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**THE UNOFFICIAL
WORLD OF WARCRAFT
DEATH KNIGHT
GUIDE**

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FOREWORD

This Free Unofficial World of Warcraft Death Knight Preparation Guide is made available by [Killer Guides](#) and can be downloaded free of charge from their online shop. The complete [Unofficial WoW Death Knight guide](#) and the [Unofficial WoW Wrath of the Lich King guide](#) are planned for release early in **November 2008**.

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- The Unofficial [World of Warcraft Death Knight guide](#) (coming soon)
- The Unofficial [World of Warcraft Wrath of the Lich King guide](#) (coming soon)
- The Unofficial [World of Warcraft Alliance guide](#)
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PREPARING FOR YOUR DEATH KNIGHT

ith everyone eagerly anticipating the release of Wrath of the Lich King, some players are wondering what, if anything, they can do to prepare for the release. If you want your Death Knight to get off to a flying start, there are a bunch of things you can do, and this guides aim is to fill you in on that.

Inventory Space

Whether you happen to be a packrat or not, having a lot of bag space will save you lots of time. Not only does figuring out what to delete when your inventory is overflowing cost a lot of time, it costs even more time to run back to a vendor. And thus, I would recommend getting yourself four of the largest bags you can afford. Worries about wasting time aside, it is also simply very convenient to have lots of space available.

Secondly, try to keep your inventory organized. Put the things you want to keep in the lower bag slots so that everything you pick up will be easily located. It saves you mousing over every item to figure out if its a piece of crap or not.

Use The Mailbox

This may be pretty basic, but its worth mentioning anyway. Instead of banking the items you mail to your DK, leave them in the mail. That way, you have much easier access to your supplies and gear.

Easy Questing

Some quests require you to turn in items that aren't actually quest items, meaning they can be obtained from the AH or farmed by a different character. Many of such quests reward experience when you turn them in for the first time. Level 55-60 happens to be a perfect level range for such turn-in quests.

Before reading on, note that there is an obvious downside to most of these quests; You need to actually have the items they require. Many of them aren't all too

commonly up in the AH, but will pop up from time to time. Seeing that WotLK isn't out yet, you can take your time to collect this stuff beforehand.

Light's Hope Quests

47750 exp max

To start off with the best stuff, there are five quests at Lights Hope Chapel, which is very close to where your fledgling Death Knight starts out. They are all simple collect quests meant to boost your reputation with the Argent Dawn. You need to be Friendly with the Argent Dawn to get access to this quest, which means doing some quests for them in EPL or WPL. Once you do get friendly though, you get a nice chunk of exp for these.

If you want to do them, you need the following:

- 30x Core of Elements
- 30x Crypt Fiend Parts
- 30x Bone Fragments
- 30x Savage Frond
- 30x Dark Iron Scraps

Each of these turn-ins is worth 9550 experience. Turning them all in nets you 47750 experience, which is about a third of the total experience you need to fill a level 55 bar.

Cloth Quests

88250 exp max

Next up, you will probably need to visit a capital city in the foreseeable future, be it for banking or other purposes. When you do, you can turn the 'A Donation of...' quests in at the Cloth Quartermasters, every capital city has one or two.

As with the Light's Hope quests, you will only get experience for turning these quests in the first time. However, you will get experience for that first-time turnin at every single one of these NPC's. You can find them in the following locations:

Ironforge (2x)

- Bubulo Acerbus
Tinker Town. Loc: 74, 48
- Mistina Steelshield
Northeast of The Great Forge. Loc: 43, 32

Stormwind

- Clavicus Knavingham
Mage Quarter. Loc: 44,74

Darnassus

- Raedon Duskstriker
Craftsmen's Terrace. Loc: 64, 23

Exodar

- Dugiru
Trader's Tier. Loc: 63, 68

Orgrimmar (2x)

- Rashona Straglash
The Drag. Loc: 63, 51
- Vehena
The Valley of Spirits. Loc: 38, 88

Undercity

- Ralston Farnsley
Magic Quarter. Loc: 72, 29

Thunder Bluff

- Rumstag Proudstrider
'Main Rise'. Loc: 43, 43

Silvermoon

- Sorim Lightsong
The Bazaar. Loc: 56, 53

The quests themselves require the following (per NPC):

- 60x Runecloth (9550 xp)
- 60x Mageweave Cloth (4750 xp)
- 60x Silk Cloth (2400 xp)
- 60x Wool Cloth (950 xp)

Note: To get access to the runecloth quest, you must first turn each of the other three cloth types in.

The downside to these quests is; it would take too much time to travel to all of your factions capitals to turn them in. They are not rewarding enough to warrant such a time investment, you're better off just questing. However, should you be able to bribe a mage into helping you port from city to city, you would be able to turn these all in. Not a very exciting way of gaining experience, but you would gain quite a bit. If you do them all, you would get 88250 experience. That's over half a level at 55.

Don't get hung up on the 'finding a mage' stage though. You don't need to rush these quests, they can be saved for later.

If you're going to complete all of them, you will need 300 (or 15 stacks) of each cloth type. That's 60 inventory slots in total. I'd recommend mailing yourself the cloth from a different character to avoid inventory space problems.

Blasted Lands

50600 exp max

Blasted lands has a bunch of turn-in quests, but the zone can be sucky to reach. This depends in part to your mode of transportation when traveling to Outland as outlined in the ['Reaching Outland'](#) subchapter. The quests you can do in Blasted Lands require the following dropped items;

- 6x Blasted Bear Lung
- 6x Scorpok Pincer
- 11x Basilisk Brain
- 14x Vulture Gizzard
- 5x Snickerfang Jowl
- 1x Imperfect Draenethyst Fragment
- 1x Flawless Draenethyst Sphere

The various body parts can be turned in for five different quests at Bloodmage Lynnore and Bloodmage Drazial standing near the road in the north of Blasted Lands. Loc: (51,14)

Each quest is worth 6800 xp, amounting to 34k experience.

In addition, you have the Draenethyst Fragment and Sphere quests.

You turn these in at Kumisha the Collector, who is located in a crater just west of the road a ways to the south. Loc: 52, 36

The quests are worth 8150 and 8450 experience respectively, making the total amount of experience for the Blasted Lands quests 50.6k. This is a sizable chunk, so it is certainly worth the trip.

Sporeggar

75400 exp max

Sporeggar is a nice source of turn-in quests. They start off at Fahssn at the Spawning Glen, west of Watcher Leesa'oh.

- 6x Bog Lord Tendrils (10750)
- 10x Mature Spore Sac (10400)

In order to reach friendly reputation and access to the following quests, you will need to turn in the above quests a total of 7 times combined.

You will reach friendly when you turn in the quest 'Sporeggar' (10750), which is received from Fahssn upon reaching Neutral.

With friendly reached, you can do a fewmore turn-ins in Sporeggar;

- 10x Glowcap Mushroom (10750)
- 6x Fertile Spores (10750)
- 5x Sanguine Hibiscus (22000)

At friendly, you also get access to a kill quest with a nice two handed sword as reward. It's pretty fast for a two hander, making it less than ideal for DK's.

Aldor/Scryer

Both the Aldor and Scryer reputations have a number of simple turn-in quests available. Given that your choice for either reputation is of little significance since Northrend's addition, it doesn't really matter which you pick. Secondly, you will almost certainly find enough of the required items before you're done questing in Outland, with the possible exclusion of Firewing Signets.

Aldor

- 10x Mark of Kil'Jaeden (11000, req 62)
- 10x Mark of Sargeras (12650, req 68)
- 1x Fel Armament (15800, req 64)

Scryer

- 10x Firewing Signet (11000, req 62)
- 10x Sunfury Signet (12650, req 68)
- 1x Arcane Tome (15800, req 64)

Reaching Outland

When you reach level 58, you'll want to get to Outland. With all Flightpaths available to a DK automatically, there is no need to spend an hour traveling to Blasted Lands. Depending on faction, you can simply fly to Stonard or Nethergarde Keep and head south through the Dark Portal.

The reduced experience curve from 60-70 allows you to reach 68 well before finishing all the zones in Outland. As people will be keen on getting into Northrend as fast as possible instead of getting stuck redoing old content, I think that's a good thing.

Consumables

Consumables serve to improve your leveling speed through buffs. In addition, health potions help you survive bad situations. As the list becomes rather long when listing all the viable options for each type of consumable, I have focused on the best (bolded) ones.

Potions

Potions are handy lifesavers and can offer short term boosts to offensive or defensive statistics. All potions share a two minute cooldown.

Healing Potion Injector: Restores 1500 to 2500 health. 20 charges.

Where Super Healing Potions are a lifesaver in those 'oh crap' situations, injectors have the additional benefit of conserving your inventory space.

Alternatives: Fel Regeneration Potion or Major Healing Potion.

Ironshield Potion: 2500 AC and 62.5 AP (bladed armor) for 2 minutes. Requires level 60. This potion combines defensive and offensive stats, making it exceedingly useful to a soloing Death Knight. Greater Stoneshield potion is the lower level alternative.

Swiftness Potion: +50% Run Speed for 15 seconds. Helps you escape death.

In addition, you may consider carrying fully offensive potions like the Haste Potion, Insane Strength Potion, Heroic Potion or even the Mighty Rage Potion.

Flasks & Elixirs (Offense)

Flasks have the benefits of persisting through death, a long duration and the biggest stat boosts. However, elixirs are far cheaper, even when factoring in their shorter duration... as long as you don't die. Also, remember that flasks count as both a guardian and battle elixir.

Flask of Relentless Assault: +120 AP for 2 hours. Requires level 65

Excellent alternatives are the Fel Strength Elixir and Elixir of Major Agility. The latter is actually slightly better than the Fel Strength Elixir at level 55-59, and is much cheaper to make.

Cheaper alternatives: Elixir of Major Strength or Elixir of Giants.

The above are all Battle Elixirs.

Guardian Elixirs to consider: Elixir of Major Defense, Elixir of Superior Defense and Elixir of Major Fortitude.

Sharpening / Weightstones

Elemental Sharpening Stone: +28 Crit rating for 1 hour.

This is a pre-burning crusade stone. It is far better than the Outland alternatives until well over level 60. It stays superior when you're using a slow weapon.

Alternatives are the Outland variants: Adamantite Sharpening / Weightstone and Fel Sharpening / Weightstone.

Wards

Wards aren't too terribly popular, and I can't fully recommend paying attention to these. If you want to squeeze out every little boost you can get, go ahead and keep one of these up.

Greater Rune of Warding – 25% chance per hit to get 400 damage absorption. 90 second cooldown, Lasts one hour. Apply to chest armor. Requires lvl 60.

Lesser Rune of Warding – 25% chance per hit to get 200 damage absorption. 90 second cooldown, Lasts one hour. Apply to chest armor. Requires lvl 55.

Stat Food

Spicy Hot Talbuk : +20 Hit rating for 30 mins. The best DPS food at earlier levels. As you get closer to 70, using Roasted Clefthoof, Ravager Dogs or Grilled Mudfish becomes a better choice.

If you want to go for a stamina boost instead:

Spicy Crawdad or Fisherman's Feast. +30 STA for 30 mins.

Alternatives: Buzzard Bites, Clam Bar, Feltail Delight or Blackened Sporefish.

Scrolls

Scrolls all stack with each other and most buffs, but the stamina scroll will not stack with Fortitude. They all last 30 minutes.

When it comes to scrolls, use the highest rank you can get your hands on. Rank V requires level 60, lower ranks can all be used at 55.

Scroll of Strength. 20 STR at rank V

Scroll of Agility: 20 AGI at rank V

Scroll of Stamina: 20 STA at rank V

Scroll of Protection: 300 AC at rank V

In my opinion, these scrolls last too short, offer too small a benefit and take up too much inventory space (they only stack up to 5) to be worth collecting purely for leveling.

Leveling Gear

Your gear is extremely important all the time, everywhere, and leveling up is no exception. Both your damage and survivability are dictated almost entirely by the items you wear. Therefore, if you want to

maximize your leveling speed, preparing your gear is key. To help you out, I will provide some suggestions for each gear slot for level 55 – 70.

Many items in the following list can be obtained in the Auction House. Some are crafted, and some are obtained through quests. Note that only Bind on Equip items can be enchanted before the expansion's release, which makes them better for you right now. No items from instances are listed, as getting a group together for a BC instance after WotLK's release will probably be much harder than it is now. (Aside from 5x DK groups)

Note that level 70 BoE gear, especially epic quality, is quite expensive to craft/buy right now, and will be replaced quicker than you'd like in Northrend. Keep that in mind when choosing how much gold you wish to potentially toss away. As an example, the best two handed axe you can buy is a BoE dropped by Doomwalker. You can get a green reward that comes close at level 70 in Northrend, and you can get a solid upgrade to this axe in Utgarde Keep.

There are, however, some crafted items that will last you well past 70. These are also extremely expensive. Such as: [Hard Khorium Band](#), [Hard Khorium Battlefists](#), [Swiftsteel Bracers](#), and [Red Belt of Battle](#). Keep in mind that even these items may be replaced before you're halfway through the 70-80 trip, making them very costly short term investments.

Below you find a list of solid upgrades to the quested blue quality gear you get early on in your Death Knight's career. Some of these are quest rewards, which means there is little you can do in terms of preparations. But, a bunch of Bind on Equip and can be obtained and enchanted.

I have limited the choices to two-three upgrades per slot for the level 55-70 range, as upgrading your stuff too often tends to lead to inventory, bank and mail management issues. (Switching gear too often can get confusing)

Note: the 'Bold Bloodstone' you see referenced at most socketed items in this list are the WotLK version of the Bold Blood Garnet. They add 12 strength each.

Head

Lionheart Helm.

Level 56-60

Crafted

Back in the pre-BC days, this was a top notch DPS helm. Today, it is good for level 56-60. Downsides: It can be very difficult to find a smith with these plans and you get a quested upgrade around level 60. (see below)

Circle's Stalwart Helmet

Level 60-64

Quest

This helm has three sockets. You need to socket it with three Bold Bloodstone gems in order to make it better than the Lionheart Helm.

If you don't have a Lionheart Helm or socket this with BC gems, you can upgrade it with either Clefhooft Helm or Blackwing Helm

Mask of Veiled Death

Level 67+

World Drop

Even though its leather, this is a very good damage hat. Its not too hard to find in the AH and shouldn't be too expensive. It lasts until early Northrend.

Neck

Sedai's Necklace or Broken Choker

Level 58-65

Quest H / A

Necklace of the Deep

Level 65-67

Crafted

Relatively cheap to make, this is an excellent amulet. It has two red sockets and the recipe is trainable, so every Jewelcrafter has access to it. Socketed with two Bold Bloodstones, it is roughly equal to Natasha's Choker and Necklace of Trophies, which cannot be obtained/worn before level 67.

Shoulder

Sylvanaar Champion's Shoulders

Level 65 - 67

Quest (Alliance)

Mech Tech Shoulders

Level 67- 68

Quest

Easy quest in Netherstorm, two pre-requisites.

Back

Consortium Cloak of the Quick

Level 62 - 64

Quest

Rewarded at the end of a quest chain. You typically do the related quests while leveling, so its no big bother.

Nomad's Woven Cloak

Level 64 - ?

Quest [2]

Time consuming quest, but the cloak is excellent. It is better than any world drop or quest reward until level 68. By then, you can get a Northrend green to replace it.

Chest

Grimscale Armor of the Beast/Bandit

Level 57 - 58

World Drop

Earliest BC green. Hard to find the exact stats you need. The blue quested DK chest is rather poor for leveling purposes. Alternative quested reward at 58: Protectorate Breasplate

Battlemaster's Breastplate

Level 58 - 67

Quest [3] [H](#) / [A](#)

The end result of a quest chain, this chestpiece is good to go until level 67. If you're Horde and play solo, I suggest skipping this one to save time. You can get a near-equal reward for a solo quest at lvl 61.

Segmented Breastplate

Level 61 - 64

Quest (Horde)

Alternative for Alliance: Demon-Forged Chestguard of the Beast/Bandit

Murkblood Avenger's Chestplate

Level 64 - 67

Quest [H](#) / [A](#)

Adamantite Breastplate

Level 67 - ?

Crafted

Not very expensive, socket this plate with three Bold Bloodstones and it is equal or better than all blue quest rewards around this level.

Wrist

Sentinel Armbands

Level 65 - 66

Quest (Alliance)

Adamantite Plate Bracers

Level 66 - 68

Crafted

Socket these with Bold Bloodstone.

Hands

Gloves of Ferocity

Level 60 - 64

World Drop

Small upgrade to the Bloodbane's Gauntlets of Command.

Gauntlets of the Skullsplitter

Level 64 - 66

World Drop

You could skip these, as you get something better at 66.

Adamantite Plate Gauntlets

Level 66 - ?

Crafted

Put two Bold Bloodstones in there and they'll last into Northrend.

Waist

Vindicator's Cinch

Level 60 - 63

Quest (Alliance)

Get the Sash of Silent Blades if you're horde.

Sash of Silent Blades

Level 60 - 63

World Drop

Leather, but good stats. You could skip this upgrade if you have a Girdle of Siege for lvl 63.

Girdle of Siege

Level 63 - 67

World Drop

Engraved Cattleman's Buckle

Level 67 - ?

Quest [2]

This quest is manageable solo.

Legs

Titanic Leggings

Level 55 - 68

Crafted

Like the Lionheart helm, this is an old pre-BC epic. They are actually very good and will remain so until Northrend if you put a Nethercobra or Cobrahide leg armor on them at 60. Its hard to find someone who can craft these, and I recommend finding someone before gathering the mats. If you cannot get these made, wear the blue DK legs until you can get.

Murkblood Avenger's Legplates

Level 64 - 68

Quest [H](#) / [A](#)

Feet

Expedition Footgear

Level 58 - 60

Quest [\[2\]](#)

Very minor upgrade to the Greaves of the Slaughter.

Boots of the Decimator

Level 60 - 63

World Drop

Very small upgrade to the above.

Ravenguard's Greaves of Battle

Level 63 - 65 / 67

World Drop

Or an alliance only quested alternative.

Clocktock's Jumpers

Kirin'Var Defender's Greaver

Level 67 - ?

Quest

Minor upgrade to Ravenguard's Greaves of Battle.

Finger 1

Warden's Ring of Precision

Level 59 - 67

Quest

Band of Anguish

Level 67 - ?

Quest [H](#) / [A](#)

Finger 2

Amaan's Signet

Level 60 - 65

Quest [\(Alliance\)](#)

Leafbeard Ring

Level 65 - ?

Quest

Trinkets

First of all, the two blue trinkets you are awarded during your DK quests make for a very good combo. Its hard to say, but I think they may actually be a good combo to use until you can get your hands on Northrend trinkets. Either way, I would not go out of my way to get trinkets in Outland.

Bladefist's Breadth

Level 58

Quest [\[3\]](#) [H](#) / [A](#)

Terokkar Tablet of Precision

Level 63

Quest [\[2\]](#) [H](#) / [A](#)

The two trinkets above are the best ones to quest for until Northrend. Similar trinkets are awarded by the following quests;

Ancient Draenei War Talisman

Level 63

Quest [3]

Ogre Mauler's Badge / Uniting Charm

Level 64

Quest H / A

Core of Ar'kelos

Level 67

Quest

Enchants

Thanks to Inscription, enchantments can be purchased in the auction house in the expansion. Sadly, that is of little use when you want to get your DK gear ready right now. While WoTLK isn't out yet, you can only enchant BoE items beforehand.

Head

- Glyph of Ferocity. +34 AP, +16Hit.
Cenarion Expedition – Revered
Requires level 70.

- Arcanum of Focus. +8Str.
Cumbersome to get.
- Heavy Knothide Armor Kit. +10 Sta.
Requires level 60.
- Knothide Armor Kit. +8 Sta. Requires level 50.

As you can see, helm enchants are limited. The ones you can easily get will add stamina instead of DPS stats. I recommend going for knothide armor kits, heavy or regular.

Shoulder

- Greater Inscription of the Blade. +20 AP, +15 Crit. The Scryers – Exalted
Req level 70.
- Greater Inscription of Vengeance. +30 AP, +10 Crit. The Aldor – Exalted
Req level 70.
- Inscription of the Blade. +13 Crit
The Scryers – Honored. Req lvl 64.
- Inscription of Vengeance. +26 AP
The Aldor – Honored. Req lvl 64.

Useful Shoulder enchants come from the Aldor / Scryer reputations. To reach Honored at level 64, you need to turn in 220 Marks of Kil'Jaeden or Firewing Signets respectively. If you are a Blood Elf going Aldor, you need 340 Marks/Signets. Same for a Draenei going Scryer.

Back

- Enchant Cloak: Greater Agility: +12 Agi.

Chest

- Enchant Chest: Exceptional Stats: +6 to all stats.
- Enchant Chest: Exceptional Health: +150 HP.
- Enchant Chest: Greater Stats: +4 to all stats.
- Enchant Chest: Major Health: +100 HP.

Wrist

- Enchant Bracer: Brawn: +12 Str
- Enchant Bracer: Assault: +24 AP
- Enchant Bracer: Fortitude: +12 Sta

Hands

- Enchant Gloves: Major Strength: +15 Str.
- Enchant Gloves: Assault: +26AP.

Legs

- Nethercobra Leg Armor: +50 AP, +12 Crit. Requires level 60
- Cobrahide Leg Armor: +40 AP, +10 Crit. Requires level 60.
- Nethercleft Leg Armor: +40 Sta, +12 Agi. Requires level 60

- Clefthide Leg Armor: +30 Sta, +10 Agi. Requires level 60.

- Lesser Arcanum of Focus: +8 Strength.

Note that the arcanums require significant effort to get, but they are usable below level 60.

Feet

- Enchant Boots: Surefooted: 5% Root and Snare resist and +10 Hit.
- Enchant Boots: Dexterity: +12 Agi.

Weapons

For weapons, go with a runeforging enchant. You can do these for free and swap them out in Ebon Hold whenever you like.

- Rune of the Fallen Crusader: Chance to heal you for 3% and increase your strength by 30% for 15 seconds.
- Rune of Cinderglacier: Chance to increase damage of your next three Shadow or Frost spells by 20%.
- Rune of Lichbane: Chance to strike undead for extra fire damage and stun them for 5 seconds.

Keep in mind that Runeforging enchants are likely to change before release. Rune of the Fallen Crusader is currently by far the favorite choice for leveling DK's right now.

Armor Kits

Heavy and regular Knothide Armor Kits provide an alternative to regular enchants, with the benefit that they can be mailed to your DK and used whenever you like.

Heavy Knothide Armor Kit. +10 stamina to a chest, head, hands or feet slot item.

Requires level 60.

Knothide Armor Kit. +8 stamina.
Requires level 50.

Consider getting yourself a bunch of these and using them whenever you're in need of a quick and cheap enchant. They'll do nothing for your damage, but will make you a little more durable.

Inscriptions

There isn't enough info known about Inscription to give much useful info on this. It is likely that a few zealous inscribers will be high level soon after WotLK's release, making inscriptions somewhat available. You could collect some BC quality herbs in order to get some inscriptions done after release.

Gems

The amount of socketable gear you can get your hands on while leveling is limited, which makes collecting lots of gems beforehand a bad idea. Additionally, WotLK gems of green quality give better bonuses than Outland's epic gems. I recommend waiting for the release and buying yourself WotLK green gems when they come available.

Food And First Aid

Depending on your spec, and I will be fully recommending getting some choice talents in Blood while leveling in the final version of this guide, your need for First Aid and Food will be extremely limited. You'll rarely need to use either at all. Still, its worth keeping your First Aid skill up. This requires little preparation either, as you find enough cloth while leveling.

However, in the current beta build you do need to do the old Triage quest to advance your First Aid skill further. It appears a fresh DK will need to make a trip to Hammerfall or Theramore.

Professions

If you have chosen a profession, collecting all the materials you need to level up beforehand will be beneficial. Check out the quick leveling guides found [here](#) to find out what exactly you need to collect to level each profession. Inscription is currently missing, as it is not fully implemented in the beta at this point. Keep an eye on that thread, its bound to get a powerleveling guide for inscription on there before the beta begins.

Aside from that, make sure to focus on enchants that boost your stamina and defense rating whenever possible. Knothide Armor kits are an excellent option for early tanks.

Alright, thats it! I hope this is useful to all you soon-to-be Death Knights!

Tanking Gear

Tanking plays a much smaller role while leveling up than it does at max level for most players. I do see DK's doing some tanking, but it will mostly be in DPS gear, in DPS specs. If you really want to focus on tanking while leveling up, make sure to pick up items with high stamina and defense rating while questing. Some crafted items you could make or get made for early instance tanking in Northrend are the [Felsteel Gloves](#) and [Bracers of the Green Fortress](#). There are two more Felsteel items to craft (helm and legs), but these are about equal to the level 70 [WotLK crafted tank gear](#) that should be readily available on the AH shortly after launch.

THE UNOFFICIAL WORLD OF WARCRAFT WRATH OF THE LICH KING GUIDE

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