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Share Forsaken, Man, Wargen, Gnoll, Murloc Ambermill, Pyrwood Village Silverpine Forest is a wood that runs along the west coast of Lordaeron. The earth ranges from flat to hilly, located among the higher mountains. Concerned estates and abandoned mines dot scattered the land, where now we are the denocenses of the forest. Pre-umbolic control of the northern forest and collision with dung. What remains of the human population retains control of the southern forest, but their forces are stretched. Dalaran sends frequent expeditions to Eliverpin to protect these people and explore the curse of wargen as the moon rises. This makes the mad archrival Of Harugal, who makes his home in the darkened Shadowfang Keep towers. Silverpine often sees the battle as the Alliance from the southernmost point where the effects of plague can be seen in plant life. While the effects of this far from plague earth are mild, they are still noticeable, especially if entering from Hillsbrad. The Silverpine Forest environment does not contain raids or PvP areas. Shadowfang Keep can be found in this zone. The only tourist destination in the area is the Horde-aligned Sepulcher. Pyrwood Village is home to a group of people cursed by Arugal - they are doomed at night to transform into wargen. Creatures level 13-15 elite. When in human form, the villagers are friendly to Allied players, although they are still hostile to the horde. However, once night falls, people turn into wargen and attack both sides in no part. Areas Silverpine Forest Map Dungeon Level Range Approximate Shadowfang Run time Keep 18-21 90-160 minutes Journey Sepulcher The only tourist destination at Silverpine Forest is the Horde-aligned Sepulcher in the north. Alterak Mountain neighbouring zones (L30-40): Dispute zone. It can be reached by swimming across Lake Lordamere, east of silverpin forests. Hillsbrad Foothills (L20-30): Controversial zone. It can be reached by swimming across Lake Lordamere, east of silverpin forests. on foot or by flight from The Sepulchre. Tyrisfal Glades (L1-10): Horde Zone. It can be reached on foot or by flight from The Sepulchre. Key Characters Apotekari Renferrel Dalar Dawn High Performer Hadrec Resources Fabric: Linen Fabric, Woolen fabric herbs: Peace, Silverleaf, Earthroot, Mageroyal, Swiftthistle, Briarthorn, Stranglekelp, Bruiseweed Leather: Shattered leather scraps, light leather, medium leather ore: copper paddles, tin veins, silver vein Notes You can reach the back of the Grey Wall by exploiting the terrain. It is, however, rather empty, containing only a few token trees and hills before becoming a flat, unassuming landscape walled mountains. Image Similar to Silverpine Forest NPCs Silverpine Forest mobs Silverpine Forest mobs Silverpine Forest guests For lore, or contemporary information about this topic, visit this article on WoWWiki (click here). Community content is available in the CC-BY-SA section unless otherwise stated. Wowhead Sign in if you want to contribute to this page. ZoneAreaFlight MasterThin three routes of Allied ships and one neutral ship. Two operate only within the Eastern kingdoms, and two work between continental ones. Rut'theran Village > auberdine runs from Rut'theran village of Teldrasil to Oberdin in Darkshore. The ship goes from the dock just in front as you zone in with Darnas at 55.5, 93, and arrives at north dock in Oberdin 33.2, 40.2. There's no NPC in Ruth'theran village to take you to the dock, but it's hard to miss. Rut'theran Village dock map (purple to Oberdin) Auberdine &It; > Menethil Harbor runs from the south dock to Oberdin at 32.7, 43.7 and arrives at the north dock in Menetily, located at 4.7, 57. There's a Taffrin dock worker in Oberdin who stands between docks and can point you in the right direction if you forget which dock for this route. The Oberdin Doc Map (purple to Ruth'teran, blue to Menethil)Menethil Harbor &It; > Theramore also runs between the Eastern Kingdoms and Kalimdor. He leaves the south dock at Menetily at 5, 63 and arrives at central pier in Theraman at Dastlow Marsh at 71, 56. Lynd is a docus worker on the south menethil doc confirming the ship's designation; Even though Theramore has only one work dock and one ship route, Desedra Willem is on hand to tell you where the ship is going anyway. Keep in mind that there is a third ship in Menetily Harbor that is constantly moored in the middle. Don't bother getting on this boat; It's not going anywhere. Map of the Menetil Docks (blue to Oberdin, green to Theramore) Terramoor dock map (green to Menetil) Buti Bay &It; > Ratchet is the only neutral ship in Azarot, and runs between the Eastern Kingdoms and Kalimdor between neutral goblins. Both the Alliance and the Horde can use this ship. The dock at Ratchet is at 63.6, 38.7, and the dock at Booty Bay is at 26, 73.2.It's a safe ship for both sides - at least on PvE servers. This could be a more dangerous route on the PvP. Allied players wishing to cross continents may find a ship from Menetil Harbour to Teramore a safer way to get to Kalimdor. Map of Booty Bay, Valeethorn dockMap of Ratchet, The Barrens dockTravel times are not the same for destination Return. It can be tides, favorable winds or just routes that vessels take when they are Routes. Ships spend 1 minute moored, at each stop, so the total route time is calculated as docking once at each end. If you just get to the dock and see the ship go, add destination and return Trip numbers, add 1 minute, and you'll know when the ship will return. Ship RouteTo DestinationReturn Trip numbers, add 1 minute, and you'll know when the ship will return. Ship RouteTo DestinationReturn Trip numbers, add 1 minute, and you'll know when the ship will return. Ship RouteTo DestinationReturn Trip numbers, add 1 minute, and you'll know when the ship will return. Ship RouteTo DestinationReturn Trip numbers, add 1 minute, and you'll know when the ship will return. Ship RouteTo DestinationReturn Trip numbers, add 1 minute, and you'll know when the ship will return. Ship RouteTo DestinationReturn Trip numbers, add 1 minute, and you'll know when the ship will return. Ship RouteTo DestinationReturn Trip numbers, add 1 minute, and you'll know when the ship will return. Bay < > Ratchet2:001:45 Deep Tramrun is an underground train that runs between Stormwind and Ironforge through the portal in Tinker Town on the number 72, 50. Stormwind portal map to Deeprun TramMap portal Ironforge to Deeprun TramThere - these are two tracks that pass opposite each other - 1:10 apart. If you get off the train at one end, the other train will find out in 1 minute 10 seconds to load and unload passengers, and the ride between Stormwind and Ironforge takes 1 minute. Not only is the tram course picturesque (the underwater site can't be missed), but it's faster and cheaper than flying between cities. The flight between Stormwind and Ironforge costs and takes 3:30, three times as long as the end-to-end trip to Deeprun Tram.click for a larger version of Horde has 17 factional flight points and 2 neutral flight points in Kalimdor. Neutral points of the yuz yuzhne and alliances and marked with yellow pips. There are no horde-friendly flight points in such zones: Darkshore, Teldrassil.click for a larger version of the Horde has 12 fraction flight points, with large gaps in the middle of the continent. There are no horde-friendly flight points, with large gaps in the middle of the continent. There are no horde-friendly flight points in such zones: Darkshore, Teldrassil.click for a larger version of the Horde has 12 fraction flight points in such zones: Darkshore, Teldrassil.click for a larger version of the Horde has 12 fraction flight points in such zones: Darkshore, Teldrassil.click for a larger version of the Horde has 12 fraction flight points in such zones: Darkshore, Teldrassil.click for a larger version of the Horde has 12 fraction flight points in such zones: Darkshore, Teldrassil.click for a larger version of the Horde has 12 fraction flight points in such zones: Darkshore, Teldrassil.click for a larger version of the Horde has 12 fraction flight points in such zones: Darkshore, Teldrassil.click for a larger version of the Horde has 12 fraction flight points in such zones: Darkshore, Teldrassil.click for a larger version of the Horde has 12 fraction flight points in such zones: Darkshore, Teldrassil.click for a larger version of the Horde has 12 fraction flight points in such zones: Darkshore, Teldrassil.click for a larger version of the Horde has 12 fraction flight points in such zones: Darkshore, Teldrassil.click for a larger version of the Horde has 12 fraction flight points in such zones: Darkshore, Teldrassil.click for a larger version flight points in such zones: Darkshore, Teldrassil.click fligh Chums, Westfall, WetlandsAreaFlight MasterArati HighlandsHammerfallUrdaBadlandsCargatHorgaikBurling Steppe

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