



World of Warcraft Pro

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Jame's Horde Leveling Guide - Chapter IV (51-60)

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Chapter IV (51-60) - Journey from Searing Gorge to Eastern Plaguelands

Introduction

This guide starts at **level 51**. However I hope that you followed the [Previous Chapters](#) of this guide as well. Because a lot of pre-questing and flight path gathering is done in it and we will need it for this chapter. If you didn't, it's not that bad, you'll just have some more grinding to do to catch up.

This guide is optimized for **FAST** leveling with a **minimum of grinding sessions**. Quests are important, they give rewards and faction and are less boring than pure grinding, BUT sometimes some quests are really a time waste and we will be skipping those and replacing them by good grinding spots when it is necessary. Some people say that grinding is always faster than questing, this is true in theory when you don't know which quests to take and which to avoid, and what is the best order to do them. With this guide, questing will be very efficient and much better than pure grinding. Follow each instruction carefully and you will see for yourself. The quest choices and order to do them are optimal so that you run as few as possible while doing the most possible and then turning several quests at the same time. This guide will be very useful for both veteran and novice players. I try to keep the amount of information as short as possible. So even the guide itself is optimized for the minimum reading possible, to save time! Let's get started immediately then! Everything described in this guide can be done solo (besides when I say otherwise). You can of course follow this guide while duoing, grouping, it's not a problem, it works too.

Basic rules

- **Spend your talent points so you do the most damage possible.** (e.g: Priest should specialize in Shadow Talents, Warriors in Arms/Fury, Rogues Combat/Assassination, etc).
- **Don't waste your time trying to find groups for questing.** you can solo everything that is described in this guide. Only group with someone when it's not gonna be a waste of time (e.g: meeting the person at the other end of the map to show him the way to where your quest is, that is a waste of time)
- Try to always **log out in an Inn or in one of the major cities** when you take a break.
- If I don't mention a quest, it means I consider it a waste of time, so **don't take it thinking I forgot a quest here and there**, I didn't. Also don't abandon a quest unless I say you should.
- Sometimes I will be making lists of quest you should have before starting with an area, that doesn't mean I will list the whole quest log, **JUST** the quests that interest us for the moment.
- When I say you should bind (make an Inn your home location) somewhere it's for a good reason, and it will save you much time. **Don't change your home location until I say so.**

Useful Addons

- **Titan panel:** It is a great addon with many useful features. But mostly because I use locations in my guide with coordinates (X,Y), and Titan Panel shows these coordinates. It also shows your average **XP/Hour rate** among other things.
- **MozzFullWorldMap:** An Addon that completes all the missing parts of your in game maps (which you didn't explore yet).

Side Note: *In case you don't know how to install add-ons, make a folder called Interface in your World of Warcraft directory (if it doesn't exist already). Then you open it and create a folder called Addons inside the Interface folder (if it doesn't exist already). Now every Addon you want to install goes directly into the Addon folder. For example you download and unzip Titan Panel, you drag the folder called TITAN PANEL (not Interface or Addons) into the new Addon folder you created. You restart World of Warcraft completely and it should be working.*

If it isn't you might need to log out to your login screen and click on "Addons" in the left lower corner. Tick the box that says "Load out of date Addons". Relaunch WoW.

Shopping List:

- **Level 51:** 15x Silk Cloth
- **Level 54:** Mithril Casing - Made by Engineers. Components are 3x Mithril Bars
- **Level 59 (but can equip it at level 52):** Your Dungeon Set 1 Bracers - Example:
Mages should buy Magister's Bindings.
Druids should buy Wildheart Bracers.
- **Level 59:** 2x Thorium Bars

These might not always be up for sale, so start checking early.

The Guide:

LEVEL 51

If you followed the previous chapters, you should have the following quests:



Now let's get started with the guide!

You have two options:

1. Get a group together and go to [Maraudon](#), follow my [Maraudon Instance Guide](#).
2. Proceed to the next paragraph, we will have a grinding session later on to catch up with those who went to Maraudon.

Time to explore new areas! Repair, resupply food and drink (5 stacks), check the AH. **Make Orgrimmar your homepoint**. Buy **15 silk cloth** if you don't have that on you already. You'll need them for a Searing Gorge quest.

In short (if you already know the way): Go to [Searing Gorge](#).

In detail: Take a zeppelin to Grom'gol then fly to Kargath, then go south/southwest and you will find the entrance to the [Searing Gorge](#) on the western end of the Badlands at (3,67).

Inside Searing Gorge:

Follow the trail north and then west around the area named "[The Cauldron](#)" and find Kalaran Windblade (38,39). Get the quest [\[48\] Divine Retribution](#) then talk to Kalaran again and go through his dialogue. Turn in the quest and get the follow up [\[48\] The Flawless Flame](#).

Go a bit further west and you should find a path going up the mountain to [Thorium Point](#) (32,33).

In Thorium Point, get the flight path.

Then find a "wanted poster" at (37,26). Right click it and get the quests:

1. [\[48\] JOB OPPORTUNITY: Culling the Competition](#)
2. [\[48\] STOLEN: Smithing Tuyere and Lookout's Spyglass](#)
3. [\[50\] WANTED: Overseer Maltorius \(Elite\)](#)

Get the 3 quests from Hansel Heavyhands:

1. [\[49\] Incendosaurs? Whateverosaur is More like It.](#)
2. [\[49\] Curse These Fat Fingers](#)
3. [\[49\] Fiery Menace!](#)

and [\[50\] What the Flux?](#) from Master Smith Burninate.

Note: If you ever need to sell and repair, you should go to this NPC.



1. First, go south where you'll find a big wheel (its part of a dark iron dwarven forge) and kill all the **Dark Iron Steamsmith** you find there (39,50), there should be 5 or 6 around here.

Hopefully one of them will drop the **smithing tuyere** you need. If not, lets just go on, we'll come back here later.

2. Start heading east and kill any **elemental** or **Heavy War Golem** you find on the way. Also kill **Dark Iron Taskmasters** and **Dark Iron Slavers** on your way. Don't wait for respawns, just kill them while going east. At (59,35) mount up and ride southeast to Grimesilt Dig site and find a little wooden house at (65,62) behind the dig site, which actually looks like some public toilet. Right click it and get the quest **[45] Caught!**.

Start killing the **Dark Iron dwarves** in the camp as well as the **golems** around here. After you have killed **8 Dark Iron Gelologists** and got **15 silk cloth** (if you don't have them, kill more of those dwarves, they drop silk cloth), go back to the **Wooden Outhouse** and turn in the quest, don't get the follow up though.

3. Ride north to the entrance of **The Cauldron** (63,38). Inside the Cauldron, kill all the **Dark Iron dwarves** and **Elementals** you find. **The Blazing Elementals** and the **Magma Elementals** drop the **Hearts of Flame** you need. Also kill any **Heavy War Golem** you find.

Note: If while killing dwarves you find a "Grimsite Outhouse Key", right click it to start the quest **[47] The Key to Freedom**, we will turn it in later on.

4. Progress westwards inside the Cauldron until you find an iron slope going up at (46,53). Follow this slope until you find an entrance to the **Slag Pit** at (41,54).



Inside the Slag Pit go across the bridge, on your left will be the Quarry Gate, go through it.

Work your way northwards until a bigger room where you'll find **Enslaved Archeologists** and a big **52 Elite elite golem** lying down (ignore it). Go up the iron slope, midway on the slope you have 2 options, straight or left. Go straight. You'll soon enter a room with several pairs of **taskmasters** and **slavers**.

In this room further in and to the right you'll find **Overseer Maltorius** and **2 Dark Iron Sentries**. These are 3 elites so you can't solo them. You can

either try to find more people (I managed to duo it with mage + paladin) or just abandon this quest. What I usually do is grind in the Slag Pit while looking for people to kill **Overseer Maltorius**. However, behind these 3 elites you can find **Secret Plans: Fiery Flux**. And most classes can get those plans solo, with some tricks.

You need to click the plan and not be interrupted for 6 seconds. So how do you do this? Well several classes can't do it, Paladins for example. Some can, like mage:

Sheep the overseer, let the 2 sentries come to you, Iceroot them, run for the scroll and loot it fast, then jump down the ledge behind the scroll.

Or warlock, hunter: Send in the pet, quickly loot the scroll and jump down.

Or warrior: charge the Maltorius, and use intimidating shout. Loot the scroll quickly and jump down.

Engineers can probably make it too if they got a high level target dummy.

Anyway, that's if you can't find people to kill those 3 elites with you, so try to find people for it and in the meantime you can go on with the other quests inside the Slag Pit. Better try it with 2 other people, its a tough fight because Overseer is a mage and casts polymorph. If you got paladin or priest they can dispell it. Best is to sap/sheep Overseer and kill the 2 sentries first, then deal with the overseer alone.

From the same big room, go over the iron bridge which is on the opposite side of the 3 elites. On the other side of the bridge, jump down to the lower floor at the drop off spot indicated on the map. From this spot go east and you should find **Incendosaurs**, kill 20 of them.

5. When done with that, go back up the ramp and then get out of the Slag Pit, jump down back into the Cauldron and work your way westwards looking for **Blaze Elementals** until you get **4 Heart of Flame**.

6. Then go to the iron slope you took previously at (46,53) Follow this slope but this time skip the first entrance to the Slag Pit, and get on the elevator (40,54). The elevator will stop at the 1st floor and 2nd floor but don't get off. Wait until it's on the 3rd floor from there you can get out of the Cauldron.

Kill every **Steamsmith** you find around the buildings in front and to the left of you after getting off the elevator (39,50). There is **5 Steamsmiths** at this spot, pray that one of them drops a smithing **Tuyere**. If not don't worry, we'll kill more of these later.

7. Kill every **Heavy War Golem** around and go north to Kalaran Windblade (39,38). Turn in the quest and get the follow up **[48] Forging the Shaft**

8. Go to Thorium Point and turn in the quests you have completed. When turning in **[50] What the Flux?**, Master Smith Burninate will open 3 new quests to you, but they are just to work on Thorium Brotherhood faction, so don't bother unless you care about this faction.

9. Sell and repair, then go south to the big dwarven forge/wheel (39,50) and kill **Dark Iron Steamsmiths** again.

10. Then go west and then south, basically staying close to the cauldron but never going down in it. Kill every **dwarf** and **golem** on your way. Basically make circles around the cauldron.

11. Also make sure you kill any **Greater Lava Spider** on sight. There is a lot of them in an area west of the Cauldron (28,47).

12. While doing circles around the Cauldron, make sure you kill the **Dark Iron Lookouts** you can find at the feet of each of the 4 watch towers. They drop the **spyglass** you need for one of the quests.

13. Anyway, as soon as you got **8 Thorium Plated Daggers**, go back to Kalaran Windblade, even if you didn't finish the other quests yet.

Note: The **Thorium Plated Daggers** can drop on any Dark Iron Dwarf, it generally takes me a full turn around the Cauldron to get 8 of them.

Turn in the quest at Kalaran Windblade and get the follow up **[50] The Flame's Casing (Elite)**

14. Go kill the **5 Dark Iron Steamsmiths** again before you go, if you haven't got the **Smithing Tuyere** yet.

15. Now you should ask use the LFG tool and see if anyone is interested in doing **[50] The Flame's Casing (Elite)**

Certain classes (like hunter or warlock), can probably solo this quest, but many can't. You can duo this quest easily though.

If you don't find people to help you immediately, just keep on doing circles around the Cauldron killing dwarves, giants and greater lava spiders while waiting on people to join your group.

Once you got yourself a group (or at least one level 48+ partner). Go west to the **Twilight Camp** at (24,34). Now all that is left for you to do is kill **Twilight mobs** (any of them) until you get a **Symbol of Ragnaros**

16. When you got this item, you can say goodbye to your group and go back to Kalaran Windblade. You can also go to Thorium Point for a quick sell/repair if necessary.

Turn in your quest at Kalaran Windblade and get the follow up **[50] The Torch of Retribution**. Turn it in, watch him craft the torch, then get the quest **[50] The Torch of Retribution**. Right click the stick surrounded by a green aura, complete the quest. Talk to Kalaran again, get the quest **[50] Squire Maltrake**.

Turn in the quest at Squire Maltrake and get the follow up [\[52\] Set Them Ablaze! \(Elite\)](#)

Luckily, this is one of the elite quests you can solo!



1. Go southwest to the first watch tower (33,52). Don't forget to kill any mob you might still need on the way (golem, spider, dark iron steamsmith or lookout)

When you are at the 1st watch tower, clear any mobs guarding it (minus the elite inside of it), then search the **Torch of Retribution** in your inventory, equip it, and put it on a hotkey.

There is one elite Dark Iron Sentry on the tower, you don't need to kill it, just run past it (or stealth past it if you are rogue/druid). If you can iceroot / sheep / fear it, do so, but you don't have to. Just ignore it, quickly search for a small bowl on the floor named "**Sentry Brazier**" and right click it.



It will be instantly lit. Then jump down and run away to lose aggro on the elite.

2. Do exactly the same thing on the 2nd tower (35,59).

3. Then the 3rd tower (43,63)

4. And the 4th tower, which is accessible only through a bridge at (52,57).

Note: The 4th tower is the one with the most Dark Iron Lookouts, in case you didn't get a [Lookout's Spyglass](#).

5. After you are done setting the 4th tower ablaze, go east to the [Grimswilt Dig Camp](#) and go turn in [\[47\] The Key to Freedom](#) at the wooden outhouse.

6. Go back to Squire Maltrake (38,39), turn in the quest and watch Kalaran transform into a dragon, make his speech and then he'll fly away. Right click the treasure chest named "**Hoard of the Black Dragonflight**" next to where he was, accept the quest [\[50\] Trinkets...](#) Then click the chest again and complete the quest. Look in your inventory for the red box named [Hoard of the Black Dragonflight](#), open it and loot what's inside of it (especially the Molt, which you will need later on for a quest)

You don't need the Torch of Retribution anymore, you can destroy it or bank it.

Now there's only one thing left for you to do: finish all the quests that you haven't finished yet, and you already should know where all the mobs you need are. Once you have completed all these quests, go back to [Thorium Point](#) and turn them in.

For those who did Maraudon, this should make you **ding level 52**. For the others, time to grind! *Go grind in the Slag Pit, on the dwarves or the Incendiosaur, as you prefer.*

LEVEL 52

Hearthstone to [Orgrimmar](#), right after hearthstoning, get the quest [\[50\] Assisting Arch Druid Runetotem](#) from the innkeeper.

Go to "The Drag" and find Jes'rimon, he's at the top floor of the alchemy building (55,34). Get his quest [\[52\] Bone-Bladed Weapons](#).

Sell, repair, restock consumables, visit the class trainer.

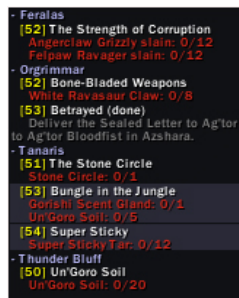
Fly to [Thunder Bluff](#).

In Thunder Bluff, go to the Elder Rise and talk to Hamuul Runetotem, get the follow up [\[50\] Un'goro Soil](#).

Fly to [Gadgetzan](#).

In Gadgetzan turn in [\[53\] March of the Silithid](#) and get the follow up [\[53\] Bungle in the Jungle](#). Also get [\[54\] Super Sticky](#) from Tran'rek.

Your quest log should look like this at this point:



Buy 4 stacks of food/drink (if you don't already have them).

Ride southwest to the slope going down to [Ungoro Crater](#) (27,57).



1. Go down the slope and find Torwa Pathfinder to the right up a small hill (71,75). Get the 2 quests:

- [\[53\] The Fare of Lar'korwi](#)
- [\[55\] The Apes of Un'Goro](#)

*** From now on, while in Ungoro Crater look around for crystals. There is 4 types of crystals:*

Red, Blue, Yellow and Green crystals. Loot them anytime you see them until you got **7 of each color**. Also look for **Ungoro Dirt Piles** and loot the **Un'goro soil** from them. Un'goro soil also drops fairly often from most creatures in Un'goro crater, you should try to have at least about **50 Ungoro Soil** before we leave Un'goro, because we will need extra soils for 2 other quests which will require you to transmute Un'goro soils into Morrowgrain. **

*** Kill every dinosaur you find on your way***

2. Go northwest until you find "**A Wrecked Raft**" at (63,68). Right click it and accept the quest [\[52\] It's a Secret to Everybody](#).

Take a dive right next to where the wrecked raft is and look underwater for yellow bag called "**A Small Pack**". Click it, turn in and get the follow up. You should receive a small pack in your inventory but don't open it for now, it will save you some bag space.

3. Go northeast from here until (68,56), where you will find a **big dinosaur carcass** on the floor. Right click it to get the **Piece of Threshadon Carcass**.

The cog will be grey at most parts of the Threshadon's Carcass. The only spot where you can get the yellow cog and loot the flesh is at the base of the

neck, and only on the east side of the carcass. Once you have your "Piece of Threshadon Carcass", go back to Torwa Pathfinder, turn in the quest and get the follow up [\[53\] The Scent of Lar'korwi](#).

4. Go west back into the [Marshlands](#) until you find some purple **eggs** on the floor (67,73). Clear the ravasaurs around it, then step up on the egg pile, a **Lar'korwi mate** should appear and attack you, kill her and loot the **Ravasauro Pheromone Gland** (75% drop rate). Then go to the next pile of eggs north of this one (66,67), do the same thing. Go back and forth between these 2 egg piles until you got **2 Glands**. Go back to Torwa Pathfinder and turn in the quest, don't get the follow up. We'll come back later for it.

Go back to the area with the Ravasaurs and grind there until you complete the following objectives:

- Gather **7 Power Crystals** of each color
- Gather **8 White Ravasaur Claws**
- Find a **Mangled Journal**, which is a rare drop from those Ravasaurs. Right click the journal and get the quest [\[50\] Williden's Journal](#).

5. Ride north then northwest to [Marshall's Refuge](#) (46,13).

Get the following quests:

[\[52\] Chasing A-Me 01](#)

[\[51\] Shizzle's Flyer from Shizzle](#)

[\[52\] Larion and Muigin from Larion](#)

[\[55\] Beware of Pterrordax](#) from the **Wanted Poster** next to Spraggle Frock.

[\[51\] Roll the Bones](#) from Spark Nilminer

Turn in [\[50\] Williden's Journal](#) and get [\[53\] Expedition Salvation](#) from Williden Marshal and [\[52\] Alien Ecology](#) from Hol'Anyee Marshal.

Open the "**small pack**" in your inventory and loot all the items from it, then turn in [\[52\] It's a Secret to Everybody](#) at Linken (he's inside a tree trunk south of Williden Marshal), get the follow up [\[52\] It's a secret to everybody](#). You can destroy the throwing daggers and the faded photograph from your inventory.

Go inside the cave at Marshall's Refuge and go to the end of it where you'll find a little gnome named J.D. Collie.

Get her quest [\[53\] Crystals of Power](#) and turn it in. Then get the 3 follow up quests she gives you:

[\[53\] The Eastern Pylon](#)

[\[53\] The Northern Pylon](#)

[\[53\] The Western Pylon](#)

Get out of the cave and get the new flight path.

Sell, repair, buy food/drink up to 4 stacks.

Get out of Marshall's Refuge and ride east along the wall until (54,13). At this spot go up the mountain and you should find the **Northern Crystal Pylon**. Click it, and examine it, you should get a "quest complete" message.

Further north of the crystal you should find some **Pterrordax** (3 of them normally), kill them.

***From this point on, kill the following mobs on sight:*

1. **Bloodpetals** of any kind (those walking flowers)
2. **Pterrordaxes**
3. **Diametradons**

And also beware of the Tyrant Devilsaurs, there is a few of them roaming in Un'Goro. They are lvl 55ish elite, run fast and hit hard. So watch your back.**

6. Go east to [Fungal Rock](#). You should find plenty of apes there outside and inside the cave.

Kill **apes** there until you get 2 **un'goro gorilla, stomper and thunderer pelts**. Inside the ape cave at the first fork go right until you find **A-Me 01**, turn in the quest but don't get the follow up.

Be careful when fighting the Un'Goro Gorillas, they call for help when they get low health, and any other ape in a rather wide range will come to help. So, fight them away from other apes.

7. Go south until you find 3 black pools with **Tar Creepers** and **Tar Beasts** around them (60,26). Clear these 3 pools until you have **12 Super Sticky Tar** (drop rate is about 25% per kill)

8. Go southeast until the [Expedition Encampment](#) (68,36) and loot the **Crate of Foodstuffs**.

9. Go southeast until you find the **Eastern Crystal Pylon** (76,48). Click it and examine it.

Go south to Torwa Pathfinder (71,75) and turn in [\[55\] The Apes of Un'Goro](#), don't get the follow up.

10. Go west to the [Slithering Scar](#) and clear yourself a path to the bug lair entrance at (50,76). Inside the bug lair at the first fork go left, clear the circular room and then stand in the middle of it, look in your inventory for a black vial named "**Scraping Vial**" and click it. If it doesn't work try

different spots in this room until you get a [Hive Wall Sample](#).

At this point you might already have gotten a [Gorishi Scent Gland](#). If you didn't, keep on killing these bugs until one drops. It can drop from any of the bugs, inside or outside the lair, it doesn't matter.

11. Go directly south of the bug lair and up the mountain (50,88). You should find **2 Pterrodax** there, kill them.

A bit further to the west you should find another of those spots up the mountains with 4 or 5 **Pterrodax** there (44,87), kill them. Stay at this spot until you get your **10 Pterrodax kills**, you can kill some bugs while waiting on respawns.

12. Then get on your mount and ride to the [Expedition Camp](#) at (38,66), try to avoid the aggro as much as possible because most mobs are too tough for you here. At the Expedition Camp, look for a pile of crates named "**Research Equipment**" and loot them. Then go northwest, run away from any aggro if you have to, the lake is pretty safe so I suggest you just swim through it.

13. Go northwest until you reach the big rock on the other side of the lake. Behind this rock you 'll find a little goblin named Krakle, get his quest quickly **[55] Find the Source**. (Quickly because a Devilsaur roams at this place every now and then. 🤪)

14. Go directly west and a bit to the south and you will find the **Western Crystal Pylon** (23,57). Click it and examine it.

Ride northeast back to [Marshall's Refuge](#) and sell and repair.

If you haven't finished **[52] Muigin and Larion**, go out and kill some more **flowers** until you complete it. Go to the area which is southeast of the black pools where we killed the **Tar beasts**. There are plenty there and they are the easiest flowers to kill (65,27).

Then go back to Marshall's Refuge and turn in:

[\[52\] Alien Ecology](#)

[\[52\] Muigin and Larion](#), Get the follow up [\[52\] Marvon's Workshop](#)

[\[53\] Expedition Salvation](#)

[\[53\] The Eastern Pylon](#)

[\[53\] The Northern Pylon](#)

[\[53\] The Western Pylon](#), get the follow up quest [\[53\] Making Sense of it](#) from J.D. Collie. Turn it in. You can bank the book you get as reward from this quest (it tells you how to combine crystals at the various pylons for some consumable crystals with effects like heal or damage shield, but nothing too great, so just bank the book to have more bag space or destroy it).

Fly to [Gadgetzan](#).

In Gadgetzan, turn in [\[54\] Super Sticky](#) and [\[53\] Bungle in the Jungle](#), don't get the follow up quest.

Fly to [Thunderbluff](#), go to the Elder Rise and turn in [\[50\]Un'goro Soil](#) at Ghede, a tauren standing behind the big tent. Go to Arch Druid Hamuul Runetotem, he should have a new quest for you: [\[50\]Morrowgrain Research](#)

Go to Bashana Runetotem, she's in the high tent next to the bridge. Turn in the quest and get the follow up [\[50\]Morrowgrain Research](#).

*** Search your inventory for something named "**Evergreen Pouch**". From now on, click it everytime the timer is ready, it will create an "**Evergreen Herb Casing**", open it and loot what's inside. It can be various herbs but sometimes it will be **Morrowgrain**, and that's what you need. You need **2 Un'goro Soil** everytime you want to use the pouch, but you should still have about 20 left even after turning the quests.*

You will need a total of **10 Morrowgrain**. Once you got 10 Morrowgrain you can stop using the evergreen pouch. I personally sold the seeds and the un'goro soil I had left after obtaining my 10 Morrowgrain, and also destroyed the evergreen pouch, because I like having bag space 🤪. Don't stand still and do nothing while waiting on the pouch timer though, go on with the next part of the guide! You can click on the evergreen pouch every now and then everytime the cooldown is refreshed, until you get 10 Morrowgrain.**

Hearthstone to [Orgrimmar](#).

Go to "The Drag" and turn in the quest [\[52\]Bone-bladed Weapons](#).

Sell, repair, restock consumables (5 stacks food/drink).

Put the following quest items in your bank if you lack space:

[Krakle's Thermometer](#)

[Dinosaur Bones](#)

[Webbed Diemetradon Scales](#)

[Webbed Pterrodax Scales](#)

I'll warn you when we need to pick them up from the bank.

Fly to [Splintertree Post](#) and then follow the road northeast until [Azshara](#).

Right after entering Azshara you'll find [Talrendis Point](#) to the right (11,77). Stay away from the alliance npcs as much as possible and get the two quests from the tauren named Loh'atu:

[\[47\] A Land Filled with Hatred](#)

[\[47\] Spiritual Unrest](#)



1. Go north on the other side of the road to [Shadowsong Shrine](#) (13,74). Kill **6 Highborne Apparitions** and **6 Highborne Lichling**. There's more of them just a bit further to the northeast

2. When done with that, go further to the northeast until [Haldarr Encampment](#), kill **Satyrs** there until you have **[47] A Land Filled with Hatred** complete.

3. Go back to [Talrendis Point](#) and turn in the two quests.

4. Ride north/northeast to the [Valormok](#), the horde outpost. Turn in **[53]Betrayed** and get the follow up **[53]Betrayed**. Also get the quest **[52]Stealing Knowledge**.

Get the new flight path.

5. Ride northeast, go around the ruins of Eldarath by the west side of it and keep going northeast. Avoid the Timbermaw Furbogs, don't kill any of them even if they attack you, just run away. Avoid the other timbermaw camp "ursolan", go around it by the east side and keep riding northeast until you get to sharp hill at (53,27), get to the top of it, you can only access it from the north. Uptop you'll find a goblin named Kim'jael. Get his quest **[53] Kim'jael Indeed**.

6. Just southeast of Kim'jael you'll find [Thalassian Base Camp](#) (55,26).

Start killing **Blood Elves**, a lot of Blood Elves. This is a good grinding spot, rarely occupied. The elves have low hit points and can drop rune cloth, and they respawn fast!

For those who aren't already level 53, **I suggest you grind until you are level 53 and 4 bubbles of exp in (approximately 25000 XP)**. Read the Next paragraph while you grind on those elves.

In the Blood Elf camp you'll find several crates named **"Kim'Jael's Equipment"** scattered around. Open them all, most of the time you'll find food in it, but 25% of the time you'll find **Kim'Jael's compass**, scope, etc. Just keep opening crates until you have all of Kim'Jael's items.

LEVEL 53

7. Once you have got all the Kim'Jael parts and completed the kill list of **[53]Betrayed**, go to the stone structure behind the elf camp, close to the sea (59,31). Click the altar there, turn in the quest and get the follow up **[56]Betrayed**. 3 **Floating Crystals** should spawn, right click one of them to destroy it, an elven defender should spawn. Move away from the stone structure and kill it. At some point Magus Rimtori should spawn inside the stone structure while you kill the defender, but since you moved away she won't aggro you. Kill the defender, drink back to full HP/MANA and kill her and loot her head.

8. Go back to Kim'Jael, turn in the quest, get the follow up **[53] Kim'Jael's "Missing" Equipment**.

9. Ride southwest and find the path going down to the [Shattered Strand](#) (45,37), it's right next to Ursolan, southeast of it. Go down this path.

10. You'll encounter some **naga** pretty soon, kill every naga on your way, go southwest, until you reach the [Ruins of Eldarath](#) by a path at (41,48).

11. Once inside the Ruins of Eldarath, look for the tablets listed in **[52]Stealing Knowledge**. They spawn at random locations, so all you have to do is search through the entire ruins while killing everything. See this as a little grinding session. The tablets look like this:



This is a good grinding spot, so stay there until you are about halfway through level 53.

Don't forget to use the Evergreen Pouch every 10 minutes.

During your grinding session you should find "Some Rune" on one of the nagas, if you don't you're really unlucky, and you have to keep on grinding until it drops!

12. Find the slope taking you out of the Shattered Strand back on high ground at (46,39) and then ride northeast back to Kim'Jael, turn in the quest.

13. Ride southwest, back to **Valormok Camp**. Turn in **[52]Stealing Knowledge**, get the 4 follow up quests, which are Delivery quests. Turn in **[56]Betrayed**, get the follow up.

14. Ride east to find an elf with a blue question mark at (28,50). Turn in the quest **Meeting with the Master** and you'll be teleported to another place. Mount up and follow the path up the mountain and then go to the top of the tower, find Archmage Xylem and turn in the quest.

[52]Delivery to Archmage Xylem, get the follow up **[52]Xylem's Payment to Jediga**.

Hearthstone to Orgrimmar.

Sell, repair, restock consumables (4 stacks).

Go to "The Drag", find Jes'rimon, that troll npc we already dealt with for an Un'goro quest. He's on top of the alchemy building. Turn in **[52]Delivery to Jes'rimon** and get the follow up **[52]Jes'rimon's Payment to Jediga**.

Go to Belgrom Rockmaul in the Valley of Honor, in front of the warrior's building. Turn in **[56]Betrayed**.

Get out of Orgimmar, take a zeppelin to **The Undercity**. Go to the Apothecarium, find Andron Gant and turn in the delivery quest, get the follow up **[52]Andron's Payment to Jediga**.

Also in the Apothecarium get the following quests:

[52]Seeping Corruption

[52]A Sample of Slime...

[56]...and a Batch of Ooze.

Ride out of the Undercity, take a zeppelin to Orgrimmar, fly to **Thunderbluff**. Go to the elder rise, find Magatha Grimtotem, turn in the quest and get the follow up **[52]Magatha's Payment to Jediga**. In the tent next to Magatha turn in **[50]Morrowgrain**. You can destroy your Evergreen Pouch if you wish.

Fly to **Valormok**, Azshara. **Turn in the 4 delivery quests.**



1. Ride northeast, to the same slope you used last time to go down (45,37).

2. This time keep going east until you reach the shore.

At (47,46) you should find a pool, close to the sea. Step inside the pool and right-click the "Empty Vial Labeled #4" from your inventory.

3. Just southeast of this pool, behind a white tower, you'll find another small pool (49,48), fill up the **Vial #3** there.

4. A little further south you should find another pool, very close to the sea (48,51), fill up the **Vial #2** there.

5. Further south you'll find the last pool, next to small mountain (48,60). Fill up the **Vial #1** there.

At this point you should be about 25000XP away from level 54, stay on this beach and grind on **Nagas** until you **hit level 54 and have your hearthstone ready**, but rejoice, this is the last real grind session we'll have in this guide!

LEVEL 54

Hearthstone to **Orgrimmar**. Put the four vials in your bank, we'll turn in that quest later on.

Sell, repair and restock consumables (5 stacks)

Fly to **Splintertree Post**, Ashenvale. Follow the road to **Felwood**.



1. In Felwood follow the road until you find the Emerald Sanctuary, left of the road you'll see a furlbog named Graze (50,84), get the quest **[48] Timbermaw Ally** from him.
2. Go to the Emerald Sanctuary and get **[51] Forces of Jaedenar** from Greta Mosshoofand and **[54] Verifying the Corruption** from Taronn Redfeather.
3. Go southwest and you'll find **Deadwood Village** (49,88), start slaughtering **Furlbogs**. Keep doing that until you complete **[48] Timbermaw Ally**.
4. Go back to Graze and turn in the quest, get the follow up **[55] Speak to Nafien**.
5. Get back on the road and ride west, at some point the road will turn north, look for a tauren npc named Maybess Riverbreeze next to a small green pool (47,83), get the quest **[55] Cleansing Felwood** from her.
6. Ride north following the road until (43,67), to the west should be a green pool, go there and kill **Cursed Oozes**. Kill all the oozes around that pool -there should be about 10- loot the **Felwood Slime Sample** off them, then get back on the road.
7. Ride north and after a while you should find another of those pools with oozes, next to Jaedenar (41,59). Kill all the oozes there, about 5 of them.
8. Just north of this pool, on the other side of the path to Jaedenar, you should find another of those pools, kill all the oozes there (40,56).
9. Ride north until you reach **Bloodvenom River**, you should find a lot of oozes on both sides of the river, kill them all while going west.

*** You should normally have about 30 Felwood Slime Sample at this point, which is plenty to complete the quest [52] A Sample of Slime... even if you are unlucky. If you don't have 30 samples, just kill any ooze you find on your way in Felwood.***

10. Keep going west along the river and then go south to **Bloodvenom Post**.

Get the quests:

[54] Well of Corruption

[56] Wild Guardians

[51] A Husband's Last Battle

Get the new flight path, sell junk and repair.

11. Get back on the road and go south to **Jaedenar** (40,57), clear yourself a path westwards through **Jadefire Hounds, Guardians, Adepts and Cultists** until you are done with **[51] Forces of Jaedenar**.

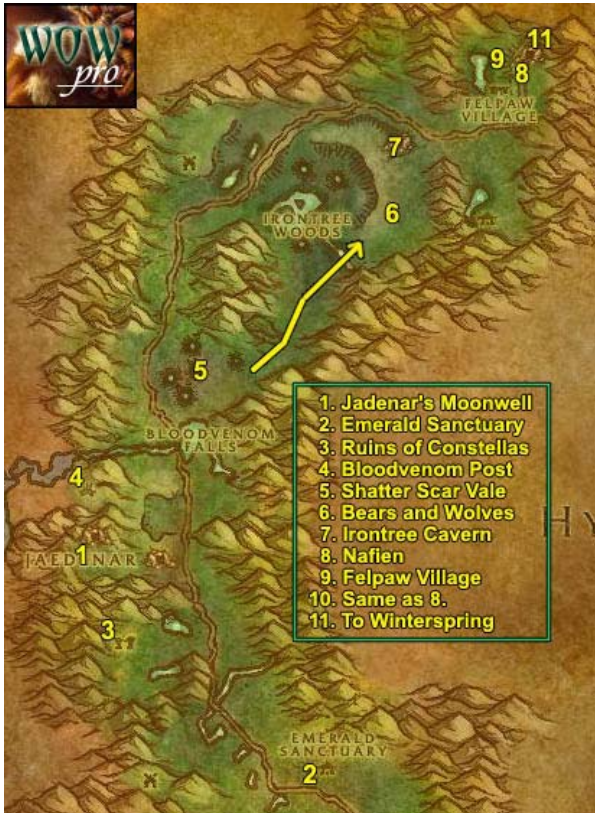
12. Get back on the road, ride south and then go west to the **Ruins of Constellas** (38,69), clear the way west till you find a **corrupted moonwell** at (32,67). Step inside the moonwell and right-click the **Hardened Flasket** in your inventory.

13. Get back on the road, ride south to the **Emerald Sanctuary** (51,82). Turn in **[51]The Forces of Jaedenar**, get the follow up **[52]Collection of the Corrupt Water**.

14. Ride southwest, back to **Deadwood Village**, clear the way through the **furlbogs** and find their chief, **Overlord Ror**, at the southernmost camp of the furlbog village (48,94). Kill him and loot **Overlord Ror's Claw**.

15. Ride back to **Bloodvenom Post**, turn in **[54]Well of Corruption**, get the follow up **[54]Corrupted Sabers**. Turn in **[51]A Husband's Last Battle**.

Sell and repair.



1. Ride to **Jaedenar**, clear the way west until you find a corrupted moonwell at (35,60), right click the **Empty Canteen** from your inventory.

2. Get back on the road and ride south to the **Emerald Sanctuary**, turn in **[52]Collection of the Corrupt Water** and get the follow up **[52]Seeking Spiritual Aid**.

3. Get back on the road and ride to the **Ruins of Constellas**, clear the way through the **satyrs** until the corrupted moonwell where we went earlier (32,67). Kill the satyrs around the well if there are any. Then step inside the well and right-click **Winna 's Kitten Carrier** from your inventory. Clear the way out carefully, don't die or you'll lose your **Corrupted Saber** and will have to redo the quest.

4. Get back on the road and ride back to **Bloodvenom Post** while making sure the cat is always following you.

In Bloodvenom post go to Winna Hazzard, then right-click the **Corruptee Saber** and choose to release it. Turn in the quest **[54]Corrupted Sabers**. Sell and repair.

5. Get back on the road, ride north, shortly after the bridge go right into **Shatter Scar Vale** (39,44). Kill **2 Entropic Beasts**, they are immune fire and deal fire damage. Walk around in the Shatter Scar Vale until you get the **"Explore the craters"** complete message. Further to the east and a bit to the north at the last crater you should find **Entropic Horrors**, they are just a bit higher level than the Entropic Beasts but still in your range. Kill two Entropic Horrors then get back on the road. If you don't find Entropic Horrors, kill Entropic Beasts until Entropic Horrors respawn instead.

6. On the northeastern part of the Shatter Scar Vale you should find a narrow path going north, mount up and go through this path then go northeast until you cross a small river. On the other side of the river you should find an area with **Angerclaw Grizzlies** and **Felpaw Ravagers** (54,28). Kill as many as possible, then go further north to the **Irontree Cavern** and kill **Warpwood Elementals** while waiting for Grizzlies and Wolves to respawn, then go back and kill the remaining ones you need to complete **[52]The Strength of Corruption**.

7. Go to **Irontree Cavern** as shown on map (55,15). Kill **Warpwood Elementals** until you get **15 Blood Amber**, they always drop.

8. Get back on the road and follow it going east and then north until the entrance of **Timbermaw Hold**, talk to Nafien, turn in the quest. Get the other

quest [55] **Deadwood of the North**.

9. Turn towards the west and jump down, you should land in **Felpaw Village**.

Start killing **Deadwood furlbogs** until the kill list is complete, be careful with the Den Watchers, they call for help, fight them away from the others. Also check your reputation tab (press "U" key), you must be 150 reputation points away from "Unfriendly" before you go turn in the quest, so if you aren't, kill some more furlbogs. If you find a **Deadwood Ritual Totem**, don't click it, you can't do the quest yet, as you need to be neutral with the timbermaw furlbogs, and since we are short on quest log space, just keep the totem in your inventory for now.

10. Go turn in the quest at Nafien, get the follow up [55] **Speak to Salfa**. You should now no longer be attacked on sight by the Timbermaw Furlbogs.

Note: if you get 5 **deadwood headdress feathers**, turn them in at nafien as well, it's a repeatable quest for extra faction with the timbermaws. (You get +50 faction points per turn in)

**** Optional:** If you did Maraudon and have the quest [51] **Seed Of life**, inside timbermaw hold go under the bridge and to the north, keep going until you exit in **Moonglade**. In Moonglade go north straight to the shrine of Remulos (36,42), turn in [51] **Seed of Life** at Keeper Remulos. Go back to **Timbermaw hold****

11. Go inside Timbermaw Hold through the first tunnel, after the bridge keep going east. Right outside the tunnel to the right you'll find Salfa, turn in the quest, get the other quest [58] **Winterfall Activity**.



1. Ride south to Donovan Snowden, turn in the quest [52] **It's a Secret to Everybody**, let her do her speech, and then get the follow up [52] **The Videre Elixir**, get the other quest [56] **Threat of the Winterfall**.

**** From now on kill any ragged owlbeast you see on your way, until you have killed 15.****

2. Go east to **Timbermaw Post** (40,44). Kill the **furlbogs** there until you have completed [56] **Threat of the Winterfall** and found an **Empty Firewater Flask**.

If this camp is too crowded, you can try the other one northwest of here at the Frostfire Hot Springs (31,37).

When you find the Empty Firewater Flask, right-click it to get the quest [56] **Winterfall Firewater**.

3. Ride east to **Everlook** (61,38), kill as many **Ragged Owlbeast** on your way as possible.

In Everlook get the quest [56] **Are We There, Yeti?**

Sell, repair, and restock food/drink (4 stacks)

You can put the **Felwood Slime Samples** in the bank, we won't be needing them for a while.

Get the new flight path.

4. Go southeast of Everlook, to **Ice Thistle Hills** (65,42). Kill yetis there until you have **10 Thick Yeti Furs**.

5. Go back to **Everlook**, turn in [56] **Are We There, Yeti?** Don't get the follow up.

6. Go northwest of everlook, to the area shown on the map, you'll find a lot of **Raging Owlbeasts** there. Kill everything in the area, I advise you to just kill all the aggressive creatures close to you, including bears. If you try to sneak past mobs to just kill Owlbeasts you'll end up getting adds and things can get quite ugly in this area. Stay in this area until you have **15 Raging Owlbeasts kills**.

7. Go to the area marked "7" on the map and hunt **Ragged Owlbeasts until you have 15 kills**.

8. Ride to Donovan Snowden, turn in [56] **Threat of the Winterfall** and [56] **Winterfall Firewater**. Get the follow up [56] **Falling to Corruption**.

9. Ride northwest and go through the tunnel to **Felwood**.

In Felwood jump down to your right after you exit the tunnel.

Clear yourself a path to the camp which is on the upper level of Felpaw Village, northwest of the green pool. Clear the camp (which might be hard, so use everything you got if needed) and you should find a **"Deadwood Cauldron"** (60,5). Click it, turn in the quest and get the follow up [56] **Mystery Goo**.

Go back to [Winterspring](#) through Timbermaw Hold. Go back to Donova Snowden, turn in [\[56\] Mystery Goo](#) and get the follow up [\[56\] Toxic Horrors](#). 3 Furlbog ambushers will spawn and attack you, run away from them.

Hearthstone to [Orgrimmar](#).

Sell, repair, restock consumables (5 stacks of food/drink).

Get the following quest items from your bank:

[Krakle's Thermometer](#)

[Dinosaur Bones](#)

[Webbed Diemetradon Scales](#)

[Webbed Pterordax Scales](#)

[Mithril casing](#) (or buy it now if you don't already have it)

[Bait](#) - if you followed my previous chapter, you should have this bait in your bank. If you don't have it it's not a big deal, I'll tell you how to get it soon.

Fly to [Ratchet](#).

In Ratchet go to the small hut with the green roof, close to the sea (62,39). Turn in [\[52\]Marvon's Workshop](#).

If you plan to go to Sunken Temple later on then get the follow up [\[52\]Zapper Fuel](#).

In any case get the quest [\[55\]Volcanic Activity](#).

Just in front of the hut you should find Marvon's Chest, loot the [Stone Circle](#) from it.

From Ratchet ride south along the merchant coast and go east to the [Tidus Stair](#) (65,43), right next to the ocean you should find Islen Waterseer next to a hut.

Turn in [\[52\] Seeking Spiritual Aid](#), watch her summon a water elemental spirit and then take her follow up [\[54\] Cleansed Water Returns to Felwood](#).

Ride back to Ratchet, fly to [Shadowprey Village](#), Desolace.

Follow the road to [Feralas](#).

In Feralas, if you have the Bait - which we got in the previous chapter - skip the next paragraph. If you don't have the bait, here is how to get one:

Follow the road south until you are at the area marked "The Twin Colossals" on the map. Directly under the first letter "T" of "The Twin Colossals" you should find Gregan Brewspewer, who is a dwarf standing next to a small white tent (45,25). Buy a "Bait" from him, it costs 20silver. Now that you have your bait, get back on the road and go north until (46,11).

Just west of the road you should see some ruins with a gnoll - [Miblon Snarltooth](#) - in front of it (45,11). Get off your mount, right-click the bait from your inventory and then left-click on the floor somewhere close to Miblon. The gate will open, go quickly inside and loot an [Evoroot](#) from one of the pedestals.

Go to Gregan Brewspewer, check 2 paragraphs above if you're unsure of where he is. Turn in the quest "[The Videre Elixir](#)".

Get back on the road and ride to [Camp Mojache](#).

In Camp Mojache turn in [\[52\]The Strength of Corruption](#), then fly to [Gadgetzan](#).

Ride directly south to Marvon Rivetseeker at the Broken Pillar (52,45), turn in [\[51\] The Stone Circle](#), get his 2 follow ups if you intend to go to Sunken Temple later on.

[\[51\] Into the Depths](#)

[\[52\] Secret of the Circle](#)

This should make you hit **level 55**, or you should at least be very close.

LEVEL 55

Ride west/southwest until the entrance to [Un'Goro](#). (27,57)



1. Down the slope in Un'Goro talk to Torwa Pathfinder (71,76). Get the 2 quests from him:

[55] [The Mighty U'Cha](#) and

[56] [The Bait for Lar'Korwi](#)

2. Ride north until the eastern crystal pylon, go up the trail and further east and you should see some huge **dinosaur skeletons** at (80,49). Be full health/mana and ready to face a level 56 mob. Open **Torwa's pouch** in your inventory, loot the **Preserved Threshadon Meat** and the **Pheromone Mixture**, right click the meat, and then right click the Pheromone, **Lar'korwi** will appear, kill him. He's rather easy, I had no problems to solo it at all at level 55. Loot **Lar'korwi's Head**.

3. Ride north/northwest to **Fungal Rock** (63,16). Enter the cave, at the fork take the narrow path in the middle, then go right and keep going until you hit the end of the cave. Just be very careful where you fight the **Un'Goro Gorilla**, they call for help. At the end of the cave in a room with a puddle of water and a rock in the middle you'll find **U'cha**, lvl 55 Gorilla. There's another gorilla in the same room but you can pull it solo if you wait for U'cha to go away. Then pull U'cha solo, kill it and loot his **pelt**.

Clear the way out of the cave, then kill all the apes outside the cave, make a clear path because you are gonna escort **A-Me 01** out of this cave soon. Once there's no ape left outside the cave, go back in and go right at the fork this time. After 2 or 3 more apes you'll find A-Me 01. Turn in the quest, get the follow up, turn it in (since you already have the mithril casing), then get the next follow up, [53] [Chasing A-me 01](#). This will start the escort quest, once again the golden rule of escort quests, **let A-me 01 in front**, let her get hit first and then get the mobs off her.

4. Escort her until Karna Remtravel and turn in the quest.

Just above of Karna Remtravel is **Marshall's Refuge**, go there and get the quest [55] [Lost! from Spraggles Frock](#). Sell and repair.

5. Go southwest until you hit the river (40,27). On the southern side of the river you'll find plenty of **Dinos** and some **Oozes**.

In this area, kill every **Frenzied Pterrodax**, **Elder Diametradox** and **Ooze** you find.

Keep doing this until you complete:

[51] [Shizzle's Flyer](#)

[51] [Roll the Bones](#) (they drop from the Elder Diametradoxs approximately 25% drop chance)

[55] [Beware of Pterrodax](#)

And have gathered about 30 **Un'goro Slime Samples**.

This might take a while but this is decent grinding since there's quite a lot of mobs, and you are completing 4 quests at the same time.

Warning: Be careful, 2 devilsaurs roam this area from time to time.

6. When you are done with these 4 quests, go southeast to **Fire Plume Ridge**, climb the mountain from the southern side in the middle (49,53). Find your way to the top of Fire plume ridge, you'll have to do almost a full circle around it for that, ignore the cave with Ringo for now. Kill every **fire elemental** on your way and you should get the 9 **Un'Goro Ash** you need.

When at the top of Fire Plume Ridge, next to the lava pool you should see a conic stone named "**Fire Plume Ridge Hot Spot**". Search your inventory

for [Krakle's Thermometer](#), right click it next to the conic stone, this should complete the quest [\[55\] Finding the Source](#). Don't get too close to the cave at the top, there's a lvl 56 Elite elemental there, avoid it.

7. If you got 9 Un'Goro Ash already no need to kill more elementals, just get off fire plume ridge from the west side and ride west until [Golakka hot springs](#) and find Krakle behind the geyser hill (30,50). Turn in the quest and get the follow up [\[55\] The New Springs](#).

Ride east/southeast to Torwa Pathfinder (71,76). Turn in the 2 quests:

[\[55\] The Mighty U'cha](#)

[\[56\] The Bait for Lar'korwi](#)

8. Go northwest to [Fire Plume Ridge](#) (yes, again!). Climb on it from the southern side in the middle (49,53) then go a bit east to reach the cave where [Ringo](#) is (52,51). Turn in the quest [\[55\] Lost!](#) and get the follow up [\[55\] A Little Help from My friends](#). Search your inventory for [Spraggle's Canteen](#) and put it on a hotkey. Everytime Ringo faints, click the canteen while being next to him. Get off the mountain by the eastern side, then go north, run to [Marshall's Refuge](#) while making sure Ringo always follows you, try to avoid mobs as much as possible. Run inside Marshall's Refuge until Spraggle Frock, you'll get the quest complete message.

Time to turn in some quests!

[\[55\] Beware of Pterordax](#)

[\[55\] A Little Help from my Friends](#)

[\[51\] Roll the Bones](#)

[\[51\] Shizzle's Flyer](#)

Destroy Spraggle's Canteen.

Hearthstone to [Orgrimmar](#).

Sell, repair and restock consumables (5 stacks)

You can put the Un'goro slime samples in the bank, for more bag space.

Now you have two options:

1. Get a 5 man group together and go to [Sunken Temple](#). Follow my [Sunken Temple Instance Guide](#). This should make you hit level 56. When you are done with Sunken Temple, turn in all the quests besides [\[52\] Zapper Fuel](#), we will go turn in it later in the guide.

2. You don't want to do Sunken Temple, then I suggest you go grind somewhere you like. There are plenty of good grinding spots at this level. You can try the Deadwood Furbogs in Northern Felwood to get neutral faction with the Timbermaw Tribe and being able to turn in the totem quest, or you can go grind on the Scarlet Lumberjacks in Western Plaguelands, or anywhere with mobs in your level range. **Grind up to level 56.**

LEVEL 56

Hearthstone back to [Orgrimmar](#).

Sell, repair, restock consumables (4 stacks)

Visit your class trainer.

Fly to [Winterspring](#).

Ride west and go to Donova Snowden, turn in [\[52\] The Videre Elixir](#), get the follow up [\[52\] Meet at the Grave](#). Don't turn in the other quests.

Ride back to Everlook and fly to [Ratchet](#), turn in [\[55\] Volcanic Activity](#).

Fly to [Gadgetzan](#), go to the Gadgetzan graveyard, just east of Gadgetzan (53,28). Drink the [Videre Elixir](#), you'll die, but don't worry, no durability loss from this, it's normal. Release spirit but don't resurrect, go directly north from the Graveyard and up the mountain, you should soon see the yellow dot on your minimap, go to it and talk to Gaeriyon, turn in and get the follow up [\[52\] A Grave Situation](#). Go back to the graveyard, resurrect and click the gravestone named "[A Conspicuous Gravestone](#)", complete the quest and get the follow up [\[52\] Linken's Sword](#). You can destroy the other Videre Elixirs.

Fly to [Marshall's Refuge](#), Un'goro Crater. Turn in the quest [\[52\] Linken's Sword](#), get the follow up [\[52\] A Gnome's Assistance](#), go talk to J.D. Collie inside the crystal cave, turn in the quest, watch her do her speech and get the follow up [\[54\] Linken's Memory](#).

Hearthstone to [Orgrimmar](#) if your stone is ready.

Fly to Splintertree Post, Ashenvale.

Ride to [Felwood](#).

No map needed this time, as you already know all the locations we'll use from the previous two felwood circuits.

In Felwood, go north to [Emerald Sanctuary](#) (51,82), turn in [\[54\] Cleansed Water Returns to Felwood](#), get the follow up [\[55\] Dousing the flames of Protection](#).

Also turn in [\[54\] Verifying the Corruption](#) and [\[54\] Linken's Memory](#), get the follow up [\[54\] Silver heart](#).

Go west on the other side of the road and find Maybess Riverbreeze (47,83), turn in [\[55\]Cleansing Felwood](#). Talk to her and ask her for a [Cenarion Beacon](#). From now on when you kill stuff in Felwood you can get [Corrupted Soul Shards](#), which you will turn in later for [Cenarion Plant Salves](#). With those salves you can cure corrupted plants in felwood and get consumables and buffs in return.

Get back on the road, ride to [Jaedenar](#) (40,57). In Jaedenar clear the way westwards until the corrupted moonwell you already went to before to fill up the vial. Enter the Shadow Hold (35,58).

At this point if you can find people to group it will be much easier. **Dousing the Flames of Protection** is doable solo (but kinda hard), on the other hand there's an escort quest which is very hard to solo, if not impossible depending on your class and equipment. It also depends on how crowded the area is, if there's lots of people killing stuff in the shadow hold already, it's doable solo. Anyway, give it a try solo, but grouping for this one is just easier.

Clear the way down the first tunnel, in the first room you'll find a captured elf named **Arko'narin**. This is the NPC that gives the escort quest, but to get it you first need to find a [Blood Red Key](#) from one of the mobs inside Shadow Hold, click it and get the quest [\[55\] A Strange Red Key](#). You have to turn this quest at Captured Arko'narin later. The follow up will be the escort quest.

In the same room you can find the **1st and 2nd brazier** (the 2nd one is on the slope going to the next tunnel), click them to turn them off.

If you are in a group, and get a Blood Red Key (the whole group can loot it if it drops), tell everyone to turn in the first quest at the captured elf. When everyone has turned in the first quest [\[55\] A Strange Red Key](#), one person should start the follow up, which is the escort quest.

Note: You have to click on the elf through the cage. Some people try to click the cage itself, but that doesn't work.

Escort Arko'Narin to her equipment, then escort her out, things can get rough at times because she engages 2 or 3 lvl 55 mobs at the same time and is fragile until she has her equipment on. In the same room where her equipment is you'll find the **3rd and 4th Brazier**, turn them off too. At the exit a 53 Elite mob will attack you.

Defeat it and then Arko'narin will leave and you'll get the quest complete message.

If you don't find anyone to group with and the escort quest is too difficult for you, just don't do it, clear your way inside the Shadow Hold and turn off the 4 braziers.

Clear the way out of Jaedenar, get back on the road and ride north then go west to [Bloodvenom Post](#). Turn in [\[56\]Wild Guardians](#) and get the follow up [\[58\]Wild Guardians](#).

Get back on the road and ride north until [Irontree Woods](#).

Go to the crater at (49,27), you'll find plenty of **Toxic Horrors** there, kill them until you got 3 [Toxic Horror Droplet](#). There's more Toxic Horrors all around the big green pool just north of the crater.

In the same area, kill **1 Irontree Stompers** until one of them drops an [Irontree Hearth](#).

Go up the plateau east of Irontree Woods, where you will find plenty of **bears** and **wolves**. Kill them until you have 11 [Silver Claws](#).

Get back on the road and ride to [Winterspring](#). In Winterspring ride southeast to [Donova Snowden](#), turn in [\[55\]The New Springs](#) and get the follow up [\[56\]Strange Sources](#). Turn in [\[56\]Toxic Horrors](#) and get the follow up [\[57\]Winterfall Runners](#).

Get back on the road and ride east to [Everlook](#).

Should you find the **Winterfall Runners on your way, make sure to kill them and loot the [Winterfall Crate](#). However don't actually go out of your way to look for them, just kill them if you encounter them while following the next paragraphs**

In Everlook get the quest [\[58\]Are We There, Yeti?](#). Sell, repair and restock food/drink (4 stacks)



1. Go east of Everlook to [Winterfall Village](#) (66,33), kill **8 Winterfall Shamans** and **8 Winterfall Ursa** there.

2. Go south of Winterfall Village, to [Ice Thistle Hills](#), this time enter the cave further to the east up the hills (68,42) and kill **Ice Thistle Matriachs/Patriachs** until you get 2 **Pristine Yeti Horn**.

3. Go back to [Everlook](#), turn in **[58] Are We There, Yeti?** and get the follow up. Find a goblin named Legacki, she stands to the left of the Inn. Target her and right click **Umi's Mechanical Yeti** from your inventory. Sell junk and repair.

4. Get out of Everlook, follow the road southeast / south until you find [Owl Wing Ticket](#) (63,59), the entrance of it is marked by two broken pillars and an elf named Ranshalla standing in front of it. Go inside Owl Wing Ticket and kill **13 Moontouched Owlbeasts**.

5. Get back on the road and ride south, go over the ice bridge and keep going south until you discover **Darkwhisper Gorge** and get the complete message for **[56] Strange Sources**.

Hearthstone to [Orgrimmar](#).

Sell, repair and restock consumables (4 stacks).

Fly to Splintertree Post, Ashenvale.

Ride to [Felwood](#).

In Felwood ride to the [Emerald Sanctuary](#). Turn in:

[55] Dousing the Flames of Protection, get the follow up **[58] A Final Blow**

[55] Rescue From Jaedenar [b] (if you managed to do it), get the follow up [b]**[57] Retribution of the Light**. Turn in **[54] Silver Heart**, get the follow up **[54] Aquementas**.

Ride north and go to [Jaedenar](#), clear the way and enter the Shadow Hold. Clear inside the hold further than where you went last time past the last two braziers, past the red pool with the Oozes. Just a bit further down a slope you should find a room with an altar in it's middle, **4 warlocks/darkweavers** around it, performing a ritual, and **Rakaiah** in front.

You can pull Rakaiah solo, the 4 warlocks will be aggro on you but won't attack as long as you don't directly attack them. After you got rid of Rakaiah, you will still be locked in combat mode because of the 4 warlocks, to lose combat mode you just have to run back some distance away from them until they forget you. Basically they never attack you unless you directly attack them. However the warlock's imp pets will attack you and you should dispose of them.

Kill the 2 other mobs on each side of the room and the one in the back, then you can kill each of the 4 warlocks one by one. When the room is clear, click on the **Remains of Trey Lightforge** on the altar, choose your reward and complete the quest **[57] Retribution of the Light**, get the follow up **[57] The Remains of Trey Lightshadow**.

Go past the Altar Room and down a spiral, after a couple of pulls you'll be facing a small bridge going up straight ahead and a slope going down to your left.

Go left and keep going in that direction until you reach a big room where you'll find **Shadow Lord Fel'dan** and his two succubus guards.

It wasn't an easy fight to solo, I basically used everything I had with the mage and rogue. I sheeped Shadow Lord Fel'dan and killed the two succubus fast. Same with rogue, I sapped the shadow lord and killed it last. With the warrior I used retaliation. Don't forget to loot the head of the Shadow Lord.

This part of the dungeon is just much easier with a group, you can try it solo but I recommend at least finding a person to duo it with.

Clear your way out of the Shadow Hold and out of Jaedenar, get back on the road and ride south to the [Emerald Sanctuary](#), turn in the quests **[57] The Remains of Trey Lightforge** and **[58] A Final Blow**.

Ride to [Bloodvenom Post](#). Turn in **[58] Wild Guardians** and get the follow up **[59] Wild Guardians**.

Fly to [Everlook](#), sell, repair and restock food/drink (4 stacks).

Get on your mount and ride southeast/south along the road until [Owl Wing Ticket](#). Kill **Owlbeasts** until you have 10 Berserk Owlbeast kills and have found a **Blue-feathered Necklace** off one of the owlbeasts. When you get the Blue-feathered necklace right-click it to get the quest **[59] Guarding Secrets**.

Ride back towards [Everlook](#). Now we're gonna hunt for the **Winterfall Runners**, check the map below to see their route. I advise you start from Winterfall Village and follow the route westwards, to the Timbermaw Hold tunnel, until you find the Winterfall Runners.



When you find the **3 Winterfall Runners** (lvl 57), you don't have to kill all 3. Just kill one fast and run away, come back and loot the crate. They all drop it.

Ride to the Timbermaw Hold tunnel entrance (27,34) and turn in the quest **[58]Winterfall Activity**.

Ride south/southeast to Donova Snowden and turn in **[56]Strange Sources** and **[57]Winterfall Runners**. **3 Winterfall Ambushers** will spawn, just run away, they aren't worth killing, give no loot and only 70xp each. Don't get the follow up.

Ride back to **Everlook**.

In the inn get the following 3 quests:

[55]Sister Pamela

[52]Duke Nicholas Zverenhoff

[52]The Everlook Report

Fly to **Bloodvenom Post**, Felwood.

In Bloodvenom Post turn in **[59]Wild Guardians** and **[59]Guarding Secrets**, get the follow up **[59]Guarding Secrets**.

This should make you ding level 57.

LEVEL 57

Fly to **Thunder Bluff**, go see Nara Wildmane on the Elder Rise and turn in **[59]Guarding Secrets**.

Fly to **Gadgetzan**.

In Gadgetzan, find a goblin named Sprinkle (she's close to the horde exit). Scare her away with the mechanical yeti.

Ride to **Lost Rigger Cove** (68,41), inside lost rigger cove go south to the other side of the pirate camp and then west until you find a stone circle (70,49).

Open the blue bag named "**Eridan's Supplies**", loot everything from it. Then step inside the circle and click the Book of Aquor. **Aquementas**, a lvl 54 elemental, will come to the circle and attack you. You don't have to kill it, just have to stand in the stone circle and let him attack you once. If you want to kill it, just know that he is immune to frost and deals frost damage (mages use Frost Ward). He should be a cakewalk at level 57.

You should now have the **Silver Totem of Aquementas**. If you do, you can destroy the "Book of Aquor", the "Silver Claws" and the "Irontree Heart".

Ride back to Gadgetzan.

Fly to **Marshall's Refuge** in Un'goro Crater.

**** For those who did Sunken Temple, at Marshall's refuge turn in **[52] Zapper Fuel**, don't get the follow up.****

Go inside the crystal cave and talk to J.D. Collie, turn in **[54] Aquementas** and get the follow up **[54] Linken's Adventure**. Go to Linken and turn it in, don't get the follow up unless you got a few people to help you. You'd need at least a healer and a tank type. **Blazerunner** is a lvl 56 Elite fire elemental and he hits for 400. So just save this quest for when you are level 60 and have time to spend on that quest, the rewards aren't that great, we did it just for the XP on the way.

**** Anyway here is how to defeat Blazerunner, the last boss of the long quest chain "Linken's Adventure". Go to the top of fire plume ridge, clear all the elementals around to make sure they don't add during the fight. Equip the Silver Totem of Aquementas and put it on a hotkey. Click it to dispel Blazerunner's aura right at the start and everytime it reappears. Blazerunner is somewhat invincible when his aura is on, he keeps knockingback people and every damage he takes is divided by 10. So be sure to always keep that aura dispelled.**

Another thing, fight him inside his cave with your back facing the walls, so if he knockbacks you when the aura appears again you won't end up being tossed off the mountain or into adds.

He's a tough fight, I did it with a level 57 Priest, a level 55 Paladin and me (lvl 57 rogue) and it wasn't easy. On the other hand I soloed it with my lvl 57 frost mage, thanks to kiting, it took time and several attempts though. So I recommend saving that quest for when you are level 60 and have time to spend on it, unless you got enough people to help you immediately. Anyway if you do manage to kill Blazerunner, you must also go loot the Ornate Chest in his cave. Then turn in the quest at Linken.**

Before you leave Marshall's Refuge, find the goblin named **Quixxil** and scare him with the mechanical yeti.

Hearthstone to **Orgrimmar**.

Sell, repair, restock consumables (4 stacks)

Take a Zeppelin to the [Undercity](#).

In the Undercity, go to the bank. Get the [30 Felwood Slime Samples](#), the [30 Un'Goro Slime Samples](#), the [4 Filled Vials](#) and the [Black Dragonflight Molt](#).

You can also deposit Umi's Mechanical Yeti in the bank for more bag space.

Go to the Apothecarium, turn in [\[52\]Seeping Corruption](#), get the follow up, turn it in at Thersa Windsong right next to Chemist Cuely, then turn in the quest at Chemist Cuely.

Now look for Chemist Cuely, there should be an alchemy lab next to him with two pots on it: a red and a green one.

Right-click the green one and complete the quest, you'll receive an [Un'Goro Tested Sample](#), open it and loot it. Keep doing this until you have [5 Pure Un'Goro Samples](#). Then do the same thing with the red pot, until you have [5 Corrupted Felwood Samples](#).

You can then destroy the remaining samples you have.

Turn in [\[52\]A Sample of Slime...](#) and [\[56\]...and a Batch of Ooze](#), get the follow up [\[55\]Melding of Influences](#).

While you are in the Apothecarium, go visit the banshee queen - you have to go through the middle building and then through a curved corridor - and get the quest [\[56\]The Champion of the Banshee Queen](#).

Go back to the bank, deposit the [Encased Corrupt Ooze](#).

Go to the Innkeeper and set your hearthstone to the Undercity.

Fly to [Kargath](#).

In Kargath get the quests [\[54\]The Rise of the Machines](#) from Hierophat Theodora and [\[52\]Dreadmaul Rock](#) from Thal'trak Proudusuk

Ride to the Searing Gorge, go to [Blackrock Mountain](#), the path leading you through Blackrock Mountain starts at (33,75) go through Blackrock Mountain and enter the [Burning Steppes](#).



1. In the Burning Steppes get on the road and follow it going east for a while then go northeast to [Flame Crest](#) (65,24).

In Flame Crest get the new **flight path** and the following quests [\[52\]Broodling Essence](#) [\[50\]Tablet of the Seven](#).

2. Go southwest to the [Ruins of Thaurissan](#). Kill every War Reaver you see on your way. Keep going west until you reach the last rubbles of the Ruins of Thaurissan, with a dwarven statue inside (54,41). In front of that statue you should find the [Tablet of the Seven](#), right-click it and choose to "Transcript the Tablet".

Stay in the ruins and kill golems until you have [10 Fractured Elemental Shards](#).

3. Go east to [Dreadmaul Rock](#), on the western flank of the mountain you should find a path going up (75,38). Clear the way to the top of the mountain, where you should find an altar with a ghost next to it: [Sha'ni Proudusuk](#) (80,45). Turn in the quest and get the quest [\[53\]Krom'Grul](#).

Now we must find [Krim'Grul](#). He can spawn at various locations in any of the caves composing Dreadmaul Rock, explore them all fully until you find Krom'Grul, kill him and loot [Sha'ni's Nose-ring](#) from him.

4. Go to the area which is north of Dreadmaul Rock (78,28), you should find [Black Broodlings](#) there. Search your inventory for [Draco-Incarcinatrix 900](#) and put it on a hotkey. Use it on every Black Broodling before killing them. When they die while having the incarcinatrix aura on, a crystal will appear at their corpse named "[Broodling Essence](#)". **You need 8 of these**.

Make a semi circle around the eastern side of Dreadmaul Rock, that's where you'll find the Broodlings you need.

5. Before you leave this area go to the northeastern edge of it, you'll find a cave with Cyrus Therepentous in it.

Take his quest [\[54\] A Taste of Flame](#), talk to him and click on the dialogue line, then turn in the quest, get the follow up [\[58\] A Taste of Flame \(Dungeon\)](#) if you intend to do Blackrock Depths later on.

6. Go back to [Flame Crest](#), turn in [\[52\]Broodling Essence](#), get the follow up [\[54\]Felnok Steelspring](#). Turn in [\[50\]Tablet of the Seven](#).

Fly to [Kargath](#), turn in [\[53\]Krom'Grul](#) and [\[54\]The Rise of the Machines](#), get the follow up.

Mount up and ride east to Lotwil Veratius (25,45), turn in [54]The Rise of the Machines. Only get the follow up if you intend to go to Blackrock Depths later on.

Hearthstone to the Undercity.

Go to the bank and deposit Tinkee's Letter.

Sell, repair and restock consumables (4 stacks)

Ride out of the Undercity, follow the road east until you find the Bulwark (83,68).

Turn in [52]The Everlook Report, at the same npc pick the other quest and turn it in instantly to get your Argent Dawn Commission. When you kill undeads while having this trinket equipped, you can collect Scourgestones from their bodies. I suggest equipping it from now on everytime you kill undeads in eastern and western plaguelands.

Turning in these Scourgestones at Argent Officer Pureheart gets you faction increases with the Argent Dawn and a token. These tokens are the only way to raise your faction with the Argent Dawn at a certain point in reverred, so save them until then. Check blizzard's official homepage to see what rewards you get at the different faction levels.

Get [53]Scarlet Diversions from High Executor Derrington. Right-click the Box of Incendiaries next to him and loot the Flame in a Bottle.

Get [58]The So-Called Mark of the Lightbringer from Mehlar Dawnblade. Don't get the other quests.



1. Ride east along the road and then north to the Scarlet Campment - northeast of Felstone Field - at (41,54). Clear the camp and then right-click on the Command Tent and once it is destroyed right-click the Scourge Banner from your inventory.

2. Ride back to the Bulwark, turn in the quest [53]Scarlet Diversions, get the two follow up [53] The Scourge Cauldrons and [56] All Along the Watchtowers.

Turn it in at Shadow Priestess Vandis and get the follow up [53]Target: Felstone Field.

3. Go east to Felstone Field (37,58).

Clear yourself a path to the Cauldron in the middle of the field, when you get close, Cauldron Lord Bilemaw will spawn, kill it and loot the Felstone Field Cauldron Key from him, then go to the cauldron and click it, turn in the quest and get the follow up [53]Return to the Bulwark.

In the Felstone Field, go to the houses on the north side of the field, enter the one which is the most to the west (37,54).

On the 2nd floor of the house you'll find Janice Felstone, get the quest [52]Better Late than Never.

Go to the next house which (38,55) and find Janice's Parcel inside it. Click it, turn in the quest, then click it again and get the follow up [52]Better Late Than Never.

4. Ride back to the Bulwark, turn in [53]Return to the Bulwark and get the follow up [55]Target: Dalson's Tears.

5. Ride east to Dalson's Tears (45,52), it's the field directly east of Felstone Field. Clear yourself a path to the Scourge Cauldron, when you get close Cauldron Lord Malvinous will spawn, kill it and loot his key, go to the Cauldron and click it, turn in the quest and get the follow up [55] Return to the Bulwark.

Go to the houses on the north side of Dalson's Tears, enter the right one (47,51). Clear what's inside and look on the floor for Mrs. Dalson's Diary, get the quest and complete it.

Get out of the barn and look around for a Wandering Skeleton, there is only one of this kind and he roams around the barn, so keep killing stuff around the barn until you find it, kill it and loot "Dalson Outhouse Key". Go behind the barn, you'll find an Outhouse (48,49). Open it, kill Farmer Dalson, loot Dalson Cabinet Key.

Go to the other house now (47,50), on the 2nd floor of it you'll find a "Locked Cabinet", click it and turn in the quest.

6. Get out of Dalson's Tears and go southwest to the Ruins of Andorhal. In Andorhal try to avoid the roads as much as possible, as level 56 elite abominations roam them. So just clear yourself a path through the destroyed houses. Also avoid the center of the town of course, there's a huge bunch of mobs there and Araj the Summoner (lvl 61 elite).

7. Clear yourself a path to the first tower you see on your right-hand side (42,66), but be careful not to aggro the Skeletal Warlord inside of it (lvl 56-57 elite). You can drop the torch at the entrance of the watch tower without aggroing the Skeletal Warlord if you just get close to it without being in it's line of sight. Look for the "beacon torch" in your inventory and click it while standing next to the tower's door. You should get the message "Tower Two Marked".

8. Go southwest to the next tower (40,71). Place the beacon and you should get the message "**Tower One Marked**".
 9. Go southeast and then east - avoid the center of the town - till you find the next tower (47,71). Place the beacon torch and you should get the message "**Tower Four Marked**".
 10. Go north and then northwest to the last tower (45,64), place the beacon torch and you should get the quest message "**Tower Three Marked**".
 11. Get out of Andorhal and ride back to [the Bulwark](#).
- Turn in [\[56\]All Along the Watchtowers](#), get the follow up [\[55\]Scholomance](#).
- Turn in [\[55\]Scholomance at Apothecary Dithers](#) and get the follow up [\[57\]Skeletal Fragments](#).
- Turn in [\[55\]Return to the Bulwark](#) and get the follow up [\[55\]Target: Writhing Haunt](#).



1. Ride east and then south to the [Writhing Haunt](#) (52,66). Clear a path to the Scourge Cauldron, when you get close to it, **Cauldron Lord Razarch** will spawn, kill it and loot the key. Clear what's around the Cauldron and go click it, turn in the quest and get the follow up [\[55\]Return to the Bulwark](#).

Directly north of the cauldron in a small house you should find a tauren lying down on the floor, Mulgris Deepriver. Get his quest [\[54\]The Wildlife Suffers Too](#).

*** From now on kill any diseased wolf you find on your way until you have completed [\[54\]The Wildlife Suffers too**](#)*

2. Go north/northwest to an area just north of Dalson's Tears (45,40), where you will find plenty of wolves to complete the quest. Kill everything in this area until you have **8 Diseased Wolf Kills**. If needed, you can go grind on the **Scarlet Lumberjacks** just north of this spot while waiting for the wolves to respawn.
3. Go north to the [Northridge Lumbermill](#), when you are next to the lumbermill, go northeast of it, follow a trail going down to a destroyed wagon. You'll find Kirsta Deepshadow there (51,28), get the quest [\[56\] Unfinished Business](#).
4. You can find the **Scarlets Knights and Mages** you need to kill for the quest just southeast of Kirsta, on the road to Hearthglen.
5. For the **Hunters and Medics** go to the camp further south and to the east (51,44).
6. When you completed the kill list, go back to Kirsta and turn in [\[56\] Unfinished Business](#), get the follow up.
7. Go back on the road just east of Kirsta.
At (54,34) the road forks off to the left and right. Go right and up the slope you will find **Huntsman Radley** (57,35). She can be pulled solo if you do it at the right moment, just wait for the mage next to her to move far enough.
8. Get back on the main road and this time at the fork go north, keep going north until you hit the watch tower (53,24). Kill the 2 guards in front of it, clear the 1st floor of the tower carefully, then wait for **Cavalier Durgen** to show up. He goes to the top of the tower then walks back to the entrance. Wait for him to come down, you can't kill him when he's on top, he has 3 guards with him there.

After killing Durgen, clear the way to the top of the tower and prepare for a tough fight: there are 3 scarlet mages on top of the tower, you can actually pull just 1 or 2 if you take your time and body pull carefully. Anyway, make sure you got all your cooldowns ready for this fight. After you have cleared the top of the tower, you should find a **Holy Coffer**, right-click it and loot the **Mark of the Lightbringer**.

9. Go directly back to where Kirsta is by going southwest and jumping down in the crater where she is. Turn in the quest [\[57\] Unfinished Business](#), don't get the follow up. **This should make you ding level 58**. If it didn't, go to the lumberjack camp and grind there until you ding.

LEVEL 58

Hearthstone to [the Undercity](#).

Right after warping to the Undercity you should see a yellow dot on your minimap labelled as "Royal Overseer Bauhaus". Go to him and turn in the quest [\[52\]Better Late Than Never](#), get the follow up [\[52\]The Jeremiah Blues](#). You can turn this quest just a few steps away, under the stairs leading to the bank. Get the follow up get the follow up [\[52\]Good Luck Charm](#).

Go visit the class trainer, sell and repair, restock consumables (5 stacks).

Ride out of the Undercity and back to [the Bulwark](#).

Turn in [\[55\]Return to the Bulwark](#), get the follow up [\[58\]Target: Gahron's Withering](#). Turn in [\[58\]The So-Called Mark of the Lightbringer](#), get the follow up [\[58\]Defiling Uther's Tomb](#).



1. Ride to [Uther's Tomb](#) (52,87), look at the map below to see the path to take. Uther's Tomb is guarded by a level 58 elf npc, pvp flagged. If you attack it you'll be pvp flagged, if you don't want that you can just wait for him to do his patrol behind the statue. Equip the [Corrupted Mark of the Lightbringer](#) in your off-hand slot and wait for the 30 second cooldown, get close to the statue and right-click the Corrupted Mark of the Lightbringer directly from your off-hand slot.

2. Go back the way you came from to [the Bulwark](#). Turn in [\[58\]Defiling Uther's Tomb](#).

3. Go east to [the Felstone Field](#), go into the left house (38,54) on the 2nd Floor. Turn in the quest [\[52\] Good Luck Charm](#) at Janice Felstone and get the follow up [\[54\] Two Halves Become One](#).

Get out of the house and look for a Jabbering Ghoul wandering the area in front of the barn. If it's not there just keep the area clean until it respawns. Kill it and it will drop a "Good Luck Other-Half-Charm".

Once you have the other half charm, go back to Janice Felstone, right click on the other-half-charm in your inventory. Turn in the quest.

4. Get back on the road and ride east, then go southeast to the [Writhing Haunt](#). Clear the way to the house with the tauren lying down on the floor, turn in [\[54\]The Wildlife Suffers Too](#), get the follow up [\[56\]The Wildlife Suffers Too](#).

**** From now on kill any [Diseased Grizzly](#) you see until you have killed 8****

5. Go northeast to [Gahron's Withering](#) (62,57). Clear a path to the Scourge Cauldron, when you get close [Cauldron Lord Soulwrath](#) will, appear, kill it. He's harder than the other cauldron lords, he knockbacks and silences, so be careful where you fight him. Loot his key then go to the Cauldron, turn in the quest and get the follow up [\[58\] Return to the Bulwark](#).

6. Go to the area which is in between Gahron's Withering and the Writhing Haunt. There should be plenty of [bears](#) there. Kill everything in this area until you have **8 Diseased Grizzly Kills**, then go turn in [\[56\]The Wildlife Suffers Too](#) at the Writhing Haunt. Get the follow up [\[56\]Glyphed Oaken Branch](#).

7. Ride east until you hit Thondroril River, go north along the river bank, then cross the river so you are on the eastern bank and ride north until you find a house. In front of it you'll see Tirion Fordring, get his 3 quests:

[\[56\] Demon Dogs](#)

[\[56\] Blood Tinged Skies](#)

[\[56\] Carrion Grubbage](#)

**** From now on, kill on sight the following:**

- Plaguehound Runt

- Carrion Worm
- Plaguebat**

8. Go south along the river and then east into [Eastern Plaguelands](#).



1. Go southeast while killing everything on the way. Find [the Marris Stead](#). You should find Nathanos Blightcaller there (27,75). Turn in [\[56\]The Champion of the Banshee Queen](#). Get the follow ups:

[\[58\]To Kill With Purpose](#)

[\[58\]Un-Life's Little Annoyances](#)

[\[60\]The Ranger Lord's Behest](#)

**Add the following two mobs to your kill-on-sight list:

- Noxious Plaguebat
- Monstrous Plaguebat**

2. Go southeast to [Darrowshire](#), keep killing everything on sight that you need for quests, there should be plenty.

Inside Darrowshire, find a small destroyed house on the western side of Darrowshire. You should find Pamela Redpath there, turn in the quest [\[55\] Sister Pamela](#) and get the follow up [\[55\] Pamela's Doll](#).

Now you must find the 3 parts of pamelas doll, they can be in any of the other houses in Darrowshire, mostly on the 2nd floor of it. Look on the floor for some brown object. Everytime you get close to one of the doll parts, a level 55 ghost spawns and attack you.

Once you have [Pamela's Doll's Left Side](#), [Right Side](#) and [Head](#). Right click them in your inventory to combine them. Go to Pamela and turn in the quest. Get the two follow up quests:

[\[56\] Uncle Carlin](#)

[\[56\] Auntie Marlene](#)

3. Go back towards [the Marris Stead](#) and keep doing wide circles around it killing everything until you got **30 Plaguebat** and **20 Plaguehound Runts** slain. This is the best area to find them.

4. Go east to the area north of the Infectis Scar and Corin's Crossing. Kill everything around until you have **5 Plaguehound Kills** and **20 Noxious Plaguebat Kills**. Also kill [Carrion Grubs](#) if you still miss [Slabs of Carrion Worm Meat](#).

5. Once you're done with the above, go to the area which is north of Blackwood Lake (51,41). You should find **Frenzied Plaguehounds** and **Monstrous Plaguebats** around this area, kill **5 Frenzied Plaguehounds** and **10 Monstrous Plaguebats**. Also kill [Carrion Devourers](#) if you still need carrion meat.

6. Go southeast, around the Pestilent Scar by the north of it and then go southeast to [Light's Hope Chapel](#) (81,59).

Get the flight path. Turn in [\[52\] Duke Nicholas Zverenhoff](#). Turn in [\[56\] Uncle Carlin](#), get the follow up [\[55\] Defenders of Darrowshire](#).

7. Just a bit south of Light's Hope Chapel find Caretaker Alen (79,63). Get the quest [\[55\] Zaldarr the Outcast](#) from him.

Note: Don't sell [evil bat eyes](#), they can be used to get [Darkmoon Faire Tickets](#) for your future epic necklace. If you aren't interested in the Darkmoon rewards you can sell the eyes at the AH for nice cash.

8. Check how many "[Slab of Carrion Worm Meat](#)" you need, then go kill in the area south and southwest of Light's Hope Chapel until you got your **15 Slabs Carrion Worm Meat**.

Hearthstone to [the Undercity](#).

Sell, repair, restock consumables (5 stacks).
Deposit the [Glyphed Oaken Branch](#) in the bank.

Ride out of the Undercity and ride east to [the Bulwark](#).

Turn in [\[58\]Return to the Bulwark](#). Get the quest [\[55\]A Plague Upon Thee](#) from Mickey Levine.

Go to High Executor Derrington and turn in the quest "[Mission Accomplished!](#)".



1. Go inside the [Western Plaguelands](#) and ride southeast around Andorhal, then east again to Sorrow Hill and find Marlene Redpath in the only house there is (49,78).

Turn in [\[56\] Auntie Marlene](#) and get the follow up [\[56\] A Strange Historian \(Elite\)](#).

Search the graveyard just north of the house where Marlene Redpath is, look for "[Joseph Redpath's Monument](#)" among the graves (49,76). Click the grave and get [Joesph's Wedding Ring](#).

2. Go west for a while and then north to [Andorhal](#), enter the Ruins of Andorhal by the western entrance.

3. Just a bit inside Andorhal go to the house to the north, it's the only house around with a floor and not totally destroyed (39,68). Inside the house go to the 2nd floor, in one of the rooms you'll find Chromie. Turn in [\[56\] A Strange historian](#), get the follow up [\[56\] The Annals of Darrowshire](#). Also ge the other quest [\[56\] A Matter of Time](#).

4. Go to the northern gate of Andorhal, and east of the first watch tower you'll find two wooden silos (45,62) which look like this:



Get full hp/mana, get next to one of them and click your [Temporal Displacer](#) (looks like a horn). 1 to 3 lvl 57 **worms** will spawn and attack you. When it's 3 it might be tough to handle solo, so always start those fights with full hp and if possible potions / long cooldown abilities up. Back off from the silos after you summon the worms, if you stay too close more worms will spawn sometimes, and that's probably more than you can handle solo. The worms only appear when the silo is sparkling blue. They take a while to sparkle again after you use the temporal displacer next to them. There's 3 more silos just a bit more to the east.

Keep doing that until you have **15 Temporal Parasites** slain.

5. Go back to Chromie, turn in [\[56\] A Matter of Time](#) and get the follow up [\[56\] Counting Out time](#).

Now what you have to do is to check every destroyed houses in Andorhal and look for **Small Lockboxes** like this:



Loot the **Andorhal Watch** from it. Keep doing this until you have **5 Andorhal Watches**.

6. Go to the town hall (with a tower clock) which is in the middle of Andorhal, close to where **Araj the Summoner** is, you can sneak in the town hall without having to fight any of the bunch of mobs close to it. Inside the town hall you'll find several "**Musty Tome**" lying on the floor. When you click one, there is a chance you will find the **Annals of Darrowshire**, but there is a higher chance that you will get a "**Ruined Tome**" and 1 or 2 level 57 mobs will attack you. They give no loot and no exp. However there is a trick to know which tome is the right one. There is a slight graphical difference. The pages of the fake tomes have two-tone colored pages, lightbrown and white, like this one:



The good tome looks "newer", and it's pages only have one color tone, like this one:



You can easily see the difference if you zoom in 1st person view and put your mouse pointer over the books to highlight them. Loot the **Annals of Darrowshire**.

7. Go back to Chromie, turn in **[56] Counting Out Time**. The **Attuned Dampener** you get as a reward is only useable on Araj the Summoner, so save it for later when you are 60 and do the big quests. Killing Araj is necessary to get your **Scholomance key** and another quest for a decent trinket. You'll need a solid group of 60s to kill him, but the Attuned Dampener will help.

Turn in **[56] The Annals of Darrowshire**, get the follow up **[56] Brother Carlin**.

Now you should also have finished **[57] Skeletal Fragments**, if you haven't, kill some more **skeletons** while you are in Andorhal.

8. Get out of Andorhal by the north gate, then go east till Thondroril River and ride north to Tirion Fordring (7,43).

Turn in **[56] Demon Dogs**, **[56] Blood Tinged Skies** and **[56] Carion Grubbage**. Get the follow up **[56] Redemption**. Listen to Tirion's tale, turn in the quest and get the follow up **[57] Of Forgotten Memories**.

9. Ride to **Eastern Plaguelands**.



1. Go southeast to [the Undercroft](#), which is directly south of the Marris Stead.

Behind the crypt in the Undercroft you'll find **Tiron Fordring's Grave** (28,86). Next to should be a "**Loose Dirt Mound**". This is where you need help, this almost impossible to do solo unless you use a lot of creativity and everything you got. Anyway here is what happens when you click the dirt mound, **Mercutio Filthgorger** and **3 Dwarf Graverobbers** spawn and go to the dirt mound, if you are close they of course jump you. They all hit hard, especially Mercutio, and all have a lot of hit points for non elites. Here is what I suggest:

As soon as you click the dirt mound, run to the other side of the fence, you can jump over it if you walk up the mountain a bit. The 4 dwarves will walk to the grave and stand there.

You have two ways to do this now:

- 1) **Polymorph Mercutio** (if you have a mage with you) and kill the 3 graveriggers. Then bandage up and kill Mercutio, loot his hammer.
- 2) **Ignore the 3 adds and go all out on Mercurio, loot the hammer and run.**

Use creativity with the classes you have!

Ex: I could solo it with my rogue and my mage at level 58. With the rogue I simple used evasion and focused on Mercutio then I vanished as soon as he died. I didn't even need a potion.

With the mage I polymorphed Mercutio, frost nova'd the 3 guards and AoE'd them to death as quick as I could. They I re-polymorphed Mercutio, used evocation, bandaged up and then killed him.

However some classes and some talent specs probably can't manage it, so try to get some help if you can't solo it.

And if you don't get help immediatly, there's something to do in the Undercroft while wait for someone to come help you:

Go inside the crypt (27,85), clear the way down, kill **Zaeldarr the Outcast** and loot his head.

In the same room look for a "**Torn Scroll**" on the floor, click it can get the quest [\[60\] Hameya's Plea](#).

If you still didn't get anyone to help you on [\[57\] Of Forgotten Memories](#), grind on the **trolls** in the Undercroft while waiting for someone to help you. It just takes 10 min! Call a guildmate or something. 😊

2. Go back to Tirion Fordring, turn in [\[56\] Of Forgotten Memories](#), get the follow up [\[58\] Of Lost Honor](#).

3. Get back into Eastern Plaguelands and ride east to [Light's hope Chapel](#). Turn in [\[56\] Brother Carlin](#), get the follow up [\[57\] Villains of Darrowshire](#) and [\[56\] Heroes of Darrowshire](#).

Turn in [\[55\] Zaeldarr the Outcast](#) further to the south at Caretaker Alen. Sell junk and resupply food and drink there. (4 stacks).

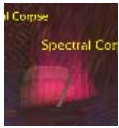
This should also make you ding level 59.

LEVEL 59

4. Ride west to the [Infectis Scar](#) by passing Corin's crossing by the south side.

Go down the Infectis Scar at (49,74), then go to

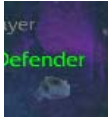
(53,65) where you'll find the "**Shattered Sword of Marduk**", as marked on the map. It looks like this:



Loot it.

Get out of the Infectis Scar by the way you came in.

5. Go north to [Blackwood Lake](#) (49,51). Take a dive, in the middle of the pool at the bottom you'll see Ghosts of Darrowshire fighting each other, amongst them you should see a glowing violet skull named "**Horgus Skull**" (51,50), it looks like this:



Loot it.

6. Go west to the [Plaguedwoods](#). In the Plaguedwoods look around for **Large Termite Mounds** and loot them:



Kill stuff inside Plaguedwood while looking for those termite mounds, but also try to find as much **Cannibal Ghouls** as possible. Anytime you kill one of these, a Spirit of Darrowshire will appear, right click it to free it. You need to free **15 Darrowshire Spirits**. The Cannibal Ghouls are not so numerous though, so it will take a while, consider this as a mini grinding session, plus you are getting faction with the Argent Dawn and **Scourgestones**.

7. When you are done with both [\[55\] A Plague Upon Thee](#) and [\[57\] Defenders of Darrowshire](#), go east to the [Quel'Lithien Lodge](#) (51,22). Clear yourself a path to the main building, and clear towards the right-hand wing. You should find two level **60 Quel'Lithien Protectors**, kill them and then loot the [Quel'lithien Registry](#), which should be lying on a bench.

Before you leave Quel'lithien Lodge, kill as many elves as needed to complete the quest [\[60\]The Ranger Lord's Behest](#).

8. Go east to [Zul'Mashar](#) (64,24). Clear the way up the slope, and to the east, you'll soon face a big pyramid. At it's base you should see tombs with some trolls roaming about them. One of them is **Infiltrator Hameya**.

Clear some of the trolls until you get a clear pull on Hameya, pull him solo and kill him, then loot his [key](#).

9. Clear your way out of Zul'Mashar then go southeast to [Northdale](#), take a dive in the pool which is just south of Northdale. Clear the **elementals** in the way. At (71,33), next to a cage you should see a white flag with a blue runed on it named "[Symbol of Lost Honor](#)":



Loot it.

10. Ride southeast to [Light's Hope Chapel](#).

Turn in [\[55\] Defenders of Darrowshire](#) and [\[57\] Villains of Darrowshire](#). Get the quest [\[56\] Heros of Darrowshire](#). We won't be doing it in the guide, however it's one of the cool quest lines to do at level 60.

11. Ride west/southwest to [Corin's Crossing](#), kill every undead you find there until you have **7 Living Rot**. You must be rather quick because the living rot only lasts 10 minutes. As soon as you have 7, right-click the [Mortar and Pestle](#) from your inventory, you should receive some [Coagulated Rot](#).

12. Ride west and slightly south to [the Undercroft](#). Right behind the crypt in the Undercroft you should find a "**Mound of Dirt**". Not the one next to Tiron's grave, the other one close to a charriot (28,86). Click it, turn in [\[60\] Hameya's Plea](#).

13. Ride north to [the Marry's Stead](#). Turn in the 3 quests, you can get the follow ups if you wish, we won't be doing them in this guide, they can't be solo'd, but they are good quests which you will probably want to do at level 60.

14. Ride northwest back to Tirion Fordring, turn in [\[58\] Of Lost Honor](#) and get the follow up [\[58\] Of Love and Family](#).

Go south and then west back into the [Western Plaguelands](#).



1. Stay on the road and keep going west until [the Bulwark](#).

In the Bulwark turn in [\[55\]A Plague Upon Thee](#) and get the follow up. Also turn in [\[57\]Skeletal Fragments](#) and get the follow up [\[57\]Mold Rhymes With...](#)

2. Go back to the Western Plaguelands and ride northeast to [Northridge Lumber Camp](#).

Go straight to the lumber mill which is at the northeastern tip of the lumber camp.

Inside the lumber mill you should find a big crate named "**Northridge Lumber Mill Crate**". Click it and place the Termite Barrel on it. A barrel with green smoke should appear, click it and get the follow up.

3. Ride south, get back on the road, then go east for a while and then go south towards the isle of [Caer Darrow](#). Swim southeast to [Caer Darrow isle](#), on the western side of [Caer Darrow](#), find [Artist Renfray](#) in a wooden house (65,75). Turn in [\[58\] Of Love and Family](#) and get the follow up [\[60\] Of Love and Family](#).

This quest will be taking you to [Stratholme](#) so it's something we won't do in the guide. However it is a great quest, yet another "must do" at level 60.

Hearthstone to [the Undercity](#).

Sell, repair, restock food and drink (4 stacks).

Get the following items from your bank:

- [Umi's Mechanical Yeti](#)
- [Tinkee's Letter](#)
- [Encased Corrupt Ooze](#)
- [Glyphed Oaken Branch](#)

Ride out of the Undercity and take the zeppelin to [Orgrimmar](#).

It's time for you to buy your [Dungeon Set 1 Bracers](#) if you haven't bought them already, we are gonna need them now. Also take [2x Thorium Bars](#) with you.

Go to Thrall's room and get the quest [\[60\]An Earnest Proposition](#) from Mokvar.

Fly to [Everlook](#), Winterspring.

In Everlook, turn in [\[58\] Are We There, Yeti?](#) at Umi Rumplesnicker.

Turn in [\[54\] Felnok Steelspring](#), don't get the follow up.

Fly to [Thunderbluff](#), in Thunder Bluff go to the elder rise and turn in [\[56\]Glyphed Oaken Branch](#) at Nara Wildmane.

Fly to [Gadgetzan](#), turn in [\[57\]Mold Rhymes With...](#) at Krinkle Goodsteel, get the follow up [\[57\]Fire Plume Forged](#).

Fly to [Un'goro Crater](#), ride south to the top of fire plume mountain, (49,46). Right-click the [Skeleton Key Mold](#) from your inventory while standing very close to the lava, you should receive an [Unfinished Skeleton Key](#).

Get off Fire Plume Ridge by the southern side and look for a [Primal Ooze](#) in the area south of the mountain (50,67). When you find one, engage it and before killing it right-click the [Encased Corrupt Ooze](#) from your inventory. You will release a little ooze which will merge with the Primal Ooze and create a [Gargantuan Ooze](#). Kill it and loot the [Merged Ooze Sample](#) off it.

Get on your mount and ride northwest till you reach the mountain on your left-hand side, ride north along the mountain until you find two stone pillars (29,22). From there, follow the path going up the mountain until you zone into [Sillithus](#), keep going west on the road until you reach [Cenarion Hold](#). In Cenarion Hold find the [Wyvern Master and get the new flight path](#).

Get the following quests:

[\[55\] Securing the Supply Lines](#) from Windcaller Proudhorn.

[55] **Deadly Desert Venom**, from Beetix Fickelspragg on the 1st Floor of the Inn.

[58] **The Twilight Mystery** from Geologist Larksbane

[60] **Secret Communication** from Bor Wildmane



1. Get out of Cenarion Hold by the west side, keep going west a little bit, you'll quickly encounter **Scorpids**, **Spiders** and **Worms**. Kill all of them on sight. Move to the next paragraph if you run out of mobs to kill in the blue area shown as "1" on the map.

2. Go to the **Twilight Base Camp** (41,42). Kill the Twilight mobs. There is also a lot of scorpids, spiders and worms in the area north of the twilight camp.

Keep killing around this camp until you complete [60] **Secret Communication**, [55] **Deadly Desert Venom** and [55] **Securing the Supply lines**.

Then kill scorpids and spiders until you have 15 **Silithus Venom Samples**. This might take a while, but it's normal, this is for your new armor set quest (For Dungeon Set 2).

3. When done with all 3 above quests, go northwest until you are in the northwestern most corner of Silithus named "**The Crystal Vale**" (20,18). Look around for "**Twilight Tablet Fragments**", they look like this:



4. As soon as you have 8 tablets, go back to **Cenarion Hold** and turn in the 4 quests, you can get the follow ups if you wish, we won't be doing them in this guide.

Now you should be very close to level 60. If you aren't close, go grind on one of the twilight camps until you are 23000XP away from level 60, this will be just enough.

Hearthstone to **the Undercity**, go to the Apothecarium and turn in [55]**Melding Influences**.

Get out of the Undercity and ride east to **the Bulwark**. Turn in [55]**A Plague Upon Thee** and [57]**Fire Plume Forged**. You can get the follow up if you wish, they are for the Scholomance Key and you'll need a group for the next step.

Ride west to the zeppelin station, take a zeppelin to **Orgrimmar**, go to Thrall's room and turn in [60]**An Earnest Proposition**. 3 Spectral stalkers (non elite) will spawn and attack Mokvar, help him to kill them.

Get the follow up [60] **A Supernatural Device**. This is the next step for your armor quest, but we won't be doing it in this guide, that's yet another thing for you to do at level 60!

Anyway, congratulations on your Dungeon Set 2 bracers and on level 60!

LEVEL 60 -- End of Chapter IV!

-Jame

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< [Jame's Horde Leveling Guide - Chapter III \(40-51\)](#)

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Comments

Great

Thu, 2007-01-18 20:53 — robbie

Jame you're a fackin hero:D When i dingen 41, your guide 41 to 51 was released.. and yesterday i dinged 51, and now this guide is released:D I could almost cry with the idea that i had to do lvl 51 to 60 all by myself:P
By the way, I am looking forward to the guide 61 to 70:P
thx!

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GREAT!!FINALY!!THX!!

Thu, 2007-01-18 22:27 — Altanox

u are really good!THX!

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Thanks again Jame!

Thu, 2007-01-18 22:30 — Skreed

Jame, you are a gentle(person) and a scholar! Cant wait to get crackin' on this puppy.

Happy hunting!

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ETA for 61-70 guides?

Fri, 2007-01-19 03:36 — Moorkin

Do you have an ETA for your 61-70 guides yet? If I were you, I'd probably kick back and try to enjoy the expansion before thinking about guides, but I am certainly look forward to running your guide for my warrior. My 35 rogue is progressing nicely with the help of your 31-40 horde guide.

Thank you for your effort!

Moorkin (Deathwing)

"One two three four five spells beer"!

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Thanks everyone! Yes, I'll

Fri, 2007-01-19 13:59 — Jame

Thanks everyone!

Yes, I'll enjoy the burning crusade content and gather data while doing so. Once I feel I have enough knowledge about the outlands, I'll start working on the leveling guides 😊 No ETA for now!

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AWESOME!

Fri, 2007-01-19 14:46 — Hys7eria

Jame, thanks you very much for your work. I`ve leveled may alliance mage to 60 and horde druid to 51 using your guides. Now i`ll get to 60 asap. W8ing for your BC guides 😊

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Cheers!

Sat, 2007-01-20 01:25 — Zahak

Thanks for the guide Jame! Simply the best free leveling guide on the planet! 😊

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Good lookin guide even

Sat, 2007-01-20 04:25 — Dotftw

Good lookin guide even though I got tired of waiting and pushed ahead blindly, dinged 60 last night. Wasn't an easy journey without a guide and I'm sure if I make anymore chars I'll follow your guides word for word but this time was a pain for me lol.. good luck in outland everybody.

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Great Guide

Mon, 2007-01-22 02:04 — legend

Just a small trick for this part

7. When you are done with both [55] A Plague Upon Thee and [57] Defenders of Darrowshire, go east to the Quel'Lithien Lodge (51,22). Clear yourself a path to the main building, and clear towards the right-hand wing. You should find two level 60 Quel'Lithien Protectors, kill them and then loot the Quel'lithien Registry, which should be lying on a bench.

Before you leave Quel'lithien Lodge, kill as many elves as needed to complete the quest [60]The Ranger Lord's Behest.

If you go to the right side of the building before entering, you can actually hop onto the edge and loot the registry through the wall. Just move your cursor around the middle section of the wall and you should find it.

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Great Job

Tue, 2007-01-23 22:15 — Alexandre

Man...this is wonderfull...you are a great person...tks... alot for your patience and work...

/cheers

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