



In Service of Dragons



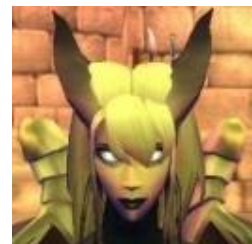
Natarumah's guide to the Scepter of the Shifting Sands questline

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Introduction

Few questlines are as epic or involving as the opening of the Gates of Ahn'qiraj. For years, it would take the dedicated effort of several guilds to amass the resources to start the war against the Silithid masters. And among them, only one would have the honor of banging the gong in the desolate wasteland of Silithus to break down the barrier erected by the combined Dragonflights.

Those who did so, would be known as "Scarab Lords" and would become the owners of a prized scarab mount to signify their status.

Today, all servers start with the gates already opened, and Temple of Ahn'qiraj and Ruins of Ahn' qiraj are open to brave adventurers from level 60 on. Still, it is possible to do the quests that lead up to the opening of these instances and obtain the item for it – the Scepter of the Shifting Sands.

Doing this nowadays is almost trivial in difficulty with level 80 characters and appropriate gear, but still there are some parts that cannot be handled alone. This guide aims to provide a detailed step-by-step progression through the quests and the required items.

All images contained in this document except for Natarumah's portrait courtesy of WoWhead.com. The flowcharts are by my own hand.

Chapter 1: The saga begins

Cenarion Hold

When exploring Silithus at level 60+, you will find the stronghold called Cenarion Hold, home of the Cenarion Circle faction of Druids. At the middle level, you will find a Hunter in Giantslayer armor called **Baristolth of the Shifting Sands**.

He will start the quest **[What tomorrow brings]**, which requires you to travel to the Caverns of Time at the East part of Tanaris. Here, flanking the path into the caverns, are several Elite dragons. One of them is called **Anachranos** and is positioned in plain sight at the right side of the path. Simply move close to him until you get the quest completed message (no need to kill any dragons) and return to Baristolth at Cenarion Hold. This will offer 250 reputation with the Brood of Nozdormu.

The next quest he offers is **[Only one may rise]**, asking you to enter Blackwing Lair and kill **Broodlord Lashlayer**. This boss is situated pretty deep into the raid instance, and it is not possible to solo the dungeon even at 80. This is because the first boss, Razorgore the Untamed, requires someone to Mind Control him, as well as someone to control the adds and a healer. At level 80, a team of five players can easily complete the raid, however.

The head of Broodlord Lashlayer is not unique, so everyone with the quest may pick it up. This is different from some other items in this questline, which allow only one person to loot a quest item each kill. This will also award 500 reputation with the Brood of Nozdormu.

After turning the head in at Baristolth again, you will receive the quest **[The Path of the Righteous]**. This is where things start to be interesting.

The path of the righteous

Baristolth of the Shifting Sands will give you an item called **[Agent of Nozdormu]**. This item, while in your pack, allows you to gather **[Silithid Carapace Fragments]** from any of the Silithids in Silithus. A good place to farm these are the various Hives (such as Hive' Regal) scattered around Silithus.

These Silithids used to be Elite, and thus give 2-4 fragments per kill. It will take about 20 minutes to farm enough fragments to turn in the quest.

Turning in 200 fragments will give you 500 reputation with the Brood of Nozdormu and a new item called **[Proxy of Nozdormu]**. You can use this item when targeting a friendly player to make that person a proxy (a replacement). This person will now receive an item in their inventory which, as long as they keep it, allow them to farm **[Silithid Carapace Fragments]** as well.

Baristolth will now have a repeatable quest for you, called **[The Hand of the Righteous]**, asking for another 200 fragments in return for 500 reputation with the Brood of Nozdormu.

In classic WoW, people would make proxies out of their friends and guild members, to farm the carapace fragments. This was because it took much longer to get 200 fragments, and the next quest does not become available until you are at least Neutral with the Brood of Nozdormu.

Let's see if we can speed this up.

The Brood of Nozdormu

Everybody starts off at Hated with the **Brood of Nozdormu**. The mortal races do not exactly have a very good reputation with them because of what happened during the War of the Shifting Sands (an event you will learn more about later).

You will need a total of 42,000 reputation to become Neutral – as you can see, this is quite a task. You will gain 1250 reputation for the quests so far, meaning you will still need to earn another 40,750 reputation to get to the next quest in the chain.

If you want to maximize your Reputation gains, it is a good idea to get some friends and run the **Temple of Ahn' Qiraj** (known as AQ40). At level 80, this place can be done once per week with a team of 3-5 people.

If you want to do it alone, you can form a raid with a friend, invite one of your alt and then have the friend leave group. As long as there are two of your characters in a raid, you can enter a raid dungeon without taking alone anyone else – you just need a friend because you obviously cannot invite your own toons. If you have two accounts, this is obviously easier.

Solo, a Shadowpriest can solo the trash here quite efficiently. Just be careful not to pull too much at once, no more than one group at a time. If you feel you are taking heavy damage or getting stunned a lot, consider using high-stamina gear to create a higher HP pool.

Keep in mind that you are unlikely to be solo any of the bosses, as most of them have nasty effects like Poisons, Stuns and Mana Drains. As Shadowpriests, it is probably safest to stick to the first few mob packs, and then do a soft reset of the instance to let the mobs respawn.

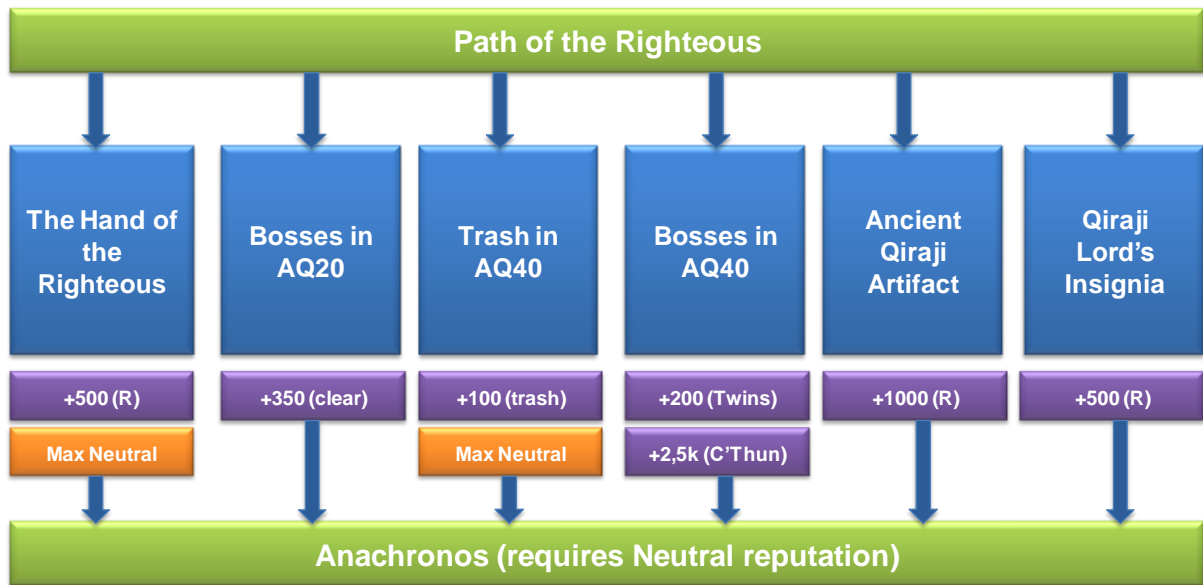
This reputation will not go beyond 2999/3000, so you will then need to turn in one set of carapace fragments to top it off.

Trash will sometimes drop an **[Ancient Qiraji Artifact]** while bosses can drop a **[Qiraji Lord's Insignia]**. If you want to become Exalted with the Brood of Nozdormu, save these up until after hitting Neutral, as the trash in AQ40 stops giving reputation. If all you need is Neutral for the quest, hand these in. They are worth 500 reputation for a Lord's Insignia and 1000 reputation for an Ancient Artifact.

Another option is for AQ20, the **Ruins of Ahn' qiraj**. Only the bosses here give Brood of Nozdormu reputation (350 for all 6 bosses) but the rest of the raid gives Cenarion Circle reputation. If you have good gear, a healer/tank combo can easily duo the place. With a T9-gear tank, a Shadowpriest can keep him up quite efficiently using a combination of Vampiric Embrace and Power Word: Shield.

Ossirian the Unscarred, the final boss of AQ20, also drops his head as a quest item which can be turned in for 500 reputation.

In total, you can use the following chart to see a quick overview of the ways to get to Neutral reputation and the follow-up quest, **[Anachronos]**:



It seems that the most efficient way of doing this is to combine dual-farming AQ20, killing trash in AQ40 (or a clear if you can get enough people) and then handing in The Hand of the Righteous to fill the gap.

In terms of time investment, farming the carapaces is the most repeatable of all, since it takes about 20 minutes at most to get a turn-in. However, unless you like hardcore farming, mixing it up with the occasional AQ20/AQ40 run is better for your sanity.

Just remember that during the days of Classic, this option did not exist as the gates were closed. They had to farm all those carapace fragments, which is also why the Proxy system was used to get friends to gather them with you. The carapace fragments are not Bind on Pickup, so you can trade them to the person who is handing in the quest.

Chapter 2: In service of the Dragonflights

Once you have become Neutral with the Brood of Nozdormu, the next part of the questline begins. You will be asked by Baristolth to go to **[Anachronos]**. You will receive a book in your inventory called “The war of the Shifting Sands”, which you can read to learn more about the history of the war.

Speaking to Anachronos and completing the quest will award 550 reputation with the Brood of Nozdormu.

The quest [Long Forgotten Memories] you will receive from Anachronos will send you to the Gates of Ahn’ Qiraj. Right before the gates, on the ground, is a small red crystal. If you have difficulty finding it due to its small size, stand still for a bit and look for a reddish twinkle. Completing the quest will grant you 75 reputation.

Clicking this red crystal and accepting the quest **[Pawns on the Eternal Board]** will show you a re-enactment of the scenes at the closing of the Gates. It shows how several Dragons (Anachronos, Eranikus, Vaelastrasz and Azuregos) held back the forces of the Qiraji long enough for the gates to be closed using the Scepter of the Shifting sands by Fandral Staghelm.

However, rather than being thankful for sealing the Qiraji, he chose to distance himself from the dragons, smashing the Scepter of the Shifting Sands against the gates, so they could never be opened again.

Once you have completed the cinematic, return to Anachronos for 250 reputation and a new series of quests.

From here on, the quests branch out as you seek the three shards (one Red, one Green, one Blue) each of which is guarded by their respective Dragonflight. Of these questlines, the Blue shard is the most complicated, while the Red one is the easiest. This quest, **[The Charge of the Dragonflights]** is the meat of the questline.

“Eranikus, Vaelastrasz, and Azuregos... No doubt you know of these dragons, mortal. It is no coincidence, then, that they have played such influential roles as watchers of our world.”

-Anachronos of the Brood of Nozdormu



The Red Scepter Crystal

For this shard, you are charged to look for **Vaelastrasz**. Unfortunately, the mighty red dragon has been captured by the forces of Nefarian, lord of Blackrock Spire. He was spying on the Orcs disguised as one of them, but eventually discovered and dragged into Nefarian's throne room in Blackwing Lair.

You will have to find a group to clear Blackwing Lair. The second boss in the instance is Vaelastrasz the Corrupt, the very dragon that you needed to find. Before engaging him, you must speak to the dragon, accepting the quest **[Nefarian's Corruption]**.

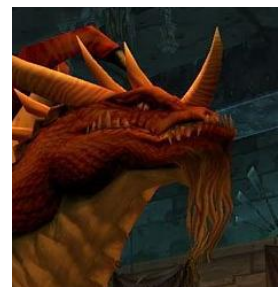
After you do this and the encounter with Vaelastrasz begins, you have five hours before Nefarian destroys the Red Scepter Shard.

When coming into the Throne Room, remember to put loot to **Master Looter**. Only one person can loot the shard from Nefarian after he is killed, and unless it is put to Master Looter and you loot the corpse first, it might not spawn.

One player must engage in dialogue with Nefarian on the throne. At the conclusion of the dialogue, the fight starts. Once he has been defeated, run up to his corpse and loot the shard.

Returning the shard to Anachronos in Tanaris will award 500 reputation with the Brood of Nozdormu.

I beg you Mortals, flee! Flee before I lose all sense of control. The Black Fire rages within my heart. I must release it! FLAME! DEATH! DESTRUCTION! COWER MORTALS BEFORE THE WRATH OF LORD....NO! I MUST FIGHT THIS! ALEXSTRASZA, HELP ME! I MUST FIGHT!" -Vaelastrasz the Corrupt



The Green Scepter Crystal

For the next part of the quest, you will have to brave the depths of the Sunken Temple of Atal' Hakar. At 80, this place is easy to solo, although it is a real maze. At the bottom of the pit at the center of the temple are hordes of Green Dragonspawn. One of the south entrances leads to the Shade of Eranikus.

Before coming close enough to kill him, Malfurion Stormrage will appear, saying that Eranikus has been corrupted by the Old Gods while in the dream. Killing him will serve no purpose. He must be drawn out of the dream and confronted for him to surrender his Green Scepter Shard.

Malfurion will give the quest **[Eranikus, Tyrant of the Dream]**, tasking you to find his agent hidden just outside Darnassus. Go to **Darnassus** and out of the gate into Teldrassil, following the wall on your left side. You will see a wisp floating there, where you can hand in the quest. This will give 25 reputation with the Brood of Nozdormu.

It will give the quest **[Tyrande and Remulos]**, asking you to speak to **Keeper Remulos** in **Moonglade** to prepare while it informs Tyrande.

In Moonglade, Keeper Remulos can be found at a small bough at the West part. Follow the road North from the flight point, towards Nighthaven. When you see a road branch left, take it to find the Keeper.

Remulos will inform you that there are four Dream Portals in Azeroth, and that minions of the Nightmare have a fragment of the Nightmare hidden at each spot.

Ashenvale

In Ashenvale, the Dream Portal exists at the most Northeastern part of the zone. Any of the Dragonspawn mobs here drops a **[Fragment of the Nightmare's Corruption]** with a 100% drop rate. Be careful though, the bough guards have a terrible knockback, while the oracles can heal. It is however not hard to solo as a Shadowpriest.

Hinterlands

At the Northeastern part of the Hinterlands is a place called Seradane. To get there, simply follow the Northern mountain range past the High Elf encampment until you reach a bridge. Crossing over the bridge you will enter Seradane. Again, the mobs here are tough but certainly not impossible.

Feralas

Travel to Feralas and enter the North part, near the Twin Colossals. You will find the Green Dragonspawn on the right side of the road, near a small island in a lake. The mobs here are easier to pick up, as more of them patrol alone instead of in groups.

Duskwood

Easily the most annoying Fragment to get, as it drops of a boss-level (??) Satyr mob in the Twilight Grove. Upon entering the grove, you will see a large set of stairs leading to the Twilight Portal. To the right side of the stairs is the Twilight Corruptor.

He does a very powerful DoT effect, which also reduces all stats by 100 and which is not dispellable. He also has a strong knockback effect and a Mind Control.

He is easy to solo if you consider a few things; first off, do not use your Shadowfiend, or he will kill it, grow in power and deal tremendous damage. Second off, do not use Dispersion as you need to beat on him continuously – 5 seconds without being damaged and he will reset.

He will knock you back from time to time – after a few times, make sure to turn him around so he can knock you back the other way. This prevents you from being knocked out of the Twilight Grove or stuck behind a tree trunk.

The Nightmare Manifests

Handing in all 4 fragments to Keeper Remulos in Moonglade will give you 250 reputation with the Cenarion Circle and Brood of Nozdormu. The next part will be a grand finale which is soloable, but you might want to bring friends for the entertainment factor. Many people I know never saw this event live, so are very excited to get the chance to see it.

Upon accepting **[The Nightmare Manifests]**, Keeper Remulos leads you into Nighthaven and taunts Eranikus, who will come swooping down from the Emerald Dream. There will be a short dialogue, after which you and Remulos take cover in the large building at the town center.

Eranikus will send down an army of Shades to destroy you. They are individually weak but can chain-fear you if you pull too many. They also have the habit of resetting a lot and evading, but this will take you out of combat and allow you to drink. Make sure Remulos stays alive!

After the second wave of Shades, Eranikus himself swoops down into Nighthaven. He is immune to taunt but his physical damage is low on a level 80. If you are a healer, you can heal Remulos and he will tank the dragon. If you are a tank or DPS, you keep aggro and Remulos will heal/DPS.

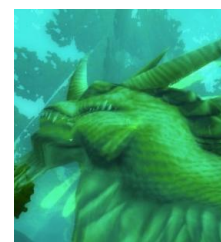
Eranikus puts a DoT on you, which increases the cooldown on your abilities and deals periodic damage. He also has a tail swipe and breath weapon.

You have to slowly DPS him down to around 50%, when Tyrande comes in to help. You will hear her yell across Moonglade, but she will take time to arrive. Keep damaging Eranikus slowly until he yells “ IT BURNS!”, then nuke him down to 20% as fast as possible.

At that time, Tyrande will come and cleanse Eranikus with the Light of Elune, bringing him back to his Human form. Humbled and cleansed, he will pass the shard to Remulos so he can give it to you. After that he retreats to the burrows in Moonglade to sleep. This will award 500 reputation with the Brood of Nozdormu.

Returning the shard to Anachronos will award another 250 reputation.

*Pitiful predictable mortals...You know not what you have done!
The master's will fulfilled. The Moonglade shall be destroyed and
Malfurion along with it!
-Eranikus, Tyrant of the Dream*



The Blue Scepter Crystal

And now on to the longest, most involved and most costly of the three questlines. The genius but mad Azuregos has cleverly hidden the shard, and it's up to you to retrieve it.

First off, head to **Azshara** and follow the path leading to the southern edge of the zone. Close to the Southeastern tip of the zone you will find the **Spirit of Azuregos** wandering around. Speak with him to learn what he has done. The living version of Azuregos also works for this, but he's not always around.

Apparently, he has placed the shard inside a shark, hidden as a minnow. To reveal this fish, you will need an Arcanite Buoy. Being a jovial fellow, Azuregos gives you the ledger with the required materials. However, the ledger is in an unknown language – apparently **Narain Soothfancy** in **Tanaris** can read it.

Fly to Tanaris and travel East to Steamwheel Port. From here, go North to a small hut with a parrot flying around, where you will find Narain Soothfancy. Handing in this quest rewards 10 reputation with the Brood of Nozdormu.

He could help you, but unfortunately the ledger is in Draconic, and he will Draconic for Dummies to consult it, his magical scrying goggles and of course a 500 pound chicken to feed his hungry stomach.

The 500 pound chicken

The quest **[Never ask me about my business]** takes you to **Dirge Quickcleave** in **Gadgetzan**. He doesn't know anything about chickens, but the closest thing can be found on the **Isle of Dread** – very evil Chimaeraks.

[The Isle of Dread!] can be found South of Feathermoon Stronghold, which is nice if you are Alliance. Horde will have quite a march waiting for them from the center of Feralas. The North part of the island has Nagas on it, but following the coastline you will find a way into its central valley at the middle.

The Chimaeroks here are tough; they hit hard, can spell reflect and are generally a pain. You can pull two at once with little effort, but be careful of the spell reflects. They are often too far apart to do this reliably anyway. The drop rate seems to be about 25%, so be prepared to sit in.

Lak' maraen, the sire of the Chimaeroks, flies around on a small elevation at the East end of the valley. He also drops about 3 of the **[Chimaerok Tenderloin]**s you need. What I personally did was farm them just before I was going to sleep, and then cleaned out the island again when I logged back in the next day. With a drop rate of about 35% and a respawn of at least 15 minutes, it would take a long time of waiting otherwise.

Return to Dirge Quickcleave with the meats. He will also request 20 **[Goblin Rocket Fuel]** and 20 **[Deeprock Salt]** for the recipe. It's best to make sure you got these ready and waiting for you in the mail, so you don't waste time running back and forth.

This will also net you the Epic BoE recipe “Dirge's Kickin' Chimaerok Chops” which is one of the rarest old-world recipes and still worth good money on the Auction House if you don't want to learn it.

[Return to Narain] with the **[500 Pound Chicken]** and watch him devour it. The 500 reputation with the Brood of Nozdormu had better be worth it...

Stewvul, Ex-BFF

Apparently, Stewvul was once Narain's Best Friend Forever until he ran off with his Scrying Goggles. Accept the quest **[Stewvul, Ex-B.F.F]** and head off to Silverpine Forest, specifically the **Greymane Wall**. You will find an honestly inconspicuous box at the left side of the gate, where the little Gnome is hiding.

As you accept the quest **[Scrying Goggles? No Problem!]** you learn that he lost them in the Molten Core. Fortunately, it will drop 100% from the first creature you kill there. So, enter the Molten Core (you are attuned right?) and kill the first mob you see. Pick up goggles, return to Tanaris.

What? You're not attuned?

The quickest way of getting this done is to go through BRD. Go towards Blackrock Depths and you will find the NPC Lothos Riftwalker with the quest **[Attunement to the Core]**. You will need the Shadowforge Key, and then proceed to Lord Incendius at the Dark Anvil. Drop into the lava here, and swim straight North to a little island with four Pyroguard Destroyers on it. Then eat, shield yourself, and swim the last part up the ramp.

Kill the two groups of Destroyers, and pick up the **[Core Fragment]**. Enter the Molten Core and leave it. You will end up at Lothos Riftwalker again. Hand in the quest, and speak with him again. He can teleport you into the Molten Core, to kill that single mob. Lucky you.

If you have a few friends who are attuned, it is also possible for them to summon you into Molten Core. Be sure to pick up at the quest at Lothos Riftwalker before the summons and complete it, to save you the trip next time.

Handing in this quest gives you 10 reputation with the Brood of Nozdormu.

“Take this ledger to an old acquaintance of mine in Tanaris. His name is Narain Soothfancy - terrible, terrible psychic but an amazing engineer! He should be able to make sense of it all. No need to thank me, it's the least I could do. Good Day! I SAID GOOD DAY!” – Spirit of Azuregos



Draconic for Dummies

Bring two Potions of Water Walking and follow the beach along the South edge of Tanaris. Eventually you will come upon Land's End Beach at the very Southern tip.



You will find a crashed Gyrocopter there on the beach, and if you turn South you will see the misty outline of an island. Normally, there would be an NPC in the water who will give you a long and involved quest to get a potion that allows you to swim really fast.

Skip that. Stand at the water's edge and drink the Potion of Water Walking. Mount up and run straight on towards the island. Do not worry if you become fatigued, keep running up on the beach of the island. If you did it well you have a few seconds to spare.

Once on dry land, swim over to the second island, where you will find something buried in the sand. Completing this quest awards 10 reputation with the Brood of Nozdormu. Pick up the quest **[rAnSoM]** and return to Narain for another 10 reputation and the quest **[Decoy!]**.

You will be given a bag of gold-colored rocks and a disguise to make you look like Narain Soothfancy inside a handy bag. You are to go to Winterspring, in the mountains East of Darkwhisper Gorge. Here you will drop off the money and get the book back...or at least that's the plan.



Wear the disguise and drop off the bag, then walk back a few paces. A gyrocopter will arrive with the nefarious Doctor Weavil, master of crime! He will of course recognize you are an impostor. The quest **[Who does Number Two work for?]** then requires you to kill Number Two, a level 61 Elite Gorilla. At level 80, he is a complete pushover.

Return to Narain with the bad news. He will give you the quest **[The Only Prescription]**, asking you to get the eight lost chapters of Draconic for Dummies and use the Magical Book Binding to put it back together.

Chapter 1

This part is quite tricky, as it is in the hands of Dr. Weavil, the evil genius that stole the book in the first place. He lives on Alcaz Island, at the North edge of Dustwallow Marsh, along with his many elite monsters. He also has a small army of goons. He is a Boss (??) level mob who has a nasty form of Mind Control. He first casts it 15 seconds into the fight, and then every 2 minutes after that. Even if you are alone, you can be Mind Controlled and be helpless.

The Mind Control works on the person with the highest aggro, so taking a friend along with a pet to tank him for you works (He does not Mind Control pets) or ask a Paladin to tank him for you, since they can bubble out of the first Mind Control. In effect, this gives you little over 2 minutes to kill him.

If you can get around this little snag, he's otherwise not very dangerous.

Chapter 2

Drops from a Felguard Elite at the Tainted Scar in the Blasted Lands. These Felguards are very tough, but not hard to handle if you do not pull more than one at a time.

Chapter 3

Hederine Initiates and Slayers in Darkwhisper Gorge in Winterspring drop this chapter. Again they are very hard hitters, but easy to manage if careful.

Chapter 4

On a table in Undercity near the Book Vendor called Salazar Bloch at the Eastern side of the Undercity, on the inside ring of the canals.

Chapter 5

On a table at the Stormwind Library. When entering the library, it will be on a pedestal on the left side.

Chapter 6

Drops from Onyxia (now a level 80 raid boss). Only one chapter drops per book kill.

Chapter 7

On a table in Blackwing Lair near the patrol path of Firemaw, one of the dragon bosses.

Chapter 8

Drops from Ragnaros in the Molten Core. Remember to put loot to Master Looter and that you have to loot it first. Only one chapter drops per book kill.

Once you have all eight chapters, use the Magical Book Binding to combine it into **[Draconic for Dummies, Vol. II]**, which you can turn in at Narain Soothfancy. You will also be awarded with 150 reputation with the Brood of Nozdormu.

After consulting the ledger, Narain will compile the list of items needed to craft the Arcanite Buoy, leading to the quest **[The Good News and the Bad News]**.

- 20 Arcanite Bars
- 10 Elementium Ore
- 10 Azerothian Diamonds
- 10 Blue Sapphires

The good news is that Arcanite Bars are not that expensive anymore, and there's no cooldown on transmuting them. This requires 1 Arcane Crystal and 1 Thorium Bar per Arcanite Bar.

The Elementium Ore drops from mobs in Blackwing Lair; some might be found on the Auction House, but expect outrageous prices. It might be better to get a steady weekly group and farm the place.

The diamonds and sapphires are lower in price now, since they are needed for only a few quests and crafting. They are also prospected from Thorium, which also drops the materials for Arcanite Bars.

Once handing this all in with Narain you will receive 250 reputation with the Brood of Nozdormu and sometime later a mail from Narain with 100 gold will be delivered to compensate your repair bills. This is about 36 hours after completing the quest.

The Arcanite Buoy

The final stage of this questline, **[The Wrath of Neptulon]** has you return to Azshara, at the Bay of Storms. Here you will find a swirling Maelstrom with debris where you can toss out the Arcanite Buoy and fish up Maws.



Note that I have not completed this fight yet, so cannot comment on how easy it is. Shielded and gaining health from Vampiric Embrace should be more than enough to keep yourself alive against this monster. He has been solo killed by a Shadowpriest in 245-258 Item Level gear, so it is doable.

He enrages and does AoE knockback, which are the biggest things to look out for. You retrieve the **[Blue Scepter Shard]** from his corpse, and can return it to Anachronos. This will net you 500 reputation with the Brood of Nozdormu.

Chapter 3: The Might of Kalimdor

Anachronos is fully impressed with your efforts, receiving the **[Scepter of the Shifting Sands]** and another 500 reputation.

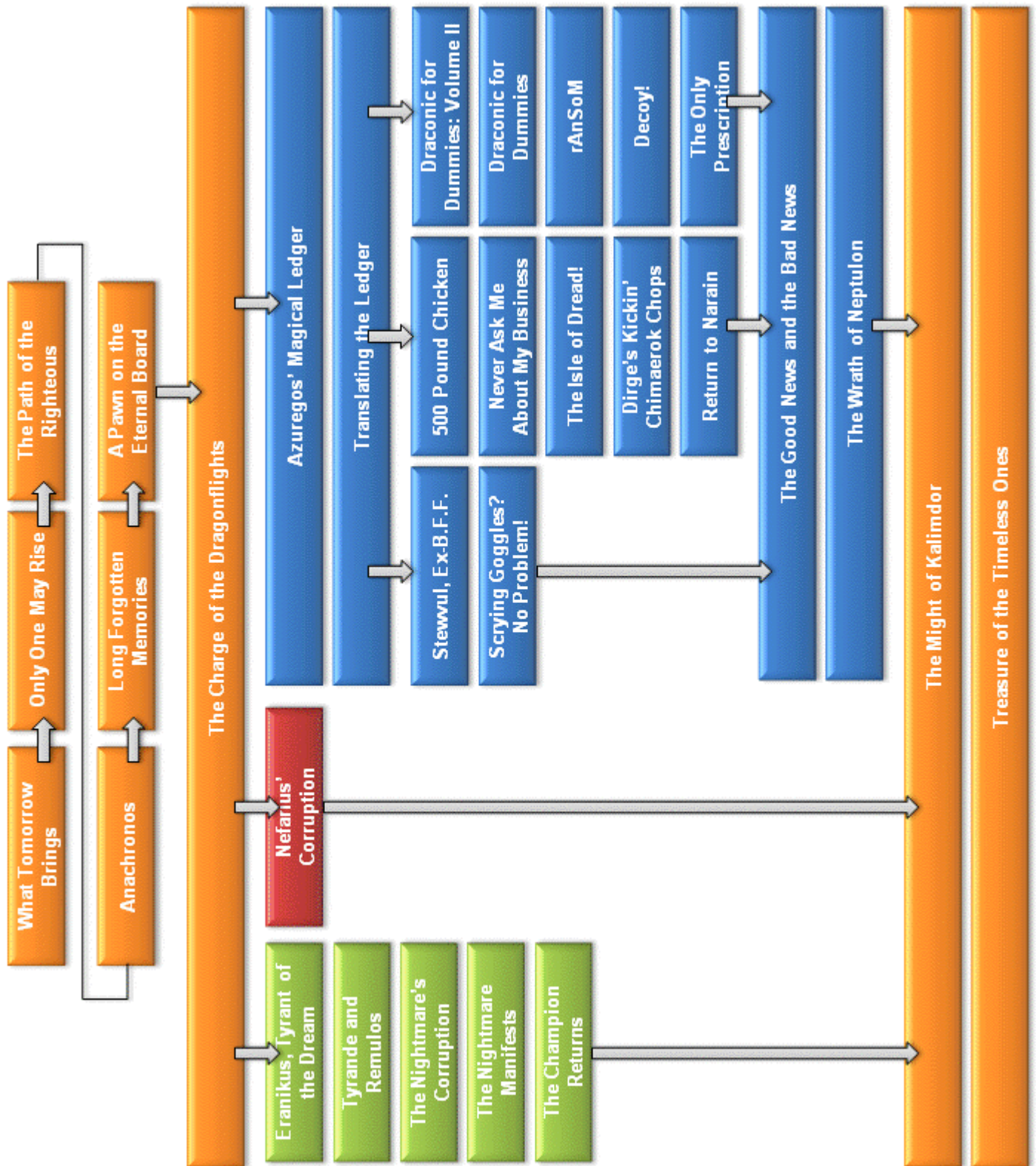
It is with this Scepter that the Scarab Lord would bang the gong at the Gates of Ahn' Qiraj, shattering them and opening the way into the ancient halls of the Old God, C'Thun.

And while you can no longer bang the gong, you do get the quest **[Treasure of the Timeless Ones]**, giving you a choice of one of four epic weapons as a keepsake, each referring to one of the heroes of the War of the Ancients.

This concludes one of the most epic questlines in World of Warcraft currently. Congratulations on a long road seeing places no one in Azeroth would even care to look for anymore. I hope you have enjoyed the vistas and the antagonists placed in your way – with the knowledge you will pass into the Age of the Cataclysm holding proof of your journey in hand.



Cheat Sheet - Quests



Print on A4 for a quick overview of all quests

Cheat Sheet – Materials

Dirge's Kickin' Chimaerok Chops

- | | | | |
|--------------------------|-----|--|--|
| <input type="checkbox"/> | 20x | Goblin Rocket Fuel
20x Volatile Rum
20x Firebloom
20x Leaded Vial | Alchemist
Drops from pirate mobs
Herbalist
Trade Goods Vendor |
| <input type="checkbox"/> | 20x | Deeprock Salt | Drops from stone constructs in Searing Gorge |

Draconic for Dummies

- | | | | |
|--------------------------|----|-------------------------|---------------------|
| <input type="checkbox"/> | 2x | Elixir of Water Walking | Daily fishing quest |
|--------------------------|----|-------------------------|---------------------|

The Arcanite Buoy

- | | | | |
|--------------------------|-----|---|--|
| <input type="checkbox"/> | 20x | Arcanite Bar
20x Thorium Bar
20x Arcane Crystal | Alchemist
Mining
Mining, Jewelcrafting (prospecting) |
| <input type="checkbox"/> | 10x | Elementium Ore | Drops from mobs in Blackwing Lair |
| <input type="checkbox"/> | 10x | Azerothian Diamond | Mining, Jewelcrafting (prospecting) |
| <input type="checkbox"/> | 10x | Blue Sapphire | ining, Jewelcrafting (prospecting) |

"Don't tell me! Shhh! You are here about the Ashbringer?!?
Yes ... Yes ... No!
My bad. What can I help you with?"
- Narain Soothfancy, dummy soothsayer

