Warlock Felsteed Quest

Introduction

The Warlock Felsteed quest is only available to Warlocks of 30th level and above (revised from level 40 in patch 2.4.3, 2008/07/15). The quest is quite simple and costs only a trip to Ratchet.

Summon Felsteed [Warlock] [Alliance / Horde]
    Quest from: Strahad Farsan, Ratchet, the Barrens (optionally received from Warlock Trainer)
    Report to: Strahad Farsan, Ratchet, the Barrens
    Minimal Description: travel to Strahad Farsan high above and behind the bank in Ratchet.
    Objects: (none)
    Rewards: 6600xp You will learn: [Summon Felsteed]
    Notes: You may optionally pick up this quest from your Warlock Trainer (ie: Briarthorn, in Ironforge) once you have reached level 30. But you may just travel directly to Strahad and launch the quest. Don't tell anyone that you got the steed for free – you'll never hear the end of it (and the epic mount will make up for it when you reach level 60).

Warlock Dreadsteed – Quest Chain

Introduction

The Warlock Dreadsteed quest is only available to 60th level Warlocks, although the initial quests are rated as level 58. The quest chain is started by Kurgul in Orgrimmar [Horde] or Jubahl Corpseseeker, in Ironforge [Alliance] who also conveniently offer your level 60 demon training grimoires. They send you to Mor'zul Bloodbringer in the Burning Steppes. Thereafter, the Horde and Alliance quests are the same.

The quest chain can be achieved as a solo '60 Warlock, except for two parts:
- **Imp Delivery** requires a party to visit the Ras Frostwhisper chamber in Scholomance
- **Dreadsteed of Xoroth** requires a party to complete a complex summoning of the Dreadsteed after killing Immol'Thar in Dire Maul West.

See the Summary below for a list of components and costs to complete this quest chain.

The quest order shown below is somewhat loose as you will be simultaneously taking quests from Mor'zul and his minion Gorzeeki. Don't panic – you can do any quest offered to you, in any order. It is suggested you don't turn in the components for the expensive turn-in quests until you need to. For example, finish the **Imp Delivery** quest before you turn in 100gp worth of **Arcanite**.

The Quest Chain

Mor'zul Bloodbringer [Warlock] [Alliance / Horde]
    Quest from: Kurgul, Darkfire Enclave, Cleft of Shadow, Orgrimmar [H] or
                       Jubahl Corpseseeker, Forlorn Cavern, Ironforge [A]
    Report to: Mor'zul Bloodbringer, Altar of Storms, Burning Steppes
    Minimal Description: travel to the graveyard at the Altar of Storms, in northeast Burning Steppes, and speak to Mor'zul
    Objects: (none)
    Rewards: 650xp (or 38s at level 60)
    Notes: You may also want to pick up the Lord Banehollow quest chain from Gorzeeki while you are at the Altar of Storms – these are also part of the Dreadsteed quest chain, and can be done while you are in Felwood.

Rage of Blood [Warlock] [Alliance / Horde]
   Quest from: Mor'zul Bloodbringer, Altar of Storms, Burning Steppes
   Report to: Mor'zul Bloodbringer, Altar of Storms, Burning Steppes
   Minimal Description: kill Owlbeasts in Winterspring and return with 30 vials of blood to Mor'zul
   Objects: [Raging Beast's Blood] x30
   Rewards: 7750xp or 4g65
   Notes: The Blood drop rate is high – about 30% (I got 30 drops from 97 kills of various beasts). Drops from Berserk, Crazed, Ragged, Raging and Moontouched Owlbeasts (49 – 59) throughout Winterspring.
   Recommendation: Do not kill Timbermaw Furbolgs, if this is your first time throught the Timbermaw Hold passage from Felwood to Winterspring. Instead, increase your Timbermaw Hold reputation by 500 points (to: "Unfriendly") by doing the **Timbermaw Alley** and **Feathers for Grazle** quests from Grazle in south Felwood. You may then pass safely through Timbermaw Hold, and spare yourself 25 points of lost reputation per Timbermaw kill, which you will sorely regret later!

Wildeyes [Warlock] [Alliance / Horde]
   Quest from: Mor'zul Bloodbringer, Altar of Storms, Burning Steppes
   Report to: Gorzeeki Wildeyes, Altar of Storms, Burning Steppes
   Minimal Description: report to Gorzeeki Wildeyes, who is just behind Mor'zul
   Objects: [Case of Blood]
   Rewards: 3100xp or 1g86

Lord Banehollow [Warlock] [Alliance / Horde]
   Quest from: Gorzeeki Wildeyes, Altar of Storms, Burning Steppes
   Report to: Lord Banehollow (59)+, Shadow Hold, Jaedenar, Felwood
   Minimal Description: buy 3 potions from Gorzeeki and travel to Jaedenar in Felwood. Drink one potion (making you friendly to all but the Oozes in the caverns), find and speak to Lord Banehollow.
   Objects: [Shadowy Potion]x3 = 6g. Available ONLY from Gorzeeki.
   Rewards: 6200xp or 3g72
   Notes: You must buy Gorzeeki's potions in order to speak to Lord Banehollow and the vendor Ur'dan. 3 potions (the minimum purchase) should be plenty. Lord Banehollow is deep within Shadow Hold, the entrance to which is at the far end of the valley in Jaedenar. You may choose to fight your way in to the Hold if you like, but it serves no purpose, and makes no difference, to the quest. In the end you'll have to drink a potion anyways. Be sure to take 150g for your stardust purchase (below).

Ulathek the Traitor [Warlock] [Alliance / Horde]
   Quest from: Lord Banehollow, Jaedenar, Felwood
   Report to: Lord Banehollow, Jaedenar, Felwood
   Minimal Description: Kill Ulathek the Traitor (57) nearby, and return his heart to Lord Banehollow.
   Objects: [Shadowy Potion], [the Traitor's Heart]
   Rewards: 6200xp or 3g72
   Notes: Apparently the trick of Enslaving Lord Banehollow to kill Ulathek has been disabled – Banehollow can no longer be enslaved. Finding a safe place to cancel the potion and clear the area outside Ulathek's room is no problem at level 60. Ulathek is in a cavern across a bridge, some way back up the tunnels from Lord Banehollow. He has a minon (57) and three Jaedenar Enforcers (52-53) which don't seem to want to pull separately. It is possible to kill Ulathek, loot the corpse, and then drink another [Shadowy Potion] to end hostility from the minion and Enforcers. This gives you plenty of time to return casually to Banehollow and complete the next step, with a potion to spare (unless you used it quickly to prevent a wipe).

Xorothian Stardust [Warlock] [Alliance / Horde]
    Quest from: Lord Banehollow, Jaedenar, Felwood
    Report to: Gorzeeki Wildeyes, Altar of Storms, Burning Steppes
    Minimal Description: buy [Xorothi Stardust] from Banehollow's minion, Ur'dan, for 150g. Return to
    Gorzeeki in Burning Steppes.
    Objects: [Shadowy Potion] [Xorothi Stardust]
    Rewards: 6600xp or 3g96
    Notes: Ur'dan does NOT drop the stardust. You must pay the 150g price, while under the influence of a
    [Shadowy Potion].

Arcanite [Warlock] [Alliance / Horde]
    Quest from: Gorzeeki Wildeyes, Altar of Storms, Burning Steppes
    Report to: Gorzeeki Wildeyes, Altar of Storms, Burning Steppes
    Minimal Description: return to Gorzeeki with 3 Arcanite Bars
    Objects: [Arcanite Bar]x3
    Rewards: 6600xp or **3g96**
    Notes: To do this yourself requires [Mining (250)], and [Alchemy (275)]. An Arcanite Bar is crafted with
    the Alchemy (275) spell: Transmute Arcanite, from [Thorium Bar]x1 and [Arcane Crystal]x1. The Recipe:
    Transmute Arcanite may be purchased for 2g from Alchemist Pestlezugg <Alchemy Supplies>, in
    Gadgetzan, Tanaris. Arcane Crystals are rare gems dropped from rich thorium mines. Mining and smelting
    thorium requires Mining (250). To purchase 3 Arcanite bars would set you back about 100g.

Imp Delivery [Warlock] [Alliance / Horde]
    Quest from: Gorzeeki Wildeyes, Altar of Storms, Burning Steppes
    Report to: Gorzeeki Wildeyes, Altar of Storms, Burning Steppes
    Minimal Description: take the imp jar to Scholomance and release the imp in the Alchemy lab to write the
    parchment. Return to Gorzeeki with the [Imp in a Jar] when you are done.
    Objects: [Imp in a Jar]
    Rewards: 6600xp or
    Notes: the Alchemy Lab is in the chamber of Ras Frostwhisper. You must clear part, but not all, of the
    chamber to access the lab, which is on the right (west) wall not far from the door (marked 3' on the
    AtlasMod map http://www.atlasmod.com). You do not get an actual parchment. Process is a dialogue and
    takes about 30-45 seconds.

Doomsday Candle [Warlock] [Alliance / Horde]
    Quest from: Mor'zul Bloodbringer, Altar of Storms, Burning Steppes
    Report to: Gorzeeki Wildeyes, Altar of Storms, Burning Steppes
    Minimal Description: collect and return with 35 Black Dragonscale.
    Objects: [Black Dragonscale]x35
    Rewards: 6600xp or 3g96
    Notes: To do this yourself requires [Skinning]. Black Dragonscale is an uncommon drop from a large
    variety of Dragonkin.

Bell of Dethmoora [Warlock] [Alliance / Horde]
    Quest from: Mor'zul Bloodbringer, Altar of Storms, Burning Steppes
    Report to: Gorzeeki Wildeyes, Altar of Storms, Burning Steppes
    Minimal Description:
    Objects: [Elixir of Shadow Power] x10
    Rewards: 6600xp or 3g96
    Notes: To do this yourself requires [Alchemy]. If you are an Alchemist and do not have the recipe, it may
    be purchased for 1gp from:
        Maria Lumere <Alchemy Supplier> at Alchemy Needs, Mage Quarter, Stormwind, or
        Algernon <Alchemy Supplies> at the Alchemy booth, the Apothecarium, Undercity
    Potion components: [Ghost Mushroom]x3, [Crystal Vial].

Wheel of the Black March [Warlock] [Alliance / Horde]
    Quest from: Mor'zul Bloodbringer, Altar of Storms, Burning Steppes
    Report to: Gorzeeki Wildeyes, Altar of Storms, Burning Steppes
    Minimal Description: return to Gorzeeki with 6 Large Brilliant Shards and 25 Dark Iron Ore.
    Objects: [Large Brilliant Shard]x6, [Dark Iron Ore]x25
    Rewards: 6600xp or 3g96
    Notes: To do this yourself requires [Disenchant] and [Mining(230)].

Dreadsteed of Xoroth [Warlock] [Alliance / Horde] (raid)
    Quest from: Mor'zul Bloodbringer, Altar of Storms, Burning Steppes
    Report to: Mor'zul Bloodbringer, Altar of Storms, Burning Steppes
    Minimal Description: read (study) the instructions, buy 250g in components [J'eevee's Jar], [Black Lodestone], and [Xorothian Glyphs] from Gorzeeki; travel to Dire Maul and fight your way to Immol'thar's pedestal. Create and maintain a summoning circle until the Dreadsteed is summoned.
    Objects: [Mor'zul's Instructions] [J'eevee's Jar] 150g; [Black Lodestone] 50g; [Xorothian Glyphs] 50g.
       also: [Soul Shard] x 20 or more! [Crescent Key], a rogue, or seaforium charges to pick DM West doors.
    Rewards: 6600xp or 3g96s. You will learn: [Summon Dreadsteed] and Riding: 150.
    Notes: See actual game text below for Dreadsteed of Xoroth and for Mor'zul's Instructions. The [Doomsday Candle][Bell of Dethmoora][Wheel of the Black March] are incorporated into [Mor'zul's Instructions] (or something), so don't panic, as I did, when you leave for DM and can't find them!

    The Jar, Lodestone and Glyph components bought from Gorzeeki for 250g are Bind on Pickup (BoP), so you can't buy them from someone else who has done the quest, BUT, you can bring that player along to do all the summoning, etc. All warlocks who are present with this quest will be able to complete the quest with only one summoning.

Summary of Component Requirements

Qty	Description	source	*Value*/Price
30	[Raging Beast's Blood]	Owlbeasts	n/a (quest item)
35	[Black Dragonscale]	Dragonkin	*approx. 35g*
10	[Elixir of Shadow Power] = 30x [Ghost Mushroom], 10x [Crystal Vial]	Alchemy	*approx. 30g*
6	[Large Brilliant Shard]	Enchanting	*approx. 25g*
25	[Dark Iron Ore]	Mining	*approx. 15g*
3	[Arcanite Bar] = 3x [Thorium Bar], 3x [Arcane Crystal]	Alchemy	*approx. 100g*
3	[Shadowy Potion]	Gorzeeki	6g
1	1x [Xorothian Stardust] = 150g	Ur'dan	150g
1	[J'eevee's Jar]	Gorzeeki	150g
1	[Black Lodestone]	Gorzeeki	50g
1	[Xorothian Glyphs]	Gorzeeki	50g
	approximate total component value:		**611 g**
	less: cash collected in lieu of xp (for level 60 characters)		42g05s
	approximate total quest cost:		**569 g**

Re-use of Summoning Components

- [J'eevee's Jar], [Black Lodestone], and [Xorothian Glyphs] are NOT consumed in the process, so they may be re-used to assist other Warlocks in later returns to Dire Maul. They are soulbound so may not be transferred.
- Only one warlock needs to summon J'eevee from [J'eevee's Jar], and once the waves of mobs are cleared, to summon the Dreadsteed and his boss, using [Xorothian Glyphs].
- All Warlocks with [Black Lodestone] can repair the three corners of the "circle": [Doomsday Candle][Bell of Dethmoora][Wheel of the Black March], consuming a soul shard each time.

Overview of Dire Maul West Raid

The Dreadsteed summoning ritual is performed on a platform occupied by Immol'thar, so you must clear this boss before proceeding with the ritual. Immol'thar is only accessible when the 5 crystal pylons throughout Dire Maul West are cleared, so you will have to spend some time clearing much of DM West.

The Pylons are each protected by Arcane Torrent elementals which can be Banished. They pull in groups of one or two so should not pose a problem. When all Torrents around a pylon are dead, the pylon fades in colour, indicating it is disabled.

Immol'thar is not too difficult to defeat; his only notable attack is summoning floating eyes every few seconds – these have only about 500 HP each, but can wreak havoc (including healing Immol'thar) if you don't kill them quickly.

Once Immol'thar is dead, and the party rested, one of the Warlocks uses [J'eevee's Jar] to release the imp, who builds the summoning "circle" (or triangle).

This is immediately followed by a seemingly endless wave of incoming Xorothian Imps, from all directions. Among the imps will occasionally be a Dread Guard demon (about 10 overall), which can be enslaved by the Warlock(s) and turned against the others. Most of the party will focus on these Dread Guards.

Much of the work of clearing the Imps is done by the Bell, Wheel, and Candle nodes, which reduce the imps' damage and deal about 250 damage per second to non-party memebers *when the nodes are active*.

Keeping the Bell, Wheel and Candle operational is not too daunting a task. They are NOT selectable objects UNTIL they are failing, so just keep watching for the gear icon when you mouse over them (and for a bit of sag and tilt when they have powered down). When a node fails, "using" it (presuming you possess the [Black Lodestone] and a spare soul shard) takes two or three seconds, and then it is good for a few more minutes. The nodes rarely fail all at the same time, and once they fail, you have quite a bit of time to react. Any warlock with the Lodestone can repair any of these nodes. I used about 25 soulstones over perhaps a 10 minute battle. If all 3 nodes fail, the summoning ritual fails, but it can be restarted (along with the waves of Imps and Dread Guards), but you may not have enough soul shards! This is particularly troublesome if you are in the mid- to high 60's, since you can no longer collect shards from kills in DM.

Get your melee players to keep aggro away from the warlock – interruption of the node repair task is common in this massive melee, and can spell disaster. This is a good reason for the main warlock not to use aoe, since it may attract unwanted aggro. I stuck to repairs and enslaving Dread Guards (remember that using Enslave means you will not have a pet during this event).

You might have the presence of mind, during all this chaos, to watch the summoning circle slowly developing, until about 10 rings are visible, indicating the completion of the summoning. This will also end the waves of incoming imps and demons.

Once the party is rested and recharged, one warlock must use a [Xorothian Glyph] to summon The Dreadsteed. The steed must be destroyed, along with the boss, Lord Hel'nurath, who appears as the steed approaches death. This is not a difficult fight.

When both are dead, a ghostly image of the Dreadsteed appears. All Warlocks with the Dreadsteed of Xoroth quest may speak to it and complete the quest, immediately receiving the [Summon Dreadsteed] skill and an increase in riding skill to 150. Note that additional Warlocks can be summoned into your party after all combat is complete, and they can complete the Quest if they have it.

It is quite nice to have multiple Warlocks on this raid. Not only does it improve your Enslave, Banish, and Area of Effect combat throughout the raid, but spreads out the cost of the summoning ritual, the work of maintaining the 3 nodes, and of course, gets a Dreadsteed (and increases Riding skill to 150) for each Warlock who has the Dreadsteed of Xoroth quest.

Quest Text

Dreadsteed of Xoroth

Quest text   (©Blizzard Entertainment)   pg 1

All the preparations are made. Now, you must perform the ritual to create a Circle of Greater Summoning, then use the parchment infused with Xorothian Stardust … to open a portal to Xoroth.

I have written the instructions for the ritual onto a scroll. Study it closely, for you must perform each step exactly if you wish to succeed.

Fortune to you, (name). And may the souls of your enemies swiftly find their way into your shard pouch.

Quest Objectives
Read Mor'zul's Instructions. Summon a Xorothian Dreadsteed, defeat it, then bind its spirit to you.

Rewards
You will learn: [Summon Dreadsteed]
You will also receive: 3g96s

Mor'zul's Instructions – Quest Text

Soulbound, Unique
<Right Click to Read>

Quest text (©Blizzard Entertainment)   pg 1

To bind a Dreadsteed, you must do these three things:
    Create a Circle of Greater Summoning
    Within the Circle, open a portal to Xoroth and pull the Dreadsteed through it.
    Defeat the dreadsteed, then dominate it's spirit.
The following pages will detail how each of these steps may be performed. It will not be easy, but you have proven to be very able. With focus and skill. I am confident the dreadsteed will be yours.

Read on,
Mor'zul Bloodbringer
(Quest text, cont'd)   pg 2

Implements of the Ritual

Before you begin your task, you must have the following magical implements:
    Jeevee's Jar
    A Black Lodestone
    Xorothian Glyphs
My servant Gorzeeki will have them for you at a price. Do not attempt any step of your ritual without all of these implements. Each is essential.

Within the next pages. I will describe how each implement must be used.

(Quest text, cont'd)

Circle of Greater Binding

A Circle of Greater Binding must be created at a site where magic is strong. There is such a place deep in the ruins of Eldre Thalas, also called Dire Maul. In Eldre Thalas there is imprioned a being of great power, Immol'thar; it is on the pedestal of his prision where you must perform the ritual to create the circle.

Fight your way to the pedestal, then let J'eevee out of his jar.

(Quest text, cont'd)

The Bell, the Wheel and the Candle

After releasing J'eevee he will then place the bell, the wheel and the Candle, and a circle will appear. This is the start of the ritual. You must be vigilant: the aforementioned objects conduct vast energies and are prone to failing. When this happens, you must quickly use your Black Lodestone to restart them before your entire ritual fails.

If all three objects have failed before you can restart them, then your ritual ends and you must begin it anew.

(Quest text, cont'd)

In addition to conducting the energies of the ritual, the bell, wheel and candle have unique properties of their own.
   The Bell of Dethmoora, when ringing, bestows warlocks in the circle with vigor and energy.
   The Wheel of the Black March, when spinning, protects those in the circle from harm.
   The Doomsday Candle, when burning, sends Eldritch energy at foes who enter the circle.
Because of these blessings it is very important to keep all these objects working during the ritual.

It must also be noted that the Black Lodestone, used to restart the Bell, Wheel or Candle if they fail, requires soul shards. Each time you restart a ritual object with the Lodestone one of your soul shards will be consumed, so be sure you have a large stock of them before the ritual begins.

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   v. 1.2 2008/07/15
http://www.giddygamer.com/wow/guides.html