

Leveling Guide by DesMephisto  
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**UPDATE:**

**We are working on a guide that will be on wowhead (waiting for it to be accepted and published). It will include some maps/links/quests/etc to help make this easier to view for everyone!**

**Step 1:**

Addons:

Handynotes: MoP and WoD treasures

Azeroth Autopilot: For BFA

Get your enchants and heirlooms together

Weapon: Elemental Force (This is hands down the best weapon enchant, can 2 shot some mobs)

Shoulders: Greater Tiger Fang/Claw/Wing (Str/Agil/Int), have to have an alt between 85-100 to apply

Cloak: Gift of Vers/Haste/Crit/Etc, WoD enchant, whichever one you prefer also gives 2% haste

Chest: Glorious Stats (+8 to all stats)

Legs: Angerhide/Shadowleather/Greater Pearlescent (Str/Agil/int), have to have an alt between 85-100

Ring: Seal of (secondary stat) (zandalari enchant)

Gold: Approximately 10k, 8k for flying/epic flying, if normal flying is ok then only 5k

**For Warriors:**

Elemental Force X2

Greater Tiger Fang

Gift of Haste

Glorious Stats

Angerhide

Seal of Haste

Heirlooms:

Might set – has mostly haste

Trinket – Swift Hand of Justice x2 (good sustain, Void if doing dungeons)

Talents:

Prot: Punish > Crackling Thunder > Unstoppable Force > Never Surrender > Rumbling Earth > Devastator



Fury: Fresh Meat > Double Time > Sudden Death > Bounding Strikes > Carnage > Dragon Roar > Reckless

PvP Talents:

Fury: Gladiators Medallion > Barbarian > Battle Trance > Slaughterhouse

### **Step 2:**

Choose your character/class/name

I find having a central theme around my characters to help with naming

### **HORDE**

#### **Step 3:** (If doing dungeons)

Head to the top of orgrimmar via the elevator to the right (one closest from the emissary)

Purchase a tabard for orgrimmar

#### **Step 4:**

So, this part is complicated, currently you're at a definite net loss on your first level if you get wailing cavern, you should be able to get to level 30 at approximately the same amount of time as questing from 20 to 30 so if you're a character capable of tanking, do so via 20-30. If you get wailing caverns, leave and quest. It is an absolute waste of time to do wailing caverns.

For Fury/DPS specs head to azshara and level from 20-30, there are a few quests where you have to pick up and carry things (like a goblin/raptor) and if you mount up you lose that buff and have to start over. Most of the quests are pretty straight forward and you should be looking at a 10-15 minute level

After level 30, I would recommend heading to STV for at least 30-42ish, quests are plentiful, fairly circular and easy to pair up, the only really annoying quest is the raptor one where you have to hide/steal food/etc.

At level 40-42 purchase epic riding

At level 42, head to WPL, just do the quests that come up, including the far away one at the top, it might not seem worth it but there is a huge chunk of XP, one you finish WPL head to EPL, if you don't hit 60 after completing this zone Silverpine forest is nearby and will finish you off. Alternatively for 20-60 a path I'm looking at is Borens to 32-35 > Dustwallow Marsh > WPL > EPL and Azshara > STV > **(this path really sucked and I would not recommend it)** Swamp of Sorrows (Mage Portal) > Blasted Lands > Dark Portal > Org > Flying > Hellfire/Northrend

### **Alliance: (Excuse the sloppy guide, just jotting down what I've learned so far)**

#### **Step 1:**

Level 20 > Head to **Westfall**, Westfall is pretty shitty in total, but it lays a strong foundation for the next quests. Things to keep an eye out for:

**Times are Tough: Loot Harvester for a quest**

**Propaganda: Loot thug for quest**



**For the Deadmines quest, just queue up as a tank/healer (sorry DPS) and use the item then leave**

Keep the quest to go to stormwind, but don't turn it in, it continues to scale with you

**Step 2:**

### **Duskwood**

You should be level 25 and fly to the main hub area, get the quests and continue on, I highly recommend skipping Spider Lumps, I need to do another run through later to find how to min max some of the quest lines because the last part has you flying back and forth, as a whole Duskwood is REALLY good exp.

**Step 3**

### **STV**

For alliance, all of the quests are grouped together, start by grabbing the quests from alliance hub, and then grab nessingway quest. Start by killing the crocodiles nearby, turn quest in, then head to jungle quests from alliance hub, kill the panthers and tigers along the way, they will upgrade to nearby mobs you need to kill (elder crocs, tumbler crystals, and elder tigers) after this, the rest is fairly straightforward. Continue into STV until you reach "See Raptor" the quest is a pretty long scenario that can take even longer if you don't execute it perfectly. At this point fly to Redridge

**Step 4:**

### **Redridge**

Pretty simple, do not die on "And last but not least" it's a really long run, don't jump off from the cliff ledge as your followers will get stuck and force you to fight the mob by yourself, which even with enchants/heirlooms is too hard for a warrior.

Last Quest for this zone sucks and can be buggy due to scaling issues, its best to mount up and run through and let your followers aggro around you first, otherwise you will die. At this point you can hearth to stormwind, turn in the Westfall quest and get epic riding

### **Loch Modan**

Fly to Loch Modan (your character has FP) Super easy XP, just do all the quests, really chill

### **Wetlands**

In the mines thelgen rock kill the elemental that spawns after looting seismic record for a quest

### **Badlands**

### **Searing Gorge**

### **Burning Steppes**

The last 3 zones are fairly self explanatory, I'll eventually have something more detailed and timepoints but right now I'm certain this is the fastest route to my knowledge, I still have some zones on Eastern to do but this should take around 10 hours and 30 minutes for a warrior



### **Step 5:**

Welcome to hell

Back in Orgrimmar you can take the Zeppelin to Northrend (Right of riding Trainer)

Or you can take the portal down below in the cave to go to outland, personally right now I recommend **Northrend**

From here get on the Zeppelin to Northrend (right of riding trainer)

Boren Tundra > Pick up all quests and start questing

Fairly self-explanatory, if something looks like a hassle, ignore it.

You should be about 67 by the time you finish boren tundra

**Dragonblight** – Do the introductory quest and then pick up everything, it should basically go in a circle starting with pit and ending back up at the top with dragon quest, obviously if you hit 70 first, hearth to org and get epic flying

Continue to quest throughout the area, all of these quests are pretty solid XP, after you get to the more annoying part of the scarlet crusade towards the far right of Dragonblight stop and head to Zul'Darak

**Zul'Darak** – There is a quest hub right toward the beginning of this level that has about 5-7 quests with a wanted quest, do these all and then get a friend to help you with amphitheater of blood and hearth to Orgrimmar.

### **Outland**

Find a mage to give you a portal to Vale of Eternal Blossom

Set hearth here and take portal to shat, if you don't have a mage friend/trade chat then take portal to outland and fly to Nagrand

### **Nagrand**

Do the quests here. All of them. All but the Demon Hunter one. Do Ring of Blood as well. Easy experience. You will hit 80 here.

### **Step 6:**

Welcome to easy peasy

You will get a quest to talk to a dude in the far back of Orgrimmar, take the portal to Hyjal, its greenish. Do all of these quests. Including the dailies that repeat. It's super easy. You should be getting a level every 15 minutes if you have 280% flying. At 84-85 you can head to mists of pandaria, simply get the quest and head to the ship. I stay here until about level 88, there is a hozen quest where you have to do a scenario which each of the three people that takes forever. Not worth it. Fly to Kun-Lai summit and do the quests there. There is a Jinyu set of quests to the right of the starting area that give a ton of easy XP too (6-7 turn ins). You're now 90.

### **Step 7:**

Welcome to easy peasy lemon squeezy

This is the easiest time you'll ever level. Assuming you have Draenor flying.

The longest level will be 90-91 if you do the introductory quest (which you can skip, but due to my disability, I struggle to skip as I feel like I have to do it as its supposed to be done). With flying your levels should be between 8 to 15 minutes.

Go through all the basic questing, basically follow the arrow, don't pick up unnecessary out of the way quests, and loot nearby treasures. All treasures give a ton of XP and are absolutely



worth grabbing if they're nearby. You'll basically leave your garrison go west, return to your garrison go east, return to your garrison go west, go north, go south, go north, go west north, and do a semicircle back. Once you finish the major "zone" questline in about 20-25 minutes you'll be 93 and can level your garrison to level 2. Do so and purchase a garrison leveling potion for 100 resources from the quarter master inside garrison. This lasts for (X) time and can be used right before you turn 100 to boost you thru 100 as well. It gives 20% XP.

Fly to Gorgond, go through the laughing skull quest, open up the treasure bone that is holding up the boulder. Grab a couple more treasures nearby on your way to gorgonds hub area. Pick sparring arena, go to your next quest objective, you have to burn some trees and kill enemies, pop your sparring arena garrison trait and kill as much as you can (make sure to loot while buff is active) you should end up with 2-4 quest items that give 40k xp each. Knock these quests out and head to the left for another set of 4-5 quests. Go through the arena area, kill everything, loot the item up top of the building, go inside and kill the main ogre and free naz. Return back turn in quests, talk to REXXAR, and gather up all the little crocs and activate sparring champ, if you get the quest item right away, return back to the nearby area and kill as many of those mobs to get any of the remaining quest items (You get one for the big Ogron, the tiny goron, the green orc, the croc, and the green jinyu looking thing). Finish out the rexxar quests and continue through. The rest is pretty self-explanatory, do all of the bonus objectives, loot the nearby stuff, at the top right bonus objective with the flying wasps, you can use the garrison ability to loot a quest item from them as well. If you use a potion towards the end of 99, do all the remaining bonus objective missions at 100, they give about 60k more XP than in Legion, and about 30k more at 101 than they do in Legion.

### **Step 8:**

#### **Legion**

Go to org, if you don't get the quest, log out and back in, skip the scenario by talking to the guy outside (who you turn the quest into) head to Dalaran, get your artifact (warswords if you're fury!) then select highmountain. High mountain is hands down the best zone to start with, it basically goes in a circle, do the initial quest, start the hun highmountain quest and get the quests to go talk to everyone (there should be 3) start with ebon horn and go into deathwings mountain. The mobs here give a ton of XP, and the adds kill them super rapidly, don't rush to finish this quest, just pull everything and aoe it down for easy easy easy xp, and finishing the bonus objective. Go through the quest, and then start heading north, skip the goblin camp, and do the kobold quest to the right of the next turn in you have, run through that quick and continue until you finish on top of the mountain. Head north and do the feltotem questline, finishing with the brul quests. Once done here head to the nessingway camp, knock out these easy quests and get the bonus objective to the right of the "elite" mob you have to kill at the end. Finish the rest of the quest series out to completion and head to Val'Sharah next.

Val'Sharah, super easy quest, 3 areas at first, do all the bonus objectives, after the 2<sup>nd</sup> quest with the kitty druid you have to kill nearby is a bonus objective zone with some quests, do that. Finish out the last quest follow it through, TYRANNDDEE WHERE ARE YOU MY LOVEEEE.



Once you kill Ysera, head to the right and do the brookshire quest series and bonus objective. Once done head to Azsuna.

Azsuna, nothing special here, just do all the quests, I recommend ignoring this first bonus objective as its cancer and takes too long. When you get to the withered there is a bonus objective to the north and a quest. Do both of those (vineyards). You should hit 110

### Step 9:

Get your neck. Go to org, take portal to uldum, fly to silithus, do quest, etc. Turn azeroth auto-pilot on and let it do most of the work for you. First zone > Vol'dun, just follow through questing, super easy, again addon does most of the work for you. Things to note, the bonus objective for undead trolls continues through most of the quest series, so don't feel rushed to complete it. Rest is straight forward.

Zuldazar next, towards the end of the alliance human killing quest it tells you to hearth, but its pretty straight forward to kill the NPC and plant the bomb, I think its worth the extra time to do this quest. Later on it also tells you to only kill a raptor and head back, but again, it's also worth it to use your dino to attack each of the mobs and loot the meat. You waste about 120 seconds, but the XP gain is sufficient from what I've seen. Continue through this entire quest chain.

Nazmir, the bonus objectives here SUCK, first one you come across, just step on the eggs, it's the fastest way to complete. The one with the blood trolls that heal (have to use fire totem) just ignore it, not worth it unless you can kill very efficiently. The rest is super straightforward and easy.

### TLDR:

20-60	20-60	20-60
Azshara	Azshara	Barens
STV	STV	Dustwallow
WPL	Swamp of Sorrows	WPL
EPL	Blasted Lands	EPL
Silverpine	Outland	Silverpine

60-68	Boren Tundra
68-72	Dragonblight
72-76	Zul'Darak



76-80	Nagrand
80-84	Hyjal
84-88	Jade Forest
88-90	Kun'Lai summit
90-91	WoD Intro quest
91-93	Frostwolf
93-100	Gorgond
101-104	Highmountain
104-107	Val'Sharah
107-110	Azsuna
110-112	Vol'Dun
112-116	Zuldazar
116-120	Nazmir