Sword. Turn in Westfall Stew, skip next. Fly to IF, learn new spells. Run up Dreadmaul Rock and click the dirt mount to plant the Ogre head on a stick, then return to Morgan's Vigil and turn in Ogre head on a Stick = Party. When done with the quests, keep the consumables you get for progression raids. Turn in Those Blasted Trogs! And The Public Servant. HS to Ratchet. If you can't find him just skip. Turn in Dream Dust in the Swamp, accept Rumors for Kravel. Now we need to go through the Terrorweb Tunnel, there are some Crypt Fiends all along the tunnel, but also one bigger elite can spawn in there patrolling around, my recommendation is to clear your way through and if you meet the elite you can get to the other side, if you die it's not the end of the world, the graveyard is not too far away. Accept Return to Sven. You can stop grinding when you are around 9k xp from 47 and turn in Gahz'Ridian and The Dunemaul Compound. Accept quests Deliveries to Sven, Raven Hill, The Hermit, The Totem of Infliction, The Night Watch, Seasoned Wolf Kabobs, The Legend of Stalvan and Worgen in the Woods, and The Super Snapper FX. Turn in The Eastern Plagues, Accept The Blightcaller Cometh. If you are alone you can kite him away from the camp and kill him solo. Accept Claim Rackmore's Treasure from the log next to the boat. Accept Krazek's Cookery. Because it's underwater it can be quite annoying and time consuming if you don't have underwater breathing. Kill spiders north at the small cave until you got the gooey spider legs you need for Dusky Crab Cakes. Turn in A dwarf and his Tools, A sign of Hope and Mirages. Accept Prayer to Elune, talk with the night elf and turn it in. Kill trolls and check the cages in the two troll camps nearby. Go back southeast to the furbolg camp and collect fruit, nuts and grain from the barrels and summon Xabraxxis at the bonfire, kill him for The Blackwood Corrupted. Go to a house south and on the 2nd floor get the Journal from a box. When you are done go back to Emerald Sanctuary and turn in The Corruption of the Jadefire and Forces of Jaedenar. Accept Further Corruption and Collection of the Corrupt Water. Run east to EPL border, follow the river north to Tirion Fordring. Return to Astranaar and turn in Elune's Tear, accept The Ruins of Stardust. Also accept Worgen in the Woods in Darkshire. Otherwise skip or do this later. You should start looking to buy a new BOE weapon now if you didn't get one from Uldaman. HS to Ironforge if you are done with quests, otherwise complete them and then fly to IF. Take boat to Auberdine, fly to Astranaar. Accept Cave Mushrooms, turn in Beached Sea Turtle and For Love Eternal. If you don't play Human you can enter the guide in either the Loch Modan or Darkshore part between levels 9-11. Go to Kurzen Camp and enter the cave. Turn in Alien Ecology, Roll the Bones, Muigin and Larion, Shizzle's Flyer, Willden's Journal, The Northern Pylon and The Eastern Pylon. Return to Flame Crest and turn in Tablet of the Seven and Brooding Essence. Go west to the small lake, turn in Raene's Cleansing at the dead night elf in the center, accept follow up. Go northwest and turn in Troubled Spirits of Ko'Theril. Go back to Thelsamar and turn in Rat Catching. Turn in Return to Troyas, accept The Staff of Equinox. When you arrive in Menethil Harbor, take the following quests Claws from the Deep, Digging Through the Ooze and The Greenwarden. Go back west to the hot springs and turn in Finding the Source, accept The New Springs. Fly to Theramore, take the boat to Wetlands then fly to IF and get new spells. When done you should have accepted Mor'Ladim, The Bride of the Embalmer, Worgen in the Woods and The Missing Diplomat. Accept Thadius Grimshade, Accept Witherbark Cages, Troll Necklace Bounty and Skulk Rock Cleanup. Kill Geltharis and loot the branch. Turn in Southshore. Grab the FP south of Nighthaven and fly to Everlook. Having a good weapon is crucial for leveling fast. Continue east and kill more gnolls and drakes until you reach the murlocs There are two camps here with murlocs. Accept In Good Taste. Turn in Reagents for Reclaimers' Inc. Accept The Shadowy Figure. Turn in Easy Strider Living and Beached Sea Creature. Take the boat to Booty Bay, then fly to Stormwind. Fly to Nethergarde Keep in Blasted lands. HS to Thelsamar. Turn in Linken's Adventure, accept It's Dangerous to go Alone. Also has many other functions like automatic ressex accept, summon accept, automatic vendor sell/repair etc. Turn in Delivering Daffodils and The Defias Brotherhood in the Inn. Return to Thorium Point and turn in WANTED: Overseer Maltorius. Kill spiders and

Return to the Vorgen Farmstead and turn in Sven's Revenge at the dirt pile between the houses. Get FP. (Optional) Run up the tower and find an Empty Jar to turn in Looking Further at the top. HS to Menethil Harbor. Loot it and return to Torwa to turn in The Fare of Lar'Korwi. Run back to Refugee and turn in Wand over Fist, then run south to Faldin's Cove. Get crystals and supplies at the camp northeast, skip escort unless you got help, very hard solo. Fly Aeris Peak, run the small road west of Altar of Zul and pick up a violet Fragran Mug. Return to Felstone Field and turn in Good Luck Charm. Return west to the coast and turn in Sceptre of Light, accept Book of the Ancients, Or 2, have a friend aggro all the ogres while you run up and click the jar. Run to Badlands dwarf camp, accept A Dwarf and his Tools and Mirages. Turn in Study of the Elements' Rock. In order to continue the quest chain you need to turn in Frost Oil and Gyrochronatom. You should now come to some tar pits which have lower level Tar Creepers and Tar Beasts. Accept The Eye of Paleth. Accept quests in Darkshore, which includes Washed Ashore, Buzzbox 827, For Love Eternal, How Big a Threat? Accept Demon Dogs, Blood Tinged Skies and Carrion Grubbage. Kill the Den Mother in the cave just east of the furbolg camp. (Optional) Accept Tramping Paws go south and kill gnolls, only do this if you are ahead of the pack and there isn't many other people in the zone contesting the gnolls. When you got Sidra's bag, turn in Blisters on the Land, then go north to Dun Modr and turn in Fall of Dun Modr. Leave Northshire Abbey and run towards Goldshire, pick up Rest and Relaxation. Run back to Auberdine, loo for moonstalkers to kill in the woods north of town before you go back. Before doing the escort, clear the path Kinelory will be taking walking to the farm beforehand or you will pull dozens of mobs and most likely let her die. Accept Cleansing of the Infected, How Big a Threat? Run back to Astranaar and fly to Damassus, turn in Velinde Starsong, accept Velinde's Effects. Accept Linken's Adventure. Accept Gor'tesh the Brute Lord. Loot the key from Captain Halnorum on the ship and then turn in Lifting the Curse at a box in the ship's bottom floor. Accept The Karnitol Shipwreck, Reagents for Reclaimers' inc, Centaur Bounty, Vahlharrie's Search and Down the Scarlet Path. Return to Thorium Point, turn in Fiery Menace and Curse these fat Fingers if you have completed them, then fly to Ironforge. Go west to Corin's Crossing, look for any Gibbering Ghouls around the edges of the town, kill them to spawn the ghosts you need for Defenders of Darrowshire, just kill a few, no need to complete this quest now. Kill the Doomwarder Captains first since they are the only source for blood and there aren't many of them. Fly to Auberdine, turn in Escape through Death / Force. Run southwest towards Elywnn forest, turn in A Free Lunch, accept Visit the Herbalist and Encroaching Gnolls from Quarz Parker at the crossroads and then continue to Elywynn. When you get to the beach swim to Feathermoon, it's faster than taking the boat. There is a rare Ogre that spawns in one of the caves here called Lo'Grosch, he drops an amazing 2h mace called The Pacifier. Return to Abercrombie and turn in Ogrs Thieves. Go back to the farm and turn in Pie for Billy, accept Back to Billy. HS to Goldshire. It's starting to get outdated at this point, and unless you are planning on running all wings of SM soon to get Bonewater I would suggest you to do this part, it should take around 30 mins solo or faster if you can get some help and you will get a really good weapon. Run west to Thalanaar at the Feralas border and turn in Lonerborn's Journal, get FP! Run along the southern wall east, stop by at the Wyvern Area and do Highperch Venom quest if there isn't too much horde around giving you a hard time. If you can't find it, skip. Turn in Deep Sea Salvage, Drowned Sorrows and Sunken Treasure. When done killing defias, go back and turn it in. Pick up Venom Fern Extract from the boxes outside the house. Go north to Felstone Field. Run south to the farms, turn in The Escape and Princess Must Die. Go southeast to the Undercroft, behind the tomb there is a grave and a dirt mound, click the dirt mound and a couple of dwarves will spawn, kill them for Taelan's Hammer. Go inside the cave and take the first key right, turn in Chasing A-Me 01. Turn in Encroaching Gnolls, accept Assessing the Threat. Loot Enscrollled Parchment chest inside house where Nagas live. (Optional) Run in Tramping Paws, accept Fire Taboo. Accept The Spy Revealed! Head out of the cave and go south. Accept Strange Sources and The Videre Elixir. Accept Princess Must Die! (lvl 6 requirement). Set your HS in Ironforge! Fly to Southshore. Go to the Temple of the Moon, collect Moonwell water in Eridan's Vial, then turn in Calm before the Storm upstairs, accept follow up. HS to Theramore or die and take ress sickness if HS is on cooldown. Go west to the Satyr camp and find Anilia. Turn in Gathering Idols. Go back to the road and continue north, kill mistwale gorillas for giblets and save any gorilla fangs you loot, you need 10x to start STV fever quest later. If you didn't do the elite quests last time you can try to do them now if you want. Go west and kill Lashias Raptors and Elder Tigers. Click the Sealed Crate and turn in, accept next. There is also a hidden goblin npc on the wall in the elite ogre area called Bro'kin. Pick up the Flagonqu's Fossil in the cave for The Absent Minded Prospector. If you don't, grind on random stuff, pref beasts so you can skin and get extra silver for leather or sell everything in your bags. Continue north on the beach, kill moonstalkers in the woods close by. Kill the white bear Mangleclaw and then turn in a Pilot's Revenge. Run south towards Darkshire. Turn in The Videre Elixir and Trouble in Winterspring, accept Meet at the Grave and Threat of the Winterfall. Run north and turn in A Dark Threat Looms, accept follow up. If you are going with skinning you probably will have to skip buying Blessing of Light since skinning knife costs 87 copper and you won't be able to afford it. Try to do elite quests in Stormrage Keep if you have a group, otherwise grind to 37. Run south to Emerald Sanctuary and turn in Cleansed Water Returns to Felwood, Verify the Corruption, Further Corruption and Flute of Xavaric. Go west and kill Frenzied Pterorodax and slimes. Go to the cave on the second island south and and kill Lord Zalazaru. Go back to town and turn in Troll Necklace Bounty and Witherback Grags. Turn in Freedom for all Creatures and accept Doling Justice, but don't do it now, continue west to Feathermoon Stronghold. Be careful not to drown, hence the underwater breathing potion I mentioned earlier. Turn in Timbermaw Ally when done, accept Speak to Nafen. Go to Sorrow Hill and turn in Auntie Marlene, accept A Strange Historian. Clean your bags and buy Skinning Knife. Turn it in, accept next. (Seasoned Wolf Kabobs requires 50 cooking to be accepted). Turn in Rumors for Kravel and Razerzi's Tweeking. Run all the way east to The Ravencrest Monument and jump off the cliffs, then swim to the small island where Duke Hydraxis is. When done go to the last tower and mark it. You should loot an Empty Firewater Flask while killing the Furbolgs, click on it and accept Winterfall Firewater. When you got 4 Kelp grind your way northeast to the Jasperlode mine. Go west to the Irontree cavern and kill elementals for Cleansing Felwood. Expected /played time to 30: 20-30h Accept Bathran's Hair and The Tower of Althalaxx. Trade the Everroot for Videre Elixir. Accept The Scourge Cauldrons and turn it in at the High Priestress nearby. Set HS and take FP! Kill Satyrs southeast of Nijel's Point, then go back to Nijel's and turn in Reagents for Reclaimers' inc. Turn in Fehnook Steelspring, accept Sister Pamela, The Everlook Report, kill bears and moonstalkers in the woods. A ghostly Ancient will spawn, accept Ancient Spirit. Go east to Bashal'arun and turn in. Go back to Umber and turn in Under the Chitin was... Fly to Everlook. Finish up Super Sticky if you didn't complete it last time you were here. Go Southeast and kill Yets for Are we there, Yeti! If you don't see it around go to the troll village south and do Worth it's weight in Gold. Make sure you are 31 now, otherwise grind on murlocs/nagas or something else. Skip Insane Druids. Go south to Lost Rigger Cove. Run in Meet at the Grave, accept A Grave Situation. Accept follow ups, you need to talk back and forth a few times between several NPCs in Darkshire. Look for Boss Tho'grun, he patrols from the southwest Ogre camp to the small east ogre camp and then to the middle one. Save the reward for lvl 60, can be good for farming. Go back and turn in A Dark Threat Looms, accept follow up. HS to Astranaar. You should be 36 now. There are two ways to get there, either you jump down in the hole close to where Kalaran are or you can go around into the central area and take the normal way in, I recommend jumping down. Turn in Goblin Sponsorship, accept next. Go back to the graveyard and rest at your corpse. Go to Refugee point in Arathi Highlands. Turn in Of Love and Family. Turn in The Karnitol Shipwreck and Reagents for Reclaimers' inc. Will save you a lot of clicks and time if you are trying to level fast. Turn in The Missing Diplomat further west, but don't accept next, it's too hard right now. There are also some inconsistencies when it comes to which quests that are available and which aren't. Grind to 22 on murlocs/crocs then go back to Menethil and turn in Return the Statue and Young Crocolisk skins. Go northwest towards the Loch, kill 5 bears on your way there. Run southeast to Fallen Sky Lake and kill the Shadethicket Oracle. If you do it first, there are no extra monsters spawning so just pull ahead so you can kill one at the time. Save stuns/interrupts for Medicine Men's heals. Go east to the Zeppelin wreckage and collect the Seaforium Booster from a box on the ground. Run back to Mannoroc Coven and finish Reagents for Reclaimers' Inc. Go to Swampfolld Manor, accept Jarl Needs Eyes. Turn in Back to Booty Bay. Accept Supply and Demand, Singing Blue Sharks, Bloodscalp Ears, Supplies to Private Thorsen. Investigate the Camp, The Haunted Isle. Kill Cursed Oozes and use the Empty Cursed Ooze Jar on them. In total to complete all the quests you need the following:6x Blasted Boar Lungef6 Scorpok Pincer11x Basilisk Brain5x Snickerfang Howl14x Vulture GizzardSince you need the most of Brains and Gizzard and they are the hardest to get you may not be able to complete all of the quests, if it takes too long to get a certain item, skip the quest that requires many of that item. Accept the follow up. Continue north to Northridge Lumber camp, click the box inside the mill and place the termites, then click the barrel that appears and turn in A Plague upon Thee. You should loot the Blue Feathered Amulet while doing the escort quest. Accept follow up, Ormer's Revenge and Uncovering the Past. Accept Favored of Elune?. The weapons I recommend looking out for are Blade of the Titans and Executioner's Cleaver. Go pick up Ghost-o-Plasm Round up at the Kodo Graveyard Run south to Mannoroc coven and kill demons. Stack up on plenty of food and water, we gonna grind for a while. Turn in The Brassbolls Brothers. Go north into alterac and kill cougars and syndicates. Dalson's Diary, turn in. If you are not 25, grind on furbolgs west of Astranaar. Accept all the quests from the Bloodmages to the west to kill and collect stuff in Blasted Lands. Head back to the Ape cave and kill U'cha. Follow the road north until you come to slime pools with oozes on the left side. Accept Deliver the Thread and Return to Jitters. Accept Counting out Time. Accept Target: Writing Haunt. Go west towards Gurubashi Arena and into the other Zanai camp, kill Maury and Jon-Jon. finish up Zanai's mixtures. Grind here to level 50. Run all the way to Emerald Sanctuary in southern Felwood and turn in Silver Heart. When you arrive in Darkshore, jump off the boat and swim ashore to save some time. Run around in Stormwind and turn in and accept the follow ups of The Missing Diplomat until you got the part to go to Duskwood. Kill bears and bears you meet. Go to the boat wreckage in the water behind the Inn. At 52 go to the cave northeast and accept A Taste of Flame. I have been playing WoW since Vanilla and in the most recent years I have been spending a lot of time playing Vanilla WoW private servers. Go slightly more southeast and turn in Cleansing Felwood. Go south to Donova Snowden, turn in The New Springs and It's a Secret to Everybody. Turn them in and then accept This is Going to be Hard. Now we need to find the Annals book, as the you can see there are tons of books on the floor, and if you click the wrong book dangerous monsters will spawn. Grind your way north in Felwood killing wolves, bears and birds to get Silverfash. Take the tunnel to Moonglade and run to Nighthaven. Run north and do them in the two ruins. Set HS in Menethil. Turn in Winterfall Activity at the Timbermaw Tunnel. Accept Milly Osworth & Bounty on Garrick Padfoot. Fly back to Marshal's Refuge in Un'Goro. When you are done die on purpose and take ress sickness at Southshore graveyard. Look on AH or guild/friends/trade to get 2x Thorium Bar. Start killing pygmy spiders along the river northwest towards Sven's Camp. From now on kill any moonstalkers you see for fangs, drop rate is semi low so it's important to kill all to be able to complete this quest. Fly to Menethil Harbor. Go kill Ruuzel on small island northwest, make sure you are done with naga heads when you come back to Telen to turn in Ruuzel. Collect the Bloodsal charts and Order on the southern end of the beach at the small camp. Accept All Along the Watchtowers and Target: Felstone Field. Accept Reagents for Reclaimers' inc and Down the Scarlet Path. Try to get the following items, if i cant get the first one, don't bother with the others Frost oil ->Gyrochronatom ->Healing potion/less invis pot ->Patterned Bronze Bracers Turn in Stormpike's Deciphering. Go southwest and get a Bottle of Disease in the undead camp. Set HS! Go turn in Rhapsody's Kallimdr Kocktail, accept Rhapsody's Tale. Go north towards Marshal's Refuge. Turn Proving your Worth at Sven, accept Seeking Wisdom. Turn in Mystery Goo, accept Toxic Horrors. Continue towards the Golakka Hot Springs and accept Finding the Source. Turn in The Warden's Mantle and Ready. You need to be 20+ now, grind in Raptor Hill until 30. After you have completed the Slave, find the lost Night elf girl at the mountain wall northwest and turn in The Giant Guardian. Run to Badlands Dwarf Camp. Turn in A Grim Task and The Dark Iron War, if you have a group of 3+ ppl you can do them, otherwise skip. Go back and turn in Unfinished Business, accept next. Go into the cave and accept Crystals of Power, turn it in and accept The Northern Pylon and the Eastern Pylon. Turn in Juice Delivery, accept Ghoulish Effigy. Save 10 linen cloth for later! Train Axes in the Military Ward. Go back turn in The Ancient Statuette, accept the follow up Ruuzel. The Mighty Orc Crusher. Continue West to the Western Pylon and finish killing Pterorodaxes and click on the Pylon. Turn in Worgen in the Woods, Zombie Juice, The Shadowy Figure and The Legend of Salvaan. Turn in This is going to be Hard, accept next and turn in. Kill Drakes for a Black Drake's Heart. Kill Pirates, Andre Firebrand and loot Stoley's Shipment. Also turn in Speak with Gramma and accept Note to William. Run to Kim'Jael far northeast on top of a small hill and accept Kim'Jael Indeed! Go southeast to Thalassian Base Camp and loot boxes for his equipment. Go to the Hall of Explorers and turn in Suntura Stones. Clear the undead around the cauldron and kill Cauldron Lord Malvinious. Go to Trade district and turn in Tome of Divinity, give the lady 10 linen cloth and accept next part. Do the last part of the Missing Diplomat we skipped earlier by defeating Pirate Hendeel. Turn in The True Masters, accept follow up. Go through Sorrow Hill and swim over to the Writing Haunt. Go north along the coast to the boat wreckages and do Lifting the Curse. Accept Ogre head on a Stick = Party. Go west to the Plaguewoods and collect termites, also finish Defenders of Darrowshire. In IF set HS, buy spells, check AH/ask friends for a Mithril Casing. Run northwest to Starfall Village and turn in To Winterspring! Accept The Ruins of Kel'Theril. Kill scorp/kodos on the way there for Reagents. Return to Nijel's Point and turn in Vahlharrie's Search, Accept next. Accept Sceptre of Light. Turn in The Legend of Salvaan, accept follow up. Grind your way through the raptor area and continue to grind on raptors until you are 51. If u have lesser bloodstone ore, turn them in for Favor for Krizek and accept Return to Corporal Kaleb. Train new spells etc. Buy food/water/repair etc. Accept Rescue from Jaedenar. Accept The Altar of Zul. Look for Cortello's riddle bead click in all the boats, should be up in one of them, it's a scroll lying on the floor. You can skip these now if you can't find a group and do another STM sweep later. Use key on a box in the small house to get blueprints for Goblin Sponsorship. This is a long grind but it's necessary for the continuing quest route to work. Go east to the shore.

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