

## Changelog:

### **Part 2:**

1. At the start of part 2 in Ironforge, you will have 3 abilities to train, 10s each.
  - a. If you have 10s, train 2-handed maces only.
  - b. If you have 20s, train 2handed maces and battleshout.
  - c. If you have 30s for some reason, train 2handed maces, battleshout, and overpower.
  - d. It's most likely you'll have just enough to have 20s,
1. When you run through Dun Morogh, run north along the road and kill vargash for the quest **Protecting the Herd**, accept the Coldridge Hammer reward and start using it as your weapon, but keep a shield and 1hander in your bags.
2. When you reach the fork in eastern Dun Morogh, run north to do **The Lost Pilot** for a decent chain chest, then go south into Loch Modan.
3. At the end of the initial Loch quest cycle when you finish **Blood Sausages**, **hearth to ironforge** at this time you should have enough silver to train all abilities, there's also a purchasable 9dps white 2handed mace called Giant Mace for 26s from the mace vendor in IF. Up until you get abilities that use normalized weapon damage as a warrior, such as MS or whirlwind, the only ability you have that uses weapon damage is overpower, so instead you should prioritize high dps weapons and weapons with strength and not worry about weapon speed as much - slower weapons just make hamstringing kiting easier.
4. Next, do the wetlands skip through Dun Morogh, by running west through dunmorough until just outside gnomer, and run up the mountains, jump down to die and spirit rez.  
**Video:** <https://www.youtube.com/watch?v=v5sjX0tdHHY>

### **Part 3:**

1. At the start on your way to the tram, in tinkertown, take the quest **Speak with Shoni** for free xp on the otherwise. Also visit the mace vendor to buy the level 16 mace Rock Hammer for 62s if you can afford it.
2. When looking for **Hillary's Necklace** in redridge, note that it has multiple spawn locations

### **Part 4:**

1. When escorting the druid for **The Sleeper Has Awakened**, there is a quest hidden in the eastern mountains at the border of ashenvale **One Shot, One Kill** - a quick escort involving killing 3 waves of firbolgs, be sure to do it.

### **Part 6:**

1. Consider skipping the Loch Modan section as it isn't that great for xp/hour, only good for the mail shoulders and more dwarf rep.

### **Part 8:**

1. The quest from stormwinds blue recluse tavern, **Morgan Stern**, will not be acceptable at 30, so skip this step for now.
2. At the end of part 8, it's more efficient to **set your hearthstone to Booty Bay** as a warrior and fly to Southshore, then hearth back, rather than keeping your hearthstone in Southshore.

### **Part 9:**

1. After you finish with STV and hearth to Booty Bay at 35, make sure you fly to stormwind and pick up **Morgan Stern** from the blue recluse before you continue on to southshore
2. The letters you need to loot for the **Foreboding Plans** and **Encrypted Letter** quests may spawn at the syndicate camp on the other side of the road in alterac

### **Part 12:**

1. When you are in Ironforge, if your cooking is at 225 which it should be, visit the cooking trainer to accept the quest **I Know a guy...** if possible, this is a breadcrumb cooking quest that gives free experience.

### **Part 15:**

1. it may be that the venomhide ravasaur poison has limited charges and might of last 9 hours as it does on pservers, but I believe it does, it doesn't change the value of going dual wield much though.

### **Part 16:**

1. When the quests in azshara are done, you should take full advantage of the easy naga grind and grind on them until you hit 52, this will lessen the burden of the grind in subsequent sessions now that we know silithus isn't in.

### **Part 17:**

1. For the power crystals quest, you will need to have 7 of each color, not 5
2. You should ignore all of the quests that direct you towards sunken temple, instead taking the Marshal's Refuge fp back to gadgetzan at the end of the Un'goro cycle. Do not do Sunken Temple, instead try to grind the Timbermaw to get neutral rep. With a lack of Silithus quests in at launch, grinding the Timbermaw will serve a purpose of giving you rep for later, and letting you hit neutral to turn in two additional quests. Sunken Temple is really bad for experience, and because the quests for it are all over the place and long chains, its really hard to get a group for it while leveling.

### **Parts 18-21**

1. Grind on timbermaw in excess and kill mobs more as you travel. In addition to part 20.5 not being in the game at launch, many of the quests will give less xp in classic beta. Not a significant amount, but it's smart to offset the grind as much as possible by just killing extra mobs constantly. Ideally take advantage of the flower buff in felwood and grind

firbolgs or satyr there for rep and felcloth. Because we do nearly every quest in the game in this guide already, there isn't much else you can do to fill the gaps aside from dungeons and grinding.