

Draenei Shaman 1-60 speedrun path for TBC - by CauthonLuck

This is the route I'll be using myself on pre-patch/TBC launch. It's not intended to be sold or to mimic a super detailed Joana/Rxp-style guide. Often multiple steps are bunched together for brevity, but the guide can be combined with my twitch vods or youtube videos from this path for more detail at <https://www.twitch.tv/cauthonluck>

Be sure to pick up the "Questie" WoW addon to show quest objectives on the map. If you wish to copy some of the content and create a route more specific to a different class, go right ahead. For any questions/comments, requests of things to be added to the guide, or just general leveling discussion, you can join my WoW speedrunning discord at <https://discord.gg/H5cQB XK>

For those looking for a guide with an in-game overlay or that covers other races, there's a paid guide I'd recommend for pre-patch & TBC made by some other speedrunners at <https://www.restedxp.com/?ref=fastXP> (30 level free trial)

Ammen Vale (1-6)

1. Accept/turn in "You Survived," kill 2 mobs on the way over since mana will regen. **Delete Hearthstone** for extra bag space, we won't use it till close to lvl 10.
2. Grab the followup to "You Survived," "Replenishing the Healing Crystals."
3. Grab volatile mutations quest and finish both quests for moth crystals/mutations.
4. Turn in both, grab the 2 flower quest followups "What must be done", "Botanical Legwork"
note these are good quests to skip if starting area is super crowded, they only lead to 1 other small quest, the next quests are more important.
5. Run into the town area to vendor/pick up new quests.
6. While there, grab rockbiter and a staff from weapon vendor. Equip staff/cast Rockbiter then grind northwest to the 2 flower quests.
7. Finish the 2 flower quests and heal a wounded draenei survivor with your Gift of the Naaru for "Rescue the Survivors." Turn those 3 quests in to hit 4 and train Earthshock.
8. Helps to make a simple shock macro here -
/cast Earth Shock
/startattack
9. Cleanse the lake crystal to the south while heading down to the moonkin area for those 2 quests "Inoculation" and "Spare Parts."
10. Do the 2 moonkin quests then deathwarp (intentionally die by pulling multiple mobs and/or standing in fire) to skip the long walk back to town.
11. Resurrect at the spirit healer then do the shaman class quest for earth totem.
12. Grind back towards town, turn in all quests, clear bags at the vendors and accept all follow-up quests.
13. Run southwest and turn in "The missing scout," and then complete the rest of that quest chain dealing with the Blood Elves down in that area.

14. After killing Surveyor Candress for the last quest in the chain, click the **quest starter** item she drops.
15. Deathwarp again via the blood elves/fire and turn in all quests back at town.
16. Use the staff rewarded from these quests, shaman don't need lvl 6 class skills yet, can wait for 8 to train.

Azuremyst Isle (6-12)

1. Run west to exit the starting area, grab the delivery quest and "Red snapper, very tasty."
2. Do about half of the red snapper quest (if area is crowded, just finish it all now and turn-in if you can.) while traveling north then slightly northwest.
3. Kill a cat for the faintly glowing crystal **quest starter**, then deathwarp or walk to Azure watch. Wait to turn in any quests here until later. ***note*** The purpose of this is to make sure you are level 6 instead of level 7 for the next few quests. You'll get way more xp overall by being level 6 while killing a bunch of level 5 and 6 mobs, the xp from quests just gets banked for later to get us to 8.
4. Pick up all quests in Azure Watch and buy the vendor staff, you can start using the strength elixirs you got from that earlier quest now, we're done deathwarping for a while.
5. Finish most of the stag/lasher quests "The great moongraze hunt" and "Medicinal Purpose." Prioritize the lashers, you need to kill way more of them to complete the quest.
6. When done or almost done with those, grab 2 more quests from beach camp. Grind on crabs while traveling west to the "small start" quest items.
7. Pick up the items, then finish collecting the crab meat on the way back to the beach camp and turn those quests in/accept all follow-ups.
8. Finish "I've got a plant" just north of the camp and turn it in/take followup, then finish any remaining stag/lasher items needed while heading north back to town.
9. Get to within 2100xp of 8 - turn everything in at Azure Watch and you'll hit lvl 8. **Set hearth**. Need 6s70c for all sham skills. Use any extra money to buy bags.
10. Pick up all the new quests, read the book to learn furbolg language from your inventory, then grab the "Totem of Coo" followup.
11. Grind north towards the lvl 7 & 8 bucks/cats, picking up the herbs by trees when you can. Finish most of the cats/bucks and do the totem of coo line. Finish up the red snapper quest once you have the swim speed buff.
12. Finish travel portion of totem of coo, which takes you to the western side of the island, then do the furbolg key quest.
13. Finish the cat/buck quests here if needed, then do the 2 naga quests to the south, to kill 5 of each naga type, and to pick up the artifacts. 2 **Quest starter** items to look for here, one from stealthed blood elf, one from naga. Don't worry if you can't find the stealthed blood elf, there aren't many spawns and the quest doesn't lead to anything else, it's just a bit of bonus xp if you happen to find one.
14. Swim out to island for the tree disguise quest, can afk 2 min while the npcs do their RP here before running to the south of the island.
15. Turn in "The missing fisherman" on dock to the south then do his follow-up quest "all that remains."

16. Turn it in then hearth back to Azure Watch, if your hearth is down for some reason or you forgot to set it, just die to the owlbeasts and spirit rez back by Azure Watch.
17. Turn/accept new quests at Azure Watch and the beach camp to the south. Keep the shield quest reward you get here, we will be using 1h/shield with flametongue till 16.
18. Kill the gnome wandering the beach to the south for "Show Gnomercy" and take 1h mace as reward from it - equip it with flametongue and put on the shield.
19. Return to Azure Watch, should be a ways into level 10 at this point, so pick up the shaman class quest and train new skills.

Here's a look at the talent build I recommend for this 1-60 guide, 44 points in Enhancement first.

<https://tbc.wowhead.com/talent-calc/shaman/25-500523010500133531151>

Here's a clip showing the order I take them: <https://www.twitch.tv/videos/1026525402>

20. Stock up on bags and lvl 5 food/drink with extra money and head straight north to pick up murloc/ravager quests, skilling up 1h mace as you go on the lower level mobs.
21. Do murloc grain quest on the west coast first, get **quest starter** from the named murloc.
22. Grind east, turning in the 2 murloc quests on the way over to the fire elemental, finishing ravager hides, and continue the shaman questline.
23. After finishing and turning in murloc/ravager quests and taking followups, you will have 3 quests to do in the cave to the north all at once.
24. Complete those 3 and then do the follow-up quest for kurken lurkin' back in the cave.
25. Should be close to 12 now, turn in all quests and then from the fire elemental, go northwest to the bridge into bloodmyst. Grind mobs along the way to get closer to 12.

Bloodmyst Isle (12-16)

1. Pick up the quests at the quest hub over the bridge in bloodmyst, use "the kessel run" mount to go north quicker to Blood Watch. You can abandon the quest once it dismounts you, we will finish it for real later on.
2. Pick up all the quests you can in town, and **set hearth**.
3. Turn in the first step of the "Beds Bandages and Beyond" quest chain that leads you back to exodar, but don't take the flight path yet. The xp from this turn-in should get you 12, if not 12 yet, grind a few mobs around town to get there.
4. Do the level 15 quest "Blood Watch" just northwest of town. The quest mobs are 13/14 so buy some lvl 5 food/drink and pull safely, one at a time, till you kill 10 of them. 1h Weapon reward is really good so it's worth doing now, take the 8.2dps green 1h mace.
5. Pick up first aid if you haven't already gotten it in order to skill it up during SW island escort quest we'll be doing shortly.
6. Fly to exodar then travel southwest to the island.
7. Start the escort quest "A cry for help," and open the quest pack you got for the shaman class quest, **do not click the orb** until done with the 2 quests on this island, it is an instant non-channel teleport back to the fire elemental across the zone.

8. Turn in "A cry for help" at the dock to the south, then do the shaman class quest and use the orb to teleport back to the fire elemental once it's done. ***note*** technically you can do the shaman class quest during the escort, but it's risky as dying or failing the shaman quest will cause you to have to run a long ways to pick it up again. You can watch the video of my run on twitch or youtube if you'd like to see how.
9. Wait for the long (20-30 second) shaman class quest RP after turn-in then take the next step in the chain.
10. Head northwest to re-start the elekk quest "The Kessel Run."
11. Ride south, warning all 3 people required for the quest, turning in the next shaman class quest step at Azure Watch, and turning in any remaining quests in those areas.
note don't run over any indoor terrain or water or the mount will despawn
12. Ride west into exodar to turn in the delivery quest, shaman quest, and to train class skills. Do not dismount, the temporary elekk can be used through all of exodar.
13. Ride out of exodar, turn in the quest "Coming of Age," and accept "Elekks are serious business," then take the flightpath back up to Blood Watch, turning in the final steps of the delivery quest as you go.
14. If level 13 after landing and turning in the delivery quest, pick up "know thine enemy," just do it later if not 13 yet.
15. Run south, picking up a quest mushroom in the river and mining the quest crystal on the way, then turn in all the elekk quests. Should have a few min of leeway before the 15 minute timer expires.
16. Do all quests on the southeast part of the zone by this quest hub now and turn them in, pick up any of the 4 quest mushrooms for "Mac'aree Mushroom Menagerie" as you go.
17. Head west across the river to do "Catch and Release."
18. Kill the named murloc that wanders this area for a **quest starter** necklace.
19. Finish collecting all the mushrooms in this area and do "Know thine enemy."
20. Once finished, return to Blood Watch and turn all in everything/grab new quests.
21. Prioritize blood elf line first, grab the missive just northwest of town for "Intercepting the Message"
22. Turn it in then progress the quest line to the "Audience with the Prophet," fly back and turn that in/accept "Truth or Fiction" + train lvl 14 class skills and hearth back to Bloodwatch.
23. Turn in "Truth or Fiction" and accept "I shoot magic into darkness."
24. Finish the treant bark quest south of town, there are tons of them around the red crystal formations.
25. Go northeast for "The missing survey team" then kill naga for "Salvaging the Data."
26. Do "I shoot magic into darkness" and kill as many lashers as possible west of the road to start getting some of the quest drops for "Constrictor Vines" as you travel to and from that quest.
27. Do "The second sample" as you run back to Bloodwatch.
28. Turn everything in/accept new quests. It's best to just always pick up every available quest at these quest hubs even if we don't finish everything till later, it's faster overall to do that and abandon unwanted quests later, than to meticulously pick up the exact number of quests we're about to do.

29. When turning in "Irradiated crystal shards," I prefer the +5 stamina buff, it's pretty impactful at lower levels.
30. Should be at least 15 by this point, buy a bunch of the level 15 food and water and upgrade your bags with any remaining money.
31. Do the cryo core quest for the 2h staff upgrade, also attempt to complete the quest line for Galen at same time in the area. If you don't get the necklace drop for Galen's quest by the time you're done with all the blood elves/lasher quest item collection, just save that quest for later when you come back here at 20.
32. Finish the "Constricting Vines", skip bear meat unless forced to kill a few and meat drops, the drop rate is really random and the bears are buff af. Turn everything in at town/take follow-ups.
33. Finish the last 2 quests here for now, "Culling the Flutterers" for belt upgrade, and "Matis the Cruel" in the same general area for the leather leg upgrade.
34. Turn in any excess Irradiated crystal shards for the 5 stamina buff items.
35. Fly exodar and **set hearth** then train 16 class skills and walk out to the boat to darkshore via the west entrance.
36. Turn in "Newfound Allies," accept "The Way to Auberdine," and skill up first aid while waiting/riding the boat.
37. Now that we have Rockbiter rank 3, switch over to the 2hand staff you got from the Cryo Core quest and use that weapon + Rockbiter until level 20.

Darkshore/Ashenvale (16-20)

1. Turn in "The Way to Auberdine," and pick up every available quest around the town, except for the buzzbox questline and "the family and the fishing pole." You can abandon some of the Blood Watch quests to make room in the quest log if you like, we'll be finishing almost all of them later, but you can just pick them up again at Bloodwatch.
2. Do the whole "Bashal'Aran" chain to the northeast of town first, up till the final part which sends you way south. Avoid killing the level 10 grells here, if possible, they are grey, but the vast majority of the mobs are 11+ and still give exp.
3. Scout the red crystal along the eastern mountain on the way south.
4. Continue south to Ameth'Aran, we complete 4 quests here in the ghost area.
5. Grind the south side for this area for higher level non-grey mobs for "Tools of the Highborne," and complete "Bashal'Aran" and "For love eternal."
6. Pick up and do the "The fall of Ameth'Aran" from the quest-giver on the road to the west while finishing all the quests here, turn it in and head northwest when all are done.
7. Capture a rabid thistle bear
8. Get the first sea creature part for the "Washed Ashore" chain.
9. Scout the furbolg camp on way back to town for "How big a Threat?"
10. Mass turn in/accept every new quest, remember to get moonwell water now in town for the next step of red crystal chain "As water cascades."
11. Loot the sea creature off the docks for the 2nd step in "Washed Ashore" and turn it in. This unlocks all the **quest starter** sea creatures on the shore throughout the zone.
12. Clear blackwood camp to the south of town for the next step of "How big a threat?"

13. Start working on 20 rabid thistle bear kills while grinding south.
14. Pick up the 2 quest starter sea creatures.
15. Do the Murkdeep event, try to heal between waves to avoid being over-run, best to not leave totems up or new waves of murlocs will agro them.
16. Grind bears to the east and northeast until done with 20 kills. and
17. Head north to cleanse the red crystal for "As water cascades," and take the followup.
18. Return to town and mass turn in quests/accept new quests again.
19. Head northeast from town, turn in the final step of "Bashal'Aran" we did earlier.
20. Pop a +5 stamina buff from the Draenei area if you have one, the next 5 quests or so are more dangerous than most so be cautious.
21. Kill the Den mother, kite her away from cubs while they attack a stoneclaw totem.
22. Do "Cave mushrooms"
23. Do the "Tower of althalaxx" scroll quest, try to interrupt curse of mending that these mobs cast, it's an annoying 3m debuff.
24. Pick up "Gyromast's Retrieval" and start collecting the keys.
25. Collect 5 Moonstalker pelts, go for sires when possible, they are much easier than the matriarchs/cubs. Use stoneclaw totem when fighting the duo pulls.
note above 2 quests are skippable if you feel they are too dangerous/not worth the time, they are pretty borderline worth it.
26. Turn in "Gyromast's Retrieval" then escort and kill first mate for the followup, he is no longer elite.
27. Collect Cliffspring river sample.
28. Do "Fruit of the sea" for 6 crab chunks while traveling south along the shore
29. Grab the quest starter creatures along the shore while heading south.
30. Do "Deep ocean, vast sea."
31. Mass turn in quests at town again and grab new quests.
32. Travel way south for "onu" and grab his quest "The master's glaive."
33. Finish that quest chain and then escort the dryad out of there for "thereylune's escape."
34. Grab the 4 sea creature quest starter items by all the murlocs starting with the southern one and working north. Beware of murloc adds, pull 1 at a time and slow them.
35. Turn in "the absent minded prospector" but skip the escort, this quest is notoriously bugged with an incorrect amount of mob spawns that kill the escort.
36. Turn in "A lost master," can use the stealth cloak to get to him without fighting anything.
37. Do "escape by stealth," force is fine too if you want to gamble, it's more xp for a longer escort that has some risk of death.
38. Turn in onu scrying quest, skip follow up.
39. Start the druid escort quest "The sleeper has awakened," and grab the horn from the chest right next to him (required.)
40. Do "one shot one kill" on the way south.
41. Stay off the roads and walk the druid down into ashenvale, I just stay to the west of the road while escorting him, the mobs that attack the druid won't spawn if you're away from the road a ways. Keep the shield reward from the druid escort turn-in for later if playing solo self-found.
42. Turn in all completed quests between Maestra's post and Astranaar.

43. Grab the flightpath from astranar, fly back to auberdine to turn in all quests.
44. Boat over to Menethil harbor for the murloc quest chain that gives icicle staff, starts with "claws from the deep".
45. Kill the murlocs/gobbler and turn it in for the next step in the chain.
46. Finish the remaining steps to loot items by the murloc huts. There are high level murlocs around by the final hut, but you don't have to fight them, you can just drop a taunt totem and pick up the quest item instantly/run away. Don't worry about deaths, the graveyard is literally right next to these quests, and the quest reward is great.
47. After turning in the final step of the chain, take the "Icicle Rod" 2h staff, this will be our main weapon from now until 27.

Brief Shaman rotation guide

The exact spells you use change frequently while leveling, so it's difficult to be specific. At earlier levels, the newest rank of shocks and weapon enchants tend to be much better than your other options, so you usually prioritize the newest ranks of abilities until later levels. A very general overview of the rotation would be:

1-40 You're kind of a melee warlock, most of the damage is done through slow ticking spells and auto attacks. Most fights will go - flame shock to pull, make sure lightning shield is up, drop searing totem, then auto attack the mob down to conserve mana, using whatever your highest damage direct shock is when shamanistic focus procs.

41+ You're now a burst damage class, always dual wield 1h weapons, the slower the better. Stormstrike early in the fight, keep lightning shield up, use almost exclusively earth shock for damage since it gets 20% more damage from stormstrike and your shamanistic focus procs a ton with dual wield/double windfury. You'll almost be able to just earth shock on cooldown with the reduced mana cost shocks.

For Totem usage, at earlier levels you can freely drop searing totem/mana spring totem anytime as long as you're fighting for 8+ seconds or so in the same general area. Stoneskin totem is decent at early-mid levels when fighting fast attacking or dual wield mobs. Use stoneclaw totem immediately at all levels as soon as you're fighting more than 1 mob at once. Strength of earth totem is better at later levels when you get the mental quickness talent.

At 41+ you usually will be killing mobs too quickly to bother with totems, if you're just running from mob to mob chain killing. If you're in an area where you can set up your totems and pull a bunch of mobs into them one at a time, it's fine to drop searing/mana spring/grace of air/strength of earth as long as you're not relocating too quickly. Killing 2-3 mobs in the same area make searing/mana spring still worth it, even with very fast kill speeds. With the earth/air totems you need more like 4-5 mobs of value to make them worth the mana cost when things are dying in 5 seconds or less most of the time.

Bloodmyst Isle (20-23)

1. Hearth back to Exodar.
2. Start the water totem quest and train level 20 skills. Use frost shock and frostbrand weapon as your main shock/weapon enchant now that we're using the ice staff.
3. Your next talent points at lvl 21 and 22 go into improved ghost wolf now that we've unlocked it.
4. Fly to Bloodwatch and pick up all the quests again + **Set Hearth**

Basically just do every quest remaining here, except for "the sun gate" and "ending the blood curse" Order doesn't matter too much, just prioritize the lower level quests first while making a circular route around the zone, two large quest circuits total.

Circuit 1: Do the quests directly west of Bloodwatch with the lower level 16-18 mobs first (ravagers/lashers/spiders etc), finish Galen's quest chain if you didn't earlier, then north to the saytar area. Finish everything there, the bear quests, then the water totem/murloc quests. Click the quest starter map in inventory after turning in the final murloc quests to the gnome. Do the northeast island quest chains. After killing the elite dragon (use grounding totem for fear/interrupt breath) swim back with the swim speed buff to turn in "A map to where?" Mass turn in quests/accept new ones in town then finish up the followups to "A map to where" which are close to Bloodwatch.

Circuit 2: ***optional*** Prior to starting the final quest circuit, there are 2 elite quests that can be done together "Ending their World" and "Clearing the Way." These can be soloed, but it can be difficult and you may need to heal the escort npc and/or gift of the naaru him depending on how he pulls. If you intend to do these, (I'll be attempting to do them in my run) be sure to pick up one of the +5 stamina buffs and a ton of food/drinks now in town, you'll have to quickly spam food/drink after nearly every pull to keep topped off as the escort charges into new mobs.

Finish the remaining handful of quests to the northwest, turning in all quests that have their turn-in npc outside of Bloodwatch, then ending with the shaman water totem turn-in way out in the ocean to the north. After turning that in and taking the next step, hearth back to Bloodwatch for the final quest turn-ins. Train new ranks of first aid, fly to Exodar for new class skills, then take the boat back over to Darkshore.

Ashenvale/Stonetalon (23-25)

1. In Auberdine, pick up the dungeon quest "Researching the Corruption," the mobs are no longer elite for this quest, then fly to astranaar.
2. Turn in any quests you may still have at astranaar and maestra's post, while picking up every available quest at those locations.
3. Do "Bathran's Hair," if you happen to get lucky and get the soul gem from the mobs while heading up to the "Bathran's hair" area, turn it in, but don't grind too long for it, super low drop rate.

4. Pick up the ancient statuette, then grind naga for the naga heads quest while heading north to pick up the statue.
5. Turn in statue/grab follow up for the ring to the north, then repeat the naga grind up towards the north to complete naga heads and the "Ruuzel" quest.
6. Dip down into the area outside of BFD to kill the formerly elite mobs for "Researching the Corruption."
7. Turn in "Ruuzel" then grind down to do the Reane's Cleansing quest.
8. Complete the quest then head east for turn-ins.
9. Turn in every completed quest in the zone and take the follow ups.
10. Kill Dal bloodclaw, the named furbolg to the NW of town for "Culling the Threat."
11. Head east to pick up elune's tear, and turn in a step of "Raene's Cleansing"
12. Take the next step of "Raene's Cleansing," but we won't be completing it till much later.
13. Return to town and turn in quests/get followups.
14. Go south of town to do "The Ruins of Stardust" and the next Water totem quest step.
15. Take the talondeep path into Stonetalon.
16. Pick up and do "Super reaper 6000" and "A gnome's respite" in stonetalon.
17. Do them both and turn-in.
18. Grab the 2 follow-ups after "A gnome's respite," can turn them in later in IF/Stormwind.
19. Hearth back to Bloodmyst isle to finish the water totem quest. Don't bother running all the way north to the alliance quest hub in StoneTalon, or doing the pridewing wyvern quest unless you want to level leatherworking or something, they take way too long and I don't go to desolace on this route.
20. Finish the water totem quest line, turn in the final step in exodar, and train level 24 skills.
21. Return to Darkshore and turn in "Researching the Corruption" (should get into 25 here)
22. Pick up level 25 food/drinks, **set hearth**, and turn in "The ruins of Stardust."
23. Finish the last couple lower level Ashenvale quests in the area, "An Aggressive Defense," and "Elemental Bracers."
24. Turn in "Elemental Bracers," skip the follow-up.
25. Run to the East Ashenvale alliance hub to turn in a couple delivery quests from astranaar and to pick up the flight path for later.
26. Hearth to Astranaar (or fly if heath is still down) and turn in "An Aggressive Defense."
27. Pick up "Fallen sky lake" for later if you haven't already, we'll do that and "Reane's cleansing" at 30.
28. Fly back to Auberdine and boat over to the Wetlands.

Wetlands (25-27)

1. Buy a ton of new lvl 25 food/drinks. **Set Hearth** here in Menethil harbor.
2. Pick up all quests in Menethil except the "third fleet" questline.
3. Kill young crocolisks on the way up to the excavation team area.
4. Turn in/Get all the quests in the raptor area for the Ormek's revenge chain.
5. Finish the first step of that chain to kill 20 raptors, then keep grinding to the east towards the greenwarden, picking up "Daily Delivery" on the way

6. Do the Greenwarden's first quest "tramping paws" to kill 25 different gnolls down to the south.
7. Turn that in and grab the follow-up "fire taboo."
8. Finish the dragonmaw banners quest.
9. Make sure the young croc skins/ormer's revenge/dragonmaw banners are all done and hearth back to menethil to turn everything in/grab follow ups.
10. Head north of town, finishing the giant wetlands croc skin quest, and then grinding out "fire taboo" and "digging through the ooze" to the NE of that area.
11. Turn in "fire taboo" and grab "Blisters on the land". Finish Blisters on the land slowly as you travel around completing the remaining wetlands quests.
12. Do the "Nek'rosh's Gambit" line, burn the catapults then kill Nek'rosh for his head, he is no longer elite, but is immune to fire.
13. Finish all the remaining raptor quests for the "Ormer's revenge" line and also pick up the artifacts in that area for "Uncovering the past."
14. Grind back towards the greenwarden, finishing the kills for "Blisters on the land" and turn that in.
15. Head north and turn in the breadcrumb quest at the dark iron dwarf area, right by the bridge into Arathi Highlands, don't pick up any of the quests from that camp yet, though.
16. Dive into the water off the bridge to pick up "Sully Baloo's letter", then swim a bit north while underwater until in arathi highlands area. Drown here to death warp up to refuge point ally town and grab the flightpath.
17. Fly back down to wetlands and turn everything in. Take the 1h axe reward from Nek'rosh's gambit line.

Travel to Iron Forge/Stormwind (27-27)

1. Swim way out along the coast to the west of town until reaching an area with water that counts as being in Dun Morogh. Drown here to death warp to the middle of Dun Morogh and then run up into Iron Forge. Here is the general spot on the map you need to swim.



You can also just do the normal run down through loch modan if you want, but that's slower.

2. Should have a couple quests to turn-in here in Iron Forge, keep turning in and accepting the next step for Sully's letter, the other quest can skip the follow-ups.
3. Train all the weapon skills from weapon master here in Iron Forge, mostly just need 1h axe, but you never know, and should have extra money to get them all. Use the shield

from the druid escort quest + 1h axe now, buy a vendor shield for the time being if you forgot to save it.

4. Train new shaman skills/upgrade first aid if you need it.
5. **Don't forget to grab the flight paths in IF/SW!**
6. Take deeprun tram over to stormwind after getting the IF flight path, check the engineer supplies npc for a bronze tube right by the tram.
7. Get off tram in stormwind, check engineer supply npc for a bronze tube here on this side too if you still need one.
8. Get flight path in SW, turn in your stormwind quest/accept follow-up for dust devils in westfall.
9. Leave SW and run south towards the west side of Duskwood, leveling up your 1h axe on the low level mobs on the way.

Duskwood (27-30)

1. Accept "Sven's Revenge"
 2. Run east and accept "Supplies from Darkshire"
 3. Both of these are super long chains that we will eventually finish, continue traveling east while leveling the 1h axe on the easy mobs to get to Darkshire.
 4. Turn in and pick up every quest in town, continue to do this each time you return here.
- Set Hearth**
5. If you have a bronze tube, can complete "look to the stars" here, the gnome right next to this quest giver can also sell them sometimes. Continue to look for bronze tubes from him and the stormwind npc that sells them as you travel around for duskwood quests if you don't have one yet.
 6. Turn in/Accept the quests from Blind Mary south of town.
 7. Do the first step of "the night's watch" to kill skeletons down in this area.
 8. Kill the named ghoul in the church down here for mary's looking glass to complete step 3 of look to the stars.
 9. Head west along road and grab the item for "Sven's Camp"
 10. Turn in both quests to Sven and Abercrombie/take follow ups.
 11. Run west into westfall for "The legend of stalvan" the other long quest chain we're going to finish.
 12. If you can find dust devils to kill on the way for the quest drop item, kill them, but don't go out of your way to look for them, low xp from it being a lvl 21 quest.
 13. Turn in Stalvan quest/get follow-up then hearth back to Darkshire.
 14. Mass turn in/accept new quests.
 15. Grind the skeletons right outside of Blind Mary's Hut to work on 3 quests at once. You will complete part of "the night's watch pt2" "the totem of infliction" and all of "Gather rot blossoms."
 16. Turn in the rot blossom quest and get all the follow-ups.
 17. Do first step of "Worgen in the Woods" to the north.
 18. Travel back to the NW corner of the zone to turn in all the continuations of the Sven/Abercrombie quests.

19. Kill the skeletal fiends for the 2nd half of "The night watch" pt 2.
20. Kill random spiders in the area to complete that portion of "the totem of infliction"
21. After done with those two, head north to goldshire, save the other skeleton/ghoul quests for later when they can be combined with other quests.
22. Do the next step of "the legend of stalvan" and the lion's head inn.
23. At this point, do the entire remaining stalvan quest line, all the steps are easy until the final one and just lead you around to various locations in elwynn forest and stormwind. Train 28 shaman skills while in stormwind.
24. After the step of "The legend of stalvan" that leads you to the eastvale logging camp, take a brief detour into Redridge to do "An unwelcome guest" and to grab the flightpath for later. Fly back to Darkshire.
25. Turn in the remaining steps for the Stalvan line in town, then the last step requires you to head north of town to kill Stalvan Mistmantle for his ring. He's a lvl 32 mob, but you can kill him at 29. Should be right around 29 by now, but if not, grind it out in the area on worgen/ghouls while working on pt 2 of "worgen in the woods."
26. After killing him and turning in the quest at darkshire, take the blue 1h axe reward. This will be our main weapon for a long time unless you plan to twink out your sham with AH weapons or do dungeon runs.
27. Do "worgen in the woods" part 2 while traveling back to the NW area of the zone again.
28. Mass grind time, finish all of "Proving your worth," "The night watch pt3," "Ghoulish Effigy" and "Totem of Infliction." Many of these quests overlap with each-other somewhat, and we're much stronger now with the blue axe so we saved them all for now.
29. Turn in/get followups for the Sven and Abercrombie quest lines.
30. Go south to do "Ogre Thieves" and final part of "Look to the Stars" by the ogre cave.
31. Return to Abercrombie to turn in/accept next quest.
32. Hearth or run back to Darkshire.
33. Turn in all quests/accept next in chains, should be about 30 by this point.
34. Keep an eye out for the **quest starter** item "An old History Book," or check your bags for it if you haven't already started the quest. It's a random drop off any mob in duskwood, turn it in next time you're in stormwind if you find it, the other steps in the chain are worth doing.
35. Fly to Stormwind to train lvl 30 skills and to turn in "Seeking Wisdom."
36. Windfury is now our primary weapon augment till 60 except for rare situations.
Due to the new tbc talent "Shamanistic Focus," critting more often is of great importance, so even if it does less damage than flametongue at certain levels, windfury is better.
37. Pick up "The missing diplomat" here as well and complete the steps until it leads you back to Darkshire.
38. Pick up "Malin's request" from the mage quarter and buy some Ankhs for reincarnation at a reagent vendor.
39. Hearth/Recall back to Darkshire (Now that you have Astral Recall, shamans have essentially unlimited hearthstones. 15m cooldown AND you can just use your normal hearth instead when Recall is down - they have separate cooldowns.)
40. Complete the final part of "Worgen In the Woods" to the southwest of town.

41. Complete the "Bride of the Embalmer" quest to finish Abercrombie's chain.
42. (Optional) Can attempt to kill Mor'Ladim now, or wait till 34 when heading south into STV
43. Complete "The missing diplomat" step that has you obtain the Defias Docket.
44. Recall to Darkshire and turn everything in, take the shield from "Bride of the Embalmer," we'll be using it until dual wield is unlocked. You may have to go north of town to find the npc for "the missing diplomat," he patrols.
45. Fly back to stormwind for a few more steps in "The missing diplomat" chain, continue the chain until the next step sends you to Menethil Harbor.
46. Fly to Menethil harbor.

Wetlands/Ashenvale (30-32)

1. Turn in the missing diplomat quest in the inn and do the follow-up, which has you fight a guy trying to sneak out of the inn. Go to the inn entrance and burst Tapoke Slim down to 30%, don't worry about his add, once Tapoke is low they go neutral.
2. Continue the missing diplomat line here in the inn until the point where the next step wants you to go to theramore, we'll continue the questline later.
3. Turn in "The Doomed Fleet" and accept "Light forged Iron"
4. Complete that iron collection quest from the murlocs next to town and turn in/grab next step from that same npc in the inn.
5. **Set Hearth** at the wetlands inn, then boat over to Darkshore.
6. Fly all the way to the Forest Song quest hub in Eastern Ashenvale. You should still have the quests "Raene's Cleansing" and "Fallen sky lake" from earlier, but if not, stop by Astranaar to pick them up.
7. Pick up all the quests here, we won't do all of them, but can just abandon the others later when we leave the zone.
8. Do "The lost chalice."
9. Turn in "Vile Satyr!" at the dead dryad.
10. Accept and then do "The branch of Cenarius."
11. Return to the quest hub and turn in "The branch of Cenarius," accept "Satyr slaying!"
12. Skip over the orc lumber camp quests, they take too long, and head to Felfire Hill.
13. Do "Reclaiming Felfire Hill." While doing this, kill a succubus for the **quest starter** item "Diabolical Plans." This should be a 100% drop if you have "Destroy the Legion."
14. ***optional*** Complete Destroy the Legion while in the area if there's a nice mix of the infernals/fel guards/succubi. Sometimes there's way too many of one type and barely any of the others due to respawn rng, so just skip it if that's the case.
15. Do "Forsaken Diseases."
16. Do "Fallen Sky Lake."
17. Head north and do "Satyr slaying!" near the entrance to felwood, these ones are much easier than the ones by the quest hub.
18. Do "Raene's Cleansing"
19. Do "The howling vale"

20. Run north into Felwood to the Emerald Sanctuary and grab the flightpath, high level area so stay clear of the mobs and/or slow them and zip away in ghost wolf. (skip this step on hardcore and just run back to Forest Song)
21. Fly back to the Forest Song quest hub in east ashenvale.
22. Turn everything in, do not do ANY of the follow up quests.
23. Fly back to Astranaar and turn in "Fallen sky lake."
24. Run northeast of town and turn in "Raene's Cleansing," skip followups, then hearth/recall back to the Wetlands. (remember to abandon unwanted ashenvale quests now)
25. Go all the way to the north of wetlands, on the border of the bridge into arathi.
26. Pick up and complete every quest from the dark iron dwarf quest hub, these are no longer elite mobs.
27. After completing all those quests in the area, they give 2 follow-ups, one for a dungeon which you can skip and "plea to the alliance" which you can turn in at arathi highlands, just take the arathi quest.
28. Pick up mackerel's moonshine by jumping from the broken bridge (the one west of the path into arathi) while in ghost wolf.
29. Hearth back to menethil
30. Fly to arathi, turn in the 2 quests at refuge point, and accept "Northfold Manor"
31. Do as much of "Northfold Manor" as possible before running over to southshore when you have about 4 minutes left on "mackerel's moonshine" quest timer.
- 32. Set Hearth** in southshore and turn-in/pickup all the quests.
33. Should be close to 32 at this point, start doing the southshore quests, starting with the murlocs on the beach, until at least 7.2k away from 32, if not 32 already.
34. Travel back to exodar for the air elemental quest, gives about 7.2k xp. Obtain the totem, hit 32, train new 32 skills, then astral recall back to southshore.

Southshore/Arathi (32-34)

1. With your 1hour buff from the shaman air totem quest, use Flametongue Weapon instead of Windfury, you attack faster but hit less hard with the quest buff, but Flametongue still calculates it's damage from your non-buffed attack speed.
2. Complete "Down the Coast" and turnin/accept next quest in chain.
3. Do the followup for 10 murloc heads.
4. Turn in/continue that chain to kill the 20 naga along the coast for "Stormwind, Ho."
5. Grind north along the river to collect 10 turtle meat.
6. Do "Missing Crystals" at the tower south of yeti cave.
7. Enter the yeti cave to collect 5 granite for "A king's Tribute"
8. Head north into alterac mountains for "A costly Menace"
9. Grind over to the east while finishing mountain lions for "Syndicate Assassins"
10. Pick up "Foreboding Plans" and the "Encrypted Letter" quests at the syndicate camp.
11. Recall back to southshore to turn everything in/get follow ups.
12. Fly to Arathi, look for the forsaken courier along the road while flying.
13. Turn in "Hints of a new plague" and get the follow-up to find the courier.

14. Search the road for courier while finishing up "Northfold Manor" and getting the first aid books from Stromgarde keep.
15. Kill the courier for the letter and run from the other mobs.
16. Turn in "Northfold Manor"
17. Turn in the courier letter to continue the "Hints of a new Plague" questline
18. Do the escort quest that follows with Kinelory.
19. Turn that in, then recall to Southshore to turn in the final step.
20. Fly Wetlands and **set hearth**
21. Pick up "James Hyal" from the docks, then take the boat over to Theramore.
22. Turn in the 2 quests in Theramore and grab the flightpath.
23. Pick up and do "Traitors among us," wait to do the follow-up quests until later.
24. Complete the "Missing Diplomat" questline, big xp and a ring, only need to fight once.
25. Recall back to Wetlands
26. Fly Ironforge and turn in the 2 quests/progress chains as far as possible.
27. Fly Stormwind and **set hearth** at innkeeper.
28. Turn in the 2 quests/progress chains, hearth, then run out into Elwynn Forest, training new class skills on the way out. (Frost shock upgrade at 34 is big, primary shock for now)
29. Run south to turn in the final step of a weathered grave from earlier, or kill Mor'Ladim now for that quest chain if you didn't earlier.
30. Turn in quest to Sven and grab follow up for Morbent Fel
31. Equip quest off-hand beforehand (30s cd) and kill fel, then turn in at Sven.
32. Run south into STV and grab FP at the rebel camp while picking up all quests there.

Stranglethorn Vale (34-36)

All the quests we're completing in STV for now can be broken up into 4 mini-circuits, thanks to Astral Recall/hearthstone use. The boot upgrade from doing the whole crocolisk skin line is massive at this point and has 3 steps, which is the main reason we break it up like this.

Circuit 1: Complete the initial rebel camp quests "The second rebellion" and "Bad medicine." If you're able to escort Thorsen do "Jungle secrets" and "Bookie Herod" at the same time too. From the Nesingwary camp, complete the first 2 Panther quests, and all 4 tiger quests from their respective chains. Pick up the Krazek's cookery and then run all the way south to Booty Bay, pick up every available quest, and **set hearth**.

Circuit 2: Fly back up to the rebel camp then head southwest to do all the following: Young crocolisk skins/First raptor chain quest/Singing Blue shards/All the troll quests for ears and tablets/The Haunted Isle. ***note*** the troll quests are skippable if fine on xp and they seem too dangerous for you, they are not amazing quests, you do lose some follow-up quests later though.

Do "The stone of the Tides" and the troll tablet in the water over there last, then Recall back to Booty Bay from the island and turn in everything/accept followups.

Circuit 3: Fly back up to rebel camp and turn in/accept next quests there and at the nelsingwary camp. Do all the following: snapjaw croc skins/2nd raptor chain quest/Hostile takeover/the 2 new kurzen quests inside the cave. Do the cave last, then Recall back to booty bay and repeat the process from before with mass turns/new quests at all camps.

Circuit 4: Do "Water Elementals" and the final step in the crocolisk skin line, "Excelsior." When both done, hearth back to Booty Bay, turn them in and then take the boat over to Ratchet and fly to Theramore.

Dustwallow Marsh (36-38)

1. Pick up all quests, **set hearth**, and continue the deserter chain from earlier with "Propaganda War"
2. Turn in then do "Discrediting the deserters"
3. Turn in then do "The End of the Deserters"
4. Swim out from the deserter boat and turn in "The old Lighthouse"
5. Accept and do "Thresher Oil."
6. Turn it in and accept "Dastardly denizens of the Deep."
7. Return to theramore and turn in both quests/accept all available quests.
8. Head southwest of town for "Is it Real?"
9. Accept and do "Nat's bargain" and take follow-up "Oh, it's real"
10. Accept and do "The reagent Thief" over to the west, gives a good helm for now.
11. Recall back to theramore and finish up the chain after turning in "Oh, it's real" by doing "Taking down Tethyr!"
12. Do the entire Defias in dustwallow chain from sentry point that leads to the diving equipment/salvage quests.
13. Do "marsh frog legs," "what's haunting witch hill," and pickup "The Orc Report"
14. Finish those and then pick up "witchbane" and "jarl needs eyes"
15. Finish "witchbane" then do the followup "Cleansing Witch Hill."
16. Do "raptor captor" and "stinky's escape"
17. Turn raptor captor in and then do "Unleash the raptors" and "Prisoners of the grimgotems."
18. Do Jarl needs eyes
19. Head south of the horde town and pick up "Hungry"
20. Grab all the quests by the shady rest inn
21. Take a brief detour while we're over here by thousand needles to run over to north thousand needles/feralas zone line and grab the alliance flightpath for later then recall back to theramore.
22. Turn in everything and grab all new quests.
23. Survey the island - start the quest flight then just afk a couple minutes during the flight
24. Head back to the hut and turn in "jarl needs eyes" and get "jarl needs a blade."
25. Do "Hungry" and "jarl needs a blade" in the same area.
26. Turn in jarl, then the raptor/grimgotem quests, then Hungry.

27. Head south east to do "The Deserters" and grab the next step.
28. Run south to mudsprocket then recall or fly back to theramore.
29. Turn in everything/progress all chains except for the survey quest that you turn into jaina, hold that a bit longer.
30. Go turn in "A grim connection" to obtain and do the last couple grimgtotem quests.
31. Turn them in then hearth back to theramore, turn everything in, then talk to jaina to finish that quest and get ported to stormwind.
32. Turn it in when arriving in stormwind, but don't return to jaina yet.
33. Buy the lvl 41 white vendor axe "Francisca," from Kathrum Axehand in the dwarven district, then pick up "Mazen's Behest."
34. Pick up "The Perenolde Tiara" from inside stormwind keep.
35. Pick up "In search of the temple" from the Dwarven District.
36. Train lvl 38 class skills then fly to southshore and **set hearth**.

Skippable Class Skills

If you didn't already have gold ahead of time to buy your mount at level 30, at this point you want to be saving up as much as possible (need just under 40g total) for your mount.

If money is an issue, as it will be for me, here's a general outline on which skills can be skipped while leveling.

- Elemental Combat: Fire nova/Magma Totem and Chain lightning can be skipped. You'll eventually want rank 1 Magma totem for killing mobs that spawn 1hp adds, but not till late 40s. Chain lightning is situationally useful, but not too often, can be skipped until money is no longer an issue.

- Enhancement: Skip all of the resistance totems and the farsight/sentry totems. Additionally, you can stop leveling up frostbrand weapon after rank 1, and rockbiter after rank 3.

- Restoration: Skip tranquil air totem and ancestral spirit unless doing dungeons 1-60. Can skip healing stream totem after rank 1 (always use mana spring totem over healing stream once you unlock it.) Once you get lesser healing wave, you can skip ALL other healing spells from that point onwards unless doing dungeons. I mainly just use shaman heals as an "oh, shit" button, so you only need the fastest casting heal. Gift of the nauru/bandages/food & drinks are usually more efficient than using mana to heal unless you have nearly full mana and low health, which is a rarity until much later levels.

Arathi Highlands/Alterac Mountains (38-40)

1. Upon landing in southshore, turn in/accept all quests.
2. Try to kill some of the assassins around town for the **quest starter** item if you haven't gotten it already. ***note*** The assassins only attack the town sporadically, with sometimes hours between sightings. If you happen to run into them during all the times we pass through southshore, great, but don't wait around hoping they'll show up.

3. Turn in "Magical Analysis" and accept "Ansirem's Key"
4. Do "Crushridge Bounty."
5. Do "Preserving Knowledge" If you found the quest starter for "An Old History Book" while in Duskwood you'll have this quest, it's the last step in the chain, but don't worry if you never found the book, it's a low drop chance from any mob in Duskwood.
6. Optional - Look for the rare spawn Lo'Grosh while up by his 2 spawn points in alterac mountains, his drops are all pretty good for this level range.
7. Do "Noble Deaths"
8. Do "Dark Council"
9. Do "Baron's Demise" if you found the **quest starter** letter from the assassins.
10. Recall back to southshore to turn everything in/take follow-ups.
11. Waterwalk down to Faldir's Cove in Arathi
12. Do every quest down in this water area, making use of water walking/water breathing skills for faster completion.
13. Be sure to take the "Black Water Hammer" reward from "Deep sea Salvage," this will be our new mainhand weapon for now. Hold onto the old blue axe for when we get dual wield at 40.
14. When all quests from the cove are done, return to refuge point and accept every available quest.
15. Work on "Worth its weight in gold" first, it's a lvl 36 quest, but the mobs you have to kill can be in the low 30s, so it's an optimal time to level up your 1h mace skill while doing this quest.
16. Turn that quest in, accept the follow up "Wand over Fist" and go do that.
17. Turn it in, accept "Trelane's defenses" and head over to Stormgarde Keep.
18. Do all 4 quests we have for this area then turn them in/grab follow ups etc..
19. Fly to stormwind to train 40 skills, get mail gear out of the bank. Learn dual wield from talents and use the black water hammer with windfury in main hand, and the blue axe in offhand with flametongue for now.
20. Fly to Duskwood and pick up "Supplies for Nethergarde" quest, then run into Swamp of Sorrows.

Swamp of Sorrows (40-41)

1. Pick up and complete "Encroaching Wildlife"
2. Turn it in and accept "The lost Caravan."
3. Head north and pick up every quest from The Harborage lost ones quest hub.
4. While heading east, find "Noboru the Cudgel" who drops a **quest starter** grey mace.
5. Do all 5 quests up in the Fallow Sanctuary area, including the escort and looting crates on the ground for another **quest starter**.
6. Turn everything in and accept follow-ups, then return to the Northeast corner of the zone to complete "Driftwood"
7. Kill the elementals that drop the quest item for "Mazen's Behest" on the way to do driftwood and on the way back. Be warned that this quest item has a very low drop rate, can be skipped if it doesn't drop while completing other quests.

8. Turn in "Driftwood" and accept "Deliver the Shipment."
9. We now have 3 quests to turn in at Nethergarde keep, travel over to the keep via Blasted Lands and turn everything in and grab the flight path.
10. At 41 equip the white francisca axe in mainhand, black water hammer in offhand, use windfury on both, and learn stormstrike from talents.
11. Fly down to Booty Bay, don't reset hearth, keep it in South Shore.

Stranglethorn Vale (41-41)

1. Turn in and progress the "Sunken Treasure" and "Ansirem's Key" quest lines.
2. Pick up the first step of "the bloodsail buccaneers"
3. Run out of booty bay and complete the 2 quests right outside of town at the pirate camp with pretty boy duncan.
4. Turn those 2 quests in and get follow-ups, though we won't complete the bloodsail line until later.
5. Fly up to the rebel camp, should still have the "raptor mastery," and "panther mastery" quests from earlier, pick them up now if you don't.
6. Do "Panther Mastery"
7. Do "Raptor Mastery"
8. Do "The curse of the tides."
9. Run up to nesingwary camp and turn those 2 quests in/take follow-ups for later.
10. Run to the rebel camp and pick up "Troll Witchery" for later then fly down to Booty Bay.
11. Turn in "The curse of the tides" then hearth back to southshore.

Arathi Highlands/Alterac Mountains (41-42)

1. Head over to arathi and complete the final couple quests we have for this area.
2. Complete the "sunken treasure" line down at the cove.
3. Complete "Attack on the tower." Turn it in and accept "Malin's Request"
4. Recall to Southshore and head up north into Alterac Mountains for "Crushridge Warmongers."
5. Complete "Crushridge Warmongers," and "The Perenolde Tiara"
6. Can grind out the rest of the way to 42 on the warmongers in this area, there are a couple dozen spawns of them and they are super squishy, just avoid their enrage by not killing them next to each other. Most importantly they drop a blue axe called the "Sickle Axe" that can be used for almost the rest of the leveling process if playing SSF. They can also drop 2 green axes that are upgrades in the main hand to the white vendor axe we are using right now.
7. If not interested in any of the weapon drops here due to buying weapons ahead of time, you can just progress to Dustwallow part 2 now after completing the quest, if playing SSF, it's probably worth continuing to kill these further into 42 if you haven't yet gotten one of their numerous weapon drop upgrades.
8. Recall back to southshore to turn the quest in and then fly to Stormwind.

9. Turn in quests here, train class skills, and then take the teleport back to Dustwallow from the guy at the base of the mage tower, due to your active quest from dustwallow "return to jaina." Then turn the quest in, the teleport stops working at higher levels.

Dustwallow (42-43)

1. Fly down to Mudsprocket and **Set Hearth**
2. Accept every quest here, then run up to Tabetha's Hut to the north and get every quest from here and the crash site next to it.
3. Complete every single quest you've obtained for the southern half of Dustwallow here, the order barely matters as it's more of a "modern" style quest hub that has you do a few quests in one place/turn them in, then move on to the next location. Can use hearth/recall to save a bit of travel time
4. Keep an eye out for a forsaken mob at direhorn post, she drops a **quest starter** item
5. After all quests from the south of the zone and the followups are completed/turned in, which should net a full level for this section, Fly up to Ratchet and **Set Hearth**
6. Should have enough money to buy mount at this point if you didn't already get it at 30 with money from a different character. Travel to Exodar to buy mount if you need it, train class skills if needed, then recall back to Ratchet.
7. Boat over to Booty Bay.

Stranglethorn Vale (43-45)

1. Pick up all quests from BootyBay and **set hearth**.
2. Do "Scaring Shaky" and get a gorilla fang while doing so for the next quest.
3. Do "Stranglethorn Fever," the mobs spawn 1 at a time now, easy to solo.
4. Do "The Bloodsail Buccaneers" pt.4, if you don't finish "Keep an Eye out" or "Up to snuff" while doing this, don't worry, you can finish those during the final part.
5. Recall back to Booty Bay and turn everything in/accept follow ups.
6. Do "Akiris by the bundle"
7. Head north to do Tethis for "Raptor Mastery"
8. Do Bhag'thera for "Panther Mastery"
9. Do "Troll Witchery" and "Skullsplitter Tusks" together
10. Go south for "Venture Company Mining"
11. Continue south for "Zanzil's Secret"
12. Do "Voodoo Dues" in the same area
13. Run south along the eastern beach and kill Gorlash for "The captain's chest" this can be a hard fight, set up totem castles and eat/drink to full beforehand and try to nuke him and kite as much as possible.
14. Loot the bottles along the beach as you continue down south to find the **quest starter** "message in a bottle"
15. Do the final part of "Bloodsail Buccaneers," finishing up the eye/snuff quests now too if not done already.

16. Pick up the **quest starter** "cortello's riddle" on the bottom of one of the three ships while finishing the bloodsail buccaneers.
17. Turn in "message in a bottle" on the island to the east, then do the follow-up to slay king mukla and release the captive.
18. Recall back to Booty Bay and turn everything in/accept follow-ups.
19. Fly up to the Rebel Camp.
20. Pick up "Colonel Kurzen" if you don't have it already.
21. Turn in both raptor/panther quests at nesingwary camp and accept "big game hunter."
22. Do "big game hunter"
23. Do "Colonel Kurzen"
24. Recall or hearth back to booty bay and fly to rebel camp again to turn kurzen in and accept "Mai'Zoth," or just run out of the cave if neither are up.
25. Turn in "Big game hunter"
26. Do "cracking Maury's foot" and "Mai'Zoth" at the same time/area. The quest item can take a while to drop, it doesn't lead to anything further so you can just skip it if bad rng is driving you insane after a while.
27. Recall/Hearth and turn in maury's foot, be sure to grab all available quests, then fly north to camp and turn in Mai'Zoth.

Swamp of Sorrows (45-45)

1. Fly to darkshire, and run into Swamp of Sorrows.
2. Turn in and progress "Cortello's Riddle"
3. You can try to finish "Mazen's Behest" if you didn't complete it earlier, but we won't be back to Stormwind till 48.
4. Pick up and do "Pool of Tears."
5. Turn in "pool of tears" and recall Booty Bay.
6. Boat over to Ratchet
7. Fly to Theramore

Dustwallow/Tanaris (45-46)

1. Turn in "Akiris by the Bundle" pt.2
2. Fly down to mudsprocket and turn in/progress "Cortello's Riddle"
3. Ride into The Barrens now that you have a mount and do the long trip to Tanaris
4. Ride down to Gadgetzan, grab the flight path, and **set hearth**.
5. Pick up "Wanted: Caliph Scorpidding," "Wastewander Justice" and "Waterpouch Bounty."
6. Do "Wastewander Justice" and "Waterpouch Bounty"
7. Ride east to pick up "screecher spirits" from steamwheedle port
8. Turn in "Stoley's Debt," then recall to gadgetzan and turn those quests in/take followups.
9. Do "More Wastewander Justice" and "Wanted: Caliph Scorpidding" and turn them in.
10. Pick up and do "Gadgetzan Water Survey" then turn it in.
11. Fly back to the flightpath on the border of TN/Feralas and ride into Feralas.

Feralas (46-47)

1. Do "Freedom for all Creatures," Helps to clear out the area before accepting quest.
2. Do the followup "Doling Justice"
3. Turn it in and grab the final step, which is way up in Darnassus, we'll turn it in later.
4. Ride west to the dock and either take the boat over to feathermoon stronghold if it's there, or just waterwalk over if not.
5. Pick up all quests here and **set hearth**
6. Start with "The ruins of Solarsal" and turn it in/get next step.
7. Do "Against the Hatecrest" and turn it in/accept "Against Lord Shalzar.".
8. Waterwalk south to the naga cave and do "Against Lord Shalzar." This is probably the best place to grind for quite some time if you need any additional xp or feel behind at this point, the naga casters die in just a couple seconds. I would grind out at least a few bars here to try to get the "rescue oox" drop for feralas, if you don't have it already.
9. Grind your way out of the cave and waterwalk east of feathermoon to do "The missing courier pt1."
10. Recall feathermoon and turn both quests in/take follow-up.
11. Boat or waterwalk east and do "Screecher Spirits"
12. Do "Mark of quality" and start the robot chicken escort in this area if you got the "resuce oox" **quest starter** to drop.
13. Do "The High Wilderness"
14. Pick up a Hippogryph Egg in the mountains to the south while finishing the above 2 quests, can get 6,000 exp for it later in Gadgetzan.
15. Do "The woodpaw Gnolls" then click the **quest starter** that goes to your inventory for "Thalanaar Delivery," will turn it in later.
16. Continue south to do "the writhing deep" and "freed from the hive"
17. Recall feathermoon and turn everything in/take followups.
18. Fly up to Auberdine.
19. Take the boat over to teldrassil and run into Darnassus.
20. Turn in every quest in this area and take follow-ups.
21. Recall feathermoon and waterwalk/boat over to the east again. (these last few quests are optional, not super great xp/hr and kind of take a while, can just skip to the last step if you'd like to head to tanaris at this point instead of doing them.)
22. Pick up and do "Zapped Giants" and "Fuel for the Zapping." Turn them in and ride northeast to do "Improved Quality"
23. Keep grinding this area to get the **quest starter** "pristine yeti hide" at the same time.
24. Recall back to Feathermoon and turn those 2 quests in.
25. Take the flight path over to the Feralas/TN zone line to turn in "Thalanaar Delivery"
26. Fly to Gadgetzan

Tanaris (47-48)

1. Turn in Hippogryph Egg to the egg-o-matic and turn in the follow up quest right next to there for xp. **Set hearth.**
2. ***optional*** Shaman skills at 48 are very strong, new rank of both earth shock and lightning shield so it's a huge boost to damage. If you're a bit ahead on xp and about to hit 48, or already 48, you can go train class skills in stormwind + turn in any stormwind quests and then recall back to Gadgetzan if you still have most of the zone left to do.
3. Turn in "the borrower" and accept "The super snapper FX"
4. Pick up and Do "Noxious Lair Investigation"
5. Recall/turn in and accept "The scrimshank redemption"
6. Pick up all other non-dungeon quests from Gadgetzan
7. Ride east and turn in "screecher spirits"
8. Pick up all other quests from Steamwheedle Port.
9. Do "Southsea Shakedown"
10. Do "Wanted: Andre Firebeard"
11. Do "Stoley's Shipment," all of these quests are in the same pirate cove area.
12. Look for the **quest starter** item "Ship Schedule" from the pirate footlockers for some bonus xp. If it hasn't dropped by the time you're done with the quests, you can keep grinding for it if you want, can also get the "save oox" quest starter item here potentially too.
13. You may also want to keep an eye out for the "captain's key," the chest that key opens and the footlockers have a chance of dropping a blue 1h mace - writ's third leg.
14. Do "The scrimshank redemption."
15. Turn in "the sunken temple," accept "the stone circle" and "ghaz'ridian."
16. Work on both "the dunemaul compound" and "ghaz'ridian" at the same time, turn in "gahz'ridian" when finished.
17. Do "Thistleshrub Valley" and "The thirsty Goblin"
18. If you've gotten the "find oox" zone drop for tanaris and you can find tooga, you can do both escorts at the same time, otherwise just skip "tooga's quest," since it takes so long.
19. Recall and turn in all quests/take follow-ups from gadgetzan
20. Do the same at Steamwheedle port
21. Should be at least 48 by now, probably halfway in. If not 48, grind the pirate area for a bit to hit 48 and have an additional chance at the quest starters/blue mace.
22. Fly to ratchet
23. Boat over to booty bay

Travel Section (48-48)

1. Turn in all quests at booty bay then fly to Redridge. (If you didn't train lvl 48 skills or have a quest to turn in at stormwind still, then go to stormwind first and do those things.) Make sure to have 15 silk cloth with you, grab from bank if you need to.
2. Ride north into Burning Steppes, grab the flight path at Morgan's Vigil to the east, you'll get attacked by some fire imps as you run into the zone, just try to use taunt or slow totem and ghost wolf away.
3. Ride west along the road to Blackrock mountain and run through to Searing Gorge.

4. Accept and do "Caught!," skip the follow-up.
5. Do "Suntara Stones" escort.
6. Head west to Thorium Point and grab the flightpath.
7. Fly to Iron Forge to turn in "Suntara Stones" and take the follow-up "Dwarven Justice."
Set hearth in Ironforge, it will remain here for a long time, the next 5 levels or so.
8. Fly to southshore
9. Run into The Hinterlands.

The Hinterlands (48-49)

1. Pick up every quest at Aerie Peak and grab the flightpath.
2. Do "Preying on the Predators"
3. Do "Troll Necklace Bounty"
4. Do "Witherbark Cages"
5. Do "In pursuit of Featherbeard"
6. Do "A gesture of goodwill"
7. Turn in all those quests/take follow-ups.
8. Do "Sprinkle's Secret Ingredient"
9. Do "The Altar of Zul"
10. Do "Favored of Elune"
11. Do "Skulk rock cleanup"
12. Turn in Zul/Skulk rock quests/take follow-up
13. Ride all the way east and turn in the final step of "Cortello's Riddle"
14. Find gammerita and snap a picture for "Super snapper FX"
15. Do "Whiskey Slim's Lost Grog"
16. Recall/Hearth to Iron Forge.

Searing Gorge (49-51)

1. Fly to Thorium Point.
2. Pick up every quest at Thorium Point.
3. Pick up and progress the "Divine Retribution" quest chain.
4. Do "The flawless flame"
5. Do "Forging the Shaft," while working on other quests and turning in "Dwarven Justice" down in the mines.
6. Turn in "Dwarven Justice" and accept "Release Them."
7. Turn in "Forging the Shaft" and accept "The Flame's Casing."
8. At this point you can pick up "Prayer to Elune" and do all 3 quests in the same area at the same time, killing the same mobs now. (prayer/flame's casing/release them)
9. Finish every remaining quest in the zone, except for "Ledger from Tanaris" and "The Horn of the Beast," they all occupy the same general areas and have some overlap in mobs. The Quests mobs that were previously elite in classic are normal now.
10. Keep an eye out for the **quest starter** "grimesilt outhouse key" for bonus XP at the outhouse where we did "caught!" earlier.

11. Hold onto the black dragon molt you get at the end of the "Divine Retribution" chain until later for a quest in Burning Steppes.
12. Recall Iron forge to turn in "Rise, Obsidian," train class skills, and pick up "A call to arms: The Plaguelands," "A sovereign Imperative," and "A little slime goes a long way."
13. Should be 51 at this point, if not then either grind it out, do some cloth turn-ins, or skip ahead to one of the next sections and get 51 before traveling up to Alterac Valley.

Alterac Valley (51-51)

During pre-patch you could win an AV match for a blue weapon reward, currently it doesn't seem possible to get into the 51-60 bracket as there aren't enough people to start a match. It is still worth heading to the open-world AV area for manna biscuits and the easy quest turn-in though.

1. Turn in "A sovereign Imperative" and buy about 10 stacks of Manna Biscuits.
2. Turn in "A call to arms: The Plaguelands," and take "Clear the Way"
3. Complete it and turn in, unlocks the cauldron and watchtower quests.
4. Do the first cauldron quest, "Target: felstone field" and pick up "Better late than never."
note these couple quests can be quite difficult for 51, take care on pulls.
5. Turn in "Better late than never" at the box in the barn and take next step.
6. Do "Return to Chillwind Camp"
7. Hearth/Recall to Ironforge (after completing the AV quest if you're doing it)

Blasted Lands (51-52)

1. Fly to nethergarde keep and pick up "Petty Squabbles"
2. Turn in "Thadius Grimshade," you can skip the follow-up unless you plan to run ZF.
3. Run to the fallen hero of the horde on the border to swamp of sorrows and progress the quest line as far as possible via his chat bubbles. Don't try to complete "the stones that bind us" yet, there are lvl 57 mobs for that quest.
4. Pick up the quests from the bloodmage camp east of Dreadmaul Hold.
5. I plan to just grind out "The Decisive Striker" and "Snickerfang Jowls," but may do 1 or 2 more depending on drop rng while grinding the area. If I get to this zone and a bunch of people are already killing these mobs, I'm just skipping all of these quests.
6. If you want to complete them all you'll need the following:
 - Gizzard 14 [from Bird]
 - Brain 11 [from Basilisk]
 - Lung 6 [from Boar]
 - Pincer 6 [from Scorpion]

Jowl 5 [from Hyena]

7. If you happen to get any **Draenethyst Fragments** while doing these quests, turn them in to Kum'isha the collector for xp/items before leaving Blasted Lands.
8. Fly to Booty Bay and turn in remaining quests here. If you have to wait for the boat over to Ratchet, you can waterwalk over to the island and do "The Monogrammed Sash," skip the followup.
9. Boat over to Ratchet, can pick up the stone circle and the quest for volcanic activity now if you want, can also just get them later right before we go down to un'goro.
10. Fly up to Forest Song in east Ashenvale.

Azshara (52-52)

1. Just inside the zone line from Ashenvale, pick up "A land filled with Hatred" and "Spiritual Unrest"
2. Do those quests/turn in and fly to Felwood.

Felwood (52-53)

1. Run to Emerald Sanctuary, grab flightpath and all quests.
2. ***note*** The **songflower serenade buff** is incredibly strong for the early 50s due to it being crit rating instead of flat 5% crit now, so unlocking and maintaining good uptime on this buff is high priority for my route. "Cleansing Felwood" is the unlock quest.
3. Kill some mobs near the road for "The forces of Jaedenar" as you head north. We will finish it later, but you have to wait on respawns or go deep into caves to finish it all at once so it's better to do just a bit of it now.
4. Do "Verifying the corruption" while riding northeast towards "Cleansing Felwood."
5. Do "Cleansing Felwood"
6. Go to the ally hub south of Felpaw village for the flightpath and fly back to Emerald Sanctuary.
7. Turn everything in/accept follow-ups.
8. Grind out some shards once you get the Cenarion beacon by picking up and doing "Timbermaw Ally" and turning it in
9. Turn in "Salve via Hunting" and **look around for a songflower buff** on the south end of Felwood while grinding.
10. Do "The corruption of the Jadefire."
11. Turn it in and accept "Further Corruption"
12. Ride north killing cursed and tainted slimes to fill the jars for "A little slime goes a long way."
13. Finish "The forces of Jaedenar"
14. Return to Emerald Sanctuary and turn everything in/take followups.
15. Do "Collection of the corrupt Water"
16. Continue north and do "Further Corruption"
17. Get the **quest starter** item from Xavaric and start/do "Flute of Xavaric"
18. Go to the northern flight path and fly back down to the Emerald Sanctuary.

19. Turn in all quests and take the follow-ups.
20. Turn in more shards to get additional salves.
21. Refresh songflower buff, then fly to Darnassus.
22. Turn in all quests and accept the follow-ups, make sure to pick up "March of the Silithid."
23. Hearth back to Iron Forge.
24. Train class skills and turn in "A little slime goes a long way" and take the followup which is the same quest, but for slimes in un'goro.
25. Pick up "The smoldering ruins of Thaurissan," remember to wait for the RP and talk to the npc again in a moment.

Burning Steppes (53-54)

1. Fly to Burning Steppes
2. Pick up "Extinguish the Firegut" and "Dragonkin Menace"
3. Pick up "Broodling Essence" and "Tablet of the seven" at the other quest camp to the north of zone.
4. Grind your way east, working on "Dragonkin Menace" and "Broodling Essence" together. ***note*** the quests we're doing right now are extremely grindy, taking at least 60-70 mob kills to complete, be extra cautious to avoid dying so you maintain your songflower buff for all this grinding.
5. Accept and then turn in "A taste of flame" you should already have the black dragonflight molt from doing Searing Gorge, if not you'll have to re-kill a dragon to get it.
6. Finish "Extinguish the Firegut," "Dragonkin Menace," and "Broodling Essence."
7. Turn in "Extinguish the Firegut" and "Dragonkin Menace" back at Morgan's Vigil and accept the follow-ups.
8. Taking a detour here to complete multiple steps of the onyxia attunement chain that leads from "Dragonkin Menace," gives a ton of xp just for a bit of travel.
9. Fly to Lakeshire to turn in next step of the chain and **Set Hearth**
10. Fly to Stormwind to turn in the next couple steps of the chain, and also to turn in the next couple steps of "Better Late than Never" chain from plaguelands.
11. Hearth/Recall back to Lakeshire for another turn-in from onyxia chain
12. Fly to Burning steppes again for the final steps in the chain prior to it becoming a dungeon quest.
13. Pick up the Tablet of the seven quest item, and the items on the ground for "The smoldering ruins of Thaurissan"
14. Run to the northern camp to turn in "Tablet of the Seven," "Broodling Essence," and to talk to Ragged John for the onyxia chain.
15. Accept "Felnok Steelspring," the followup to Broodling Essence.
16. Do "Gor'tesh the Brutelord"
17. Turn that quest and the onyxia chain quest in back at Morgan's Vigil.
18. Accept and do "Ogre head on a stick = Party."
19. Turn it in and Fly to Booty Bay and boat to Ratchet.
20. Pick up the stone circle and "Volcanic Activity," if you haven't already done so, and **Set Hearth** in Ratchet. (May want to bank excess cloth and such now too)

21. Do "Seeking Spiritual Aid" and take the followup "Cleansed Water Returns to Felwood"
22. ***optional*** As a shaman, due to astral recall, we can actually take a detour here to turn in the above quest and **refresh songflower buff** at this point. It's only a 4 minute flight from ratchet to felwood, and there's probably already a pre-cleansed songflower ready from when we were there earlier. If you trust yourself to stay alive for the songflower duration while questing in un'goro, it's worth it - if you die quickly with the buff it's not worth it, so gamble away if you're feeling brave and then recall back to Ratchet.
23. Fly to Tanaris and turn in all completed quests, make sure to pick up "Super Sticky" and "Bungle in the Jungle" while here.
24. Ride into Un'Goro

Un'goro Crater (54-56)

1. Pick up "The apes of un'goro" and "The fare of Lar'korwi"
2. Pick up "It's a secret to everybody" to the northwest at the ruined raft.
3. Grab the next step from the lake right next to it for part 2.
4. Get the meat from the threshadon carcass to the north east, then turn in "The fare of Lar'korwi" and accept "The scent of Lar'korwi"
5. Step on the raptor eggs to the northwest and kill the mob that spawns twice for the quest items then turn it in and accept the last step "The bait for lar'korwi."
6. Do "The bait for lar'korwi," it's a lvl 56 mob but not too hard, then continue north, we'll turn the quest in later.
7. Do your best to pick up 7 crystals of each color while working your way up through the zone, you'll want to finish asap so you can unlock the pylon quests.
8. Continue north and do "The apes of un'goro."
9. Keep an eye out for the **quest starter** item "a mangled journal," it should drop by the time you're done with the apes quest.
10. Head up to Marshal's refuge, pick up every quest, turn in every quest/take followup, and grab flight path.
11. We're going to do 2 huge circuits of the zone, completing all quests except for "chasing a-me 01," but if you buy the mithril casing off the AH ahead of time, you can add that in too. ***note*** "Super Sticky" and "Muigin and Larion" can be skipped as well, if you're not behind on xp. Both these quests have very low drop rates and can take 40+ kills to finish each one - plus the tar beasts disarm.
12. Go counterclockwise completing the majority of the objectives, and picking up "Finding the source." The only things we absolutely have to complete on this first circuit are the following:
 13. Collect 7 of each crystal color if you haven't already
 14. Turn in "The bait for lar'korwi" and "The apes of un'goro,"
 15. Pick up "The mighty u'cha"
 16. Complete all the quests on the volcano in center of the map, and end the circuit with "A little help from my friends" escort.
 17. Turn whatever you ended up finishing in at Marshal's Refuge, and make sure to grab all the pylon quests that follow up turning in the crystals.

18. Do the second circuit, this time going clockwise, and we will finish every remaining quest in the zone that didn't get complete or was only partially finished on the last circuit.
19. Start with "The mighty U'cha," then make sure to turn that quest and "Finding the source" in while finishing your clockwise circuit to complete all un-finished quests in the zone.
20. When back at Marshal's Refuge with all the quests complete, turn everything in and then fly to Gadgetzan and turn in the 2 quests there, skip the followup.
21. Hearth to Ratchet and turn in "Volcanic Activity."
22. Fly to Southern Felwood (emerald sanctuary)

Felwood/Winterspring (56-57/58)

1. Turn in "Cleansed Water returns to Felwood," and accept "Dousing the flames of Protection," "To Winterspring," and "Felbound Ancients." You may already have some of these quests from earlier in felwood.
2. **Look around for a songflower buff**, or re-grind out some shards/salves while down here if you're out of salves.
3. Fly to Northern Felwood.
4. Turn in "Speak to Nafien," accept "Deadwood of the North."
5. Do it and turn it in, accept "Speak to Salfa"
6. Run through the timbermaw cave into Winterspring.
7. Turn in "Speak to Salfa," accept "Winterfall activity."
8. Start grinding the winterfall mobs for that quest until the **quest starter** item "empty firewater flask" drops.
9. Turn "Winterfall firewater" and "It's a secret to everybody" into Donovan Snowden.
10. Accept "Falling to Corruption" and "Strange Sources."
11. Finish "Moontouched Feathers" while going east to Everlook.
12. **Set Hearth** and accept every quest.
13. Fly back to north Felwood and clear out the deadwood area again while doing "Falling to Corruption." You'll probably have 2 **quest starter** totems by this point, we can turn them in for big XP a bit later when we get up to neutral timbermaw rep.
14. Fly from north Felwood to Darnassus.
15. Turn in "Moontouched Feathers," and accept "Find Ranshalla."
16. Turn in "un'goro soil" and do all the cloth turn-ins here if you haven't already.
17. Go to the temple to collect water for "Felbound Ancients."
18. Recall back to Everlook.
19. Ride back west to turn in "Mystery Goo," accept "Toxic Horrors."
20. Finish "Threat of the Winterfall" by here and turn it in.
21. Run west through the tunnel again, remember to **refresh songflower buff** periodically when you have the chance.
22. Do "Toxic Horrors."
23. Do "Dousing the flames of Protection" and look for the "Blood Red Key" **quest starter** that drops from the mobs down in this area. Turn it in for 8.1k xp, but don't do the escort follow-up, takes too long. When done with both of these recall back to everlook.

24. Do "Are we there Yeti?" then ride west and turn in "Toxic Horrors" and accept "Winterfall Runners."
25. If you haven't seen the runners recently or know their position (the patrol of 3) then just go into the northern felwood furbolg camp and kill the single runner there.
26. Turn in "Winterfall Runners," accept "High chief Winterfall" and recall/hearth to everlook.
27. Do "Ursius the Shardtooth" and "Chillwind Horns," horns can be finished later if you don't get enough of them right now.
28. Turn in "To Winterspring" and pick up all the quests from this area that follow, the "Enraged Wildkin" questline is huge xp for not much effort.
29. Finish "Winterfall Activity"
30. Finish "High chief Winterfall," and click his **quest starter** "crudely written log"
31. Turn in "Are we there Yeti" "Chillwind Horns," and "Ursius" and accept all the new quests.
32. Ride all the way to the west of the zone and turn in High chief winterfall/the final Piece/Winterfall Activity, and accept "Words of the high chief."
33. Run west through the timbermaw tunnel, you should be at neutral reputation with timbermaw now so you can turn in both of the quest starter totems for 16.5k xp. If you're not quite at neutral rep yet, grind it out here then turn those totems in.
34. Fly from north Felwood down to south Felwood.
35. Turn in "Words of the High Chief" to get a huge trinket reward, and turn in all other quests at Emerald Sanctuary, but do not do any of the followup quests. Recall/hearth/fly back to Everlook.
36. Do all the quests to the south of Everlook now. ***note*** "Are we there yeti" part2 is optional, if other people are there, or you clear out all the matriarch/patriarchs and have gotten 0 pristine yeti horns, skip it. SKIP GUARDIANS OF THE ALTAR once you turn in "Find Ranshalla," it's a super long escort that is not worth the time.
37. After finishing all the quests down south, Brumeran/chillwind horns/are we there yeti part 2/Strange Sources/Luck be with you/Enraged wildkin line, recall back to everlook and turn everything in.
38. Ride north to do "Shy-Rotam" and turn it in at Everlook, this quest is no longer elite and worth 16k+ xp so it's worth the effort now.
39. Ride west and do "Troubled spirits of Kel'Theril" Ride all the way to the west of the zone and turn in Strange Sources.
40. Run west through the tunnel, if you're somehow all the way up to friendly rep with timbermaw at this point, you can turn in some runecloth for xp here, not worth the effort to grind out the rep if you're far away though.
41. **Refresh songflower buff** in northern Felwood before leaving, then fly to Auberdine
42. Boat over to Wetlands.
43. Fly Iron Forge for class skills.
44. ***optional*** Do the cloth turn-ins for both gnomes/dwarves, some people may prefer to save these for TBC launch to get extra xp towards 61.
45. Turn in the 2nd "a little slime goes a long way" quest from un'goro.
46. Turn in "The smoldering ruins of Thaurissan" and then fly to Chillwind Point.

Western & Eastern Plaguelands (57/58-60)

note Going directly to outlands at 58 is a good idea in order to do the first 5 or 6 easy quests and get the outland quest rewards. Unless you are extremely well-gearred, it will be faster overall to return to Azeroth for the rest of 58-60 and then continue on to outlands. Your progress in outlands will slow to a crawl if you're an undergeared lvl 58 melee class trying to kill Lvl 60-62 mobs for quests after the first handful of easy quests. See below for fastest way to gear up with outlands equipment from quests following the plaguelands section.

1. Turn in all quests when landing and accept all quests from chillwind point.
2. If out of Alterac Manna Biscuits or running low, take this time to run down to the AV area and restock.
3. Turn in "Good Luck Charm"
4. Finish the followup, "Two halves become one."
5. Do "Target: Dalson's Tears" and take "Return to Chillwind Camp"
6. Click the quest starter journal in the barn in this same field, then kill the wandering skeleton for the outhouse key. ***note*** the next step involving the outhouse sometimes bugs out and can't be completed. If this is the case, it won't be fixed until a server restart, or possibly if you can get onto a different layer.
7. Click on the outhouse to spawn Farmer Dalson and get the cabinet key
8. Go upstairs to complete "Locked away"
9. Do "Return to chillwind camp"
10. Do the Final 2 cauldron quests and the 2 "the wildlife suffers too" quests, you may have to kill spiders to force wolf spawns. Grab "Glyphed Oaken Branch." to turn in later in darnassus if you want to take the time to take a shattrath portal there later.
11. After killing the cauldron lord for the final part of that chain, run east into EPL, we'll turn it in at chillwind camp later.
12. Pick up the 3 mega grind quests from tyrion, "Demon Dogs" "Carrion Grubbage" "Blood tinged skies"
13. Kill the mobs for these quests anytime you can while progressing through the rest of eastern plaguelands.
14. Turn in sister pamela/accept pamela's doll
15. Do "Pamela's Doll," turn it in, and accept the followups
16. Grind your way over to light's hope chapel, turn in all completed quests here, then make sure to pick up "Defenders of Darrowshire," "Zaeldarr the Outcast" and "The Restless Souls." **Set hearth** here
17. Do a large circuit to the northwest, finishing all the grind quests from tyrion, "Defenders of Darrowshire," and turning in "'Troubled spirits of Kel'Theril" (skip followup)
18. Do "A plague upon thee."
19. Turn in "The Restless Souls," can skip the dungeon followup.
20. Can accept and do "Augustus' receipt book" while up here too.
21. Recall back to Light's hope chapel and turn in "Defenders of Darrowshire"
22. Fly back to chillwind point and turn everything in/take followups.
23. Turn in "auntie marlene" and accept "a strange historian"
24. Turn in "a strange historian" at the grave outside of that house.

25. Turn in the final part of “a strange historian” to chromie and accept all her quests
26. We have a ton of quests to do in andorhal now, complete “A matter of time,” “All along the watchtowers” and “The annals of Darrowshire.”
27. Turn in “A matter of time” and “The annals of Darrowshire” and take the followups.
28. Do and then turn in “counting out time.”
29. Head north and do the entire “Unfinished business” quest chain while finishing other quests in northern WPL.
30. Unleash the termites for “a plague upon thee part 2” while up in this area and take the followup.
31. Do “The mark of the lightbringer” ***warning*** there is sometimes a lvl 63 elite rare spawn in this area. If he’s up, you can try to bypass him by kiting him away and using stonclaw totem while finishing the quest, or by running to the top of the tower, dying, then ankh rez yourself when he’s out of range. It’s possible that due to his position by other mobs, this may be too time consuming/frustrating to complete so you can skip the quest if you like. There are plenty of other quests in the plaguelands to finish 60 without doing this chain.
32. Turn in the 3 grind quests to tyrior, most likely you are 60 or close to 60 at this point. If the quests you have to turn in back at chillwind camp will give you 60, just recall to light’s hope and then fly back there.
33. If still a ways off from 60, you can continue Tyrion’s quest chain + the next few steps, do “Zaeldarr the Outcast” and “Hameya’s Plea” from the same area, do the escort quest that follows up “mark of the lightbringer,” and then any remaining quests in EPL from Light’s Hope Chapel until 60.

Grats on 60!

Mail outlands gearing up SSF guide - pick these up at 58

Legs: <https://tbc.wowhead.com/item=29942/battle-scarred-leggings> from gateway bombing
Chest: <https://tbc.wowhead.com/item=28057/bonechewer-berserkers-vest> from zeth’gor burning
Helm: <https://tbc.wowhead.com/item=29943/legionnaires-studded-helm> from 8 wood/metal

Pick these up at 60+

Mainhand: <https://tbc.wowhead.com/item=25519/wardens-hammer> from zangar escort
Belt: <https://tbc.wowhead.com/item=25983/heavy-miners-belt> from mastermind mine quest
Neck: <https://tbc.wowhead.com/item=25784/imbued-chain> from 15 crust burster kills
Ring1: <https://tbc.wowhead.com/item=25485/amaans-signet> cleansing water
Boots - <https://tbc.wowhead.com/item=25515/mud-encrusted-boots> iken’s belongings
Wrist: <https://tbc.wowhead.com/item=25598/fen-striders-bracer> un-natural drought
Shoulder: <https://tbc.wowhead.com/item=31786/blacksting-shoulders> from blacksting

61+

Hands: <https://tbc.wowhead.com/item=27722/gloves-of-marshmanship> from caster naga elite

Ring 2: <https://tbc.wowhead.com/item=27733/wardens-ring-of-precision> drain schematics line
Placeholder trinket: <https://tbc.wowhead.com/item=25787/charm-of-alacrity> voidwalker gonewild
(random defensive trinket until we can get a 2nd dps trinket)

62+ weapon: <https://tbc.wowhead.com/item=25916/terokkar-axe> firewing escort
64+ 2nd dps trinket: <https://tbc.wowhead.com/item=25633/uniting-charm> corki line in nagrand

If you enjoyed the guide and would like to help support similar content creation in the future, you can toss me your **twitch prime** next time it's off cooldown at <https://www.twitch.tv/cauthonluck> - all subs greatly appreciated!