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Eastern plaguelands vanilla

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The Scarlet Crusade has a large army and fights fiercely and in vain against the Scourge; outsiders are also not welcome. Amani forest trolls strike from the north and try to reclaim their ancestral empire. The area is being wre carried by mutated creatures and soldiers of the Scourge, while members of the Scarlet Crusade wage a constant battle to drive the Scourge from Stratholme from their chapel and important base at Tyr's Hand. Only a small camp maintained by the Argent Dawn remains friendly to all, welcoming adventurers who would borrow a strong arm or spell. Located in Light's Hope Chapel, this staging area serves as a last bastion of Light in a land covered in darkness. With Patch 1.12, the objective world pvp was added to the zone. Members of the Horde and Alliance compete in A Game of Towers for four strategically destroyed outposts across the country. Driving these towers gives space-wide advantages and certain towers offer other, unique advantages. History Like the Western Pestlands, the Eastern Pestlands were once beautiful and full of farms and small villages. The regional government was centered around the city of Stratholme, the largest city in Lordaeron. Also nearby were the towns of Darrowshire, Corin's Crossing, and Tyr's Hand, and east of Stratholme was the pass leading to the southern borders of Quel'Thalas. At this time it was known as the Darrowmere Forest after the Darrowmere Lake. In the opening hours of the Third War, the investigations into the origins of the Scourge led Prince Arthas and Jaina Proudmoore through the Tirisfal Glades and what is now the Western Plaguelands (more specifically, the cities of Andorhal and Hearthglen), where they faced the necromancer Kel'Thuzad and his Cult of the Damned. Kel'Thuzad told Arthas the leader of the Scourge in Lordaeron, the Dreadlord Mal'Ganis, in Stratholme. En route via Hearthglen, Arthas and Jaina were joined by Lord Lord master of the Silver Hand. When they arrived at Stratholme, Arthas realized that the villagers were infected with the Plauge of Undeath. When Uther refused to obey Arthas' order to purge the city, Arthas freed Uther from command and disbanded the Silver Hand, then slaughtered townstfolk himself. After hunting Mal'ganis in Northrend, Arthas returned as one of the death of the Lich King knights and toppled the Kingdom of Lordaeron by the assassination of his own father, King Terenas. After the fall of Lordaeron's capital, the plague spread across the northern regions of Lordaeron, they turn into the devastated lands they are today. The resistance to the Scourge was particularly bloody in Darrowshire, where the ghoul Horgus de Ravager and the dead knight Marduk Blackpool (a.k.a. Marduk the Black) led an army of Scourge against the town. Only surviving paladians under Davil Crokford and the Darrowshire militia under Captain Joseph Redpath could stand in their way. Although they produced a brave fight, darrowshire's defenders were not enough to stave off the endless legions of scourge. Davil managed to defeat Horgus in battle, but he succumbed to the horrific wounds inflicted by the ghoul. Captain Redpath fell into Marduk's necromancy, his soul taken from his body and damaged in the service of the Scourge, where he proceeded until his fellow men and Darrowshire tore apart, killing everyone who hid in their homes. After the fall of Lordaeron, the Scarlet Crusade attempted to retake the shattered kingdom from both the Scourge and the undecided apostates known as the Forsaken. In the Eastern Pestlands, they took control of both the town of Tyr's Hand and the western districts of Stratholme, where they battled baron Rivendare's forces to take control of the devastated city. Eventually, the master of the Scourge in Lordaeron made his return to the devastated lands. From his citadel of Naxxramas, floating across the Plaguewood near Stratholme, he prepared to continue the work he began in the name of his master, the Lich King. Geography The Eastern Plaguelands contain a normal instanced dungeon (Stratholme), and contains the raid dungeon Naxxramas. The micro dungeon Tyr's Hand can also be found here. There are no battlefields in this zone, although it is a world PvP area. Map Instances Dungeon Name Level Range Group Size Stratholme 52-60 5-man Naxxramas 60 40-man Elite Areas Tyr's Hand Flight Master Locations Light's Hope Chapel is the primary travel hub to and from the Eastern Pestlands, and connects directly to the Alliance City Ironforge and the Horde City Undercity Plague TheWood Tower flight path can only be used if a player faction controls the tower as it is part of the A Game of Towers World PvP Event. Plaguewood Tower's flight path is also the only path in the game to use the Spectral Gryphon for all character classes it is used regardless of faction. Notable characters The Eastern Plaguelands are home to several characters of note. In The Chapel of the Hope of Light, Lord Maxwell Tyrosus leads the Dawn Argent in the fight against the Plague. At the Marris Stead, Nathanos Blightcaller sends daring heroes of the Horde against the Scarlet Crusade. At his home on the Thondroil River, Tirion Fordring tries to eradicate the dark horrors that the Plaguelands offer. Resources Wild Creatures Notes Near Quel'lithien Lodge, there is a small path that leads to nowhere. The path is blocked by fallen trees. Patch Notes 1.6.0 The Eastern Pestlands have been converted to the new cemetery system. The system places your character's mind in the nearest permitted cemetery in the zone. A neutral cemetery has been added in the Eastern Plaguelands near the northwest coast of Blackwood Lake. Characters who die in The Fungal Vale will continue to use the Darrowshire cemetery because of the Cataclysm, see Eastern Plaguelands. The Eastern Plague Lands is the more severely destroyed half of the Plaguelands, the remains of the Kingdom of Lordaeron. They are located east of the Western Pestlands and north of the Hinterland. The reign of the Scourge here is supreme. Their southern capital, Stratholme, is here, under the command of lichen, Kel'Thuzad. The ground is brown, ugly and sick, the trees damaged in giant mushrooms and the air polluted with orange fog. The undead, necromancers and damned cultists are sneaking around the country. The Scarlet Crusade has a large army and fights fiercely and in vain against the Scourge; outsiders are also not welcome. Amani forest trolls strike from the north and try to reclaim their ancestral empire. [1] The area is roamed by mutated creatures and soldiers of the Scourge, while members of the Scarlet Crusade wage a constant battle to drive the Scourholme scourge from their chapel and important base in Tyr's Hand. Only a small camp maintained by the Argent Dawn remains friendly to all, welcoming adventurers who would borrow a strong arm or spell. Located in Light's Hope Chapel, this staging area serves as a last bastion of Light in a land covered in darkness. With Patch 1.12, the objective world pvp was added to the zone. Members of the Horde and the Alliance in A Game of Towers to four strategically destroyed outposts across the country. Driving these towers gives space-wide advantages and certain towers offer other, unique advantages. History Like the Western PlagueLands, the Eastern Eastern were once beautiful and full of farms and small villages. The regional government was centered around the city of Stratholme, the largest city in Lordaeron. Also nearby were the towns of Darrowshire, Corin's Crossing, and Tyr's Hand, and east of Stratholme was the pass leading to the southern borders of Quel'Thalas. At this time it was known as the Darrowmere Forest to the lake of the same name in the south. [quote needed] In the opening hours of the Third War, the investigations into the origins of the Scourge led Prince Arthas and Jaina Proudmoore through the Tirisfal Glades and what is now the Western Plaguelands (more specifically, the cities of Andorhal and Hearthglen), where they faced the necromancer Kel'Thuzad and his Cult of the Damned. Kel'Thuzad told Arthas to find the leader of the Scourge in Lordaeron, the Dreadlord Mal'Ganis, in Stratholme. On the way through Hearthglen, Arthas and Jaina were joined by Lord Uther, master of the Silver Hand. When they arrived at Stratholme, Arthas realized that the villagers were infected with the Plague of Undeath. 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Davil managed to defeat Horgus in battle, but he succumbed to the horrific wounds inflicted by the ghoul. Captain Redpath fell into Marduk's necromancy, his soul taken from his body and damaged in the service of the Scourge, where he proceeded until his fellow men and Darrowshire tore apart, killing everyone who hid in their homes. After the fall of Lordaeron, the Scarlet Crusade attempted to retake the shattered kingdom from both the Scourge and the undecided apostates known as the Forsaken. In the Eastern Pestlands, they took control of both the town of Tyr's Hand and the western districts of Stratholme, where they battled baron Rivendare's forces to take control of the devastated city. This section goes content related to the original World of Warcraft. The Crimson Courier could seen roaming from Tyr's Hand to Stratholme. She was usually accompanied by four Crimson Bodyguards. Demetria, the Scarlet Oracle, can also be made to leave Tyr's Hand alongside eight Scarlet Troopers. Geography The Eastern Plaguelands contained a normal instanced dungeon (Stratholme), and previously contained the raid dungeon Naxxramas. The micro dungeon Tyr's Hand can also be found here. Light's Hope Chapel serves as a travel hub for both the Horde and the Alliance. There are no battlefields in this zone, although it is a world PvP area. Map of Eastern Plaguelands Light's Hope Chapel is the primary travel hub to and from the Eastern Pestlands, connecting directly to the Alliance City of Ironforge and the Horde city of Undercity.. Flight paths of Light's Hope Chapel Flight Paths from Plaguewood Tower[18, 27] Note that you may only use the Plaguewood Tower Flight Path if your faction controls the tower (because it is part of the A Game of Towers World PvP event). Plaguewood Tower's Flight Path is the only path in the game to use the [Spectral Gryphon] for all character classes, and it is used regardless of Faction. Regions adjacent to Eastern Plaguelands Zone Name Faction Level Range Direction Access Western Plaguelands 51-58 West On Foot, or by Alliance flight path from Light's Hope Chapel to Chillwind Point Standout characters Editorial: Eastern Plaguelands NPC's The Eastern Plaguelands are home to several characters of note. In The Chapel of the Hope of Light, Lord Maxwell Tyrosus leads the Dawn Argent in the fight against the Plague. At the Marris Stead, Nathanos Blightcaller sends daring heroes of the Horde against the Scarlet Crusade. At his home on the Thondroil River, Tirion Fordring tries to eradicate the dark horrors that the Plaguelands offer. Quests Main article: Eastern Plaguelands quests See also: Eastern Plaguelands questing guide Resources Wild creatures Notes Near Quel'Lithien Lodge, there is a small path that leads to Quel'Thalas — more specifically, to the Ghostlands. Guarding this path is single high elf NPC by the name of Adon, a reference to the addon/extension: The Burning Crusade. The path was previously blocked by fallen trees, some of which can still be seen on the left side of the current road, which runs through a mountain pass. The pass passes through an instance portal, which blocks it without the expansion to enter the homeland of the blood. The Undead Scourge has also set up a small siege camp near the gateway to Quel'Thalas. Scourge Siege Engineers can be found here, along with many meat trucks. Lord Solanar Bloodwrath (and previously Lady Liadrin) sends aspiring Blood Knight Masters to destroy the meat trucks and engineers too. Upon entering the Eastern players will buff [Echoes of Lordaeron], which increases damage to Undead Mobs up to 5%. What rank of buff players receive received how many towers are controlled by their faction. This forest, like much of Lordaeron, lies under a light covering of pines. However, in Old Stratholme, the area around the town itself is covered with a deciduous forest reminiscent of Elwynn Forest far to the south, with not a pine tree to see. The exact reason why there is such a drastic change in vegetation has yet to be explained. It's likely that the developers simply used existing models for living trees, rather than redesigning the dead trees to be alive again. Patch changes Patch 1.6.0 (2005-07-12): The Eastern Plaguelands have been converted into the new cemetery system. The system places your character's mind in the nearest permitted cemetery in the zone. A neutral cemetery has been added in the Eastern Plaguelands near the northwest coast of Blackwood Lake. Characters who die in The Fungal Vale will continue to use the Darrowshire cemetery because of the mountains in between and the new cemetery. In addition, characters who die in Stratholme will now use the new Blackwood Lake cemetery. Patch 1.4.0 (2005-04-19): Players can no longer kill creatures with ranged attacks, while the mobs are unable to damage the player when standing on top of the boilers in Eastern Plaguelands. Patch 1.1.0 (2004-11-07): Eastern and Western Pestlands have dozens of new quests. Patch 0.12 (2004-10-11): More quests have been added. Patch 0.11 (2004-09-29): Eastern and Western Pestlands have received several spawning improvements/adjustments. Patch 0.10 (2004-09-18): Open. References ^ World of Warcraft The Roleplaying Game, pg. 20 External links left

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