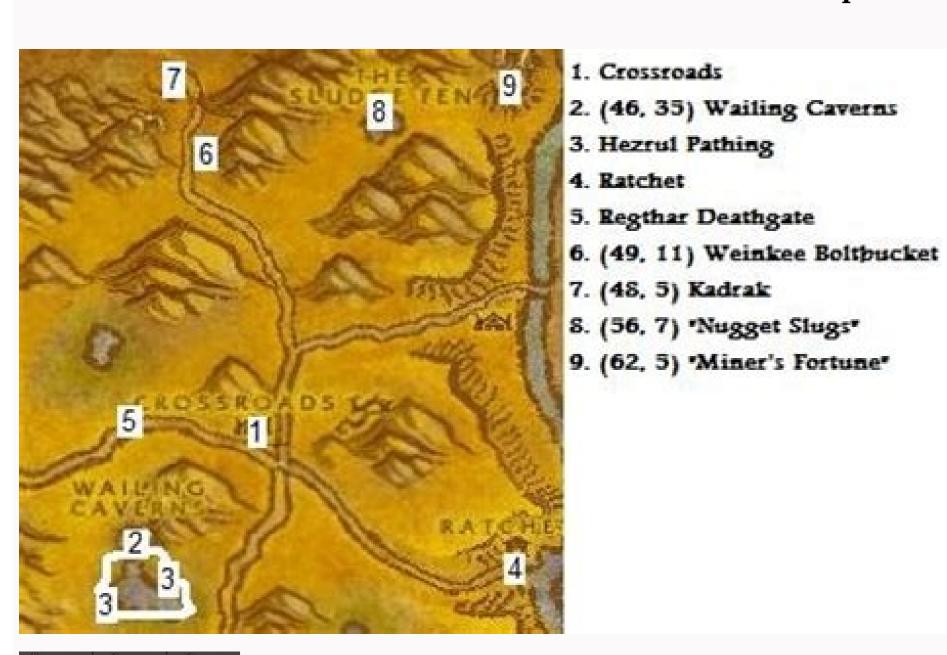
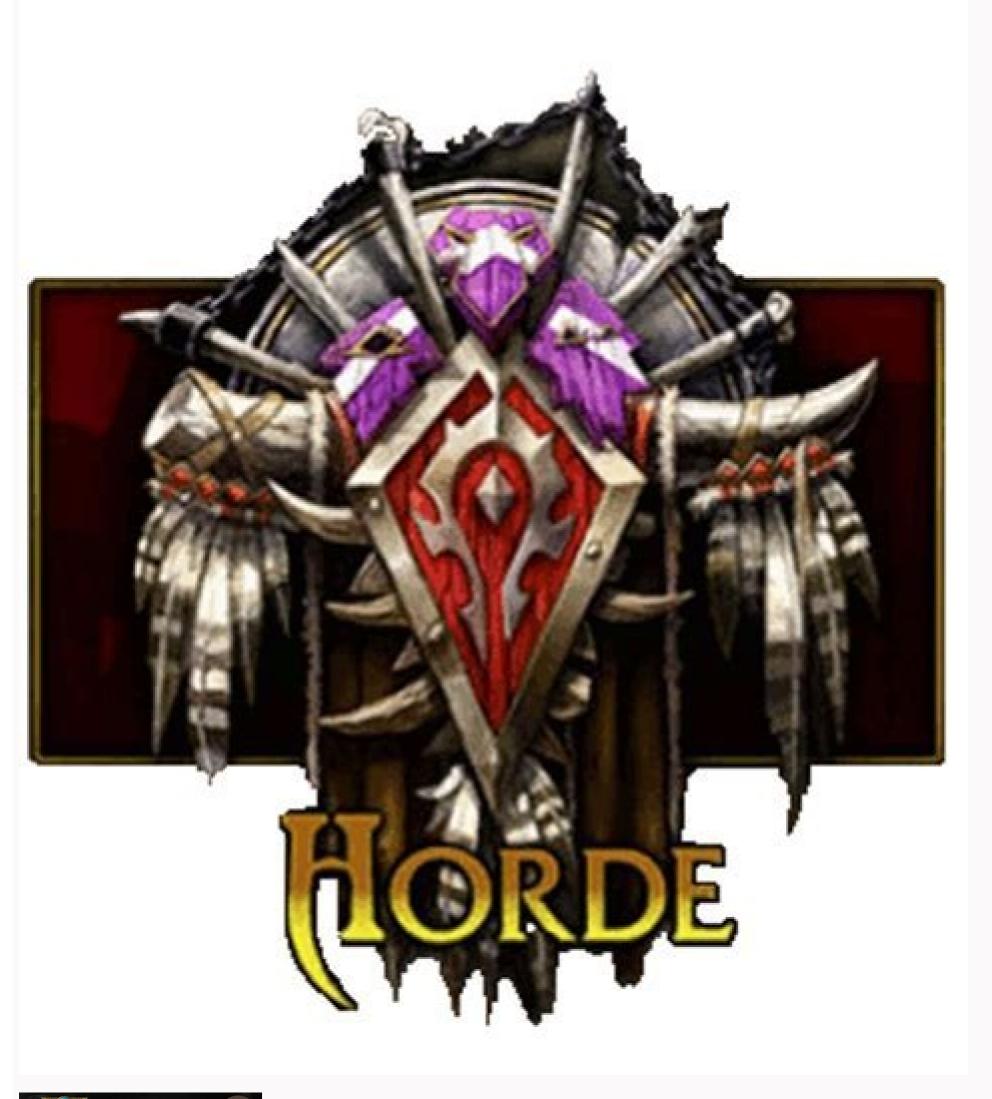
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Wow priest leveling guide vanilla wow quests guide









Keep in mind that this guide is intended to be general; more extensive leveling guides can be found near the bottom of this guide. For every 10 levels, there are generally a few optimal zones to choose from which are outlined at the top of the section. Grom'gol Base CampBooty BayNesingwary's ExpeditionDungeons: N/APvP: Stranglethorn Vale is one of the most notorious world PvP zones, earning names such as STVietnam. Stonetalon Mountains is also accessible once players reach level 16-20. Silverpine Forest is a viable (albeit weaker) alternative to Northern Barrens in this level range, although for Undead players it is the closest zone after Tirisfal Glades. Most of the guests will originate from Malaka'jin and Sun Rock Retreat.Malaka'jinSun Rock Retreat.Transit: The flight path is located in Sun Rock Retreat.Transit: The terrain of Stonetalon Mountains can be difficult to navigate outside of the main road leading through the zone, as there are many cliffs, ravines, and mountainous areas. Western Plaguelands is also a great zone to quest in due to its abundance of quests. Most of the quests will originate from other zones. Valormok Transit: The flight path is located in Valormok on the west side of the zone. Terrain: The terrain in Azshara is very rough and mountainous, especially around the Ruins of Eldarath. Navigating and traversing this zone can be challenging. Mob Density: Hostile mobs are spread out, but the mob density is fairly high so the odds of aggroing something is likely. Most of the quests will originate from Far Watch PostRatchetThe Crossroads, and Camp Taurajo. Far Watch PostRatchetThe Crossroads are located in The Crossroads, Ratchet, and Camp Taurajo. Terrain: The terrain of The Barrens can be described as a savanna plain with some small mountains throughout the zone. This quest may provide your first Rare item. The Branch of Cenarius rewards Faerie Mantle or Brightplate Girdle. True Power of the Rod rewards Glacial Stone or Gutterblade, in addition to Ring of Pure Silver. Je'neu of the Earthen Ring rewards Deftkin Belt, Driftmire Shield, or Soft Willow Cape. King of the Foulweald rewards Boorguard Tunic or Cobalt Legguards. Torek's Assault rewards Polished Walking Staff or Slatemetal Cutlass. Dungeons: Blackfathom Deeps (intended for level 24+ players) is located in the northwest by the coast. Generally this is the first ring that players can obtain. The only available flight path is located in Orgrimmar. Terrain: Navigating parts of Durotar can be difficult as there are many ridges, ravines, and elevation changes. These guides will explain the best questing zones, to improve your leveling time, available weapon skills, best stats, and more. Humbert's Sword rewards Ribbed Breastplate or Mercenary Leggings. Inventory space is important, and bags can be hard to come by at first. A Solvent Spirit rewards Jagged Dagger, Steady Bastard Sword, or Stinging Mace. Players will also travel through this zone to get to Silithus. Felwood is a level 48-55 zone in northern Kalimdor. With this in mind, it is not uncommon to see Undead players in Durotar, and Orc/Troll players in Exceptionally rare. Durotar is a level 1-10 zone located in eastern Kalimdor, and the ideal leveling zone for Orc and Troll players since they start in the Valley of Trials. Most of the guests will originate from The Sepulcher. The Sepulcher. The Sepulcher of the guests will originate from Gadgetzan and Steamwheedle Port. Gadgetzan Steamwheedle Port. Gadgetzan Steamwheedle Port. Gadgetzan Steamwheedle Port. Gadgetzan and Steamwheedle Port. Gadgetzan Steamwhe the zone. Be wary of the higher level mobs found around the Pool of Tears (which Sunken Temple is located in the middle of), and Somnus (who patrols the eastern side of the pools). Notable Quest Rewards Threat From the Sea rew Chef's Belt.Dungeons: Sunken Temple is located in the eastern side of the zone. Most of the guests will originate from Camp Mojache. Camp Mojache. Silverpine Forest is a level 10-20 zone in northern Eastern Kingdoms. Each subsection will detail the level range and location on Kalimdor or the Eastern Kingdoms and include information detailing why players may or may not choose to level in that given zone. Grouping up is highly recommended. Azshara is a level 48-55 zone in northeast Kalimdor. Most of the quests will originate from Cenarion Hold. Cenarion Hol N/APvP: PvP encounters are very likely, especially after Phase 5 has been implemented. Less so in the southern portion of the zone, although the odds increase the further north you go. Most of the quests will originate from The Bulwark. The Bulwark provided in Caer Darrow. This is often a choice that players make if they are more familiar with one zone over the other, or if they intend on grouping up with friends that chose another race. Grouping up with friends that chose another race. Grouping up with friends that chose another race. Grouping up is almost mandatory. Arathi Highlands is a level 30-40 zone in north central Eastern Kingdoms. For this reason alone I don't recommend leveling here. Mob Density: Moderate, mobs are scattered everywhere and elites roam through the zone. Notable Quest Rewards N/ADungeons: N/APvP: Encounters are unlikely until Phase 2 when Azuregos becomes available, as there isn't much of an incentive to quest in this zone. Navigating to/from the Emeraldone the quest will originate from the Emeraldone the first much of an incentive to quest in this zone. Navigating to/from the Emeraldone the first much of an incentive to quest in this zone. Sanctuary, Bloodvenom Post, and Timbermaw Hold Emerald Sanctuary Bloodvenom Post Timbermaw Hold Compact nature of the compact nature of the compact nature of the compact nature of the zone, the unique consumables that can be acquired (such as Runn Tum Tuber, and the Timbermaw Hold Emerald Sanctuary Bloodvenom Post, and Timbermaw Hold Emerald Sanctuary Bloodvenom Post (such as Runn Tum Tuber, and the Timbermaw Hold Emerald Sanctuary Bloodvenom Post (such as Runn Tum Tuber, and the Timbermaw Hold Emerald Sanctuary Bloodvenom Post (such as Runn Tum Tuber, and the Timbermaw Hold Emerald Sanctuary Bloodvenom Post (such as Runn Tum Tuber, and the Timbermaw Hold Emerald Sanctuary Bloodvenom Post (such as Runn Tum Tuber, and the Timbermaw Hold Emerald Sanctuary Bloodvenom Post (such as Runn Tum Tuber, and the Timbermaw Hold Emerald Sanctuary Bloodvenom Post (such as Runn Tum Tuber, and the Timbermaw Hold Emerald Sanctuary Bloodvenom Post (such as Runn Tum Tuber, and the Timbermaw Hold Emerald Sanctuary Bloodvenom Post (such as Runn Tuber) 50-60 zone in northern Eastern Kingdoms. Most of the guests will originate from Marshal's Refuge Dungeons: N/APvP: Running into enemy players is very likely due to the number of optimal farming locations in this zone, and the importance of farming Devilsaur Leather. The guests for Zul'Farrak are outlined here. PvP: Encounters are likely due to overlapping quests, and players traveling to Zul'Farrak or Un'Goro Crater. Feralas is a level 40-50 zone in southwest Kalimdor. Most of the quests will originate from Everlook. Everlook Dungeons: N/APvP: Encounters are very likely due to the zone's popularity - optimal farming locations, the Onyxia attunement quest, and the demons in the south. Some quests in this zone may not be available until Phase 6. Eastern Plaguelands is a level 55-60 zone in northeast Eastern Kingdoms. The quests for Razorfen Downs are outlined here. PvP: At higher levels, more PvP encounters are bound to occur at the entrances to Thousand Needles and Razorfen Kraul. Ashenvale is a level 19-30 zone in north central Kalimdor. The quests for Sunken Temple are outlined here.PvP: Encounters are somewhat unlikely, as players are usually traveling through the zone to get to Sunken Temple or Blasted Lands. Dustwallow Marsh is a level 35-45 zone in southeast Kalimdor. Souvenirs of Death rewards Skull Ring. The quests for Dire Maul are outlined here.PvP: Encounters are somewhat likely until Phase 2, at which point they will become far more common. In addition, be cautious of the Crimson Courier and their elite entourage that patrol the roads.Notable Quest Rewards Ichor Spitter, Skullstone Hammer, or Sarah's Guide. When Smokey Sings, I Get Violent rewards Smokey's Explosive Launcher or Smokey's Fireshooter, in addition to Moist Towelette and Smokey's Fireshooter, in addition to Moist Towe implemented, Silithus becomes an option as well. While there are some quests in Azshara, there really aren't enough to make it worthwhile beyond the Hydraxian Waterlords quests for Sunken Temple are outlined here. Brackenwall Village Dungeons: N/APvP: There is a higher likelihood of encountering higher level players in this zone due to the presence of Onyxia's Lair in the south. Tanaris is a level 40-50 zone in southeastern Kalimdor. However, there are relatively accessible areas in Durotar (around Orgrimmar, Sen'jin Village, and west of Razor Hill). Mob Density: Mobs tend to be spread out in the more open areas, although mob density increases in areas such as Thunder Ridge, Razormane Grounds, etc. Notable Quest Rewards Carry Your Weight rewards Handmade Leather Bag. As a result, I figured this skill set would be useful for creating guides about the game that I grew up with and love. If any information is missing or incorrect, feel free to leave a comment or message me on Discord (this information can be found on my Wowhead profile). The quests for Stratholme are outlined here.PvP: Encounters are very likely, especially once Phase 6 is implemented. Dangerous! rewards Bow of Plunder, Sentry Buckler, or Charred Wand in addition to Hooded Cowl. Be wary of higher level players traveling to Feralas. Badlands is a level 35-45 zone in east central Eastern Kingdoms. Avoid traveling past Camp Taurajo until closer to level 20. Notable Quest Rewards Hezrul Bloodmark rewards Bounty Hunter's Ring. Most of the quests will originate from Nesingwary's Expedition, Grom'gol Base Camp, and Booty Bay. Grom'gol Base CampBooty BayNesingwary's ExpeditionDungeons: N/APvP: Stranglethorn Vale is one of the most notorious world PvP zones, earning names such as STVietnam. The cliffs surrounding the bay and coasts are exceptionally difficult to navigate around, and the zone changes elevation guite frequently. Most of the guests will originate from Stonard. Stonard Transit. The flight path is located in Stonard. Terrain: While the elevation doesn't change much, the terrain is fairly uneven and there is quite a lot of water. The guides in this module supply information based on the chosen faction, group size, race, and class. In regards to AddOns, I would recommend Questie due to its accuracy and simplicity. Generally this quest will provide your first Uncommon item. A New Plague rewards Slumber Sand, which is useful in PvP situations. Dungeons: Scarlet Monastery (intended for level 30+ players) is located in the northeast. The only available flight path is located in Undercity. Terrain: Tirisfal Glades is relatively smooth to traverse and navigate, as most of the terrain is mildly hilly and forested. Mob Density: Somewhat spread out, although sticking to the road will reduce the chance of unintended mob aggre. Around the mid 40's, it becomes feasible to level in The Hinterlands and Searing Gorge. Most of the guests will originate from the Bloodmag and Kum'isha the Collector. Bloodmag Kum'isha the CollectorDungeons: N/APvP: Other players will likely be farming the consumables mentioned above, as well as the elites in the Tainted Scar for the The Eye of Shadow. The quests for Ragefire Chasm are outlined here.PvP: Encounters are unlikely, although Alliance players may be dueling outside of Orgrimmar.Tirisfal Glades is a level 1-10 zone in northern Eastern Kingdoms, and the starting zone for Undead players. Most of the quests will originate from Tirion Fordring The Marris Stead, and Light's Hope Chapel. Tirion Fordring The Marris Stead on the north side of Light's Hope Chapel. Tirion Fordring The Marris Stead on the north side of Light's Hope Chapel. Tirion Fordring The Marris Stead on the north side of Light's Hope Chapel. Tirion Fordring The Marris Stead on the north side of Light's Hope Chapel. Tirion Fordring The Marris Stead on the north side of Light's Hope Chapel. Tirion Fordring The Marris Stead on the north side of Light's Hope Chapel. Tirion Fordring The Marris Stead on the north side of Light's Hope Chapel. Tirion Fordring The Marris Stead on the north side of Light's Hope Chapel. Tirion Fordring The Marris Stead on the north side of Light's Hope Chapel. Tirion Fordring The Marris Stead on the north side of Light's Hope Chapel. Tirion Fordring The Marris Stead on the north side of Light's Hope Chapel. Tirion Fordring The Marris Stead on the north side of Light's Hope Chapel. Tirion Fordring The Marris Stead on the north side of Light's Hope Chapel. Tirion Fordring The Marris Stead on the north side of Light's Hope Chapel. Tirion Fordring The Marris Stead on the north side of Light's Hope Chapel. Tirion Fordring The Marris Stead on the north side of Light's Hope Chapel. Tirion Fordring The Marris Stead on the north side of Light's Hope Chapel. Tirion Fordring The Marris Stead on the north side of Light's Hope Chapel. Tirion Fordring The Marris Stead on the north side of Light's Hope Chapel. Tirion Fordring The Marris Stead on the north side of Light's Hope Chapel. Tirion Fordring The Marris Stead on the north side of Light's Hope Chapel. Tirion Fordring The Marris Stead on the north side of Light's Hope Chapel. Tirion Fordring The Marris Stead on the north side of Light's Hope Chapel. Tirion Fordring The Marris Stead on the north side of Light's Hope Chapel. Tirion Fordring The North Stead on the North Stead on the North Stead on the No in some areas it can be somewhat flat and easily traversable, and in others there are deep ravines. Once Zul'Gurub becomes accessible in Phase 5, expect to encounter higher level players in this zone more frequently. The quests for Wailing Caverns are outlined here. Razorfen Kraul (intended for level 28+ players) is located in the southern Barrens near the Great Lift. Be wary of enemy players traveling through this zone to get to Searing Gorge. Stonard Transit: The flight path is located in Stonard Transit: The being from the Classic, Burning Crusade, and Wrath of the Lich King expansions as an Orc Rogue on the US Gilneas realm. The guide will take you across the best alliance quests in the most efficient way(Broken up into zones), which will allow you to follow the coordinates used throughout this guide. In addition, the capital city of Undercity is located in Tirisfal Glades, Grouping up whenever possible is advised. Hillsbrad Foothills is a level 20-30 zone in northern Eastern Kingdoms. It is challenging to navigate and traverse this zone until you reach the Shimmering Flats. Mob Density: Due to the zone's compact nature, avoiding aggre from hostile mobs is more difficult. Most of the guests will originate from Thorium Point. Thorium Point. Thorium Point and due to the high number of players traveling to Blackrock Mountain for various dungeons and raids. For this level range, it's recommended to guest in Blasted Lands, Un'Goro Crater, and Felwood (which can be started in the late 40's), Generally this is the first Uncommon shield that players can obtain. Cry of the Thunderhawk rewards Gloves of the Moon in addition to a choice of either Cobalt Buckler or Wind Rider Staff. Serena Bloodfeather rewards Elegant Shortsword, Harpy Skinner, Zhovur Axe. Dungeons Wailing Caverns (intended for level 18+ players) is located southwest of The Crossroads. Joana/Furious Paul is a video game speedrunner that has achieved several speedrunning/speed-leveling accolades in World of Warcraft. For a more streamlined leveling guide, I would also recommend the CWL 1-60 Leveling Guide module created by Navak and Egregious on classicWoW.live. The quests for Uldaman are outlined here.PvP: Encounters are fairly likely, especially near the entrance to Uldaman and the entrance to Uldaman are outlined here.PvP: Encounters are fairly likely, especially near the entrance to Uldaman and the entrance to Uldaman are outlined here.PvP: Encounters are fairly likely, especially near the entrance to Uldaman and the entrance to Uldaman and the entrance to Uldaman are outlined here.PvP: Encounters are fairly likely, especially near the entrance to Uldaman and the entrance to Uldaman are outlined here.PvP: Encounters are fairly likely, especially near the entrance to Uldaman and Uldama 50's, guest in Eastern Plaguelands and Winterspring, Over time I have become more attracted to the tanking role and PvE content, and now my focus has shifted to all aspects of World of Warcraft: Classic, I had previously worked at Blizzard Entertainment as a Game Master from April 2015 to December 2018, where I often found myself creating internal articles for my coworkers to use (some of which became external articles for players to use). Grouping up is almost mandatory. Higher level 55 roaming elite Zaricotl. Kargath Valley of Fangs Dungeons: Uldaman is located by the northern entrance to the zone. It is not common for Alliance players to run Wailing Caverns, although many PvP encounters tend to occur at the entrances to Stonetalon Mountains, Ashenvale, and Thousand Needles. Stonetalon Mountains is a level 15-25 zone in west central Kalimdor. We also have tips for when should you go buy spells and which spells to buy, which is a key part to get your mount as fast as possible. Most of the quests will originate from Revantusk Village Dungeons: N/APvP: Encounters are less likely, as the Alliance tend to occupy the western half of the zone. Searing Gorge is a level 43-50 zone in central Eastern Kingdoms. The quests for Razorfen Kraul are outlined here.Razorfen Downs (intended for level 36+ players) is located in the southern Barrens near the Great Lift. The quests for Shadowfang Keep are outlined here. In the 20-30 level range, players will find themselves going to several different zones depending on which quests become available. Contested farming locations, the presence of two raid dungeons in the south, and the Silithyst PvP system effectively promotes world PvP. In addition, the capital city of Orgrimmar is located in Durotar. Most of the quests will originate from Camp Narache, Bloodhoof Village, and Thunder Bluff. Bloodhoof Village, Darkmoon Faire is added to the game. In the 10-20 level range, a few more guests open up in the early to mid 30's, which is also true for Desolace. In the mid to late 30's players will ideally go to Badlands and/or Swamp of Sorrows as more guests become available there Neither zone is particularly better than the other, although Swamp of Sorrows tends to be more isolated. Northern Stranglethorn is a level 30-45 zone in Contested territory. Be wary of higher level players traveling to Tanaris and/or Feralas. For this level range, there are a number of zones to choose from which can vary depending on if you're playing on a PvP server or a PvE server. I frequently re-review my guides looking for areas that can be improved, so any suggestions are appreciated. The mobs at Go'Shek Farm are also Horde friendly, but Alliance hostile. Additional quests become available in the Shimmering Flats, designed for low to mid level 30 players. Freewind PostMirage RacewayDungeons: N/APvP: Due to verlapping quests, and it being a decent spot for players with gathering professions, PvP encounters are likely. Apothecary Zamah rewards Cauldron Stirrer, in addition to a choice of either Elixir of Minor Fortitude, Elixir of Minor Agility, Minor Rejuvenation Potion, Swiftness Potion. Samophlange rewards Engineer's Hammer or Welding Shield. Group up whenever possible. More quests become available from Sun Rock Retreat become available fr through the Charred Vale to get to Desolace. Thousand Needles is a level 25-35 zone in central southern Kalimdor. Hillsbrad Foothills and Ashenvale become available in the early 20's and offers numerous quests, although these zones are known to be a hotbed for world PvP action (Hillsbrad more so than Ashenvale). Northern Barrens is still optimally these zones are known to be a hotbed for world PvP action (Hillsbrad more so than Ashenvale). for most of this level range, in addition to it being Horde territory so world PvP isn't a concern. Due to the road is advised (although this also runs the risk of encountering enemy players). Notable Quest Rewards Warsong Supplies rewards Warsong Sash, Warsong Boots, or Warsong Gauntlets. Grouping up is recommended. For more detailed leveling guides, I would recommend checking out Joana's World. The quests for Scarlet Monastery instances. Mulgore is a level 1-10 zone in central Kalimdor, and the starting zone for Tauren players. The quests for Razorfen Downs are outlined here.PvP: Alliance players are flagged by default in Contested zones, although Horde players are not. Besides that, we have recommendations on the best leveling gear, what pieces to aim for while leveling and more to ensure you reach level 60 quickly.DruidHunterMagePaladin (Alliance Only)PriestRogueShaman (Horde Only)WarlockWarriorFor the first 10 levels, only a handful of zones are available. Most of the quests in this zone will come from the Valley of TrialsOrgrimmarTransit: Players can take the zeppelins in the northeast to Northern Stranglethorn or Tirisfal Glades. Several plateaus can be found throughout the zone, and bodies of water in the form of streams, rivers, and lakes. Mobs are far more spread out in the Shimmering Flats. Notable Quest Rewards Hypercapacitor Gizmo rewards Inventor's League Ring. Arikara rewards Brute Hammer, Stingshot Wand, or Clink Shield. Protect Kanati Greycloud rewards Desert Shoulders, Tundra Boots, or Grimtoll Wristguards. Wanted - Arnak Grimtotem rewards Brawnhide Armor or Plainsguard Leggings. Dungeons: N/APvP: It is more difficult to avoid enemy players as the zone is more compact, so PvP encounters are slightly more likely. Overall, navigating and traversing The Barrens is relatively easy. Mob Density: Mobs tend to be spread out, although in some areas the mob density dramatically increases (Thorn Hill, The Forgotten Pools, etc). In addition, avoid going near Scarlet Monastery or

Western Plaguelands. Notable Quest Rewards The Family Crypt rewards Darkwood Staff or Bonecracker. It's also likely that you will get stuck on things (trees, roots, bones, etc). Higher level players will also travel through the Shimmering Flats to get to Tanaris. Desolace is a level 30-40 zone in west central Kalimdor. Overall this zone is easy to

navigate and traverse. Mob Density: Hostile mobs tend to be fairly spread out, although lower level players should steer clear of the yeti cave in the center of the yeti cave in Firewalker Boots in addition to Recipe: Hot Lion Chops. Overall Northern Barrens is considered the optimal zone for all Horde races to level in due to its large level range, high quantity of quests, and relative safety (as it is still considered the optimal zone for all Horde races to level in due to its large level range, high quantity of quests, and relative safety (as it is still considered the optimal zone for all Horde races to level in due to its large level range, high quantity of quests, and relative safety (as it is still considered the optimal zone for all Horde races to level in due to its large level range, high quantity of quests, and relative safety (as it is still considered the optimal zone for all Horde races to level in due to its large level range, high quantity of quests, and relative safety (as it is still considered the optimal zone for all Horde races to level in due to its large level range, high quantity of quests, and relative safety (as it is still considered the optimal zone for all Horde races to level in due to its large level range, high quantity of quests, and relative safety (as it is still considered the optimal zone for all Horde races to level in due to its large level range, high quantity of quests, and relative safety (as it is still considered the optimal zone for all Horde races to level in due to its large level range.) Moderately high, and just about everything is hostile. Overall the zone is pretty easy to navigate and traverse. Mob Density: Hostile mobs tend to be fairly spread out, although the chances of aggroing something is likely. In addition, be wary of the 55 elite Zaricotl that roams the Dustbowl and Mirage Flats sub-zones. Notable Quest Rewards Forbidden Knowledge rewards Skull of Impending Doom. More players will come through the zone once Phase 2 is implemented to kill the world boss Lord Kazzak. Un'Goro Crater is a level 48-55 zone in south Kalimdor. Most of the quests will originate from Ghost Walker Post and Shadowprey Village. Shadowprey Village Ghost Walker Post Dungeons: Maraudon is located on the west side of the zone. The quests for Uldaman are outlined here.PvP: Encounters are somewhat likely. Most of the quests will originate from Splintertree Post and Zoram'gar Outpost. Terrain: Ashenvale is a dense forest with many changes in elevation, and a winding main road. Northern Stranglethorn has a high number of quests and can take you all the way through this level range, although it is a notorious zone for world PvP. In addition, the capital city of Thunder Bluff is located in Mulgore. Stonetalon Mountains offers enough quests up until the late 20's, although it is considered Contested territory (which becomes available closer to level 30, although it can be light on quests until the mid 30's. Northern Barrens is again considered to be the optimal leveling zone due to its abundance of quests and safety from world PvP encounters. Most of the quests will originate from Freewind Post. Terrain: Thousand Needles, as the name might imply, is made up of dozens of bluffs in a narrow canyon. Most of the quests will originate from Kargath and the Valley of Fangs. Kargath Valley of Fangs. Transit: The elevation in the Badlands doesn't change that much, and navigating around the sharp mesas isn't that challenging. Be wary of the higher level mobs found around the Pool of Tears (which Sunken Temple is located in the middle of), and Somnus (who patrols the eastern side of the pools). Notable Quest Rewards Visionary Buckler. Dungeons: Sunken Temple is located in the eastern side of the pools). Notable Quest Rewards Visionary Buckler. Dungeons: Sunken Temple is located in the eastern side of the pools). first Uncommon item. Dungeons: While Durotar has no dungeons, Ragefire Chasm (intended for level 15+ players) is located in Orgrimmar. The maps will highlight the zone's dungeons, terrain, Transit (zeppelins, boats, flight paths, etc), and notable quest rewards. The full list of dungeon quests can be found in the Leveling: List of Classic Dungeon Quests quide by Cielos. If you have your route set out, but want more tips on playing your class from 1-60, check out our Classic WoW Leveling Guides. Given that the zeppelin to Durotar is nearby, Northern Barrens can be accessed just as easily. Northern Barrens is a level 10-33 zone in central Kalimdor. For this level range, most of the quests will originate from Ratchet, The Crossroads, and Camp Taurajo.RatchetThe Crossroads. Battle of Hillsbrad rewards Sacred Burial Trousers, Deadskull Shield, or Runic Darkblade in addition to Band of the Undercity. Dungeons: N/APvP: Hillsbrad is a very notorious world PvP zone. Feralas and Northern Stranglethorn offer the most quests ranging from the early to mid 40's, although a handful of early 40's quests can be found in Badlands, Swamp of Sorrows, and Tanaris. Most of the quests will originate from Hammerfall.HammerfallDungeons: N/APvP: Many quests overlap between factions, so PvP encounters are pretty common. Most of the quests will originate from Tarren Mill.Tarren Mi canyon floor is rugged and uneven, although the Shimmering Flats is much more, well, flat. There are some optimal farming locations that players may frequent, but that's about it. Many quests in this zone will not be available until Phase 5. Silithus is a level 55-60 zone in southwest Kalimdor. Similar to Hillsbrad Foothills, is a notorious war zone on PvP servers. Most of the quests will originate from Brackenwall Village. Brackenwall Village Dungeons: N/APvP: There is a higher level players in this zone due to the presence of Onyxia's Lair in the south. For this level range, there are many zones to choose from and it is not uncommon to travel to several of them. Be wary of players traveling through the zone to get to ScholomanceOLD or Eastern Plaguelands. Winterspring is a level 55-60 zone in northeast Kalimdor. This item is useful for PvP situations. Stone Is Better than Cloth rewards Enchanted Stonecloth Bracers. Dungeons: Uldaman is located by the northern entrance to the zone. The quests for Maraudon are outlined here.PvP: PvP encounters are somewhat uncommon due to the zone's lower popularity until players are high enough level to run Maraudon. Most of the quests will originate from Deathknell and Brill.Deathknell BrillTransit: While Tirisfal Glades has no flight paths, players can take the zeppelins in the zone's center to Northern Stranglethorn or Durotar. The quests for Scholomance are outlined here.PvP: Encounters are likely due to the faction towns being relatively a bottleneck, so PvP encounters are more likely. Mob Density: Varies in each sub-zone, although areas near the main road are more compact. Notable Quest Rewards Earthen Arise rewards Owlbeard Bracers or Wolfmane Wristguards. Arachnophobia rewards Claystone Shortsword or Clear Crystal Rod. Dungeons: N/APvP: As previously mentioned the main road is a bottleneck in many areas, so PvP encounters are more likely. Searing Gorge is especially important due to the zone's small size and density of quests. In the later 40's Blasted Lands and Un'Goro Crater become viable, options, Un'Goro Crater become viable, options, Un'Goro Crater being the optimal choice. A few other quests will lead you to Azshara, although I personally avoid the zone due to its very rough terrain. Be wary of elite mobs that roam the coastline, as well as the elite ogres near the Mosh'Ogg Ogre Mound, and the high level elite trolls near Zul'Gurub. Typically Orc and Troll players will level in Durotar, Tauren players will level in Durotar and Tirisfal Glades at this level range due to the connecting zeppelins. Welcome to Wowhead's Classic WoW General Horde Leveling Guide! In this guide, we will talk about when and where to level with a Horde character to ensure that you are leveling efficiently. 26/06/2020 · 09 Dec. 2019: Added a Fire Leveling specialization guide. 25 Sep. 2019: Added a section for niche leveling builds, Arcane and Fire. 26/06/2020 · 09

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