

WoW Twink Guide on Farming Wailing Caverns Without Experience

Contributed by Claws
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This Warcraft Twink Guide Requires the Help of a Level 40+ (the higher the better)

If you're looking to Twink a level 19 character in any class other than Rogue, than I know you will be spending a lot of time in Wailing Caverns (WC). WC has some of the best drops for Cloth, Mail, Leather, and Ranged weapons. Unfortunately, the most prized items in WC, have some of the lowest drop rates. This leads many into the trouble of instance experience gains once in the 17 to 19 level range. This level 19 Twink Walk-thru will give you tips and tricks to help decrease the experience you gain the next time you farm Wailing Caverns.

*Note: The best and easiest way to eliminate any worries about experience gain is to start farming at early levels, that being level 14 for Wailing Caverns. At this level you can group with your high level guide and quickly breeze through the instance as many times as you and your guide can stand or the instance reset policy allows (5 resets). You will attract a lot of agro due to your level, but any guide worth a grain of salt should be able to negate this hassle. However, there are situations, when starting to farm your Twink items early is not an option. So the remaining tips will be targeted to those in the level 17 to 19 range.

For the sake of ease, I will assume that you have a high level guide, have emptied you bags for future loot, have gathered food and drink for the road ahead, and you are standing at the entrance to WC cave (not actual instance portal, see photo A).

At this point it is important not to be grouped with your guide, but to have your character locked onto the guide in "follow" mode. While you follow, have your guide enter the cavern and start cleaning out the mobs on your way to the actual instance portal. Once at the portal have your guide make sure the surrounding area is free of mobs including patrols (pats). Before entering the portal have the guide send you a group invite and accept it. Tell the guide to set the loot table to "Master Looter" (this is very important for all the Boss fights within). Now have the guide to enter the instance while you wait outside. When the guide enters the instance he or she should immediately start cleaning the path of mobs up to the main canal (See photo B).

Here you have choices depending on what items your are looking to farm. If these do not apply, skip this section.
Choice #1

If you need Lady Sylvannas for:

Have your guide clear ALL the raptors and druids in this open part of the cavern, minus Lady Sylvannas and the raptors in her immediate area (10 yards).

Choice #2

If you need Kersh for:

Instruct your guide to clear the immediate side (closest to portal) of the open cavern and drop down killing the crocs in the canal. Your guide should not attack Kresh, he is of neutral faction and agro is not an issue. If not present, Kresh is a roaming Elite monster and should show path through the area within minutes.

Its you turn. Enter the portal. Once inside make your way to the opening of the main cavern where your guide is located. Move your character to within 50 yards of the guide and make sure not to agro any remaining mobs. When you are both ready, have your guide engage the main target (Lady Sylvannas or Kresh) and any adds that appear. This should be a quick fight. When the fight is complete, have the guide loot the kill and forward all requested items into your bags. Hopefully, you got lucky and found your sought after item. Now run back to the opening to the main cavern.
Moving On

If you have chosen to skip the bosses in the main cavern opening, make your way to the opening of the main cavern but go no further.

Whether you choose to engage the bosses in this area or not, your guide needs to move on quickly. The patrols in WC re-spawn rather quickly and standing around does you no good. The area should be mob free.

While facing north, instruct the guide to follow the canal/path to the east. This will lead him upwards toward the boss Lord Cobrahn. Your guide should clear all mobs at least up to the point of the first ramp (see photo C). To hasten the run, your guide should continue up the path toward Lord, making sure to avoid agro and therefore avoiding any fighting delays. Once your guide reaches the area of Lord Cobrahn, he should eliminate all the druids in the immediate area, while leaving Lord unharmed. (Attacking the druids in Lord vicinity does not cause the Boss agro.) After the druids are clear and only Lord Cobrahn remains have your character move to the area of the first ramp (see photo C). In this area, move your character to the rock wall opposite of the waterfalls. You should see several ledges protruding outward. Jump onto these ledges to help avoid any patrols that may arrive. When in place, have your guide engage and defeat Lord Cobrahn. Loot the Boss and distribute the items. Your guide should now jump over the edge and land right in front of you.
Things Get Tricky

The guide should now make his way back through the main cavern and follow the path/canal to the west. This part takes longer and could include three Boss fights depending on the items you need.

For all of the Bosses except Lord Sylvannas, have the guide clear all mobs including pats on the path leading up to each Boss (). Instruct the guide not to engage the guards for any of the Boss until you have moved your character with 50 yards of the fight zone. When in position have the guide attack and clear the guards and Bosses. Loot and distribute items as before. Rinse and repeat this technique up to Lord Serpentinis.
Lord Serpentinis

No matter the position of your character, before engaging Lord Serpentinis and --- , move your character into the small pool located on the left, just steps down the westward path out of the main cavern (see photo D). Move your character as far away from the path as possible to avoid pats. Now that you are in place, have the guide make his way to the back wall behind " (see photo E). This is where the guide will pull both Bosses for the kill. The guide should first kill " from here and then pull Lord Serpentinis back to this area for the finish. Loot the bosses and distribute the items.

**Note: If you only need Lord Serpentinis, have the guide quickly follow the path up avoiding mob agro for quicker runs.

Although it may take some practice for those new to Wailing Caverns and instance farming, using the above described patterns can greatly decrease the experience gains associated with WC instance farming. It can also make runs used to take a hour or so, now only require minutes.

***Note: After doing these runs you are often left with a hand full of rares, dozens of greens, cloth stacks, recipes, gems, and other crafting materials. Do you know how to turn these items into a huge cash cow for yourself? I'm not talking about just selling them. I'm talking about maximizing the value of your items to get the most gold imaginable. Things like which low level recipes are worth 30+ gold, which green items disenchant into items worth over 1 gold a piece, and how to work the AH like a Wall Street Broker. If you answer honestly, I bet you don't know as much as you would like. I'm also willing to bet that you would like to learn more about these topics. Well here's your chance. Download Gold Secrets of World of Warcraft Guide and educate yourself. There are over 100+ constantly updating pages of gold making secrets that are guaranteed to make your character's pockets fat and make you a much happier camper. It's the guide I use daily and swear by.

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