

Shattered Sun Offensive - Basic Reputation Points

Magister's Terrace (MgT): 12 rep for trash mobs; 24 rep for Sunblade Sentinels; 120 rep for bosses

The Sunwell Plateau (SP):

Shattered Sun Offensive - Reputation Quests ® = Repeatable**Shattrath City (and Outland Zones)**

Quest Name	Turn In		Receive				Requires			Quest From	
	Qty	Description	Rep	Exp	gp	Qty	Description	Fac	Lvl		Pre
1. Enter, the Deceiver (optional)		(report to Archmage Ne'thul)	25	0	1g89			-	70	-	General Tiras'alan
1. Duty Calls (Scryer) (optional)		(report to Exarch Larethor)	10	0	1g19			-	70	-	Dathris Sunstriker
1. Crisis at the Sunwell (Aldor) (opt.)		(report to Exarch Larethor)	10	0	1g19			-	70	-	Ayden the Lightwarden
® Gaining the Advantage (daily)	8	Nether Residue (all Outland)	250	0	16g39	1	Major Rejuvenation Potion	-	70	-	Emissary Mordin
® Sunfury Attack Plans (daily)	1	Sunfury Att'k Plans (Netherstorm)	250	0	10g10	1	Shattered Sun Supplies	-	70	-	Lord Torvos
® The Multiphase Survey (daily)	6	(multi. readings taken) (Nagrand)	250	0	10g10	1	Shattered Sun Supplies	-	70	-	Harbinger Haronem

Phase 2: Activating the Shattrath Portal to the Isle of Quel'Danas (world event)

Report to Nasuun (optional)		(speak to Exarch Nasuun)	10	0	75s			N	70	P1	Tradesman Portanuus
® Intercepting the Mana Cells (daily)	10	Smuggled Mana Cells (Blade's Edge Mountains)	250	0	10g10	1	Shattered Sun Supplies	N	70	P1	Exarch Nasuun
® Maintaining the Sunwell Portal (daily)	10	Smuggled Mana Cells (BEM)	250	0	10g10	1	Shattered Sun Supplies	N	70	P1	Exarch Nasuun

Isle of Quel'Danas (Sunwell Isle)

Quest Name	Turn In		Receive				Requires			Quest From	
	Qty	Description	Rep	Exp	gp	Qty	Description	Fac	Lvl		Pre
1. Magister's Terrace (group of 5)		(find Tyrith in Magister's Terrace)	250	0	15g18			N	70	-	Exarch Larethor
2. The Scryer's Scryer (G5)	1	(scrying orb activated)	250	0	11g99			N	70	2	Tyrith
3. Hard to Kill (G5)	1	Head of Kael'thas	250	0	19g58	1	choose from 3 epic gems	N	70	3	Kalecgos
						1	Heroic Countenance (key to Magister's Terrace - Heroic)				
1. A Friend in the Frontlines		(reach Friendly reputation)	0	0	0	1	choice of Supplies Package	F	70	-	Eldara Dawnrunner
2. Honored by Your Allies		(reach Honored reputation)	0	0	0	1	choice of Supplies Package	H	70	1	Eldara Dawnrunner
3. Revered in the Field of Battle		(reach Revered reputation)	0	0	0	1	choice of Supplies Package	R	70	2	Eldara Dawnrunner
4. Exalted Among All Combattants		(reach Exalted reputation)	0	0	0	1	choice of Supplies Package	E	70	3	Eldara Dawnrunner
4. A Magnanimous Benefactor		(donate 1000g)	0	0	0	1	title <of the Shattered Sun>	E	70	3	Anchorite Kairthos

Phase 1: Capturing the Sun's Reach Sanctum (world event)

® The Sanctum Wards (daily)	1	Crystal Ward energized	150	0	9g10			N	70	-	Captain Theris Dawnhearth
® Arm the Wards (daily)	1	Crystal Ward energized	150	0	9g10			N	70	-	Captain Theris Dawnhearth
® Erratic Behavior (daily)	5	Converted Sentry Deployed	150	0	9g10			N	70	-	Vindicator Xayann
® Further Conversions (daily)	5	Converted Sentry Deployed	150	0	9g10			N	70	-	Vindicator Xayann
The Missing Magistrix (optional)	1	Magistrix Seyla found	75	0	9g10			N	70	-	Captain Theris Dawnhearth
® Blood for Blood (daily) (Hellfire Peninsula)	4	Emaciated Felbloods slain	250	0	11g99	5	choice of Aldor/Scryer tokens	N	70		Magistrix Seyla
® Blast the Gateway (daily) (HFP)	1	Legion Gateway destroyed	250	0	10g19	1	Shattered Sun Supplies	N	70		Magistrix Seyla

Isle of Quel'Danas (continued)												
Quest Name	Turn In		Receive				Requires			Quest From		
	Qty	Description	Rep	Exp	gp	Qty	Description	Fac	Lvl		Pre	
Phase 2A: Capturing the Sun's Reach Armory (world event)												
Ⓞ Distraction at the Dead Scar (d)	15	various Legion demons bombed	150	0	9g10			N	70	P1	Battlemage Arynna	
Ⓞ The Air Strikes Must Continue (daily)	15	various Legion demons bombed	150	0	9g10			N	70		Battlemage Arynna	
Ⓞ The Battle for Sun's Reach Armory (daily)	6	Burning Legion Demon slain	250	0	10g10			N	70	P1	Harbinger Inuuro	
	1	Emissary of Hate impaled										
Ⓞ The Battle must go on (daily)	6	Burning Legion Demon slain	250	0	10g10			N	70		Harbinger Inuuro	
	1	Emissary of Hate impaled										
Phase 2B: Activating a Portal back to Shattrath City												
Ⓞ Know Your Ley Lines (daily)	1	(astromancer's crystal attuned)	250	0	11g99	1	Darnarian's Scroll of Teleport.	N	70	-	Astromancer Darnarian	
Phase 3A: Building the Anvil												
Ⓞ Making Ready (daily)	3	Darkspine Iron Ore	250	0	11g99			N	70	P2A	Smith Hauthaa	
Ⓞ Don't Stop Now (daily)	3	Darkspine Iron Ore	250	0	11g99			N	70	-	Smith Hauthaa	
Ⓞ Ata'mal Armaments (daily)	5	Cleansed Ata'mal Armaments (Shadowmoon Valley)	250	0	18g28	1	choose from 2 weapon oils	N	70	P2A	Smith Hauthaa	
Phase 3A: Capturing the Sun's Reach Harbor												
Ⓞ Intercept the Reinforcements (daily)	3	(ships bombed)	250	0	7g59			N	70	P2A	Vindicator Kaalan	
	6	Dawnblade Reservists slain										
Ⓞ Keeping the Enemy at Bay (daily)	3	(ships bombed)	250	0	7g59			N	70		Vindicator Kaalan	
	6	Dawnblade Reservists slain										
Ⓞ Taking the Harbor (daily)	15	(various Dawnblade elves slain)	250	0	11g99			N	70	P2A	Magister Ilstar	
Ⓞ Crush the Dawnblade (daily)	15	(various Dawnblade elves slain)	250	0	11g99			N	70	-	Magister Ilstar	
Phase 4A: Building the Alchemy Lab												
Ⓞ Discovering Your Roots (daily)	5	Razorthorn Root (Hellfire Penins.)	350	0	9g10	1	Shattered Sun Supplies	N	70	P3A	Mar'na	
Ⓞ Rediscovering Your Roots (d.)	5	Razorthorn Root (Hellfire Penins.)	250	0	9g10	1	Shattered Sun Supplies	N	70	-	Mar'na	
Phase 4B: Building a Memorial to the Fallen Combatants												
Ⓞ A Charitable Donation		(donate 10g for the Memorial)	150	0	-			N	70	P3A	Anchorite Ayuri	
Ⓞ Your Continued Support		(donate 10g for the Memorial)	150	0	-			N	70	-	Anchorite Ayuri	
Ⓞ Disrupt the Greengill Coast (d.)	10	Greengill Slave freed	250	0	11g99			N	70	P3A	Captain Valindria	
Phase 4B: Other												
Ⓞ Open for Business (daily)	5	Bloodberry	250	0	11g99	1	Bloodberry Elixir	N	70	P4A	Mar'na	
Legend												
Requirements: <u>F</u> action, <u>L</u> evel, <u>P</u> requisites; <u>U</u> nfriendly, <u>N</u> eutral, <u>F</u> riendly, <u>H</u> onored, <u>R</u> eversed, <u>E</u> xalted												
Px = Phase x												
Quest Chains are numbered. Omitted numbers mean intermediate quests provide NO reputation points for this faction												

Locations

Dathris Sunstriker is on Scryer's Tier, Shattrath City
Ayden the Lightwarden is on Aldor Rise, Shattrath City
General Tiras'alan, Emissary Mordin, Lord Torvos, Exarch Nasuun, and Harbinger Haronem are on the Terrace of Light, Shattrath City
Magistrix Seyla is at the Throne of Kil'jaeden, Hellfire Peninsula (but port there from Isle of Quel'Danas using scroll from "the Missing Magistrix")
Battlemage Arynna, Harbinger Inuuro, Tradesman Portanuus (Trade Goods) and Anchorite Ayuri are in or outside the Sun's Reach Sanctum tower on the Isle of Quel'Danas
Smith Hauthaa, Vindicator Kaalan, and Magister Ilastar are in the Sun's Reach Armory, Isle of Quel'Danas, along with many armor traders/vendors
Tyrith and Kalecgos are in the Magister's Terrace, Isle of Quel'Danas
Archmage Ne'thul is on a boat in Sunreach Harbor on the Isle of Quel'Danas
Mar'na is at Sunreach Harbor on the Isle of Quel'Danas
Vindicator Xayanna is at the Shattered Sun Staging Area on the Isle of Quel'Danas

Notes

Shattered Sun Offensive reputation starts at Neutral (0/3000) Almost all SSO quests may be done at Neutral, but depend upon world progress through the quest chains
Quests are rumoured to be available at level 66, however flight paths (and portals?) are not available until (70?), so the lucrative daily quests will be hard to access before 70.
The Daily quest limit has been raised from 10 to 25 in patch 2.4
The Sunwell Isle quest line is a series of world events - completion of quests by any player will advance the realm progress toward completing a phase There are a number of phases, often with more than one objective, after which new quests open up from new NPCs who spawn in the newly captured area Quests remain available, under a different quest name, after the completion of a phase. We show the initial quest in white and the replacement quest shaded in light blue. Progress toward completion of the current phase can often be found in the introductory quest text from most NPCs who give quests for the current phase.
The completion of Ne'thul's gate quests are a World opening for the Sunwell Plateau raid instance - each Essence of Immortals (boss drop) turned in apparently advances the gate 1.25% toward opening
Felblood Initiates spawn in the Throne of Kil'jaeden around the Suspended Terrorguards. Kill nearby Wrath Heralds for the [Demon Blood] needed to power the [Fel Siphon] you were given. "Use" the [Fel Siphon] (consuming one [Demon Blood]) on an Initiate to make it non-elite, and then kill it. Max 4 [Demon Blood] in inventory, but extras can be kept until next day.
Nether Residue will drop when mining, herbing, and skinning. We found it in most deposits/herbs in most Outland zones.
[Sunfury Attack Plans] drop from "any of the Blood Elves" in Netherstorm (as per quest text). Consider killing mobs that drop your trade recipes.
Opening of the Sunwell Plateau gates (eg: Agamath, the First Gate) quest lines were removed at the last minute from the 2.4 release.