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Druid quest guide wow classic

Comments Share Rogue Paladin Warrior Druid Priest Mage Hunter Shaman Warlock This is a discussion on the most important sites of druid-specific quests in World of Warcraft. Many of them are supposed to get forms, but they are no longer necessary. You can still make them. Basics You start to druid a specific quest path with a standard 1st-level take this (object) on a (early trainer) quest. This task is listed when you complete the first task you are offered when entering the game. You get this task from the NPC standing about 10 feet in front of you when the movie ends. When you turn in the first quest, going to visit your quest trainer will be offered to you. This task shows the new player where the druid coach is located in the starting area, so the description of the quest always has all the information you need. Starting with level 10, more detailed class-specific tasks are available. All of these tasks start with your 'quest trainer' who is a normal class trainer, but who also gives away class related quest starts. There are leader quests to take you to this person if you are in another city when you get to the appropriate level. Alliance 'quest trainer' for the Druids is Mathrengyl Bearwalker at Cenarion Enclave, in Darnassus, Teldrassil. It's on the second floor of the Druid tree. Ask the guard for Class Coach →. Druid and they will show you the way to the tree. Horde quest trainer is Turak Runetotem on an older rise in Thunder Bluff, Mulgore. Again, ask the guard for class →. Druid. All of these tasks are multipart, and some parts have several steps. These are the contours of the whole process to achieve a series of quests. Quests Bear Form - Alliance When: Level 10 Heeding the Call - This is an optional task obtained from a druid trainer that directs you to Mathrengyl Bearwalker in the Enclave of Cenarion in northern Darnassus. Moonglade - Acquired from Mathrengyl Bearwalker at The Pricerion Enclave. After taking on this task, you will learn the magic of Teleport: Moonglade. Use it to teleport to Moonglade, where you'll talk to Dendrite Starblaze. Big Bear Spirit - Acquired from Mathrengyl Bearwalker in Nighthaven, Moonglade. You have to travel to northwest Moonglade to see what the Great Bear Spirit will teach you. When finished, return to Dendrite Starblaze. Back to Darnassus – Upon returning to Dendrite from an interview with the Great Bear Spirit, you will be sent back to Darnassus to speak with Mathrengyl Bearwalker. Sing or grab a flight path on the south side of Lake Elune'ara (48.67) and fly back. Body and heart - Picked up from Mathrengyl, you must go to the cave east of Auberdine to face Lunaclaw. Use Cenarion Moondust at 43.46 to summon Lunaclaw. After killing Lunaclaw, return to Mathrengyl. After completing this task, you will learn Bear Form, Growl and Maul (Rank 1). Cure Poison - Alliance When: Level 14 Lessons Again - Start this task by talking to Mathrengyl Bearwalker at Cenarion Enclave in He thinks you're ready to learn about the poison and the power the druids have over him, and he'll direct you to Moonglade to talk to Dendrite Starblaze in nighthaven village. The main source - Dendrite Starblaze needs you to collect a water sample from Cliffspring Falls in Darkshore and take it to Alandarian Nightsong in Auberdine. The cave is guarded by levels 15-17 naga. Stormscale Wave Rider has a knockback charm, so make sure you fight with your back to a wall or tree, otherwise you'll have knocked into more naga. Collecting Cure – After Alandarian water, she tells you to collect 5 Earthroot and 12 lunar mushrooms so she can make a healing salve. Herbalists can collect Earthroot, or you can probably find some at the auction house or from another player. The lunar fungus is found in caves east of Auberdine. Cure the sick – Alandarian was able to make 10 doses of the antibody and asked you to use it on sick deer all over Darkshore. When you've healed them, return to Dendrite Starblaze in Moonglade. Power Over Poison – Dendrite Starblaze sends you back to Mathrengyl Bearwalker in Darnassus to learn the magic of Cure Poison. Potential future quests water form when: Level 16. Travel form: Level 30. Cat form when: Level 20. Dire Bear Form When: Level 40. This is a trained ability, but does not replace the regular form of the bear when obtained. See also: Druid, Druid Form Community Content is available in cc-by-SA unless otherwise stated. Druid Quests Druid Class Quests are largely necessary (except for a few) that should be considered either very important or at least worth your time, depending on how fast you want to level. Level 10 Bear Form Quest Horde Druids will begin their quest in Thunder Bluff, and quickly learn the ability to teleport to Moonglade, a special city only for Druids (this spell can also be used as a second fireplace to make some cases of fast travel much faster and more efficient. Once at Moonglade, you'll be on your way to talk to the Great Bear Spirit outside Nighthaven, and then return to Thunder Bluff. You will get Cenarion lunar dust, and will be told to go to the border of Barrens and Mulgore to summon Lunaclaw, who will attack you. Beat them, then go back to Thunder Bluff to get bear form. Alliance Druids will have a fairly similar task - sending them from Darnassus to Moonglade to meet the Great Spirit bear and back. For this task, however, you will be invited to take Cenarion Moondust to Darkshore and use it at Moonkin Stone near central Darkshore. Make sure you're out of Moonkins before subpoenaing Lunaclaw to beat them, and then go back to Darnassus to get bear form. Level 14 Cure Poison Quest Despite getting Cancel Poison later, Cure Poison is a useful spell to invest in, so you may want to check it out, although the time it takes may vary. Ideally you will want to already have 5 Earthroot from herbalism or find in the auction house. Druids should get lessons anew quest and go to Moonglade where you get an empty Dreadmist Peak Sampler. You'll have to climb Dreadmist Peak in Barrens and fill the sampler with poisonous water on top - the mountain is up to the northwest of the intersection (and you'll be ambushed trying to taste the water). For the second part, you will need to get a new task that requires 5 Earthroot and 5 Kodo Corners. Let's hope you have The Root of the Earth now, and as far as Kodo Horns are concerned, you'll have to find them wandering the northern plains of Barrens. Finally, you will use a medicinal animal salve to cure the 10 sick gazelles that roam all over Barrens. Do it, and you'll get your hands on some favors on Moonglade and back at Thunder Bluff to get the spell. As for Alliance Druids, you will generally have the same task in different places. The sampler you get must be used at Cliffspring Falls in Darkshore at the foot of a large river on the north side of Darkshore. Like the Horde version, you will be ambushed while getting the sample. Along with collecting 5 Earthroot for the second part, you will also need a lunar fungus that is contained in the lunar fungus Bloom found between Auberdine and Ameth Aran. Finally, you will use the healing animal Salve on 10 Sickly Deer animals wandering darkshore, and then go back to finding a donor to get your reward. Level 16 Aquatic Form Quest While you won't see much use of it soon, there's no doubt that some later quests will involve navigating large bodies of water, and having a water form swim faster and breathe underwater may come in a good time—but it's a questline that involves a lot of travel, so you'll want to avoid it until later. A horde of Druids can start at Moonglade to take on trial of the lake, sending you to find the Trinkets shrine in the middle of the lake in one of the urn, but you'll have to return in 5 minutes. Next, you will need to combine two pendants: half water agility pendant in Barrens, and half water endurance pendant in Silverpine Forest. The first pendants are located in Kalu Fens on top east of the map, and you have to face the sludge to find submerged boxes in the middle of the water. The second pendant is located up to the silverpine forest coast, northwest from Sepulcher. It's quite a swim, but luckily the box is at the crack that will give you the air back. With both pendants, you can go back to Moonglade and get a water form. For Alliance Druids you will have the same test with different locations. The first part is pretty much the same, which requires you to go to Moonglade to find the Bauble Shrine in the middle of the lake. Next, you'll need to find Half Pendant Water Agility in Darkshore, which is far north in the water between some islands north of where the river empties, past a large turtle skeleton. As for the next Half Water Endurance Pendant, you have to travel all the way to Westfall, and swim far from coastline around a small island near the Gold Coat quarry. As in Silverpine, you will find a box next to the crack to get some air back, and then you can go back to Moonglade to get a water form. Form.

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