

# Swift Travel Form Guide



# SWIFT TRAVEL FORM GUIDE

(TURTLE WOW DRUID QUESTLINE GUIDE BY MORIHEI)

The Swift Travel Form has the appearance of a white stag. It functions exactly like a mount in that it is only usable outside and out of combat, has a cast time of 3 seconds (not affected by haste) and gets dispelled when dazed. Unlike the ordinary Travel Form, the Swift Travel Form does not get dispelled when entering water. When interacting with the environment the limitations of other shapeshift forms apply, i.e. you cannot talk to NPCs or interact with clickable objects. Just like in ordinary Travel Form, however, you can still pick herbs and skin dead animals.

## PRELIMINARIES

During the questline you will require the following trade goods:

- 20x [\[Bright Dream Shard\]](#)
- 10x [\[Dreamhide\]](#)  
Crafted by leatherworkers using 1x [\[Small Dream Shard\]](#), 1x [\[Rugged Leather\]](#) and 1x [\[Dreamscale\]](#)
- 6x [\[Dreamthread\]](#)  
Crafted by tailors using 1x [\[Small Dream Shard\]](#), 1x [\[Rune Thread\]](#) and 1x [\[Dreamscale\]](#)
- 20x [\[Greater Dreamless Sleep Potion\]](#)  
Crafted by alchemists using 2x [\[Dreamfoil\]](#), 1x [\[Golden Sansam\]](#), 1x [\[Crystal Vial\]](#)

Attunement to the **Emerald Sanctum** raid is required for the quest **Tethered Memories** (you can check out [this guide](#) by Speedz1337).

**NOTE:** Upon completion of the questline you will have also learned Journeyman Riding giving you the ability to use epic 100 % mounts. Slowpoking around on a 60 % mount a bit longer at level 60 is definitely worth the gold you save! **Update:** Even characters that had not learned any riding skill will also have learned Journeyman Riding upon completion of the questline! (Thanks to Axtinx for testing this out!)

## THE QUESTLINE

### Mount Hyjal in Turmoil

The questline begins in Moonglade with a quest given by the druid trainer Loganaar. The quest can be obtained once you reach level 60. He directs you to speak with Arch Druid Dreamwind in Nordanaar, Hyjal. He can be found at the top of the tower at 49.0, 64.2.

### Shadowed Spectre

Arch Druid Dreamwind asks you to investigate the disturbances near Darkhollow Pass and report back to him. The disturbance turns out to be a ghostly stag, the Dissipating Spectre (31.7, 70.9), to the west of the Darkhollow Pass. Just before you enter the pass coming from the direction of Nordanaar take a path to the left of the road and follow it up to an outcropping where you will find the stag. Interact with it and return to Arch Druid Dreamwind in Nordanaar to complete the quest.





### **The Son of Cenarius**

Once you return to Arch Druid Dreamwind he will send you back to Moonglade to talk to Keeper Remulos (36.1, 41.8) and give him 20x [Bright Dream Shards](#). These can be obtained easily by questing in Hyjal and turning in drops from mobs there or, alternatively, through the Auction House. Keeper Remulos is the questgiver for the remainder of the questline save for the very last quest.

### **Tethered Memories**

Keeper Remulos will then instruct you to bring him three relics:

The [Bough of Cenarius](#) drops from [Dreamstalker](#), a level 62 elite dragon in the Bough of Shadows in Ashenvale (93.9, 36.9).



The [Crystalline Ray of Moonlight] drops from a level 62 elite moonkin named Venethas that resides in a cave to the north of Everlook in Winterspring (61.2, 29.9).



The [Jade Scale of the Dreamer] drops from Solnius in the Emerald Sanctum raid in Hyjal (entrance at 20.5, 60.5).



Dreamstalker and Venethas can be killed by a 3–5 member party, depending on gear. Solnius is a boss level mob and will require a full raid group to clear the Emerald Sanctum. It is best to save Solnius for last as you can then ask the members of your raid group to help you out with the next step of the questline.

### The White Stag

Having gathered all three items and completed the previous quest, you will need to return to the Dissipating Spectre ... and kill it. This is easily the hardest part of the questline as defeating the stag is no easy feat and it will most likely require a 10-member raid. The Dissipating Spectre hits hard and has a number of annoying abilities, among which are a

shadow bolt volley attack, a knockback and an AoE fear. Once you talk to him and start the fight, the tank should pull him off of his mountain and further down where there is more space to fight. The fear and the knockback can send you flying off the mountain!

Kill the Dissipating Spectre and return [\[Malorne's Spirit Fragment\]](#) he drops back to Keeper Remulos. He will reward you with a [\[Glyph of the White Stag\]](#) for your trouble. The glyph changes the appearance of your travel form to that of a white stag but does not alter its speed or other characteristics – just a taste of things to come ...

### **Woven Dreams**

The following quest is easy but can be expensive. Keeper Remulos wants you to bring him:

- 10x [\[Dreamhide\]](#) (crafted by leatherworkers using 1x [\[Small Dream Shard\]](#), 1x [\[Rugged Leather\]](#) and 1x [\[Dreamscale\]](#))
- 6x [\[Dreamthread\]](#) (crafted by tailors using 1x [\[Small Dream Shard\]](#), 1x [\[Rune Thread\]](#) and 1x [\[Dreamscale\]](#))
- 20x [\[Greater Dreamless Sleep Potion\]](#) (crafted by alchemists using 2x [\[Dreamfoil\]](#), 1x [\[Golden Sansam\]](#), 1x [\[Crystal Vial\]](#)).

Additionally, you will need to gather 10x [\[Viridian Mushroom\]](#) from the Dream Bough in northwestern Feralas. The mushroom gathering part is perfectly soloable: just avoid the elite dragonkin in the area and pick up the mushrooms. Use Prowl if necessary and jump into the water if you aggro; the mobs will evade and reset. Just note that if you are still in a raid group from having done the previous quest, you will not be able to loot the mushrooms!



Upon turning the quest in you will receive the [\[Slumbering Dreamveil\]](#) cloak which you will need in the next quest.

### **The Eternal Sleeper**

Travel to Seradane in The Hinterlands and go to the northeastern part of the area, up a pathway that leads into the hills.



At the top you will find an elite dragonkin Sithendrus standing next to a pile of bones (70.0, 10.6). The mob hits very hard and can decimate even decently geared tanks; it is also immune to Entangling Roots. Have a friend kite it away, don the [\[Slumbering Dreamveil\]](#) and interact with the bones to spawn Vithekus. Talk to him, receive the [\[Flickering Emerald Stone\]](#) and get away before the angry elite returns!



### **Under the Vibrant Moonlight**

After returning to Keeper Remulos one final time he will direct you to travel to the Twilight Grove in Duskwood (entrance at 46.6, 59.2), which is another elite dragonkin-infested area. Using the [\[Dreamsight Gem\]](#) obtained as a reward from the previous quest, Malorne will appear at the top of the pedestal, and your final adversary, the Nightmare Pursuer will also spawn.



The Nightmare Pursuer isn't meant to be tanked but should be spam rooted and nuked from a distance. Even at a distance he does shadow damage, dishes out curses that reduce healing, and will occasionally do an AoE knockback that will apply a nasty undispellable DoT. More than anything the fight is a mana check and can be punishing to ferals. It is, however, quite manageable with a 5-member party.

After you have killed the Nightmare Pursuer, talk to Malorne and receive your hard earned Swift Travel Form!



## Acknowledgements

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## Changelog

- v. 1.01, 2025/06/01: initial version updated with additional images and formatting
- v. 1.02, 2025/06/17: added Emerald Sanctum attunement & info on learning Journeyman Riding from 0 riding skill upon completion of the questline to the preliminaries