

[Quest concept for a neutral 8-part quest chain in Hillsbrad Foothills]

[Quest starts at Crier Goodman in Stormwind]

### **Terror on Purgation Isle! [QLVL 58]**

Hear ye, hear ye! The undead are creeping over the Hillsbrad Foothills and terrorizing the innocent folk of Southshore!

Ghostly apparitions and specters roam at night, haunting the one of the last remaining human footholds in Lordaeron!

Any able bodied citizen of Stormwind or elsewhere is tasked to consider joining the fight against the unliving and protecting those who cannot protect themselves!

Report to Marshal Redpath in front of Southshore's Town Hall!

#### **Objective**

Travel to Southshore and speak with Marshal Redpath about the undead attacks.

#### **Completion**

Greetings, good <Race>. Are you here to aid us against the undead?

[1200 EXP / 200 Reputation with Stormwind]

## **They Came At Night [ELITE QLVL 58]**

Two weeks ago, ghosts started appearing at night, wandering the fields of Hillsbrad. While they ignored the wildlife, our men and women of the guard were attacked immediately on sight. While this alone is unusual, all these apparitions bear semblances to dwarves and humans, their armor reminiscent of those worn during the Second War. This leads me to believe they originated from Purgation Isle, a former outpost used during said war.

This whole situation wouldn't be so precarious if we'd know WHY they roam the Hillsbrad Foothills. To be honest, given the Forsaken's past crimes against our people in the Hillsbrad Fields, we cannot rule out the possibility of them being involved. If they really are, we'd best be ready to call for reinforcements from Stormwind.

I'm getting ahead of myself. Adventurer, follow the western shoreline, you will see Purgation Isle just off the coast. Banish the apparitions and return with proof of your task and any clue about the instigators of this nightmare.

### **Objective**

Collect ten Spectral Dust from ghosts on Purgation Isle. Return to Marshal Redpath with them and any clues about the reasons for their aggressions.

0/10 Spectral Dust

0/1 Broken Pendant

### **Turn-In**

We have to resolve this as soon as possible. We can't allow any more casualties to happen.

### **Completion**

Good job on exterminating these foul memories of the past. Did you find any hints about the cause of all this?

**Spectral Dust drops with a chance of 60% from any ghost on Purgation Isle.**

**Broken Pendant drops with a chance of 20% from any ghost on Purgation Isle.**

[7600 EXP / 250 Reputation with Stormwind]

### **Seeking Divination [QLVL 58]**

You found this on one of the ghosts? It looks like a fragment of a necklace.

<Marshal Redpath looks at the gemstone inside the setting.>

This feels evil, adventurer. I don't know why, but there is energy emanating from it. Just holding it fills me with dread.

Here, take it. We need to find out more about this, bring it to the magi of Dalaran in the Alterac Mountains. Talk to Archmage Ansirem Runeweaver, he will surely know more about this... thing.

Make haste, you know what's at stake.

#### **Objective**

Speak with Archmage Ansirem Runeweaver at the ruins of Dalaran about the broken pendant.

#### **Completion**

Well met, Traveler, how can the mages of Dalaran assist you?

[1200 EXP / 100 Reputation with Stormwind]

## **A Slumbering Figment [QLVL 58]**

<You explain the situation to the Archmage.>

Yes, we have noticed the uprise in undead activity the past weeks, we too were wondering what the cause might be.

You say you found this pendant shard on one of the ghosts? It could either be the remnant of that person's life or - with a bit of luck - a clue on how to stop their aggression.

Hand me the pendant shard so I might use my arcane arts to learn more about its past.

Normally I'd require a few materials to conduct a divination, but as this sooner or later will also affect us, I will aid you by using our own supply of ingredients.

This might take a while, please stay back.

### **Objective**

Wait for Archmage Ansirem Runeweaver to complete the divination process. Talk to him once he's done.

### **Completion**

I see... quite perilous indeed.

[1200 EXP / 200 Reputation with Dalaran]

**Upon accepting the quest, Ansirem conjures the spell. After it is done, the quest completes.**

## **The Other Half [DUNGEON QLVL 58]**

Let me tell you what I saw.

An ogre warlock called Kormok was conducting vile necromancy on Purgation Isle, raising the fallen soldiers of old into undeath. The next thing I saw was actually his demise, in the shadowed halls of the Scholomance. I can't say for certain where he perished, but I saw large glass containers and brewing concoctions in my vision, hopefully this might aid you in your search.

It is not uncommon for a necromancer's minions to go berserk upon their master's demise. Perhaps this is what happened here. I'd reckon this broken pendant is the source of the spell. If we complete it, we can dispel the magic and stop this incident from escalating even further.

Traveler, enter the Scholomance and retrieve the other half of Kormok's Pendant. While you're there, acquire a Dark Rune from the necrolytes - we will need it for the restoration spell.

### **Objective**

Retrieve Kormok's Left Pendant Piece from within the Scholomance as well as a Dark Rune and bring both to Archmage Ansirem Runeweaver near Dalaran.

0/1 Kormok's Left Pendant Piece

0/1 Dark Rune

### **Turn-In**

The room in my vision appeared to be a laboratory. This may not narrow it down all that much, but at least it is something.

### **Completion**

This jewel shard definitely resonates with the one you found on Purgation Isle. With the Dark Rune already here, I only need a few more reagents.

[8200 EXP / 200 Reputation with Dalaran/Stormwind]

**Kormok's Left Pendant Piece drops off of Ras Frostwhisper with a chance of 100%.**

## Arcane Components [QLVL 58]

While I prepare the restoration spell, I inquire with you to gather some magical components for me. I am in need of the following:

10 Heaps of Illusion Dust  
1 Rune Thread  
1 Temporal Needle

While you may acquire the Illusion Dust and Rune Thread rather easily, the third is a particularly rare item.

The spell in its essence is based on Chronomancy, the art of magic the Bronze Dragonflight is attuned to. Not many know of chronomancy, even less now that Dalaran and its endless knowledge is but a ruin. While they may use chronomancy without tools, us mortals are in need of a Temporal Needle in order to cast chronomantic spells. Luckily a rather benevolent bronze dragon is residing in the Ruins of Andorhal at the moment. Talk to her for the Temporal Needle, I am sure she will help out.

### Objective

Gather the required ingredients for Archmage Ansirem Runeweaver at the ruins of Dalaran.

0/10 Illusion Dust  
0/1 Rune Thread  
0/1 Temporal Needle

### Turn-In

Each archmage of the Council of Six has their own specialization, luckily for us I am quite versed in chronomancy.

### Completion

Excellent, traveler. Not every dragon is friendly towards the mortal races, but Chromie has her heart at the right place.

<Ansirem is chanting a spell while using the ingredients on the two pendant pieces. It almost looks like he is magically sewing them together using the needle.>

[3600 EXP / 200 Reputation with Dalaran]

**Accepting the quest enables an additional dialogue option with Chromie.**

**[Hello, Chromie. I need a Temporal Needle. Could you help out with that?]**

**Chromie:** *"Ah, good to see you again! Do you need it for the Purgation Isle crisis? I saw what happens in the future if you don't deal with these ghastly ghosts as soon as possible, not pretty at all! I have a spare needle for you, please take it and aid the good people of Hillsbrad!"*

## **Purging Purgation Isle [ELITE QLVL 58]**

Listen close, traveler. Take the pendant and this scroll to Purgation Isle. The restoration spell won't last forever, but it should be enough time to dispel the magic. For this to work you have to recite the words on the scroll at the place the necromancy was cast - at the top of Purgation Isle.

Now that the pendant is reassembled, I feel a dark and familiar presence inside. It is possible for a memory of Kormok to have taken hold of this pendant. Should it be summoned while you're trying to dispel the magic, you have to destroy the apparition to fully cleanse the island.

Please take caution, traveler - do not underestimate a necromancer, especially a dead one.

### **Objective**

Use the Dispelling Scroll on top of Purgation Isle to cleanse the evil of the Hillsbrad Foothills. Return with proof of your deeds to Marshal Redpath.

0/1 Drained Pendant

### **Turn-In**

Welcome back, adventurer. Any progress on your mission?

### **Completion**

An ogre necromancer raising the spirits of the past? And his death made them run amok? I am impressed you made it back here alive!

[7600 EXP / 200 Reputation with Stormwind]

### **Fused Pendant [Quest Item]**

#### **Dispelling Scroll [Quest Item]**

**Use:** *"Recite the words on the parchment while holding the Fused Pendant on top of Purgation Isle. WARNING: May summon sinister spirits of the past." (Requires the Fused Pendant to be in the inventory.)*

**Using the Dispelling Scroll on top of Purgation Isle summons Memory of Kormok, triggering the following event:**

**Memory of Kormok says:** *"Puny one summons Kormok! Very rude not to ask before!"*

*(Memory of Kormok becomes hostile and starts the fight.)*

**Quote on Enrage:** *"RARGH! We tired of little ones!"*

**Quote upon death:** *"We thank you, tiny ones. Kormok feels... free..."*

**Faded Pendant drops off of Memory of Kormok with a chance of 100%.**

## **Hero Of Southshore [QLVL 58]**

<Marshal Redpath gives you a firm grasp on your shoulder, his chain gauntlet rattling loudly.>

You are Southshore's hero! And the entirety of the Hillsbrad Foothills! You exceeded our expectations, adventurer, and you are surely - definitely! - destined for greatness!

Please, talk to Magistrate Henry Maleb here inside the town hall. He would like to meet the person responsible for saving the citizens - and I am certain you want to have a reward as well!

### **Objective**

Talk to Magistrate Henry Maleb in Southshore's town hall to gather your reward.

### **Completion**

In the name of all people in the Hillsbrad Foothills, I would like to express my deepest gratitude towards you and the feats you've accomplished. Because of your heroism, the innocent town folk can rest easy again - for now atleast.

I corresponded with Marshal Redpath and Archmage Ansirem Runeweaver. Your sturdiness and resilience facing numerous dangers are commendable and something we all can strive towards. I've prepared several rewards for the one to stop the undead, as well as the Key to Southshore as a token of appreciation.

Please, choose what suits you most.

[8200 EXP / 500 Reputation with Stormwind and Dalaran]



## Rewards

### Key To Southshore [Neck Rare]

+15 Stamina

Use: Heals the user for 780-900 health. (2 minute cooldown)

The player then has the choice between one of these three rewards.

### Arcane Channeling Rod [Two-Hand Staff Rare ILVL 62]

123-189 damage

2.8 speed

(55.71 damage per second)

+24 Agility

+14 Stamina

Equip: Increases your attack speed by 2% and your casting speed by 4%.

Equip: Your melee and ranged attacks have a chance (5%) to inflict 150 arcane damage to your target.

### Magistrate's Scepter [Offhand Rare ILVL 62]

Held in Off-Hand

+7 Stamina

Equip: Increases damage and healing done by spells and magical effects by up to 12.

Equip: Increases your chance to critically hit with spells by 1%.

### Southshore Guard Mantle [Cloak Rare ILVL 62]

Cloak

97 Armor

Equip: Increases your chance to dodge an attack by 1%.

Equip: Increases your chance to parry an attack by 1%.

## NPC Spreadsheet

### Memory of Kormok [59 Elite]

17.500 HP

30.000 MP

350-467 Damage every two seconds

3.075 Armor

150 Shadow Resistance

**Bone Shield** (*Instant selfcast/500 Mana/30 seconds CD*) - Absorb up to 3500 damage and inflict 50 shadow damage to melee, spellcast and ranged attackers.

**Shadowed Frenzy** (*2.5 second cast/interruptible/750 Mana/1 minute CD*) - Infuses the target with ire, increasing its damage by 50% but making it forget between friend or foe for 30 seconds.

**Enrage** (*Activates at 30% HP*) - Memory of Kormok enters a frenzied state and increases its damage by 40 and its attack speed by 50%.

Model suggestion: [Kormok - NPCs - Turtle WoW Database \(turtle-wow.org\)](http://turtle-wow.org/kormok-npcs)