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Classic wow horde leveling guide 1-60

Welcome to Wowhead's Classic WoW General Horde Leveling Guide! In this guide we will talk about when and where to level the horde mark to ensure leveling effectively. Keep in mind that this guide is intended to be generic; more extensive leveling guides can be found at the bottom of this guide. For each of the 10 levels, there are generally some optimal zones to choose from, which is described at the top of the section. Each subdivision describes the tier range and location of kalimdir or Eastern Kingdoms and contains information as to why players may or may not select a level in that zone. Maps highlight the zone's main quest centers (if any), and bullet points below the map highlight zone dungeons, terrain, Transit (zeppelins, boats, flight paths, etc.) and spectacular quest rewards. The full list of dungeon quests can be found in Leveling: List classic dungeon quests guide cielos.If you have your own route set but want more tips on playing your class 1-60, check out our Classic WoW leveling guides. These guides will explain the best talent builds and the best questing zones to improve your leveling time, available weapon skills, the best stats, and more. We also have tips on when you should go buy the weather and what weather to buy, which is an important part to get your mount as soon as possible. In addition, we have recommendations on the best levelling equipment, what pieces of leveling and more leveling, to ensure that level 60 is quickly reach. DruidHunterMagePaladin (Alliance Only)PriestRogueShaman (Horde Only)WarlockWarriorFirst 10 levels, only a handful of zones are available. Usually Orc and Troll players level with Durotar, Tauren players level with Mulgore and Undead players at the level of Trisfal Glades.Although it is possible to travel / from Mulgore down to level 10, it is only possible to travel between Durotar and Trisfal Glades at this level of range due to joining the zeppelins. It's often a choice that players make when they're more familiar with one zone over another, or if they're going to group up friends who chose another race. With this in mind, it is not uncommon to see undead players Durotar and Orc/Troll players trisfal glades – seeing a low Tauren player in either zone is exceptionally rare. Durotar is level 1-10 zone located in east Kalimdir and ideal for leveling zone for Orc and Troll players as they begin the Valley of Trials. In addition, the capital of Orgrimmar is located in Dugatar. Most guests in this zone come from valley of trials, Senjin Village, Razor Hill and Orgrimmar.Razor HillSenjin VillageValley of TrialsOrgrimmarTransit: Players can take zeppelins northeast of the North Stranglethorn or Trisfal Glades. The only available flight path is located in Orgrimmar.Terrain: Navigating parts of Durotar can be difficult because there are many edges, ravies and altitude changes. Up/from echo isles can also be taxed because it involves a fair bit of swimming. However, there are relatively accessible areas of Durotar (around Orgrimmar, Senjin Village, and west of Razor Hill). Mob Density: Mobs tend to be common in more open areas, although mob density increases in areas such as Thunder Ridge, Razormane Grounds, etc. Notable Quest RewardsCarry for its weight rewards craft leather bag. Stock space is important, and bags can be difficult to come by at first. Solvent Spirit rewards really sticky glue, which can be very useful in PVP situations. Skull Rock rewards The Sediti Dagger, Steady Bastard Sword, or Stinging Mace. Overall, this quest gives its first Uncommon entry. Dungeons: While Durotar has no dungeons, Ragefire Bat (designed for level 15 + players) is located in Orgrimmar. Ragefire Bat's journeys are out here. PVP: Encounters are unlikely, although Alliance players may be dueling outside orgrimmar.Trisfal Glades is a level 1-10 zone for the Northern Eastern Kingdoms and a starting area for Undead players. In addition, Trisfal is the capital of the Glades. Most guests come from Deathknell and Brill.DeathknellBrillTransit: While trisfal Glades do not have flight paths, players can take zeppelins to the zone center of North Stranglethorn or Durotar. The only available flight path is located in Undercity.Terrain: Trisfal Glades is a relatively smooth pass and navigate, since most of the landscape is lightly mountainous and forested. Mob Density: Somewhat dispersed, although the stick path reduces the possibility of inadvertent mob aggro. In addition to avoiding going to nearby Scarlet Monastery or Western Plaguelands.Considerable Quest RewardsThe Family Crypt rewards Darkwood Staff or Bonecracker. Overall, this quest gives its first Uncommon entry. New Plague rewards Slumber Sand, which is useful in PVP situations. Dungeons: Scarlet monastery (designed for level 30 + players) is located in the northeast. Guests of scarlet monastery are described here. PVP: PVP meetings take place at a higher level outside scarlet monastery copies. Mulgore is level 1-10 zone with Central Kalimdir and starting area Tauren players. In addition, there's a Thunder Bluff in Mulgore. Most guests come from Camp Narache, Bloodhoof Village and Thunder Bluff.Bloodhoof VillageCamp NaracheThunder BluffDungeons: N/A/PVP: Extremely rare until Phase 3 when Darkmoon Faire is added to the game. In the 10-20 level range, a few more zones will become available. In general, North Barrens is considered the optimal zone for all Horde races to level because of its large scale, large number of guests, and relative safety (as it is considered horde territory). The Stonetalon Mountains are also available when players reach level 16-20.Silverpine Forest is a viable (albeit weaker) alternative to North Barrens in this tier range. Undead players are closest to the zone after the Trisfal Glades. Given that zeppelin to Durotar is level nearby, North Barrens can be accessed just as easily. North Barrens is level 10-33 zone in central Kalimdir. Most guests come from Far Watch Post, Ratchet, Crossroads and Camp Taurajo.Far Watch PostRatchetThe CrossroadsCamp TaurajoTransit: Runways located at Crossroads, Ratchet and Camp Taurajo.Terrain: The landscape of Barrens can be described as a savannah plain of some small mountains throughout the zone. In general, navigating and traversing Barrens is relatively easy. Mob Density: Mobs tend to be dispersed, although in some areas mob density dramatically increases (Thorn Hill, Forgotten Pools, etc.). Avoid traveling past Camp Taurajo up to closer to level 20.Notable Quest RewardsHezrul Bloodmark rewards Bounty Hunter's Ring. Generally, it's the first round that players can get. Apothecary Zamah rewards Cauldron Stirrer, in addition to the choice of either Elixir minor fortitude, Elixir minor agility, minor rejuvenation potion, Potnesson.Samophlange rewards Engineer's Hammer or Welding Shield. In general, this is the first Uncommon shield that players can get. Cry of Thunderhawk rewards Gloves moon in addition to the optional Cobalt Buckler or Wind Rider Staff.Serena Bloodfeather rewards Elegant Shortsword, Harpy Skinner, Zhovur Axe.DungeonsWailing caves (designed for level 18 + players) located on southwest crossroads. The wailing caves are listed here. Razorfen Kraul (designed for level 28 + players) is located in South Barrens near the Great Lift. Razorfen Kraul's journeys are out here. Razorfen Downs (designed for level 36 + players) is located in South Barrens near the Great Lift. The razorfen downs' journeys are out here. PVP: Alliance players are marked by default in contested zones, although horde players are not. It's not common for Alliance players to run in wailing caves, although many PVP encounters tend to occur at the entrances to the Stonetalon Mountains, Ashenvale and Thousand Needles.The Stonetalon Mountains are level 15-25 zone in the western central Kalimdir. Most guests come from Malaka'in and Sun Rock Retreat.Malaka'inSun Rock RetreatDungeons: The flight path is located at Sun Rock Retreat.Terrain: The landscape of the Stonetalon Mountains can be difficult to navigate outside the main road leading through the zone because there are plenty of cliffs, kurnejad and mountainous areas. The main road is actually a bottleneck, so PVP appointments are more likely. Mob Density: Varies in each subzone, although areas near the main road are more compact. Notable Quest RewardsEarthen Arise rewards Owlbeard Bracers or Wolfmane Wristguards.Arachnophobia rewards Claystone Shortsword or Clear Crystal RodDungeons: N/A/PVP: As mentioned above, the main road is a bottleneck in many areas, so PVP appointments are Likely. Less so in the southern part of the zone, although the odds increase further north you go. Watch higher-level enemy players traveling to Desolace.Silverpine Forest is the level 10-20 zone of the Eastern Kingdom. Most guests come from Sepulcher.The SepulcherDungeons: Shadowfang Keep (designed for level 22 + players) located in the southwest of the coast. Shadowfang Cape's journeys are out here. In the 20-30 level range, players find themselves going into several different zones depending on which quests become available. Hillsbrad Foothills and Ashenvale become available in the early 20's and offer a number of guests, although these zones are known to be hotbed in the world of PVP activity (Hillsbrad more than Ashenvale). North Barrens is still optimal for most of this level range, in addition to being in Horde territory so the world of PVP is not a problem. The Stonetalon Mountains offers plenty of guests until the late 20's, although it is considered contested territory (which becomes less of a matter of the higher level you have). A thousand Needles will become available closer to level 30, although it may be easy for guests until the mid-30's. North Barrens is once again considered an optimal screed due to its abundance of visitors and the safety of world PVP encounters. In this level range, most guests come from Ratchet, Crossroads and Camp Taurajo.RatchetThe CrossroadsCamp TaurajoDungeonsWailing caves (designed for level 18 + players) located on southwest crossroads. The wailing caves are listed here. Razorfen Kraul (designed for level 28 + players) is located in South Barrens near the Great Lift. Razorfen Kraul's journeys are out here. Razorfen Downs (designed for level 36 + players) is located in South Barrens near the Great Lift. The razorfen downs' journeys are out here. PVP: At a higher level, more PVP appointments are required to occur at the entrances of the Thousand Needles and Razorfen Kraul.Ashenvale is level 19-30 zone north of central Kalimdir. Most guests come from The Splintertree Post and Zoram'gar Outpost.Splintertree PostZoram'gar OutpostTransit: Runways located in The Splintertree Post and Zoram'gar Outpost.Terrain: Ashenvale is a dense forest with many changes in height and winding main road. There are many plateaus and bodies of water throughout the zone in the form of streams, rivers and lakes. Thanks to the rugged and controversial landscape, this zone is difficult to navigate. Mob Density: High, stick path is recommended (although it is also a risk of meeting enemy players). Spectacular Quest RewardsWarsong Supplies rewards Warsong Sash, Warsong Boots or Warsong Gauntlets. This quest can give you your first Rare Item. Branch Cenarius rewards Faerie Mantle or Bighiplate Girdle.True Power of Rod rewards for icestone or gutter, in addition to the Ring of Pure Silver.Je'neu Earthen Ring rewards Defkin Belt, Dritmirne Shield or Soft Willow Cape.King of Foulweald rewards Boorguard Tunic or Cobalt Legguards.Torek's Assault rewards polished Walking Staff or Slatemetal Cutlass.Dungeons: Blackathorn Deepes (designed for level 24+ players) located northwest of the coast. Blackathorn Deepes's journeys are described here. PVP: Ashenvale is the infamous zone of the world of PVP, grouping up to the recommended time. Hillsbrad Foothills is a level 20-30 zone in the Eastern Kingdom. Most guests come from Tarren Mill.Tarren MillTransit: The flight path is located in Tarren Mill.Terrain: Hillsbrad is relatively flat, with some changes in the rise closer to the Alterac Mountains and near the coast. In general, this zone is easy to navigate and pass. Mob Density: Hostile mobs tend to be fairly common, although lower-level players should steer clear of the yeti cave in the center of the zone, as well as plateaus leading up to the Alterac Mountains, due to the presence of higher-level mobs. The Remarkable Quest Rewards Elixir of Pain rewards gloves brawn, Stomping Boots or Firewalk Boots in addition to Retch: Hot Lion Chops. Souvenirs of Death rewards skull ring. Dangerous rewards riem, sentry buckler or charred wand in addition to hooded cloak. Humbert's Sword rewards Ribbed Breast Plate or mercenary leggings. Battle of Hillsbrad rewards Sacred Burial Pants, Deadskull Shield or Runic Darkblade in addition to The Band of Undercity.Dungeons: N/A/PVP: Hillsbrad is the very infamous world PVP zone. If possible, group. More guests get available at the Sun Rock Retreat, which lead to either Stonetalon Peak or Charred Vale.Malaka'inSun Rock RetreatDungeons: N/A/PVP: The likelihood that meeting enemy players will increase the number of north-west players you go to, and higher-level players traveling through Charred Vale to get to Desolace.Thousand Needles is level 25-35 zone in the Central South kalimdir. Most guests come from Freewind Post and Mirage Raceway.Freewind PostMirage RacewayTransit: The flight path is located in the Freewind Post.Terrain: A thousand Needles, as the name suggests, consists of dozens of hills in a narrow canyon. The canyon floor is rough and uneven, although Shimmering Flats are much more, well, flat. It is difficult to navigate and pass through this zone until you reach Shimmering Flats.Mob Density: Due to the zone's compact nature, avoiding aggro from hostile mobs is harder. Mobs are much more common in Shimmering Flats.Notable Quest RewardsHyperkondator Gizmo rewards inventor's League Ring.Anikara rewards Brute Hammer, Stingshot Wand or Clink Shield.Protect Kanati Greycloud rewards Lighthel Boots, Loamflake Bracers or Palestrider Gloves.Grimtotem Spying rewards Desert Shoulders, Tundra Boots or Grimtoll Wristguards.Wanted - Arnak Grimtotem rewards Brownhide Armor or Plainsguard Leggings.Dungeons: N/A/PVP: This is more avoid enemy players because the zone is more compact, so PVP encounters are a little more likely. Watch out for higher-level players traveling to Tanaris and / or Feralas.This level range has several zones to choose from, which can vary depending on whether you play pvp server or PVE server. The Northern Stranglethorn has a large number of quests and can take you all the way through this level range, even though it is a notorious war zone for PVP servers. The next best zone would be A Thousand Needles for more guests to open the early to mid-30's, which also applies to Desolace. In mid to late 30's players ideally to go to the Badlands and/or swamp the more guests available there. Neither zone is particularly better than the other, although the sadness of sex tends to be more isolated. North Stranglethorn is level at 30-45 zone in contested territory. Like the Hillsbrad Foothills, there are infamous war zone PVP servers. Most guests come from Nesingwary's Expedition. Grom'gol Base Camp and Booty Bay. Grom'gol Base CampBooty BayNesingwary's ExpeditionDungeons: N/A/PVP: Stranglethorn Vale is one of the most notorious in the world of PVP zones, earning names like STVietnam. Grouping is almost mandatory. The Arathi Highlands is a level 30-40 zone in the North East Kingdoms. Most guests come from Hammerfall.HammerfallDungeons: N/A/PVP: Many guests overlap between camps, so PVP meetings are quite common. The go'shek farm gangs are also Horde friendly, but hostile to the Alliance. Additional guests have become available at Shimmering Flats, which are designed to be low to mid-level for 30 players. Freewind PostMirage RacewayDungeons: N/A/PVP: Thanks to welcoming guests, and it's a decent place for players to find professions, PVP meetings are likely. Higher-level players also travel through the Shimmering Flats to get tanaris.Desolace is level 30-40 zone in west-central Kalimdir. Most guests come from the Ghost Walker Post and Shadowprey Village.Shadowprey VillageGhost Walker PostDungeons: Maraudon is located on the west side of the zone. Here's a look at Maraudon's journey. PVP: PVP matches are somewhat rare due to the zone's lower popularity until players are at a sufficiently high level to run maraudon. Be ware of higher-level players traveling to Feralas.Badlands is a level 35-45 zone in the East-Central Kingdoms. Most guests come from Kargath and the Valley of fangs.KargathValley of FangsTransit: the flight path located in Kargath.Terrain: the height of the Badlands does not change so much, and navigating around the sharps is not so complicated. In general, the zone is quite easy to navigate and pass through. Mob Density: Hostile mobs tend to be quite common, although the chances of aggroing something are likely. In addition, be careful of the 55 elite Zaricot that roams the Dustbowl and Mirage Flats in the underzones. Significant Quest RewardsForbidden Knowledge The skull of impending doom. This item is useful in PVP situations. Stone is better than Cloth Rewards Enchanted Stoneloth Bracers.Dungeons: Uldaman is located north of the entrance zone. Uldaman's journeys are outlined here. PVP: Encounters are quite likely, especially near the entrance to Uldaman and the entrance to Searing Gorge.Swampi is a level 35-45 zone in the southeastern Eastern Kingdoms. Most guests come from Stonard.StonardTransit: the flight path is located in Stonard.Terrain: Although the height does not change much, the landscape is quite uneven and there is quite a lot of water. It's also likely that you'll get stuck in things (trees, roots, bones, etc.). Navigating and passing through this zone can be tricky. Mob Density: Hostile mobs are scattered, but mob density is quite high, so the odds of aggroing something are likely. Watch out for the higher-level mobs found around The Pool of Tears (which the sunken temple is located in the middle) and Somnus (who patrols the eastern side of the pools). The remarkable Quest RewardsGalen's Escape rewards the visionary Buckler.Dungeons: The Sunken Temple is located on the east side of the zone. The journeys of the sunken temple are described here. PVP: Encounters are somewhat unlikely because players are usually traveling through the zone to get sunk by temple or Blast lands.Dustwallow Marsh is level in the 35-45 zone southeast of Kalimdir. Most guests come from Brackenwall Village.Brackenwall VillageDungeons: N/A/PVP: It is more likely that there will be higher-level players in this zone due to the presence of Onyxia's Lair in the south. At this level of range, there are many zones to choose from and it is not uncommon to travel to several of them. Feralas and Northern Stranglethorn offer the most guests from the beginning to mid-40's, although a handful of early 40's guests can be found in the Badlands, Swamp Troubles and Tanaris. Around the mid-40s, it becomes feasible to level the Hinterlands and Searing Gorge. The scorching gorge is especially important due to the zone's small size and density of visitors. In the late 40s Blasted Lands and Un'Goro Crater become viable, the options, Un'Goro Crater, are the optimal choice. Some other guests will take you to Azshara, although I will personally avoid the zone due to its very rugged terrain. Watch out for the elite mobs that roam the coastline, as well as elite gorgs near Mosh'Ogg Ogre Mound and high elite trolls near Zul'Furub. Grom'gol Base CampBooty BayNesingwary's ExpeditionDungeons: N/A/PVP: Stranglethorn Vale is one of the most notorious in the world of PVP zones, earning names like STVietnam. When Zul'Gurub becomes available in phase 5, expect to experience higher-level players in this zone more often. Grouping is almost mandatory. Higher characters reasonably encounter fewer questions about mob density, though, as well as level 55 roaming the elite Zaricot.KargathValley of FangsDungeons: is located in the zone at the northern entrance. Uldaman's journeys are outlined here. PVP: Encounters are somewhat likely. Watch out for enemy players traveling through this zone to get to Searing Gorge.StonardTransit: The flight path is located in Stonard.Terrain: Although the altitude doesn't change much, the terrain is quite uneven and there's quite a lot of water. It's also likely that you'll get stuck in things (trees, roots, bones, etc.). Navigating and passing through this zone can be tricky. Mob Density: Hostile mobs are scattered, but mob density is quite high, so the odds of aggroing something are likely. Watch out for the higher-level mobs found around The Pool of Tears (which the sunken temple is located in the middle) and Somnus (who patrols the eastern side of the pools). The remarkable Quest RewardsThreat From the Sea rewards Tok'kar's Murloc Shanker, Tok'kar's Murloc Basher or Tok'kar's Murloc Chopper.Fresh Meat rewards Leather Chef's Belt.Dungeons: The Sunken Temple is located on the east side of the zone. The journeys of the sunken temple are described here. Brackenwall VillageDungeons: N/A/PVP: It is more likely to come across higher-level players in this zone due to the presence of Onyxia's Lair in the south. Tanaris is level 40-50 zone southeast of Kalimdir. Most guests come from Gadgetzan and Steamwheeled Port.GadgetzanSteamwheeled PortDungeons: Zul'Farrak is located in the northwest zone. Zul'Farrak's journeys are out here. PVP: Encounters are likely due to overlapping quests and players traveling to Zul'Farrak or Un'Goro Crater.Feralas is level 40-50 zone southwest of Kalimdir. Most guests come from Camp Mojache.Camp MojacheDungeons: Dire Maul is located around the center of the zone. Dire Maul's journeys are out here. PVP: Encounters are somewhat likely until Phase 2, at which point they become much more common. Hinterlands is a level 40-50 zone in the Northeastern Eastern Kingdoms. Most guests come from Revantusk Village.Revantusk VillageDungeons: N/A/PVP: Encounters are less likely because the alliance tends to occupy the western side of the zone. The scorching pass is level 43-50 zone in the Middle Eastern Kingdoms. Most guests come from Thorium Point.Thorium PointDungeons: N/A, all dungeons are Blackrock Mountain.PVP: Very likely because of the small size of the zone and thanks to the large number of players traveling to Blackrock Mountain for various dungeons and raids. With this level range, it is recommended to quest Blasted Lands. Un'Goro Crater and Felwood (which can start at the end of the 40's), Western Plaguelands is also a great zone for the quest due to its abundance of guests. If you are in the mid-50's, the quest for Eastern Plaguelands and Winterspring. Once Phase 5 is applied, Siltius becomes an option as well. Although there are some journeys in Azshara, it is not enough to be worth further Water owners are migrating. Blasted Earth is a level 47-55 zone in the Southeastern Kingdoms. Most guests come from Bloodmagi and Kum'isha Collector.BloodmagiKum'isha CollectorDungeons: N/A/PVP: Other players are likely to agricultural consumables mentioned above, as well as the elite tainted Arm of the Eye of the Shadows. More players coming through the zone when Phase 2 is implemented to kill world boss Lord Kazzak.Un'Goro Crater is level at 48-55 zone in south Kalimdir. Most guests come from Marshal's Refuge.Marshal's RefugeDungeons: N/A/PVP: Running into enemy players is highly likely to have a number of optimal agricultural locations in this zone, and the importance of farming Devilsaur Leather. Players also travel through this zone to get to Siltius.Felwood is level in the 48-55 zone in north Kalimdir. Most guests come from the Emerald Sanctuary, Bloodvenom Post and Timbermaw Hold.Emerald SanctuaryBloodvenom PostTimbermaw HoldDungeons: N/A/PVP: Encounters are likely due to a compact character zone, unique consumable accessories that can be acquired (such as Runn Tum Tuber and Timbermaw Hold reputation grind in the northeast. Western Plague lands are level 50-60 zone eastern kingdom. Most guests come from Bulwark.The BulwarkDungeons: ScholomanceOLD is located in Caer Darrow. Here are the events of Scholomance. PVP: Encounters are likely due to a faction of cities being relatively close to each other, and many quests overlap. Watch out for players traveling through the zone to get to ScholomanceOLD or Eastern Plaguelands.Winterspring is level 55-60 zone northeast of Kalimdir. Most guests come from Everlook.EverlookDungeons: N/A/PVP: Encounters are very likely because of the zone's popularity - optimal agricultural locations, Onyxia tument quest and demons in the south. Some visitors to this zone may not be available until Phase 6.Eastern Plaguelands is a level 55-60 zone in the Northeast Eastern Kingdoms. Most guests come from Tiron FordingThe Maris Stead and Light's Hope Chapel.Tiron FordingThe Maris SteadLight's Hope ChapelTransit: the flight path is located north of Light's Hope Chapel.Terrain: the landscape in this zone changes frequently, in some areas it can be somewhat flat and easy to pass through, and in others it is a deep chasm. Depending on where you are, it can be difficult to navigate through the zone. Mob Density: Moderately high, and almost everyone is hostile. In addition, be careful of the Crimson Courier and their elite entourage that patrol the roads. In remarkable Quest RewardsScarlet Oracle, Demetra rewards Gorewood Bow, Stormraeger or Sacred Protector. The Corpulent One rewards Ichor Spitter, Skullstone Hammer or Sarah's Guide.When Smokey Sings, I Get Violent Rewards for Smokey's Explosive Launcher or Smokey's Fireshooter, in addition to wet wetleets and Drape.The Battle of Darrowshire rewards the path of Sugar.Dungeons: Stratholme (designed for level 58 + players) located in the north. Stratholme's journeys are out here. PVP: Appointments are very likely, especially if the 6th Grouping is highly recommended. Azshara is a 48-55 level zone in the northeastern part of Kalimdir. Most visitors come from other zones. ValormokTransit: The flight path is located in Valormok west of the zone. Landscape: The landscape of Azshara is very rugged and mountainous, especially around the ruins of Eldarath. The cliffs surrounding the bay and coasts are extraordinarily difficult to navigate, and the zone becomes a rise quite often. For this reason alone I do not recommend leveling here. Mob Density: Moderate, mobs are scattered everywhere and elite roam through the zone. Significant Quest RewardsNADungeons: N/A/PVP: Appointments are unlikely until stage 2, when Azuregos becomes available because there isn't much incentive in the quest for this zone. There are some optimal farming places that players can often use, but that's it. Many visitors to this zone are not available until Phase 5.Siltius is level 55-60 zone southwest of Kalimdir. Most guests come from Cenarian Hold.Cenarian HoldDungeons: N/A/PVP: PVP appointments are very likely, especially after Phase 5 is implemented. Contested agricultural locations, the presence of two raid dungeons in the south and silttyst PVP system effectively promotes the world of PVP. Grouping is recommended. For more detailed leveling guides, I would recommend checking out Joana's World. Joana/FuriousPaul is a video game speedrunner that has achieved a number of speedrunning/speed leveling accolades for World of Warcraft. For a smoother leveling guide, I would also recommend the CWL 1-60 Leveling Guide module created by Navak and Egregious on classicWoW.live. The guides in this module provide information based on the selected group, group size, race, and class. In terms of AddOns, I would recommend Questie thanks to its accuracy and simplicity. I've been playing World of Warcraft since December 2004, with most of my time coming from Classic, Burning Crusade and Anger Lich King extensions such as Orc Rogue in the Us Gilneas realm. Over time I've become more interested in the refueling role and PVE content, and now my attention has shifted to all aspects of World of Warcraft. Classic: I had previously worked with Blizzard Entertainment as a Game Master from April 2015 to December 2016, where I often found myself creating normal articles my colleagues used to (some of which became external articles for external players to use). As a result, I thought this skill set would be useful in creating guides to the game that I grew up with and love. If any information is missing or incorrect, feel free to leave a comment or message to me about the disagreement (this information can be found on my Wowhead profile). I often reconsider guides looking for areas that can be improved, so all proposals are welcome. Welcome.

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