# Classic WoW 5-man Melee Cleave Leveling Path

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Video Guide: https://youtu.be/GXPu3jEZ0-I

This text version is a super shortened version of what you'll find in the video

# **Levels 1-12**

All players go through your starting zones by yourself or with your party members that start in the same zones.

## **HORDE 1-30**

- Gather the RFC quests in your respective starting city (UC, TB) then all races group up in Orgrimmar
  - Complete Hidden enemies up to the part in RFC
  - Grind RFC until Level 16
  - Train abilities then head to the Barrens
- Quest in the Barrens to complete the pre-requisites for Leaders of the Fang and reach level 17
  - Run to Thunderbluff to get Leaders of the Fang / Turn in RFC quests
  - Head into Wailing Caverns and grind there until level 20 and all quests are complete
  - Shamans do the Water Totem quest
  - Head to Undercity to get the SFK quest, then grab the SFK quests from Sepulcher
  - Grind in SFK until level 25 and quests are finished
  - Return to Ratchet for Blueleaf Tubers
  - Grind in RFK until level 30
  - Get Air totem and berserker stance quests

### **ALLIANCE 1-30**

- Quest up until level 16 in Darkshore
- Quest in Loch Modan up to 17 and complete the elite quests
- Quest in Redridge until 18 and complete elite quests
- Gather all of the Deadmines guests
- Complete Deadmines once for guests and to hit 20, then train cleave

- Grind Deadmines until 23
- Grind Stockades until 27
- Do the Worgen in the woods quests in Duskwood
- Gather the Gnomer quests in Ironforge
- Grind the Gnomeregan troggs until 29
- Full clear Gnomeregan for quests until 30
- Finish Berserker Stance quest, do Murdaloc quest
- Run to SM through Thandol Span and do guests along the way.

## **ALL 30-60**

- Grind SM GY until level 33
- Grind SM Lib until level 36-37
- Grind SM Armory until level 38-39
- Grind SM Cath until 42
- HORDE: Quest in Bootybay/Tanaris until 43
- ALLIANCE: Do an Uldaman Quest Run until 43
- Grind in Zul'farrak until 48
- Grind Prison BRD until 51
- Grind Bael'gar BRD until 53
- Grind Coffer BRD until 55
- Grind Angerforge BRD until 57
- 57-60 Do LBRS, Jump runs, WPL/EPL quests or grind Elementals

**EDIT:** For those of you who read this guide, here are some changes to the leveling route we've discovered after testing: Super Secret Dungeon Strats:

### Alliance:

Stockades until 27 (Don't turn in Quests, grab Lakeshire and Darkshire quests at 25)

At 27 - Turn in all SW quests including the long ring quest chain (it equals out to 25k xp/h so its worth doing), then turn in Lakeshire quest, and go to Darkshire - In Darkshire do the Worgen in the Woods and Nightwatch Quests with Bronze Tube and it will ding you to 28

At 28 (Still testing) - The remainder of the Duskwood quests give enough XP to hit 29, and only 1 is a loot based quest, so doable in a 5man - but its not tested yet if its faster than grinding the troggs in early gnomer.

At 29 Definitely grind/clear Gnomer for the quest to get the rewards

Grind SM Library until 37, the XP/hour is insane even though you miss out on armory drops. Its better to start armory at 37 because of the high armor mobs and the healing mobs. Grind Armory until all party members have ravager, ideally the helmet and shoulders as well.

Grind SM Cath until 43 and ½ - SM Cath Xp/hour is just too high, stay as long as possible

Do a single Uldaman quest run - uldaman xp/hour is slow but the xp and bag reward make up for it, the dungeon and all quests equals to about 70 000xp, and takes an hour.

At 44, go to Theramore isle, take shadowshard fragments, then ride to Thalanaar, then continue through Feralas towards Mauradon, do Doling Justice and Freedom for All Creatures and Wandering Shay on the way for 12000xp. Accept The Pariah's instructions from southern Desolace, then go straight to Mauradon. Accept Legends of Mauradon and kill the Khan's outside, then enter purple side. - Grind purple Mauradon until 46, then clear through orange side once to complete the Pariah's Instructions and the Legends of Mauradon.

At 46, go to nijels point for the three quests, twisted evils / corruption of earth and seed / vyletongue corruption,

### (NOT TESTED YET)

- Use the scepter in mauradon and clear backwards through the waterfall on the slimes, the xp/hour here is potentially insane if you can manage to stay out of the poison clouds. Grind until 49
- At 49, do princess theredras runs until all your melee have rotgrip every other gear piece is secondary. The xp/hour for princess runs is not that great, so the moment everyone has the gear, turn in the quests
- Start BRD at 49 after doing the burning steppes quests, ideally 50~ ish, rest is business as usual

NOTE: After thorough testing, the xp/hour in ZF was found to be -okay- but the mobs in there are extremely punishing for full melee groups, and we discovered purpleside mauradon xp/hour was significantly higher and the mobs much less stressful. It also enables you to get the Mark of the Chosen Trinket which is flat out the most OP trinket in the game for anyone who takes dmg.

Rememer, this is all super secret stuff,



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