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Horde leveling guide classic

Chapter II (31-41) - Journey from thousands of needles to Badlands Changelog Is a v2.0 guide. It has been redesigned, as mentioned in this news, to adapt to patch v2.3 changes. You can still find an older version of the guide here. At the same time, many other improvements have been made: The Introductory/Addons section has been updated to kill everything in your way the rule has been lifted if you lack experience compared to progress, described in the manual Both large grinding sessions at the beginning and end of the original guide have been removed and replaced by Quest quest schemes that are no longer elite, have been integrated The new patch content 2.3 has been integrated the maps have been redesigned and many bugs have been fixed a detailed map for the Shimmering Apartments scheme has been added dustwall Marsh chains have been added Guide now takes you to level 41. The overall grind has been reduced and alignment should be possible faster than before Big thanks to Subere for its beautiful map/image editing ☺ Introduction This guide starts at level 31 if you need guides for any other level range (from 1-31, for example), please look at this page. This guide follows the previous chapter of my horde-alignment guide, where much previous quest has already been made and flight path collection (especially for blood elves). This guide is made for quick alignment using optimized quest circuits. With this guide, quests will be very effective and you won't waste any second running around and trying to figure out in what order to make your quests. Follow each instruction carefully and you will see for yourself. Finding choices and in order to make them are optimal, so you run as little as possible, doing your best, turning a few quests at the same time. It will be like grinding because you will kill things almost non-stop, besides you will also complete a bunch of quests at the same time! Everything described in this guide can be done solo (except when I say otherwise). You can, of course, follow this lead during a duet, grouping, it's not a problem, it works too. DISCLAIMER: This guide doesn't take into account tradeskills, a class of specific quests, or PvP. It's 100% focused on getting the most experience possible as soon as possible, doing as many quests and enjoying as much content as possible. Any combination of race/class can make this a guide. Any complaints about PvP, tradeskills or specific class issues will be ignored. The basic rules are spending your talent glasses so you kill things as soon as possible. (for example: A priest should specialize in shadow talents, warriors in arms/rage, etc. Don't waste your time trying to find groups for a quest, you can solo everything described in this manual if I don't say otherwise. only a group with someone when it won't be a waste of time (e.g.: meeting a person on another zone to show him the way to where your quest is, quest, It's a waste of time) Try to always go out in a snak or in one of the big cities when you take a break. When I say you have to make a new home location, it's for good reasons and it will save you a lot of time. Useful addons To benefit more from my guide, you need to get addon that displays coordinates because I use them to describe the places in my guide (x,y). You can use any addon you like, but here's a very simple one I use. Recommended DMiniCoords - a simple field that displays coordinates, left click to move it to the desired location. Optionally below is a list of other addons I use, it's 100% optional though, it's mostly for people who are curious to know which addons I use: Side Note: In case you don't know how to install apps, just download addon from one of the links above and unpack it. Then drag the unpacked folder in the Addon folder (full path c:\Program Files\World of Warcraft\Interface\Addons). Then restart World of Warcraft and it should work. If it doesn't work, you may need to go to the character selection screen and click addons in the lower left corner. Select the Download from Addons date check box. Re-start WoW. 1x Strong Troll Blood Elixir Shopping List – Required at level 31 (almost immediately), you can buy it from AHs or buy a 2x Bruisewood 2x Briarthorn 1x Leading Vial and Alchemist tip to combine for you. 3 stacks of silk fabric OPTIONAL: 9 more stacks of silk fabric (you'll probably get this along the way while hunting) This is for fabric donation quests. When you get to one of the big cities (Thunderbluff, Undercity, Orgrimmar, Silvermoon) you can turn into 3 stacks for some exp. I won't mention it directly in the guide (next to orgrimmar include), how it can vary greatly from person to person when you get a cloth and when you make a stop in the aforementioned cities. Once this quest is complete, you can convert to Mageweave, Runecloth, etc. in the same way. It's also great to catch up on the exp. Start checking for these items, especially the blood elixir of a strong troll. Color code quests place quest targets to kill NPCs Locs Guide Level 31 Before we start, I highly recommend you get your level 30 mountain. There will be more and more travel higher in the levels we get. This will save you a huge amount of time in the long run. Start! Make sure you stock up on supplies (food/drink/potion) and are completely repaired. Set your hearth on Orgrimmar. Your quest magazine should look like this if you followed Chapter I of my guide. Fly on freewind post in a thousand needles. 1. Get down from the lift and follow the road west to Darkcloud Pinnacle, find the slope coming up the northwest (31.36). Climb up and across 3 wooden bridges, you end up at the top of the top with 2 bridges, take one on the left (goes east), the next top will be 2 bridges again, take one to the right (goes southeast). 2. 2. must arrive at the last peak, with a bonfire in the middle called the Sacred Fire of Life. Clean everything at your peak, return to full health/mana. Right-click the campfire, it will cause Arikara, level 28 crowd. Kill him and rob Arikara Snake Skin. Ponaza as you came until you get from Darkcloud Pinnacle. Make sure your 5 minute special abilities are up and that you have health pots ready, etc. the next part is better to make 2 players, so if you can group with someone for killing do it, solo it will be a little hard but try it anyway. I solo this with my beast master ghost hunter at level 31, using a quick fire and one mend pet. 3. Go northwest until you find a destroyed caravan (22.24) with a panther in a cage in the middle. Open the castle, kill the panther, and loot the Gyzzo hypercapacitor, then go south to Whitereach Post. 4. Go west to Whitereach Post (south if you did an angry panther quest) (21.31). Turn on the quest [28+]Arikara and [30+]Gyzzo Hyper-Camera if you did, if you can't give up this quest. 5. Go west/northwest, now we will look for a named hyena named Steelsnap. Go to an area that is north of higherch. Steelsnap always passes at this location. Just kill every one in the area while waiting for Steelsnap to show up. I generally find her on (13.28). She's the 30th level hyena with two hyenas guarding her. Just kill her quickly and run away, that's the easiest option, but any class can manage it with a bit of strategy. Loot Stasnap's rib. 6. Go southeast along the mountain until you reach a harpy cave called Roguefeather Den. Clear your way inside the cave until you reach the bottom, you should see some wooden boxes in the corner. When you click on them the harp name will spawn. Kill him and loot the Grenca claw. 7. When this is done, head east to the Weathered Corner (54.44), go up the slope and inside the cave to turn into a quest [30]Test of Endurance. Take further action. 8. Go to the northwestern part of the zone to (17.37). Kill everything in its path. Rock Alim Pounder spawned at that point. After that, he roams the area a little. Search for him while killing things. As soon as you killed him, rock'Alim fragments were looted and returned to the Weathering Ass. Don't pick up further. 9. Run back to freewind post, fly to Thunderbluff. In Thunderbluff go south to the hunter climb and turn in search of [30]Steelsnap, get the next [37]Frostmaw, you can destroy the Kodo skin scroll you just got from this quest. Hearthstone in Orgrimmar, sell garbage, refill, repair, etc. be sure to have a strong blood elixir troll on you. If you can't find on AHs, just buy 2 Briarthorn, 2 Bruisewood and 1 Leading Vial and Alchemist Combine It For Take Tseppelina to the dungeon. In Undercity next to the bat handler you have to find a quest [36] to steal from thieves, take it. Then go to Apotekari, find Farell's Apotekar Master, return to the quest [28]Elixir of Agony and take further action. Action. to Tarren Mill, Hillsbrad. Get [33] Revenge of the Gelkuler from newcomer Thavand. 1. Head southwest until you hit the West Strand (36.66) from murloc camps. Kill murlocs until you get 5 ragged fin eyes. 2. Go east and across the river until you find a nagas on (58.64). Kill them until you have 5 Duggerspin scales. 3. Go northwest to the cave Yeta (46.30). Kill yetis until you get a Helcular rod, which is kind of rare, so just kill a lot of yetis. It can take a long time, so be patient. If it really takes more than 20 minutes, try to get out and then inch again for some reason it worked out for me a couple of times and the rod fell on the first few kills after I walked back in, after 20 minutes of yeti slaughter without success. 4. Go back tarren Mill and ink: [30] Elixir Agony, prepare [30] Elixir Agony [33] Revenge of the Gelkuler, dedicate [33] Helcular's Revenge Hearthstone to Orgrimmar. You have to be level 32 so far. Level 32 Train, sell garbage, refill, repair, etc. Once you're ready to go again, fly back to Freewind Post in a thousand needles. Get a quest [35] Family Tree by Cliffwatcher Longhorn. Get off the Freewind Post and go east until you reach the Mirage Highway in shimmering apartments (80.77). Get the following quests: [30] Hardened Projectiles [30] Salt Flat Venom [30] Load Lighting [31] Rocket Car Details [31] Gemet Nessagingwri Jr. [33] Hit the Road [36] Dizzywig Wharf You can find everything you need to complete these quests around the race track. For places where quest mobs are often particularly focused, please check the above placed map. (Thanks Jimjimjimmy for adding). Keep killing things in these places until you complete all the quests and until you get 10 tortoise meat. Avoid level 35 turtles, they are orange for you and can be a little too hard. Don't sell turtle meat, put them in a jar or somewhere in your inventory. Turn on all quests and get further quests: [37] Goblin Sponsorship [35] Martek is shady If you haven't already level 33 grind in this area (turtles, vultures, etc.) until you hit level 33. Level 33 Before we leave, head south and into the zone in Tanaris. Go to Gadgetzant and talk to the Wyvern master in front of the gate to get the flight path. Fly to Ratchet, talk to the Gazlowe (in one of the houses northwest of the Wyvern landing site)and get further action [37]Goblin Sponsorship. Go to the pier and talk to Wharfmaster Dizzywig, go back in search, but don't go any further. Then take the boat to Buti Bay. In Buti Bay, on the docks, talk to Lozgil Marina and get a follow-up [37]Goblin Sponsorship. Go to the Booty Bay Inn, on the ground floor, get a quest [35], singing Blue Shards. On the 3rd floor, get quests: [32]Explore camp [35]Bloodscalp Ears [36]Hostile capture. Enable searches in Baron Revilgaz and get Action [37]Goblin Sponsorship. Take the flight path if you haven't already (we did it in Chapter I of my guide). Exit from Mini-hotel at the other door on the 3rd floor, overlooking the east. In the 3rd house on the left you have to find another quest [31]Supply and demand. Hearb to Orgrimmar. Repair, sell, replenishment of consumables. Get out of Orgrimmar and take the chapelin to the Thundery goal. In Grom'Gol get the following quests: [34]Bloodscalp Insight [34] Hunt for Yennyku [37]Bloody Bone Necklaces [37]Vile Reef [37] Trollban From now on, when you kill something in Stranglethorn Vale, you can find the Green Hills of Stranglethorn pages, make sure you keep one of each page. 1. Get out of the camp from the east side, follow the path until you reach the road. Follow this road north, cross the 1st Bridge and keep going until you reach the 2nd Bridge, cross it, go straight north down until you find the Ciningvari expedition camp, next to the river (35.10). Turn on [31] Gemet Nessagingwri Jr., then talk to another dwarf, get his search, return it to Hemet again. This should unlock several other quests. Get [31] Panther Skill [31]Tiger Skill and [34]Raptor Skill. No need to get the Green Hills stranglehorn quest yet, it's a page quest and you only need to take it after you've collected enough pages to complete the chapters. Let's start hunting! 2. Kill the Crocolyx River, which can be found all over the river in the northern Stranglehorn Valley until you find 2 large crocolisk skins. While you look for crocuses you can also kill young tigers close to the river for tiger skill. 3. Then kill 10 young tigers (or as many as you still got left) Tigers can be found mostly south and around camp Nesingwary. 4. Kill young panthers, they are mainly on the other bank of the river to the east (41.10). 5. After you finish the aforementioned quests, return to the expedition Niasingvari. Turn on Panther and Panthers skill, get follow-ups [33] Tiger Mastery and [33]Panther Mastery. 6. Go west until you reach the plateau (30.9). There you can find the Panthers and Tigers. Kill 10 of each. 7. Next southwest on the plateau you have to find stranglehorn raptors, kill 10. 8. Go south and down the plateau until you find a troll camp in the ruins of Balyala (29.20). It should take a while to get 15 Bloodscalp ears, 9 Bloodscalp Trucks, 1 Bloodscalp Totem and 25 Bloody Bone Necklaces, but it's a good grinding spot anyway. If you lack trolls there is another camp northeast of the ruins of Weavers (33.15). 9. Once you've collected it all, go west to shore and move along the shore north until you find the Crystal Ridge of Basislivka. If you run briefly on Vasilisky, then on the lower plateau to the east along the coast more. If there are no basilicas just kill some trolls until they have grown away. Kill the Basilica until you get 10 singing Crystal Shards. 10. Then go Until you reach the lock (24.22), right below you should be some ruins regarding murlocs. On one of the exterior walls of these ruins, you should see a large tablet if you put your pointer over it should appear and he has to let Gri'lek Wanderer (he should also sparkle). Dive and click on the tablet to rob the Shard tablet you should be able to do it without aggro'ing any mural. 11. Return to the expedition Cinsingvari. Turn on the rapist, panther and tiger skill quests, get further supremacy. Go straight to Thunder's base camp. Turn on: [34] Hunt for Yennyku, take no further action. [34] Bloodscalp Insight, get further action. [37] Vile Reef [37] Bloody Bone Necklaces, take no further action. You have to be level 34 so far. Level 34 Fly to Mining Bay. Turn on the following 4 quests: [31]Supply and demand, Get further action [36]Some fees needed [32]Explore camp [35]Singing blue shards, get no further action [35]Bloodscalp Ear Hearthstone at Orgrimmar, visit coach class, repair, sell, attend auction, etc. You should have tissue stacks from your shopping list now if you don't have them, buy as much as you still need from AHs. Go to the Quartermaster Vehena Fabric hood at Spirit Valley in Orgrimmara. Turn on [60] Silk donations right away. Another last thing before you leave, if you don't already have a culinary profession, go find out about it. Talk to the city guard and ask him for a culinary trainer. You don't need to level cooking, you just need to train your profession and become a Cook student, it will unlock some culinary quests for easy XP. Take the 10 Turtle Meats you saved when we were in the shimmering apartment and you're finally ready to go again. Take Tseppelina to the dungeon. Fly to Tarren Mill, Hillsbrad. Get the following quests: [30] Humbert Sword (Elite) [32] Stone Tokens [32] Hammer May Fall [34] Penetration [34] Prison Break in 1. Go inside the Inn, and get a quest [31]Withered Turtle Bisque from Christoph Jeffcoat, also buy 1x Salting spices from it. Go back in search immediately. While you're inside the inn, set your hearth on Tarren Mill. 2. Go southeast to the Gnarvarena fortress Dun Garok (69.73). Your first task will be to make your way inside the fortress and find the Shindigger Stout keg, they can mostly be found on the side rooms down the stairs. Then you'll need to find and kill captain Ironhill, it can spawn different places: On the upper floors, which is good because it can easily be pulled solo there. On a large middle room down the stairs. After you have killed Captain Ironhill, keep killing the dwars in the fortress until you complete the kill list [30] Battle of Hillsbrad and receive the Humbert Sword, which is a rare drop from any of the gnomes. 3. Get out of the fortress of Dzhorkven, return to the path that goes to the northeast, and then to the east in the Highlands of Aratha. 4. Stay on the road for a while to the location (30.50), north of this point you should see the mound with some ograms, this area Boulder'gor. Kill the ogre there until you complete the kill list with [32]Hammer may fall. Note: Boulderfist security forces can only be found cave, which can be entered from the eastern side of the mound. 5. Get back on the road, follow it east until you reach the intersection, follow a smaller path going northeast until you reach Hammerfall, an outpost of the horde. Next, inside the village, climb the stairs and return to the quest [37]Trollbane, don't rise any further. Turn on [32]The hammer may fall, get further action [32]Call to arms. Get a new flight path Sell, repair, refill food/drink. 6. Go south until you find the village of Witherbark (69.60). Kill the trolls there until you finish the kill list [32]Call to Arms and then grind here until you hit level 35 (if you're not already 35). If you find a necklace named Myzrael Pendant, click it to start the search and you can equip it too if you don't have the best necklace. Level 35 Hearthstone to Tarren Mill. Turn on 3 quests, get further action: [30] Elixir agony [32] Battle of Hillsbrad [30] Humbert Sword go to the snag, on the 2nd floor there is a room with trapped farmers inside, and Dusty Rop on the floor. Click it and complete the search for an additional 3650 exp. Sell, repair, refill food. 1. Head west to the Yeta Cave. Go inside the cave and look for 2 mansa named Flame Azel and Veras. Right-click them to disable them. Get out of Yeeti Cave, go north and a little northeast, find a plateau named Korakhn dagger (48.81). You'll find a syndicate camp there, kill these humanoid until you get a Missy syndicate. 3. Once you have a Missive Syndicate, go west, you should quickly stumble across the camp with the NPCCS alliance, not too close, or they will aggro you and you will die quickly. To the north you should see a narrow path to the Alterak Mountains (42.77). Before you go through this passageway, kill some lions in the area until you get fresh mascara (unless you've got one already this). 4. Once you have a fresh carp, go through a snowy path, you should be able to find the Yeti Cave soon on (37.68). Clear your way inside the cave and then press the flames of Uziel. Go back to full health/mana, and check if your potion timer is ready because we're going to call level 37 yeti. Frostmaw. When you're ready, place a fresh carcass on the flame of Uziel and wait a little while, frotmaw should appear within the next 20 seconds. Kill him and rob Frosty Mane. 5. Get out of the cave, return west to the flat area in the Alterac Mountains and then southwest until you find Lordamere Internment Camp (21.82). Kill everything in the camp, including not aggressive undespring NPPs. You can get stone tokens from Dalaran guards and nextists, as well as bloody stones from undisturbed NPTs: Rickter, Alina, Dermot and Kergan Darkmar. Kergan is in another house, on the 2nd floor. It is guarded at the level of 36 crowd, Warden Belamoore so kill this first and then kill Kergan and the last Bloodstone. You don't need a Belamoore magazine for a thing, it's just a local historian, you can destroy it. Once you have received 4 4 and 10 stone tokens, a hearth back to Tarren Mill. Turn on: [34] Penetration, don't get further action [34]Jail break, get further [32] Stone tokens, get further action [34]Bracers binding 6. Now is the time for one of these missions: impossible. Head southwest to the river and follow it while you have the alliance city of Southshore under review. Not too close or you get aggro from the guards, they will see you from very far away. (55.52) is a good place. With the maximum clip of the plane you should see the Helcular tomb, which is at the easternmost tip of the cemetery on the south bank. Wait until 3 guards patrol close to this area as much as possible, then sprint for the grave, right-click, complete the quest log, which just appeared as soon as possible and then run for your life, back as you came. You're more likely to get aggro and die, but that's ok! If you have trouble doing this part, I made a quick video of it here: Helcular's Revenge Video Go to Tarren Mill. Fly to Undercity, go talk to Varimateras, he is in the same room as Silvana, queen of banshee. This number is behind the apothecary, you must use the Apotekarium gate to access it. Turn on the [32] Battle of hillsbrad, also get a quest [42]In the Red Monastery if you plan to eat at Scarlet Monastery later. Sale, repair, replenishment of consumables. Fly back to Tarren Mill. Go west and then north into the Alterak Mountains as if you're going to Lordamere Internment Camp. However, this time go further north to these wreckage around the large Purple Dome of Dalaran (20.77). Kill elementary and daran humanoid in this area until you complete [34]Breakers bindings and [35]Dalaran Patrols. When it's done, bonfire to Tarren Mill or run there if it's still on the charge. Turn on 2 quests. Sell / repair, replenish food / drink. Fly to Hammerfall, Highlands of Arati. In Hammerfall, turn on [32]Call to Arms and get further action. This should make you ding 36 or you should be pretty close. Level 36 Talk to inkeeper and set your hearth here. If you have any important skills/spells you would like to learn, fly to Undercity and either train there or take a chapelin to Orgrimmar. Then back to Hammerfall. Get quests: [33] Foul Magics [34] Hammerfall [37] Sihli of Stroma Go Back in Search of [34] Hammerfall in Tor'Ghana, which stands close to leaving Hammerfall and take further action [34] Raising spirits **if you have 225/225 in first aid, you can go to the house that is left after entering Hammerfall. Trauma surgeon there will give you a quest to become a craft in first aid. The quest is done immediately, you have to bandage the wounded soldiers as soon as possible, prioritizing the most wounded. It's also an easy 5500 XP. If you fail, give up and start the quest again. ** Time to hunt! Kill all the rapists you find on your way: you need 10 Highland Raptor eyes. 1. Head west to the estate Dabiri (57.41). Kill Kill Such mob: Fardell should be around the field. Marseille should be in the stables. Kenata should be in a small hilltop house. 2. After you have collected 3 heads, head west to Northfold Manor (35.30). Kill the syndicates out there until you have 10 Bloodstone Amulets. 3. Go south until you reach Stormgard Keep. Kill the syndicates here until you get Sihli Strom from one of them. Be careful not to get too much adds while you pull. 4. Back to Hammerfall, make sure you get the latest Highland Raptor Eyes you need. Turn on the following quests: [33] Foul Magics, don't let us follow [37] Sigil of Storm, don't hold further action [34] Boost spirits, get further action and go talk to Gor'mul in the northwest corner of the village, turn in searches and go back to torgan, turn in search and get further action [37]Guile and Raptor. Sell, repair, replenish food / drink. ** Kill any Highland Fleshstalker you can find on the way ** 5. Head southwest to the opposite side of the zone until you find Camp Boulderfist (52.72). Kill the Ogres there until you finish what's on the kill list [38]Call to Arms. 6. Then head to the plains north and west of the Ogre Caves, all over this place you will find Alpine Flesh, kill as much as you still need to get 12 hearts. After that grind in this quest and get 10,000xp from level 37. 7. Hearth back to Hammerfall, turn [37]Thy wick. Go to Gor'mul (NPC close to forge), rotate [37] Guile of the Raptor. Wait a few seconds, then he'll have a quest for you, take it and go back to Tor'Gan, turn in search of [37]Guile Raptor again. Climb the stairs in front of the snak and turn on [38]Call to Arms, don't give in. Fly to Undercity when there, go back in search of [36] to steal from thieves, right next to the bat handle. Get out of the sole, go take Tseppelina to Orrimmar. The first thing you do when orgrimmar has your hearth installed in Inkeeper. Visit your coach if you haven't already. Then go to splitting the shadows and find Craven Droke, an NPC orca that roams between the two slopes there. Get a quest [30] Alliance relationship from it (it's green, so there won't be a yellow question mark over your head). Go to the west exit of Orgrimmar, in the last hut before exiting turn in this quest and get further action. Sell / repair / replenish cost dates. Fly to Thunderbluff, go to Hunter's Ascent and return in search of [37]Frostmaw, don't rise any further. This should make you ding Level 37 Level 37 Your quest magazine should look like this at the moment: [30] Alliance Relations [42] at the Red Monastery (Dungeon) [optional for those Who Goes to the Red Monastery] [35]Tiger Skill [35] Family Tree [35] Family Tree [35] 36] Unusual Patron [36] Hostile Capture [36] Raptor Mastery Some assembly required [38] Panter Mastery [35] Martek expelled (full) [37] Goblin Sponsorship ==Note== Before moving on to the next step, I am Check the auction house and purchase 2 water breathing elixirs if your class doesn't have some kind of underwater breathing spell, or if you're undone. This will make some steps much easier. Fly to Sun Rock Retreat in the Stonetalon Mountains, and head to Desolace. If you don't know the way, here's how: After entering Desolace, go south and a little southeast to find Cormék Hut (62.38), get a quest [39] Bone Collector from Bibbly Futzbuclke. Go west to a large tower named EteI'rethor, next to it you will find a human NPC named Azure Aldamort (38.26), get its quest: [33] Scepter of Light. Then go southwest of the tower, along the coast you have to find a book on a barrel, a book called Rackmore's Log (36.30), click on it and get a quest [36]Rackmore's Treasure Claims. Go southeast until ghost walker post's main entrance (56.56), a little south, you have to find 2 NPC next to a small hut, get a quest [33] Alliance Gelkis and [35]Khan Dez'hepah. A little north, go back to [35] Family Tree in Nakata Longhorn and get a quest [37]Catch the day from it. To the event you will find the last quest gift ghost walker Post, Takata Steelblade, will enter into [30] Relations with the Alliance, get further action, as well as other searches [33] who have learned Satyr. Talk to Maureen Costipliter, who should be right behind you, return in search of [33] Alliance relations and get further action [33]Burning spirits. Go south until you hit the road and then follow it until you get Shadowprey Village (25.75). Get a quest [38]The hand of Yurusos from Tyga Wisemane, who has to stand atop the earth's mound, right after a pair of huts. Go down to the pier and get quests [36]Other fish to fry and [35]Clam Bait. Jump to the end of the pier and get a new flight path. Start XP Circuit: 1. From the pier, dive into the water. Use the water breathing elixir, if you have one, it will make this step much easier. Look around at the bottom of the sea for the shellfish trap Continue to do so until you have collected 10 shellfish. When you have 10 clams go back to the pier and talk to a troll named Jinar'Zillen, turn in 5 shellfish twice to get 2 Bloodbelly Fishes (put those in your bags, make sure you don't eat them). Sell, repair, replenish food / drink. It's going to be a long scheme. 2. Get out of the village just as you came to follow the road east until you reach Magram Village (66.68). Time to score some centaurs! Kill Magram Centaurs while your reputation with Gelkis Centaurs is friendly. This means you need to kill 50 magram cents, check your tab reputation (u key) to see your progression. Stop killing them once you're friendly with Gelkis. 3. Go northwest to camp Skrabbleskrev (60,61), get a quest [34]Kodo Roundup. Find a Kodo Kombobular rod in your bag and put it on a hotkey. Go west to Kodot and use a rod and you have one following you, bring it to Goblin who gave you a quest, he will say something about you need to examine the beast, right click on the code you just brought and you should get a quest update. Repeat this step 4 more times, and the quest will be completed. In turn in search. 4. Go back to Kodo Cemetery, look for kodo skulls on the floor, they're marked as Kodo Bones on your instrument and they're immering. Collect 10 kodo bones, watch out though, clicking skulls sometimes generates Kodo Apparition that are easy to kill at your level, but just don't press the skull if you're low on health. 5. Go east to the village of Kolkar and find your boss, Khan Dez'Hepah (73.47), who stands in one of those tall tents. Kill him, splay his head. 6. Go to camp hordes just above and around Kodo Cemetery, go back to [35]Khan Dez'hepah in Feltor Dwokuts (56.59) and [37] Catch a Day in Nakata Longhorn a little further north. 7. Go northeast to the Hut KormeK (62.38), turn [39]Bone collector. 8. Go northeast to the village of Satyr Sargeron (75.28), kill all satirists needed to complete the quest [33]Befouled satire. 9. Go west to the fortress Thunder Axe and enter at the main gate (56.29). Look for the burning gem in your bags, and put it on the hotkey. When you kill a burning NPCCS blade in a fortress, use a gem on them when they are about to die (10-20% health left or so), you will collect infused burning gems in this way. You need 15 burning gems in total and you will probably collect them while we achieve other goals for other quests that we need to do here. Go inside the main building right in front of the main gate, clear the way to the central room,

inside it you should see a large red crystal. Clean the entire room before touching it. Save your long charging abilities and your potion timer is ready too. When you're ready, click crystal. Demon Spirit will spawn, it's lvl 37, but kind of hard for that level, so use whatever you've got if needed. Kill him and rob the demon boxes. Exit this building and go to the watchtower just next to the main gate, clear the two pppies on each side of the hut on the top floor of the watchtower and then get full health before you go in because 2 NPTs are inside. Kill both of them and rob the Rod of Light of the Prorka. Before you leave the fortress, kill the mob until you get the remaining burning gems you need for the quest [33]Burning Spirits. You already had to find Flayed Demon Skin on one of the burning NPC blades you killed if you didn't stay in the fortress and kill everything until you get one. Right-click to start the quest [33]The Corrupter. 10. Get west to the Tower of Eitel Rethor (38.27), turn in search of [33]Scepter light in NPC Azore Aldamort. [38]The Book of the Ancients. 11. Go west to shore, follow it south until you see the mingle of the destroyed ship sticking out of the water on (33.31). Use the elixir of water breathing, if you have, swim, swim, Around this ship you will find giant soft clams, open them to find the shell clams you need to open to find the meat inside. Thus, you need to collect 10 soft shellfish. Also in the same area you'll find those giant lobsters named Drysnap Caterpillars and Creepers. Kill those until you find a silver key (takes me 10 kills on average, depending on my luck). 12. Go north of the sunken ship until you find the nagas, kill them until you find the Golden Key of Rakmore. The key can fall from any naga in the area, it takes me about 10 kills every time depending on my luck. 13. Once you have a key, swim northwest, kill any Slitherblade Myrmidon, Naga or Sorcerer you find on your way, it's a long swim. Continue sailing northwest until you reach the Raznajar Isle, and step on the island's east side of it (30.9). You have to find Reckmore's chest here at the base of the tree. Click on it and complete the quest. 14. Go to the northern edge of the naesli, you must find the Serpent statue. Clean a few nagas around it, get the full HP/MANA, then click on the statue, it will give rise to Lord Kragar, level 38 naga. Kill him and rob the Book of the Ancients of him. 15. Swim southeast, back to the Eitel Rettor Tower, kill the remaining Slitherblade you need on your way back, make sure you complete the search [36]Other Fry fish. Go to Azore Aldamert (38.27) and transform the [38]Book of the Ancients. This should make you ding level 38, or you should be close. Level 38 16. Go southeast to Ghost Walker Post, find Maureen Bonesplitter and Takata Steelblade (52.53). Turn on 3 quests, take no further action from [33]The Corrupter, but get other follow-ups: [33]Alliance relationship. 17. Go south, back down the road and follow it south and then west until Gelkis Village, where you have to find your boss: Utek Wise (36.79), turn in search, get no further action. 18. Go to Shadowprey Village, return to the last 3 quests: [35] Clam Bait [36] Another fish to fry [38] Arm of Irux, do not succumb further. Get a quest [31] Hunt in Stranglehorn with Roon Wildman. Hearthstone to Orgrimmar, go to [33] Alliance Relations in Keldran (in the last hut close to Orgrimmar's west gate) End XP Circuit: Go visit your coach class, sell/repair, check AHs, replenish supplies. Take Chapelin to Thunder's base camp. In Grom'gol, take the following quests: [36] Protecting Grom'gol [37] Headhunting [38] Charm Mok'tardin [42] Split Bone Necklace Your magazine quest should look like this now: ==Note== You should also have [31] Hunting in Stranglehorn and [36] Unusual Patron. Time to hunt! Start XP Circuit: 1. Go southeast, stop at (35.35), you should be close to the Tribal Master NPC worker, all around this area need to find Shadowmaw Panthers, they stealth. The best way is to run around killing everything in the area by pressing the tab key a lot to target any panther you find on the way. Keep doing it until you have 10 Shadowmaw Shadowmaw kills and 8 shadowmaw claws, as well as prisnodny Tigres Fangs. It can take a while, so just kill everything in the area until you're done. 2. Go northeast along the river, you'll find Snajjaw Crocolisks soon (39.31). Keep going north along the river to find more crocuses, kill them until you've got 5 snajjaw crocolisk skin. If you run out of crocuses to kill, you can go further north and kill venture goblins while waiting for crocolisks to be revived. 3. Head north to Venture Base Camp, clear your way to the top of the oil rig you can access (42.18). Find Foreman Cozzle at the top of it, kill him and plunder his key. Get off the oil rig and go to small houses a little south of where you are inside you'll find the footy Cozzle (42.20) Open it and get fuel regulator drawings. Go out and kill Venture Co. Geologists until you have 8 Tumbler crystals. 4. Go west/southwest to the area, which is north of Thunder's base camp (30.23), you'll find lots of Lashtail Raptors out there. Kill 15. 5. Move north to the expedition camp Ensingvari, on the way you need to kill 10 older tigers Stranglehorn (31.19). When it will be done with this move further north/ northeast until the expeditionary camp of Ciniwari. In Camp Ciningvari, go back to 3 master quests and get some further action: [37] Tiger Mastery [40] Panther Mastery (Elite) [41]Raptor Mastery Also return to [31] Hunting in Stranglehorn. 6. Go southwest around the plateau and then west until you hit the coast. Continue northwest along the coast until you find the ruins of Zuuldaia (20.12). Kill every troll in the area until you have 20 Shrunkun heads. 7. Head southwest and swim towards the island with water elements on it (20.22), find the altar of Naias and use Dar Naiashi, which should be in your inventory. Ias spawns, kills him and splays The Heart of Ias. 8. Return to Thunder's base camp. Enable: [37]Head hunting, get further action [41]Bloodscalp Clan heads [36] Protection Grom'gol, get further action [37] Protection Grom'gol [36] Unusual patron [38] Mok'tardin's Enchantment, get further action [41]Chuck'thardin's Enchantment You should be level 39 so far. Level 39 9. Go east to the ruins of Mizji (37.31), kill 10 Moss'ogg Brutus and 5 mosh'ogg's roman doctors. Go back to the Thundery goal and return to the quest [37]Thunder's defence. Fly to Bute Bay, return to quests: [37]Goblin Sponsorship, get further action. [36] Hostile Absorption [36]Some Assembly Required, Get Further [38]Excelsior End xp chain: While you are in Booty Bay, check AH to see if there are any Stranglehorn Lost Pages you miss for sale. Next time we come to Stranglehorn Vale will be the last, so it is better to make sure that all 4 chapters are completed as soon as possible: 1. Chapter I: page 1,4,6,8 2. Chapter II: page 10,11,14,16 3. Chapter III: page 18,20,21,24 4. Section IV: page 25,26,27 Sell / repair / replenish cost dates and take the boat to Ratchet. Once there, fly to the camp Get on the main road and go south until you reach (46.75). There the road has to fork out: go east and go on the road until you reach Dustwallow Marsh. Start XP Circuit: 1. Just as you enter the zone, you should see a burnt house called the Shady Rest Inn. Take three quests here: [35] Suspicious Goffpunts [35] Black Shield [37] Lieutenant Paval Reethe and follow the road northeast. After a while you should see an arrow on a mini card pointing you to Brackenwall Village. 2. Follow it until you reach the village. Along the way in (35.38) you should see an ogre with searches ([36] Hungry!). Take the quest and continue to the village. 3. Once there take the flight path. If you have first aid, go to Balai Lok'Wein and buy your first aid guides there (if you haven't already received them). Once it's done, make a snack of your new home. Then go to Krog (right next to the snag) and go back to the three quests we took in the zone. Take further action and take the [35] Review of the ruins. Go to Do'Gol and turn [35] Black Shield. Take further action. Now get the following quests: [35] Theramore Spies [36] Reclusive Of The Reclusive Hill [37] Check on Tabet [37] Twilight Dawn Runner [39] Help Mudspocket 1. Get out of the village and kill 9 Theramore infiltrators all over the village (They stealth so put on the track hidden like a hunter, etc.). If you're having trouble finding infiltrators, just use the tab while running (they're not aggressive, so you have to find and attack them first). A great suggestion from one of our readers: Quote: Along the road from the village of Brackenwall to North Point Tower (we'll go there in the next step) there are two tents with Theramore guards. Right behind them are at least three (2 behind the first and another behind the 2nd) Theramore infiltrators, which I found way of easier localization than the guards around the village of Brackenwall. I killed only three guys around Brackenwall in 2 full stakes (maybe someone else was on the same quest though) and then got annoyed and decided to miss out and then found the other guys. There are also 3 more infiltrators on a small island in (41.25) and 3 more around (38.26). 2. After that, from the village of Brackenwall, go east, a little northeast to (46.24), where you have to find North Point Tower. Fight your way inside where you should see bloodelf NPC called Ithania. Talk to her and follow her dialogue to release her. Then fight your way to the top of the tower. Around should lie a cargo similar to the following: Loot it. Get off the tower. 3a. Now head east to (55.26) where you have to find Yarl's Swamp Eye. Turn on [36] The Herring of the Hill of The Herring and take further action. There is also a free dirt mound on the ground looking like this: Right click to get the quest [35] Lost Report. Also inside the house or nearby you have to find Mordent Take his quest: [36] What haunts Witch Hill?. Now around the Yarl's Bolotne eye house you'll find giant swamp frog critters. Kill them while killing the Risen Husks or resurrected spirits. When they die, they will spawn souls (in most cases) that will give you a quest for renewal. Keep doing it until you finish both [35] Swamp Frog Legs and [36] What's Haunting Witch Hill?. 3b. Then return to the hut and return the quests. Get both follow-ups. Around the hut you will see plants that look like this: Looted 9 of them. 4. Then go back to Mordent Grimsby and return to [36] The Witch of Bane. Take further action. Go straight outside the hut and, standing on the defendants' bench, right-click the torch Grimsby gave you. After a few seconds, a level 36 daemon will appear. Kill him and you have to get the quest full message. Go back to Grimsby and bring back the quest. Go northwest to (46.17) where you have to find Stinking Ignatz. Take his escort quest and follow him around while he does whatever he wants. (This quest seems to be a bug sometimes and doesn't work. 6. Once the escort quest is done you will be around (48,24). Go northeast again and get up the hill. On the other side of the hill you should see Dreadmurk Shore with lots of murlocs. Kill these murlocs until you have 8 Mirefin chapters. 7. After that, the hearth to the village of Brackenwall. Turn on all your quests, don't follow in your footsteps. Go northwest of the village to Darkmist Cavern and kill the spiders there until you've got 20 non-slaughtered darkmist eyes and 5 acidic venom saxons. 8. Then return to the village and return to [37] Black Shield. Take further action. Talk to Krog and complete the quest. End xp circuit: Unfortunately I wrong and did not take a screenshot, but it was amazing XP speed, it was something like this: Time played this session: 1 hour total EXP this session: 51000 XP XP / Hour this session: 51000 XP / Hour You should be level 40 so far. Level 40 Fly to Ratchet. Turn on [37] Stindy's escape to Meboku Mitzirix and then fly to Orrimmar. Train your new skills, sell things, repair, replenish supplies and check AHs. When everything is done, fly back to the village of Brackenwall. Start XP Circuit: 1. Mountain and drive southeast of the village to about (40.36). You should see the ogre there. Take his quest and accompany him (short way) to Reethe, human NPC. Make sure to be full of mana/hp, because once the ogre is done talking, you'll have to contend with level 4 35-37 npcs. Ogre can tank one, you have to deal with the other three in some way. Use crowd control, potions and long charging skills. 2. When you're done, mount. Go southwest, back to Mudkrush Durfeth (35.38). In turn [36] Hungry! then go to the Shady Rest Inn (on the border with Barres) and return [35] Inspection of the ruins to Inspector Tarema. (Just some extra exp) 3. Now drive southeast to (46.57) where you have to find Tabetha. [37] Check on Tabetha. In the same house you have to find a harion student. Get [38] Grimtothem weapon and [39] Reagent thief from him. Just outside the house you have to find an apprentice apprentice Get [39] Direhorn Raiders and [40] Zeppelin crash off it. ** Henceforth kill every knocks-on chopper and Darkfang Creeper on your way ** 4. Open your map and take a look at the island you're currently on. It's called The Quagmire. Stay on this island and look for motley Crocolisks drywall. Whenever you see a bunch of them together, right-click your captured tote from your inventory. Now make sure that whenever you kill croc, the totem is up or you don't get a quest update. There is a particular problem for hunters, magicians and warts for this quest. The crowd should have you in goal when it dies or it doesn't work. For military locks, it's less of a problem, just cause ipe and tank yourself while dotted. For magicians just make sure the crowd doesn't frost new when you finish it. But for hunters it's a little different, especially if you're beamasters of spec and don't have your weapons maximized. In this case, do the following: Place the totem and stand next to it with your pet. Dress your pet: passive, stay and grow. Pull the crocodile with a distracting shot as much as possible and try to hit it with as many shots as possible before it reaches you. Once he's next to the totem, and once you're near him, sick your pet is on it. Usually your pet should not take aggro and until the croc has died. If he get aggro though, just turn off the pet attack (click on the passive icon), go a good distance, get aggro with a distracting shot and finish it off either melee or with shots. You have to have aggro first though. 5. When you did move east to (53.57). Along the way you have to find a few Noxious Choppers (kill as many as you still need). When you're there, talk to Moxie Steelgrille and turn on [40] the Tspellin crash. Take both [40] corrosion prevention and [39] Safe cargo! from her. You've probably already noticed that blue lightning rays were shooting at you. Discover your inventory and search for Ooze Buster. Put it on the hotkey. This is used to dissolve oozes around a broken copelin wreck. You can only use a buster while you are energized by blue rays though (which are currently removed by kernel power fragments). The power core fragment next to Moxie always shoots energy at you, so stay so much around that fragment and pull to it. Once they are close use your Ooze buster on them. This will dissolve oozes and you will get a quest update. This should be done 10 times. At the same time loot 8 cargoes of Tspellin in small boxes all over the floor. If you ran out of oozes/boxes next to Moxie, just go to the other kernel power fragments around the broken cpelin. The only drawback with those is that they turn off and stop to shoot energy every 30 seconds during Sec. So, if your snippet doesn't shoot energy at you, wait a little while for it to turn on again, then dissolve your oimy. When everything is done, go back to Moxie and return to both quests. Take further action [39] Shipping for Drazzit. 6. East of must be some mountains. Follow these mountains to the north/northwest until you reach a Tavers camp called Direhorn Post. Kill 12 Grimtotems here (any). By killing them, you come across an undespected NPC called Apothecary Cylla. Kill her and rob the Sealed Letter. Right-click it for the quest. 7. When everything is done, return to tabebe's house. Turn on everything you have. go and follow the path south to Mudspocket (new town, yay!). Take a flight there. Turn on [39] Help Mudspocket and [39] Delivery for Drazzit. (No need to collect quests here now, we'll be back a bit) 8. Fly to the village brackenwall. Turn on both quests and take [37] Black Shield from Krog. 9. Mount and ride back to the herring hut by number (55,26). There you should see another quest from the dirt heap. Take it and turn on [35] Jarl needs an eye in Yarl's. Take further action. Also get a quest [35] Chopped off the head of loose mud. 10. Go north/northeast of the hut to the small passage leading to the murlocks we killed earlier (57.19). Razorspin has to patrol there. Kill him and splay the blade. Go back to Yarl's And flip the quest. Hearth to the village of Brackenwall. Turn on [35] Severed head and take further action. Fly to Thunderbluff. Go to hunter climb and turn on [37] Black Shield. Take further action. Go to Mellor Stonehof and get a quest for [45] Deadmire. End of XP Circuit: Fly to Orgrimmar. Sell/repair/replenish consumable gates, AHs' mouth. Make a snack your house again. Take Chapelin to Undercity, go to Undercity and ride the batsmen to Hammerfall, Araty Highlands. Get the following quests: [40] Call to Arms [40] Foul Magics [40] Broken Sihil [40] Real Threat Mountain and Ride in Stromgarde Keep. As you enter go left on the first occasion. Clear your path until you reach the great dark house. Follow the house and you have to be on (29.63) bly. Marez Cowell breeds in this place, in front of the meat table: If it is not there, it can also be found on the second level, in a small square form area above the described point of spawn. Kill her and rob befouled Bloodstone orb from her. Fight your way back to where you went left earlier and go right instead (still on the lower level). You have to see two paths now. One goes south and one goes west. Go west and kill every Stromgarde defender/troll hunter/vindicator you come across until you have 5 Sigil fragments. (They don't fall often, but when they fall you get like 3 at once or so) Once it's done, go back to the intersection from before and instead go west, go south. You have to see the ogres and trolls out there. Clear your way down, then straight until you see the tower. Clear your way around destroyed houses and look for Or'Kalar. Kill him then kill so many boulderfist shamans and as you still need. Mount and run back to Hammerfall. You have to be level 41 so far. Level 41 At Hammerfall the first turn in two quests in Tor'Ghana, take the next [40] [40] Torajdin. Go to Zengu (top) and flip the quest. Don't pick up further. Also turn on [40] Call to Arms and [40] The real threat is up. Our next stop is the Kargata outpost in badlands, follow the map above to get there: first enter the wetlands and then head south to find the Dun Algaz Tunnel entrance (54.70), keep following the tunnels until you enter Loch Modane. In Loch Modane go the path shown on the map until you enter Badlands. After entering Badlands: 1. Go south, then southwest and then west, staying close to the mountain to the right. At some point you will find a very small camp with a few gnomes in it (25.45). Get a quest [37]Exploring the elements: Rock by Lotwil Veratius. Go further west, killing every Little Rock on your way until you find the Kargat Outpost (4.44). Get the flight path, sell / repair. 2. Go back to the little cliff elementals just east of here and kill them until you've looted 10 small stone shards. 3. Go to Lotwil Veratius, turn on [37] Study elements: Rock, get no further guidance. Get ready for the next section! I hope you enjoyed this guide. 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