

Raider's Guide for 11.0 (TWW)

Updated September 15 2:30 AM - see changelog at bottom

Created by @Iarias(Discord) - feel free to DM and ask questions

Special thanks to [Leviathan-Hyjai](#) for proofreading and information, @warlok(Discord) for information on available Renown, and @slandf(Discord) for the heads up about Khaz Algar Lore Hunter

New lines or information will be in blue.

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Every time I publish one of these guides, I get messages either saying that this doesn't apply to them or they think it's silly that folks minmax to this degree. That's okay. It doesn't have to apply to you - you can not follow this information and enjoy the game. However, if you enjoy min-maxing your character, this guide can be very helpful to you.

If you want to buy me a coffee, [here's my Venmo](#). I don't really understand how this works but I guess if you click the link you can send me money. Thank you to the folks who donated last time!

I am including a couple lines of text that are degenerate. They are not required and they likely will only give you a very minor boost but if you're bored out of your mind then you're welcome to do them. These steps will be marked (degenerate).

QUEST FOR FREE ENCHANTED RUNE CREST IS LIVE. STARTS

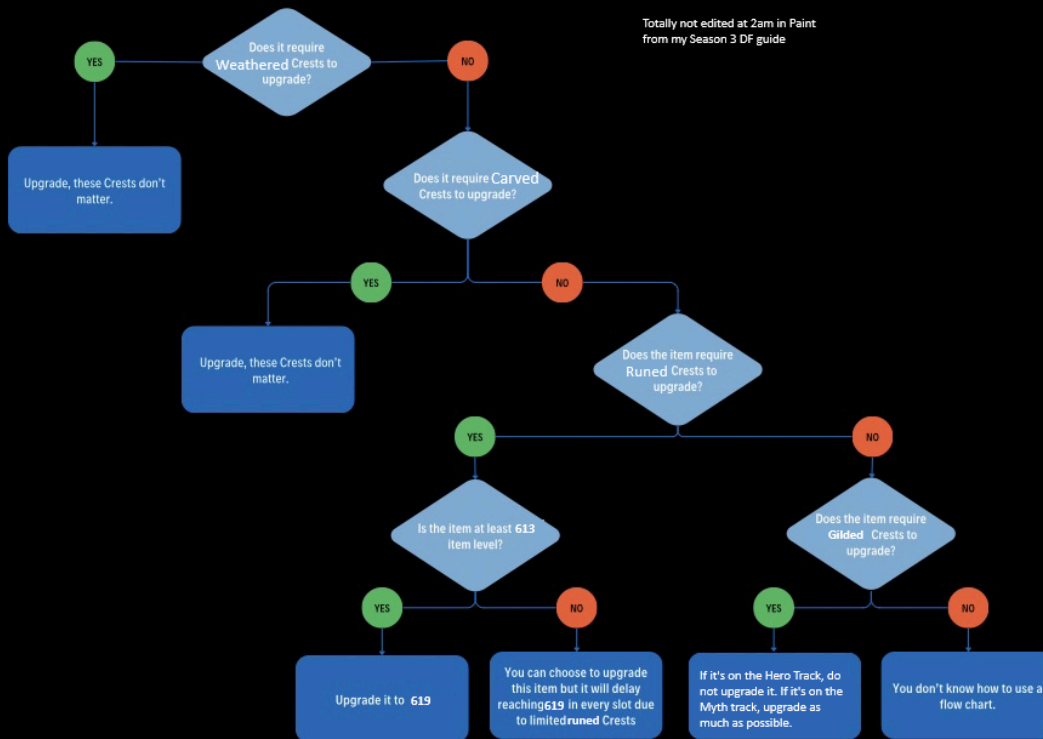


[HERE.](#)

“But Larias, I’m a fury warrior and the wall of text hurts my brain!
Can you please help me?”

Behold, my masterpiece

should i upgrade this item?



What do I do each week?

Do not spend any Restored Coffe Keys, Spark of Omens, or Crests until told to do so.

Vault selection order for 9/17 vault:

- 1) From the delve line, BIS hero track delve trinket or a tier piece.
- 2) From the mythic 0 line, a champion track tier piece. You might consider a trinket but hero track trinkets will be farmable from +6's.
- 3) If your only options from vault are champion track armor pieces or a weapon you'll instantly replace, you can take a socket.

Week 4 - M+ and Mythic Raid - 9/17-9/24

(the week you should take off work)

- Open your vault for a 616 item level piece. Remember this item is on the Heroic track, not mythic track. Picking an item will save you 1 small Crest upgrade but unless it's an important item **I strongly urge taking a socket.** [Check the FAQ for more information.](#)
- Kill the world boss for a chance at a 603 item level item.
- Do the following weekly world events for keys and reputation: [Sharing the Light](#) in Hallowfall, [Theater Troupe](#) in the Isle of Dorn, [Awakening the Machine](#) in The Ringing Deeps, and any Special Assignments that appear for you.
- Farm +10's for 613 item level pieces, vault slots and all your various Crests. If +10's are too much of a struggle, do the highest difficulty you can do but I do not recommend upgrading 610 items with crests.
- This is the week you'll want to spend both of your Spark of Omens if you haven't yet. Your 2nd best Embellishment item should be crafted at 619 using a free Enchanted Runed Harbinger Crest from either the final boss kill quest or 24 Renown. If you have managed to get two free Crests, you may consider crafting both your items at 619 - see the FAQ for more details. If you only have one free Enchanted Runed Harbinger Crest, spend 90 Gilded Crests crafting your BIS Embellished 636 item. If you are crafting a two-hander, craft it at 636. [Do not spend 45 runed crests to craft an item at 619 for any reason.](#)**
- Clear Normal, Heroic, and as much of Mythic raid as you can.
- At this point, we are going to start tracking Crests and upgrades for maximum profit. For simplicity's sake, we are going to assume you're upgrading pieces from 613 - if your items dropped at 616 or 619, or you have received loot from mythic raid, you'll be higher than this. [You can upgrade items from 610 but it will take you a week or two longer to reach 619 in all slots. Typically, earlier power is better, so if you have nothing else to spend them on it might be worth it. It's up to you to make that decision for yourself.](#)
- Upgrade 613 -> 619 in 6 slots. This will take 180 Runed Crests.
- Upgrade 623 -> 639 in 1 slot. This requires 75 Gilded Crests. If you do not have a 623 available this week, simply do it next week. General note: if you have a very powerful hero tier trinket that you are not likely to replace soon, you may consider upgrading it from 619 -> 626 instead.

Total Crests spent so far:

All your Weathered and Carved

180/180 Runed

165/180 Gilded

Ending item level: 7x 619 slots, 1x 636 slot, 1x 639 slot. Every other slot 613+(m+ or raid loot). Average item level is around 618. Mythic raiders who received loot will be slightly higher.

Week 5 - 9/24-10/1

- Open your vault for a 623+ myth track piece.
- Do your weekly +10's to get Crests and vault slots.

- You get your 3rd spark this week. Sim potential upgrades or ask your class discord. Your options are to spend 90 gilded crests on a 636, use a free crest on a 619, or do nothing. For players who crafted a 2-hander, you'll want to at least craft your 2nd embellishment using a free crest at 619. For players who already have a 636 and a 619, it may actually be best to ignore sparks from here on out if you have mythic items to upgrade.
- Clear Heroic and as much of Mythic raid as you can.
- Upgrade 623 -> 639 in 1 slot. This will take 75 Gilded Crests.
- Upgrade 613 -> 619 in 3 slots. This will take 90 Runed Crests.
- Upgrade 623 -> 629 in 1 slot. This will take 30 Gilded Crests. General note: if you have a very powerful hero tier trinket that you are not likely to replace soon, you may consider upgrading it from 619 -> 626 instead.

Total Crests spent so far:

270/270 Runed

270/270 Gilded

Ending item level: 10x 619 slots, 1x 629 slot, 1x 636 slot, 2x 639 slots. Every other slot 613+(m+ or raid loot). Average item level is around 622. Mythic raiders who received loot will be slightly higher.

Week 6 - 10/1-10/8

- Open your vault for a 623+ myth track piece.
- Do your weekly +10's to get Crests and vault slots.
- Clear Heroic and as much of Mythic raid as you can.
- If still needed, upgrade 613 -> 619 in remaining slots.
- Upgrade 629 -> 639 in 1 slot. This will take 45 Gilded Crests.
- Upgrade 623 -> 632 in 1 slot. This will take 45 Gilded Crests. General note: if you have a very powerful hero tier trinket that you are not likely to replace soon, you may consider upgrading it instead.

Total Crests spent so far:

360/360 Runed

360/360 Gilded

Ending item level: 11x 619 slots, 1x 632 slot, 1x 636 slot, 3x 639 slots. Average item level is around 625. Mythic raiders who received loot will be higher.

Week 7 onward

- Open your vault for a 623+ myth track piece.
- Do your weekly +10's to get Crests and vault slots.
- Clear as much of Mythic raid as you can.

-Craft a 636 piece on weeks they are available if the item is more of an upgrade than upgrading pieces you currently have. This will not always be the case as it takes 75 Crests to upgrade from 623 -> 639 but 90 Crests to craft a 636.

Frequently Asked Questions

Q: Why should I consider picking a Gem for my week 4 Vault?

A: The first vault is limited to a 616 item level piece on the hero track. It is only 3 item levels higher than a Mythic 9 drop and will only be upgraded to 619. This means that mathematically, it's worth 15 Runed Crests/3 item levels. While a single gem's power is reduced in TWW compared to Dragonflight, roughly 5 item levels instead of 10, it is still worth more than the 3 item level gain you get from picking a hero track piece. Many specs are picking belts or bracers for one of their early crafting pieces giving a good item to throw this socket on. Additionally, unless your spec is only going for 1 stat, you will probably have multiple gems to maximize your [Culminating Blasphemite Meta gem](#) (or whatever meta gem your class is using), and while Rings and Amulets can be forced to have 2 sockets each via [Magnificent Jeweler's Setting](#), this will take a couple weeks to propagate out as it is a raid recipe drop. This free socket helps get the extra bonus earlier. One important final note: this guide is general advice. **It does not replace simming your character.** If you get an incredible trinket or think you need that set piece immediately, you can make that choice. This guide cannot predict all possible combinations that you will get from your vault and you should use critical thinking skills to make the best decision for you. Well, unless you're a fury warrior, who has no critical thinking skills.

Q: Why should I craft my second best item on Week 3 instead of my best item?

A: You should only craft your second best item on Week 3 if you have a free Enchanted Runed Harbinger Crest from reaching Renown 24 with a faction. When you do so, you will be crafting at 619 item level - respectable, but still only Heroic level gear. You're doing so to save a chunk of Gilded Crests that you could spend to upgrade mythic level gear to 639. Because of this, you want it to be only your second best Embellishment because on Mythic week you'll likely (see next question) be crafting your BIS embellishment with gilded crests at 636.

Q: What should I do if I have two free Enchanted Runed Harbinger Crests?

A: So this is a bit more of a challenging question. You have three options: either ignore the second crest, use it to craft an item on week 5, or use it to craft both of your first Sparks at 619 instead of one at 636. Crafting 2x 619 has a large upside in saving 90 Gilded crests you could spend to upgrade a piece of myth track loot to 639 which for some classes may be more powerful than a 636 Embellishment. **However**, this strategy requires you to have mythic raid drops and I wouldn't be surprised if many class discords recommend crafting a weapon which you'll absolutely want to craft at 636.

Q: What if I'm a class that wants to craft a two-hander, like fury warriors?

A: You should craft it on Mythic week at 636. I **don't** recommend using your free rune to craft it at 619 on Heroic week as you'll want to use that rune on week 5 to craft your second best embellished item.

Changelog

9/15/24 - 230am - Added kill boss quest info - sorry degenerate rep farmers, I warned you! Updated crest recommendations due to this info. Clarified what crests to send and where. Added a degenerate line about map farming from Zekvir in Delves. General cleanup of language and removal of the rep farming recommendations. Added a professionally made flowchart for fury warriors to upgrade their items.

9/10/24 - 1000am - cleaned up some language, updated for season 1 launch.

9/02/24 - 1000am - Added line about using keys on an alt.

8/30/24 - 1130pm - Added FAQ for picking gem in week 4 vault. Added a new degenerate line. Removed line about bountiful delve reputation because I can't find a confirmed source that it provides reputation without a key.

8/28/24 - 830pm - Updated FAQ because blizzard shifted their spark availability AGAIN and no I didn't break my keyboard slamming it against the desk when I found out they shifted it after I spent 2 hours yesterday updating the guide.

8/27/24 - 930pm - Added FAQ. Updated Spark crafting rules due to Blizzard shifting when they're available. Added killing rares for reputation.

8/26/24 - 600pm - Updated Spark advice with the updated schedule.

8/26/24 - 500pm - Updated [heroic dungeon lvl.](#)

8/26/24 - 1100am - Added lines about crafting Weathered Crests in multiple slots. Added a line about upgrading from 583 with Weathered Crests. Added a line about using Spark of Omens early on what your future bis will be.

8/24/24 - 1100pm - Added line about weathered Crest weapons. Added a line about leveling Brann. Added Khaz Algar Lore Hunter information - thanks @slandf(discord).

8/24/24 - 730pm - Entire new focus on reaching Renown 24 before 9/24(special thanks to @warlok for current reputation gains). Clarified the importance of Week 0 farming(it's not). Added line about farming rares. Added multiple (Degenerate) paths. Fixed a missing Spark of Omens mention. Added a line about possible future infinite farms. Emphasized choosing a socket on 9/17. Clarified that mythic 0's won't need to be mega farmed if you saved your Delve keys. Redid the math with the new Enchanted Crest information. Added emphasis on farming +10's and their difficulty. Mentioned annoying class discords for help - bet they'll love that. Corrected a mistake in math on weeks 5 and 6.

8/23/24 - 1230pm - Added a small update to farming Crests in early access.

8/23/24 - 1230am - Clarified a few topics, fixed a typo.

Old info for reference:

Week 0 - Early Access - 8/22-8/26 - this week is over

- Level as many characters as you wish before Tuesday.
- Do all available World Quests for reputation - the gear is a nice bonus.
- If you're bored, you can farm Weathered Crests and Valorstones. This will save you a little time next week but it is not critical to do so immediately. Normal Mode dungeons, PVP, and rares seem to be the only consistent source of Valorstones during Early Access so do not stress over them. **Do not open any one time use bags until you need them as there is a 2000 cap.**
- Just adding a quick message that yes, you can buy Renown gear if you want, and upgrade it. Crystals are just like war supplies. Just like all the other gear around this level, it will be quickly replaced with Delve and M0 gear.**
- You can craft 590 gear, including embellishments, with 30 Weathered Crests. If you're a Tuesday raider and won't have time before your raid on 9/10, this can be good starting gear to go straight into Heroic. Keep in mind that all of these pieces will be replaced very quickly on Week 3, so don't break your bank here.**
- You can spend Weathered Crests to upgrade 584 pieces to higher item level. However, it's 30 Crests to upgrade from 584-590, and another 15 to upgrade to 593, so you might have better results just spending 30 Crests crafting another piece. Keep in mind that all of these pieces will be replaced very quickly on Week 3, so don't break your bank here.**
- Do not do any of the [Khaz Algar Lore Hunter](#) lore items or any side quests that give reputation until 9/1. It's not a big deal if you've already done them, it may just take an extra world quest reset or two to hit 24.
- (Degenerate) Level Brann to 15 (seems to be an early access cap). Can just run level 1-3 Delves without spending keys.
- (Degenerate) Farm rares each reset for a chance at higher track pieces. These are not permanent upgrades and will be replaced on the first day of week 3 but could provide a minor boost.
- (Degenerate) Buy the highest level contract you can afford for the renown faction picked below and have it running while doing world quests.

Weeks 1 and 2 - Official Launch - 8/26-9/10 - Current Weeks

- Spam Heroic dungeons for 571 gear in missing slots. Upgrade all this gear to 580. This will also get you Valorstones and 90 Weathered Harbinger Crests.
- (Degenerate) Continue using the highest level contract you can afford for the renown faction picked below and have it running while doing world quests.

- Do not open any one time use Valorstone bags until you need them as there is a 2000 cap.
- Do not do any of the Khaz Algar Lore Hunter lore items or any side quests that give reputation until 9/1. It's not a big deal if you've already done them, it may just take an extra world quest reset or two to hit 24.
- Do all available World Quests for reputation. HOWEVER, hold all single use reputation tokens, weekly Bountiful Delve reputation rewards, and any world quests that will still be available on 9/1 until Darkmoon Faire becomes available. From 9/1-9/8, do all side quests, events, etc. that give reputation with the 10% rep bonus. Pick ONE renown faction to focus any optional renown gains to try to get it to rank 24 before 9/24.
- Do the following weekly world events for Reputation, keys, and gear: Sharing the Light in Hallowfall, Theater Troupe in the Isle of Dorn, Awakening the Machine in The Ringing Deep, and any Special Assignments that appear for you.
- Kill rares on each weekly reset for reputation.
- Do several Bountiful Delves on alts and use your keys. You can use keys on an alt to gain a one time 1000+ rep buff. Remember to use these keys only on an alt that you don't care about and with the DMF reputation buff. More info here.
- Buy and upgrade Renown gear if you want. It's just as cost effective to upgrade it as crafting an item and it costs no gold to do so.
- You can craft 590 gear, including embellishments, with 30 Weathered Crests. If you're a Tuesday raider and won't have time before your raid on Sept 10, this can be good starting gear to go straight into Heroic. Keep in mind that all of these pieces will be replaced very quickly on Week 3, so don't break your bank here.
- You can spend Weathered Crests to upgrade 584 pieces to higher item level. However, it's 30 Crests to upgrade from 584-590, and another 15 to upgrade to 593, so you might have better results just spending 30 Crests crafting another piece.
- DO NOT CRAFT USING A SPARK OF OMENS UNTIL SEASON ONE.
- If you somehow obtain an item level 600+ piece of gear, you can send Carved Crests as well (more info on these in the week 3 info).
- Continue to level Brann if you're bored. It's possible that a high level Brann will make T8 Delves on raid week significantly easier.
- (Degenerate) Grind for a PvP socket and helm. New Line.

Ending item level: 580 in every slot, 590+ in many slots due to Weathered Crests.

Week 3 - Season 1 Launch - 9/10-9/17

- Kill the world boss for a chance at a 603 item level item.
- You may now spend your Restored Coffer Keys.** To do so, you need to do non-bountiful delves on an alt until you have access to T8. After that, spend them only at the end of a Tier 8 Bountiful Delve for a 603 piece on the champion track. You can do four of these per day and they should be your highest priority until you run out of keys. This is also your best Great Vault available this week - ilvl 616. Turn in your radiant echoes quest immediately after you do your first bountiful delve. You can spend radiant echoes to get more keys.
- Do a full set of Mythic 0's every day(they reset daily) until you no longer need 593 pieces.

-Do the following weekly world events for keys and reputation: [Sharing the Light](#) in Hallowfall, [Theater Troupe](#) in the Isle of Dorn, [Awakening the Machine](#) in The Ringing Deeps, and any Special Assignments that appear for you.

-Complete Normal raid for 597+ ilvl loot and Heroic raid for 610+ ilvl loot.

-You can spend any **Carved Crests** and upgrade pieces to 606, focusing on your highest item level or most powerful pieces first. These crests don't matter after this week.

-IF YOUR CLASS DISCORD RECOMMENDS IT and you have managed to get a **FREE** Enchanted Runed Harbinger Crest from 24 Renown, you can craft your **second best Spark of Omens** Embellished item at 619 ilvl. If you want to, you can also craft your best spark item at 606 but you'll be recrafting it next week. For more info, see the FAQ at the bottom. **Do not spend 45 Runed Crests to craft an item at 619 for any reason.**

-If you were lucky enough to get a BIS trinket on the Hero Track **or** you got a 613+ item level drop from Heroic raid, you can upgrade those items with **Runed Crests** straight to 619. Make sure not to upgrade the slots you're going to be crafting your items in the next two weeks.

-(Degenerate) **Grind for a PvP socket and helm.**

-(Degenerate) **Farm Delve 8's for a very small chance at a Map [from Zekvir](#) that awards a 610 1/6 hero track item.**

Ending item level: All pieces at 593+, lots of pieces at 603-610 from Delve keys and Carved Harbinger upgrades. If you're lucky, some high level heroic raid pieces.