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## Darkmoon Faire Guide

The Darkmoon Faire began this morning on August 8, 2005. The location of the Faire is currently right outside Goldshire in Elwynn Forest. The faire will run for a week and not appear again until next month. The Darkmoon Faire is a traveling faire that will alternate between Mulgore and Elwynn Forest each month.

### New Pets

#### Pet Frogs!



There is a boy that you have to catch, who is very quick on his feet! He runs around the Darkmoon Faire grounds. His name is Flik. He sells an unlimited supply of tree frog boxes. He likes to run off on you while you're shopping so you have to buy from him quick! The cost for his frogs is 1 gold. [View tree frog images.](#)

Limited Quantity Wood Frog Pet - Flik also sells a limited quantity Wood Frog Box. This frog has spots and his tongue flicks out. :) The spawn time is around 20 minutes. [View wood frog images.](#)

#### Jubjubs!



Unhatched Jubling Egg - this is received after completing the quest, "Spawn of Jubjub." You receive the quest from Morja in the Darkmoon Faire. You must throw a Dark Iron Ale Mug at her feet. This will lure her beloved pet Jubjub out of hiding because that's his favorite drink. After Jubjub's return, quickly speak to Morja again. Then hand her another Dark Iron Ale Mug. In return, she will give you an Unhatched Jubling Egg, which will take 7 days to hatch and you will have your very own Jubjub!



Obtaining Dark Iron Ale Mugs - The ale can be found at the Auction House or purchased in limited quantities in the Blackrock Depths bar from Plugger Spazzring and Ribbly's Crony for 6 silver. The ale is also a 0.1% drop from Grim Patron, Phalanx, and Guzzling Patron. [hotbot drop info](#)

### Darkmoon Tickets



#### Darkmoon Faire Prize Tickets

Tickets can be received by turning in crafted items or beast trophies. Each turn-in quest completed will give you 100 Darkmoon faction points. As you gain higher reputation, lower level turn-ins will no longer be available. You must have the tradeskill trained in order to turn in the tradeskill parts. Tickets are soulbound and stack to 200.

#### Trophy Item Turn-in Quests

Turn in the trophy items to Yebb Neblegear.



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#### **Unique Terrarium Plants**







Terrarium plants & supply - ferns, air plants, carnivorous plants, etc  
[www.junglesupply.com](http://www.junglesupply.com)

#### **Frog art in pen & ink**

Finely drawn signed prints of many different frogs and tree frogs  
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<u>Trophy Name</u>		<u>Turn in</u>	<u>Tickets Received</u>	<u>Maximum Reputation Gained at Each Turn-in Level</u>	<u>Looted from</u>	<u>Beast Locations</u>
Small Furry Paw		5	1	600/3000 Neutral	level 10-20 cats thottbot	Darkshore and The Barrens
Torn Bear Pelt		5	4	1100/3000 Neutral	level 21-30 bears thottbot	Hillsbrad Foothills, Alterac Mountains, Ashenvale
Soft Bushy Tail		5	8	1700/3000 Neutral	level 30-40 wolves thottbot	Desolace and the Badlands
Vibrant Plume		5	12	2600/3000 Neutral	level 28-52 birds thottbot	Felwood, Western Plaguelands, Deadwind Pass, Winterspring and many others
Evil Bat Eye		10	20	No known Max	level 50-60 bats thottbot	Eastern Plaguelands, Blackrock Depths


**Blacksmith Only Turn-in Quests**






Turn in blacksmith crafted items to ?

<u>Crafted Item</u>		<u>Turn in</u>	<u>Tickets Received</u>	<u>Maximum Reputation Gained at Each Turn-in Level</u>	<u>Crafted from</u>	<u>Recipe Learned From</u>
Coarse Weightstone		10	1	600/3000 Neutral	10 Coarse Stones 10 Wool cloths	Blacksmith Trainer
Heavy Grinding Stone		7	4	1100/3000 Neutral	21 Heavy Stones	Blacksmith Trainer
Green Iron Bracers		3	8	1700/3000 Neutral	18 Iron Bars 3 Green Dyes	Blacksmith Trainer
Big Black Mace		1	12	2600/3000 Neutral	16 Mithril Bars 1 Black Pearl 4 Shadowgems 1 Solid Grinding Stone 2 Thick Leathers	Booty Bay master blacksmith
Dense Grinding Stone		8	20	No known Max	32 Dense Stones	Booty Bay master blacksmith

**Engineer Only Turn-in Quests**

Turn in your engineer crafted items to Rinling

<u>Crafted Item</u>		<u>Turn in</u>	<u>Tickets Received</u>	<u>Maximum Reputation Gained at Each Turn-in Level</u>	<u>Crafted from</u>	<u>Recipe Learned From</u>
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<u>Crafted item</u>	<u>in</u>	<u>Received</u>	<u>Gained at Each Turn-in Level</u>	<u>Crafted from</u>	<u>Learned From</u>
Copper Modulator 	5	1	600/3000 Neutral	10 Handful Copper Bolts 10 Copper Bars 20 Linen Cloths	Engineer Trainer
Whirring Bronze Gizmo 	7	4	1100/3000 Neutral	14 Bronze Bars 7 Wool Cloths	Engineer Trainer
Green Fireworks 	36	8	1700/3000 Neutral	12 Heavy Blasting Powders 12 Heavy Leathers	limited supply schematic <a href="#">thottbot</a>
Mechanical Repair Kit 	6	12	2600/3000 Neutral	6 Mithril Bars 6 Mageweave Cloths 6 Solid Blasting Powders	Engineer Trainer
Thorium Widget 	6	20	No known Max	18 Thorium Bars 6 Runecloths	limited supply schematic <a href="#">thotbot</a>

**Leathercrafter Only Turn-in Quests**

Turn in your leather crafted items to Chronos

<u>Crafted Item</u>	<u>Turn in</u>	<u>Tickets Received</u>	<u>Maximum Reputation Gained at Each Turn-in Level</u>	<u>Crafted from</u>	<u>Recipe Learned From</u>
Embossed Leather Boots 	3	1	600/3000 Neutral	24 Light Leathers 15 Coarse Threads	Leatherworking Trainer
Toughened Leather (armor or gloves) 	3	4	1100/3000 Neutral	for armor: 30 Medium Leathers 6 Cured Light Hides 6 Fine Threads	Leatherworking Trainer
Barbaric Harness 	3	8	1700/3000 Neutral	42 Heavy Leathers 6 Fine Threads 3 Iron Buckles	Leatherworking Trainer
Turtle Scale Leggings 	3	12	2600/3000 Neutral	42 Thick Leathers 84 Turtle Scales 3 Heavy Silken Threads	Leatherworking Trainer
Rugged Armor Kit 	8	20	No Known Max	40 Rugged Leathers	Leatherworking Trainer

**Ticket Rewards**


Turn in tickets to Gelvas Grimegate.





<u>Reward Item</u>	<u>Ticket Cost</u>	<u>Properties / Reported to Contain</u>	<u>Level Required to Use</u>
<b>Darkmoon Flower</b> 	5	flower held in off-hand	1
<b>Minor Darkmoon Prize</b> 	5	<a href="#">submit your darkmoon booty info and images</a>	15
<b>Last Months Mutton</b> 	10	One-Hand Mace 29 - 54 Damage Speed 2.50 16.6 dps Durability 75 / 75	29
<b>Lesser Darkmoon Prize</b> 	12	<a href="#">submit your darkmoon booty info and images</a>	30
<b>Greater Darkmoon Prize</b> 	40	get a random assortment of one or more prizes:  some examples: Widow Blade of the Bear (level 49) Dark Espadon of the Eagle (level 49) Diviner Long Staff of the Eagle (level 47) Plans: Radiant Boots (level 53) Plans: Thorium Belt (level 45) Ebonhold Girdle (level 49)  <a href="#">submit your darkmoon booty info and images</a>	45
<b>Darkmoon Storage Box</b> 	50	unique 14 Slot Container	1
<b>Last Year's Mutton</b> 	50	One-Hand Mace 44 - 82 Damage Speed 2.00 31.5 dps Durability 75 / 75	50
<b>Orb of the Darkmoon</b> 	1200	(necklace) +7 Stamina Equip: Increases damage and healing done by magical spells and effects by up to 21 Binds when picked up.	60
<b>Amulet of the Darkmoon</b> 	1200	(necklace) +18 Agility +7 Stamina Binds when picked up.	60

## Darkmoon Cards

There are 4 decks and 4 different Darkmoon Card rewards. To obtain one of the Darkmoon Card rewards, you have to collect Ace through eight of one deck type. The 4 different deck types are: Beasts, Warlords, Elementals, and Portals. Deck cards can be traded.

<u>Darkmoon Card Name</u>	<u>Darkmoon Card Properties</u>	<u>Darkmoon Card Set Required</u>
<b>Darkmoon Card: Blue Dragon</b>	Binds when picked up Unique Trinket Requires Level 60 Fuin: 2% chance on successful spellcast	<b>Beasts Deck:</b> 

	<p>Equip: 2% chance on successful spells to allow 100% of your Mana regeneration to continue while casting for 15 sec.  (applies to wand attacks as well)</p>	<p>Ace of Beasts - <a href="#">thottbot</a> Two of Beasts - <a href="#">thottbot</a> Three of Beasts - <a href="#">thottbot</a> Four of Beasts - <a href="#">thottbot</a> Five of Beasts - <a href="#">thottbot</a> Six of Beasts - <a href="#">thottbot</a> Seven of Beasts - <a href="#">thottbot</a> Eight of Beasts - <a href="#">thottbot</a></p>
<p><b>Darkmoon Card: Heroism</b></p> 	<p>Binds when picked up Unique Trinket Requires Level 60 Equip: Sometimes heals bearer of 120 to 180 damage when attacking an enemy.</p>	<p><b>Warlords Deck:</b></p>  <p>Ace of Warlords - <a href="#">thottbot</a> Two of Warlords - <a href="#">thottbot</a> Three of Warlords - <a href="#">thottbot</a> Four of Warlords - <a href="#">thottbot</a> Five of Warlords - <a href="#">thottbot</a> Six of Warlords - <a href="#">thottbot</a> Seven of Warlords - <a href="#">thottbot</a> Eight of Warlords - <a href="#">thottbot</a></p>
<p><b>Darkmoon Card: Maelstrom</b></p> 	<p>Binds when picked up Unique Trinket Requires Level 60 Equip: Chance to strike your melee target with lightning for 200 to 300 Nature damage.</p>	<p><b>Elementals Deck:</b></p>  <p>Ace of Elementals - <a href="#">thottbot</a> Two of Elementals - <a href="#">thottbot</a> Three of Elementals - <a href="#">thottbot</a> Four of Elementals - <a href="#">thottbot</a> Five of Elementals - <a href="#">thottbot</a> Six of Elementals - <a href="#">thottbot</a> Seven of Elementals - <a href="#">thottbot</a> Eight of Elementals - <a href="#">thottbot</a></p>
<p><b>Darkmoon Card: Twisting Nether</b></p> 	<p>Binds when picked up Unique Trinket Requires Level 60 Equip: Gives the wearer a 10% chance of being able to resurrect with 20 health and mana.</p>	<p><b>Portals Deck:</b></p>  <p>Ace of Portals - <a href="#">thottbot</a> Two of Portals - <a href="#">thottbot</a> Three of Portals - <a href="#">thottbot</a> Four of Portals - <a href="#">thottbot</a> Five of Portals - <a href="#">thottbot</a> Six of Portals - <a href="#">thottbot</a> Seven of Portals - <a href="#">thottbot</a> Eight of Portals - <a href="#">thottbot</a></p>

### Sayge's Dark Fortune Telling

Sayge, a gnoll NPC at the faire, will ask you two questions. Question 1 has four possible answers. Question 2 has three possible answers. Depending on the combination of the two answers, Sayge will grant you a 2 hour buff and a fortune scroll. There is also a chance of receiving a quest. Use the chart below to determine which two answers will give you a certain buff.

	Question 1			
Question 2	Answer 1	Answer 2	Answer 3	Answer 4
Answer 1	+10% Damage	+10% Spirit	+10% Stamina	+10% Intellect
Answer 2	+10% Resistances	+10% Intellect	+10% Strength	+10% Spirit
Answer 3	+10% Armor	+10% Resistances	+10% Agility	+10% Armor

### Fortune Scrolls



Sayge's Fortune Scroll

Reward

id	text	reward
#1	"Never eat beef with a tauren."	
#2	"You will find something wonderful tomorrow."	
#3	"An enemy from your past will soon become an ally."	
#4	"You will be fortunate in everything you put your hands to."	
#5	"Someone is speaking well of you."	
#6	"Be cautious when landing in unfamiliar territory."	
#7	"Avoid taking unnecessary gambles."	
#8	"You will receive a fortune."	
#9	"Your first love and last love is self-love."	
#10	"Rest is a good thing, but boredom is its brother."	
#11	"Those with simple tastes are always satisfied with the best."	
#12	"Let not the tides of war wash you away."	
#13	"You leave your adversaries speechless."	
#14	"You have a good eye for spotting hypocrisy."	
#15	"One learns most when teaching others."	
#16	"The time will soon come for you to make a choice in a pressing matter."	
#17	"Never punt a gnome without due cause."	
#18	"Accept the next proposition you hear."	
#19	"The Forsaken are up to something."	
#20	"Many a false step is made by standing still."	
#21	"Divine Shields and Hearthstones do not make a hero heroic."	
#22	"An answer in blue is always true."	
#23	"Your fortune awaits you in Eastvale."  The fortune Sayge handed you feels slightly warm to the touch. Grasping it firmly, you see an image of the Eastvale Logging Camp in Elwynn Forest. Focusing closer in on the image, you see a haystack that sits next to a stable.	
#24	"Your fortune awaits you inside the Deadmines."  The fortune Sayge handed you feels slightly warm to the touch. Grasping it firmly, you see an image of the Deadmines inside Westfall's ruined hamlet of Moonbrook. Focusing closer in on the image, you wind about twisty passages until you reach a shimmering portal... one that leads into the heart of the mines itself. Stepping through it, a strange chest appears out from nowhere.	Treasure Box with random contents
#25	"Your fortune awaits you inside Wailing Caverns."  The fortune Sayge handed you feels slightly warm to the touch. Grasping it firmly, you see an image of a cave to the southwest of the Crossroads in the Barrens. Focusing closer in on the image, you wind about twisty passages until you reach a shimmering portal... one that leads into the heart of the caverns itself. Stepping through it, a strange chest appears out from nowhere.	Treasure Box with random contents
#26	"Time is nothing; timing is everything."	
#27	"Your fortune awaits you outside Palemoon Cave."  The fortune Sayge handed you feels slightly warm to the touch. Grasping it firmly, you see an image of the Palemoon Cave of Mulgore. Focusing closer in on the image, you see a tree stump that sits close to the cave entrance.	Treasure Box with random contents
#28	"Hunters who specialize in survival are not guaranteed to survive."	
#29	"Look out!"	

## Our Thanks

Our thanks to the following people who helped contribute to this guide: Dave, Mylan, Arielle, Kiryn

## Contribute to this guide

I welcome any comments and questions about this guide. Also, if you have screenshots or information you would like to add that would be great! Please use the [submit](#) page to contact me. Thanks! :)

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