

Druid Swift (Epic) Flight Form – Quest Chain

Introduction

This quest chain is only available to 70th level Druids who have attained their Artisan Riding Skill (300), often referred to as “epic” flight training, at a cost of 5000g. You do not need an epic flying mount for any of these quests.

The quest chain can be completed as a solo 70 Druid, except for the final stage: **Vanquish the Raven God** is a Heroic Sethekk Halls encounter that requires a full group of skilled players, all of whom must have the Auchenai Key, available from Nakodu in Lower City (requires: Lower City – Honored). You may also want to enlist some aid for the three earlier Essence quests (Eagle, Hawk, and Falcon) although technically, they can be soloed by a skilled druid with the right talents and gear (depending on your spec, you may find each of them more or less difficult).

In addition to the Druid [Swift Flight Form] ability, the quest chain will also award you:

- 2070 Cenarion Expedition reputation
- 90 gold in quest rewards
- A trinket, [Charm of Swift Flight], which increases your flying speed by 10%
- [Essence-Infused Moonstone] which allows you (druids only!) to summon the bonus boss whenever you are in Heroic Sethekk Halls.

The Quest Chain

1. Morthis Whisperwing [Druid 70]

Quest from: Loganaar, Nighthave, Moonglade

Report to: Morthis Whisperwing, Cenarion Refuge, Zangarmarsh

Minimal Description: Teleport to Moonglade, get quest from Loganaar, return to Zangarmarsh and speak to Morthis Whisperwing.

Objects: (none)

Rewards: 75s, 10 Cenarion Expedition rep.

Notes: Requires Riding 300 (epic flight – 5000g training).

2. The Ward of Wakening [Druid 70]

Quest from: Morthis Whisperwing, Cenarion Refuge, Zangarmarsh

Report to: Morthis Whisperwing, Cenarion Refuge, Zangarmarsh

Minimal Description: collect the 10 Bogblossoms, and gather or buy the Lichen and Dreaming Glory; return them to Morthis.

Objects: 10 [Bogblossom] (quest item), 10 [Ancient Lichen] (herbalism), 10 [Dreaming Glory] (herbalism)

Rewards: 11g99, 250 Cenarion Expedition rep.

Notes: Bogblossoms grow on top of the giant mushrooms throughout Zangarmarsh. You’ve probably seen them often, and wondered what they were.

The blossoms have a chance (perhaps 10%) to explode when picked (“the bogblossom explodes, spraying pollen wildly”), knocking you into the air. Just have your flight form button handy, in case you get blown off the mushroom cap. No damage is taken other than falling damage.

3. Wakening the Sleeper [Druid 70]

Quest from: Morthis Whisperwing, Cenarion Refuge, Zangarmarsh

Report to: Clintar Dreamwalker, Stormrage Barrow Dens, Moonglade

Minimal Description: Speak to Clintar Dreamwalker while you have the [Ward of Waking] in your inventory.

Objects: [Ward of Waking] (provided)

Rewards: 75s, 10 Cenarion Expedition rep.

Notes: Just speak to Clintar to complete the quest. He'll say a few words and then move to an alcove behind him before offering the next quest.

Find the cavern at (71,61), just east of the giant moonwell in east Moonglade. There will be friendly guards at the entrance, and friendly elves fighting a few level 70 Phantasmal Lashes just inside – you may have to beat down one or two of the Lashers to reach Clintar. You'll see his yellow question mark on the minimap the moment you enter the caverns. Note Dreamwarden Lurosa at the bottom of the entrance ramp.

4. No Mere Dream [Druid 70]

Quest from: Clintar Dreamwalker, Stormrage Barrow Dens, Moonglade

Report to: Dreamwarden Lurosa, Stormrage Barrow Dens, Moonglade

Minimal Description: buff and heal Clintar (and kill mobs) while he does his scripted actions.

Objects: Rewards: 11g99, 250 Cenarion Expedition rep.

Notes: you can't take aggro, but you can heal and buff Clintar as well as attack the incoming mobs.

[Assist Clintar in Gathering Relics 1/1] Clintar will awaken and wander into each of the 3 other caverns in the area, to collect a relic from each. Each cavern will have 1-2 Phantasmal Lashes or Manifest Nightmares, easy level 70 mobs. Beat them down, or dot them and watch Clintar beat them down, healing him from time to time as needed (barely). Clintar will take aggro from you easily, but it doesn't really matter.

A larger Aspect of the Raven in the 3rd cavern has a lot more hit points, but is not difficult. After collecting the 3rd relic, follow Clintar to Dreamwarden Lurosa for your quest completion and reward.

5. Return to Morthis Whisperwing [Druid 70]

Quest from: Dreamwarden Lurosa, Stormrage Barrow Dens, Moonglade

Report to: Morthis Whisperwing, Cenarion Refuge, Zangarmarsh

Minimal Description: c

Objects: [Relics of Aviana] (provided)

Rewards: 1g19s, 10 Cenarion Expedition rep.

Notes: You may have to wait for the cooldown on your hearthstone, which you used earlier to get back to Outland from Moonglade.

6. To the Evergrove [Druid 70]

Quest from: Morthis Whisperwing, Cenarion Refuge, Zangarmarsh

Report to: Arthorn Windsong, Evergrove, Blade's Edge Mountains

Minimal Description: go to Evergrove, report to Arthorn

Objects: Rewards: 1g19, 10 Cenarion Expedition rep.

Notes: fly to Telredor or Swampat Post and take the airbus.

7. The Book of the Raven [Druid 70]

Quest from: Arthorn Windsong, Evergrove, Blade's Edge Mountains

Report to: Arthorn Windsong, Evergrove, Blade's Edge Mountains

Minimal Description: kill an Aether Ray for its eye; use the Seer's Stone on the Eye to gain special sight, find and speak to Sai'kkal the Elder on the outskirts of Ogri'la.

Objects: [Seer's Stone] (provided), Aether Ray Eye (100% drop)

Rewards: 11g99, 150 Cenarion Expedition rep.

Notes: Get to Ogri'la before using the Seer's Stone on the Eye – the special sight ability is on a 5 minute timer.

Sai'kkal the Elder is one of numerous (Arakkoa) Ancient Raven-Priests in shadow form, visible outside Ogri'la when you have the special sight. Speaking to him and clicking on the conversation option will complete the quest.

8. Eyes in the Sky [Druid 70]

Quest from: Arthorn Windsong, Evergrove, Blade's Edge Mountains

Report to: Watcher Elaira, Twilight Ridge, Nagrand

Minimal Description: Fly to Nagrand and find Watcher Elaira

Objects: (none)

Rewards: 75s, 10 Cenarion Expedition rep.

Notes: Elaira is at (21, 36) on Twilight Ridge, above and west of Forge Camp Hate

9. To Catch a Sparrowhawk [Druid 70]

Quest from: Watcher Elaira, Twilight Ridge, Nagrand

Report to: Watcher Elaira, Twilight Ridge, Nagrand

Minimal Description: use net on bird

Objects: [Sparrowhawk Net] (provided), [Captive Sparrowhawk] (quest item)

Rewards: 150 Cenarion Expedition rep.

Notes: Hibernate any of the nearby Sparrowhawks and use the net quickly (within 5 yards)

10. The Raven Stones [Druid 70]

Quest from: Watcher Elaira, Twilight Ridge, Nagrand

Report to: Arthorn Windsong, Evergrove, Blade's Edge Mountains

Minimal Description: Go to Skettis; use the whistle to get the summoned Cenarion Sparrowhawk to lead you to a [Raven Stone]; repeat 8 times.

Objects: [Arthorn's Sparrowhawk Whistle](provided), [Raven Stone]x8 (quest item)

Rewards: 11g99, 250 Cenarion Expedition rep.

Notes: Blow the whistle (45s. cooldown) and take flight form to await and then follow the bird.

11. The Eagle's Essence [Druid 70]

Quest from: Arthorn Windsong, Evergrove, Blade's Edge Mountains

Report to: Arthorn's Sparrowhawk (by blowing the summoning whistle)

Minimal Description: Defeat a boss designed to test your abilities in bear form.

Objects: [Arthorn's Sparrowhawk Whistle](provided), [Essence of the Eagle] (quest drop)

Rewards: 11g99, 150 Cenarion Expedition rep.

Notes: Use Bear Form as the quest suggests.

First of 3 tests: Bear Form. Wear your tanking gear and go bear form quickly if not starting there. Summon the Arakkoa boss and then wait about 6 seconds for him to materialise. The secret is to spam Demoralizing Roar to reduce the attacks of all the incoming birds to single digit damage – and then ignore them to focus on hitting the boss. You MUST interrupt his starfire (at about 20%?) with a bash.

Starting in normal or moonkin form to throw on a moonfire, cast treants, barkskin, rejuvenation and/or others might just get you more damage than you can afford.

12. The Falcon's Essence [Druid 70]

Quest from: Arthorn's Sparrowhawk

Report to: Arthorn's Sparrowhawk (by blowing the summoning whistle again)

Minimal Description: Defeat a boss designed to test your dps speed.

Objects: [Arthorn's Sparrowhawk Whistle](provided), [Essence of the Falcon] (quest drop)

Rewards: 11g99, 150 Cenarion Expedition rep.

Notes: Quest suggests using cat form, but Moonkin is also effective for fast dps.

I used Moonkin, treants, barkskin and downed him on first try (almost no epic gear, but used food and elixir buffs). If in cat form, use maim to interrupt his shadow bolts and reduce the number of debuffs he puts on you – each one is +10% spell damage.

13. The Hawk's Essence [Druid 70]

Quest from: Arthorn's Sparrowhawk

Report to: Arthorn Windsong, Evergrove, Blade's Edge Mountains

Minimal Description: Defeat a boss designed to test your spell damage.

Objects: [Arthorn's Sparrowhawk Whistle](provided), [Essence of the Hawk] (quest drop)

Rewards: 11g99, 150 Cenarion Expedition rep., [Charm of Swift Flight]

Notes: The quest text says to “forsake physical attacks and call down the fury of the stars”.

This guy is a melee attacker with heavy damage. If he won't stay rooted, you'll be hurting - use cyclone to get a mid-fight heal, war stomp to bandage or spellcast. Treants – keep ‘em in the pouch, because they will continuously break your roots.

As for “calling down the fury of the stars”, all my spells seemed to do quadruple damage – I'm used to 2600 crits and saw two consecutive hits at 9096 and 5520 (from a Wrath spell, which is not astral damage). Clear some space before summoning in case you end up doing some fancy footwork for this fight.

14. Return to Cenarion Refuge [Druid 70]

Quest from: Arthorn Windsong, Evergrove, Blade's Edge Mountains

Report to: Morthis Whisperwing, Cenarion Refuge, Zangarmarsh

Minimal Description: return to Morthis with [Arthorn's Package]

Objects: [Arthorn's Package]

Rewards: 75s, 10 Cenarion Expedition rep.

Notes: Fly to Swampprat or Telredor

15. Chasing the Moonstone [Druid 70]

Quest from: Morthis Whisperwing, Cenarion Refuge, Zangarmarsh

Report to: Morthis Whisperwing, Cenarion Refuge, Zangarmarsh

Minimal Description: race a goblin down the Southfury River in Azshara

Objects: [Southfury Moonstone](quest item), [Rizzle's Depth Charge](freeze traps)

Rewards: 75s, 10 Cenarion Expedition rep.

Notes: Pick up the [Southfury Moonstone] on an altar at (14, 48) in Azshara – on the east bank, high above the Southfury River. The Moonstone may take a minute or two to spawn if it isn't there already. You will immediately be stunned and robbed by Rizzle Sprysprocket, who dives into the river and heads South toward Durotar, leaving freeze traps behind her.

You can't lose this race down the Southfury river, so, have fun and “just chill” (as she says each time she drops another [Rizzle's Depth Charge] freeze trap in the water). Rizzle's traps will slow you, but do no damage, and by the time you get near Durotar, she slows almost to a stop - you'll catch her, and she'll surrender the Moonstone to you. Remember the druid basics – shape change removes stuns – although it really doesn't matter.

16. Vanquish the Raven God [Druid 70] (HEROIC Sethekk Halls – group of 5)

Quest from: Morthis Whisperwing, Cenarion Refuge, Zangarmarsh

Report to: Morthis Whisperwing, Cenarion Refuge, Zangarmarsh

Minimal Description: Summon and defeat Anzu (72+) in Heroic Sethekk Halls

Objects: [Morthis' Materials], [Arthorn's Research], [Essence-Infused Moonstone] (all provided)

Rewards: [Swift Flight Form](ability), [Idol of the Raven Goddess] (relic), 500 Cenarion Expedition rep.

Notes: For a full description of the fight, see the many references on the web regarding this encounter.

Read the [Arthorn's Research] scroll for a general idea of how the Spirits work. (orphaned quest object – you may discard this scroll once the quest is complete).

The summoning room is readily apparent because it has the active pedestal in centre room, and many small birds swooping wildly about the room. The 3 bird spirits do not appear until you use the [Essence-Infused Moonstone] and wait for Anzu to completely form.

Essentially, it is the druid's (nearly full-time) job to keep the 3 bird Spirits active throughout the boss fight. Each of them confers a benefit to the group's defense, offense, or haste. Use 3 macros to help you quickly target and cast a Rank 1 Heal-over-Time spell (Rejuvenation) on each of the 3 Spirit totems to keep them active. When HoT'ed they take wing and stay active for up to 6 seconds, but often land and phase out much more quickly, perhaps in response to boss spells or damage. Any spare time the druid might have can be spent casting Moonfire, Insect Swarm and Faerie Fire on the boss (along with a few Wraths if time permits).

A note regarding macros: you will have a terrible time targeting and casting HoTs on the 3 Spirits if you don't use macros, especially during the ravens phase, when there are dozens of targets flapping about. I built 4 macros to target and cast on each of the 4 targets, and I tested them carefully before going in (replacing the Spirit's name with a nearby NPC name during testing – you can cast HoTs on many NPC's). When I got to the event, the macros did not work, and I had a frantic 5 minutes, to say the least. Whatever you do, be sure to have your Rank 1 Rejuvenation spell on a convenient toolbar location or hotkey, even if you have macros ready.

The following is not apparent from other sources:

- non-druid Heal-over-time (HoT) spells are also said to activate the Spirits. It is worthwhile, for example, to let your primary healer keep the Hawk spirit active – reducing all enemy hits by 500 will make the healer's life easier and give them extra time to keep the HoT active, and give the Druid more time to work on the boss.
- the Spirits' buffs have a 6-second countdown but often shut down earlier than this – casting a HoT with a duration greater than 6 seconds will NOT extend this, so use your fastest, most mana-efficient HoT (Rejuvenation, Rank 1 – instant – 25 mana).
- there's nothing that says you have to activate any of the spirits to complete the quest – it would just make the fight harder, but it would allow the druid to focus on the boss. (Not activating the Eagle during the ravens phase is a bit bold, but even when Anzu is active, why sacrifice 300dps?)
- the damage done by the Eagle Spirit is sufficient to kill all the ravens that appear at Anzu's 66% and 33% health phases. You might choose to go this way: keep aggro on the tank and off the party, and party members can regenerate mana, cooldowns, etc while keeping the eagle (and hawk) spirits active and the tank's health topped off. Anzu only reactivates when the last raven dies, or after one minute, whichever occurs first.

17. Eternal Vigilance [Druid 70] (optional)

Quest from: Morthis Whisperwing, Cenarion Refuge, Zangarmarsh

Report to: Morthis Whisperwing, Cenarion Refuge, Zangarmarsh

Minimal Description: Accept a permanent [Essence-Infused Moonstone] for your keyring, which allows you to repeat the Anzu summoning in Heroic Sethekk halls whenever you like.

Objects: (none)

Rewards: [Essence-Infused Moonstone]

Notes: Anzu drops Badges of Justice, Spirit Shards, and various loot including the very rare (about 1%, from Anzu ONLY) [Reins of the Raven Lord], a giant, fast land mount. Only druids can get the Moonstone needed to summon him.

Summary

There are numerous guides and forums out there offering descriptions, videos, and other helpful info to make this a more enjoyable encounter. I encourage you to check them out!

Good luck, and Giddy Gaming!

the Giddy Gamer

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<http://www.giddygamer.com/wow/guides.html>

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