Keepers of Time - Faction Quests

Keepers of Time - Basic Reputation Points

Old Hillsbrad Foothills: trash mobs: 8 reputation points; bosses: 80

Black Morass: Rift Lords 50; bosses 120

Keepers of Time - Reputation Quests ® = Repeatable

Caverns of Time

	Turn In		Receive					Requires		es	
Quest Name	Qty	Description	Rep	Exp	GP	Qty	Description	Fac	Lev	Pre	Quest From
1. To the Master's Lair		(speak with Andormu)	10	1150				Ν	68		Steward of Time
2. The Caverns of Time		(follow scripted tour of cavern)	250	1200				Ν	68	1	Andormu
1. Old Hillsbrad		(speak with Erozion)	10					N	68	-	Andormu
2. Taretha's Diversion	5	Internment Lodges set ablaze	1000	17950				N	68	1	Erozion
® Escape from Durnholde		Thrall's Destiny fulfilled (escort)	1000	17950				Ν	68	2	Thrall
4. Return to Andormu		(speak with Andormu)	3000	1200		1	Choose from 4 blue items	N	68	3	Erozion
5. The Black Morass		(spek with Sa'at)	250	1250				F		4	Andormu
® The Opening of the Dark Portal)		(The Dark Portal Opened)	500	19000				F		5	Sa'at
7. Hero of the Brood		(return to Andormu)	8000	1250		1	Choose from 4 blue items	F		6	Sa'at

Locations

the Steward of Time, Andormu, are in the Caverns of Time caverns

Erozion is in Old Hillsbrad Foothills

Thrall is in the cellars of the upper tower of Durnholde Keep in Old Hillsbrad Foothills

Sa'at and Medivh are in the Black Morass

Legend

Requirements: Faction, Level, Prerequisites; Unfriendly, Neutral, Friendly, Honored, Revered, Exalted

N means Neutral or greater; =N means Neutral ONLY; <=60 means level 60 or possibly lower; >(F, 60) means some combination greater than (Friendly AND 60)

Quest Chains are numbered. Omitted numbers mean intermediate quests provide NO faction point rewards

Notes

Keepers of Time reputation starts at (0/3000)?

For Escape from Durnholde, ALL players must first speak to Thrall and [Accept] the quest. THEN one player launches the escort quest.

Materials Requirements for Turn-in Quests

These numbers will be reduced by any reputation quests completed (above)

Reputation Level	utation Level Number of Turn-ins		Quantity of Materials Needed							
For Friendly (3000)										
For Honored (6000)										
For Revered (12000)										
For Exalted (21000)										