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Icecrown citadel solo guide classic wow classic quest









Icecrown citadel solo guide. Icecrown citadel solo.

There are also several condor spawns south and southeast of the murlocs. I will point out when there is a new weapon upgrade available during the guide with the notice. Go to the Excavation site and turn in In search of the Excavation team. Take FP. Run to Desolace via Stonetalon Mountains and the Talondeep Path. Go to the Ruins of Stardust to the west and collect 5 Handful of Stardust. Turn in It's a Secret to Everybody, skip follow up, we take it later since our quests for while searching for these like Dark Iron dwarves or spiders, but focus on getting The Flawless Flame completed first. Accept Calm Before the Storm. Turn in Sister Pamela, Accept Pamela's Doll. Set your HS in Lakeshire. Run around badlands and complete Scrounging, Badlands Reagent Run and Barbecued Buzzard Wings. Accept The Annals of Darrowshire and A Matter of Time. Go to the King and turn in. Swim down and click barrel at the wall to turn in A Dark Threat Looms, accept next. Click on the cabinet to turn in Locked Away. Accept follow up. Fly to Rutheran Village, turn in Moontouched Wildkin, accept Find Ranshalla. Acc Nightbane Shadow Weavers in the woods west of Darkshire. Leave Booty Bay and take an immediate left, in the small pirate camp kill "Pretty Boy" Duncan and click on the notes on the barrel. Fly to Arathi, accept Wand over Fist. Turn in The Red Crystal, accept As Water Cascades. Continue northeast down a slope and accept Unfinished Business. Accept Whiskey Slim's lost Grog, Tran'Rek, Zanzil's Mixture and a Fool's Stout, and Stoley's Debt. Run to Flame Crest and talk to Ragged John. Turn in Messenger to Darkshire. Fly to Thalanaar on the Feralas border. Accept The Zoram Strand and Raene's Cleansing. Turn in Brother Carlin, accept Villains of Darrowshire, Heroes of Darrowshire and Defenders of Darrowshire. HS to Auberdine. Continue south along the mountain wall and click on the Eastern Pylon. Enter Andorhal from the west again and go to Chromie, turn in A Matter of Time. There is an escort quest here behind the statue, Therylune's Escape, do it if it's up. Accept Dusky Crab Cakes, Ghost Hair Thread and The Legend of Stalvan. Turn in Alas, Andorhal and Araj's Scarab if you killed Araj. Escort Ringo back to Marshal's Refuge. Turn in Supplies to Private Thorsen. You can use the walls to line of sight their casts and forcing them to come to you to minimize risk of pulling more than one. You will have to do a bit of running back and forth between people in Darkshire for Stalvan and Shadowy Figure until you get the next parts. Turn in Mold Rhymes with... Accept Fire Plume Forged. HS to IF and learn new spells, turn in Letter to Stormpike. Turn in Mold Rhymes with... Accept Fire Plume Forged. HS to IF and learn new spells, turn in Letter to Stormpike. Turn in Mold Rhymes with... Accept Fire Plume Forged. HS to IF and learn new spells, turn in Letter to Stormpike. 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HS to IF and learn new spells, turn in Letter to Stormpike. Turn in Mold Rhymes with... Accept Fire Plume Forged. HS to IF and learn new spells, turn in Letter to Stormpike. Turn in Mold Rhymes with... Accept Fire Plume Forged. HS to IF and learn new spells, turn in Letter to Stormpike. Turn in Mold Rhymes with... Accept Fire Plume Forged. HS to IF and learn new spells, turn in Letter to Stormpike. Turn in Mold Rhymes with... Accept Fire Plume Forged. HS to IF and learn new spells, turn in Letter to Stormpike. Ogres if the graveyard is too swamped. Click the special Grave to turn in A Grave Situation, accept Linken's Sword. Turn in Westfall Stew, skip next. Fly to IF, learn new spells. Run up Dreadmaul Rock and click the dirt mount to plant the Ogre head on a Stick, then return to Morgan's Vigil and turn in Ogre head on a Stick = Party. When done with the quests, keep the consumables you get for progression raids. Turn in Those Blasted Troggs! And The Public Servant. HS to Ratchet. If you can't find him just skip. Turn in Dream Dust in the Swamp, accept Rumors for Kravel. Now we need to go through the Terrorweb Tunnel, there are some Crypt Fiends all along the tunnel, but also one bigger elite can spawn in there patrolling around, my recommendation is to clear your way through and if you meet the elite you just make a run for it hoping you can get to the other side, if you die it's not the end of the world, the graveyard is not too far away. Accept Return to Sven. You can stop grinding when you are around 9k xp from 47 and turn in Gahz'Ridian and The Dunemaul Compound. Accept quests Deliveries to Sven, Raven Hill, The Hermit, The Totem of Infliction, The Night Watch, Seasoned Wolf Kabobs, The Legend of Stalvan and Worgen in the Woods. and The Super Snapper FX. Turn in The Eastern Plagues, Accept The Blightcaller Cometh. If you are alone you can kite him away from the camp and kill him solo. Accept Claim Rackmore's Treasure from the log next to the boat. Accept Krazek's Cookery. Because it's underwater breathing. Kill spiders north at the small cave until you got the gooey spider legs you need for Dusky Crab Cakes. Turn in A dwarf and his Tools, A sign of Hope and Mirages. Accept Prayer to Elune, talk with the night elf and turn it in. Kill trolls and check the cages in the two troll camps nearby. Go back southeast to the furbolg camp and collect fruit, nuts and grain from the barrels and summon Xabraxxis at the bonfire, kill him for The Blackwood Corrupted. Go to a house south and on the 2nd floor get the Journal from a box. When you are done go back to Emerald Sanctuary and turn in The Corruption of the Jadefire and Forces of Jaedenar, Accept Further Corruption of the Jadefire and Forces of Jaedenar, Accept Further Corruption and Collection of the Jadefire and Forces of Jaedenar, Accept Further Corruption of the Jadefire and Forces of Jaedenar, Accept Further Corruption of the Jadefire and Forces of Jaedenar, Accept Further Corruption of the Jadefire and Forces of Jaedenar, Accept Further Corruption of the Jadefire and Forces of Jaedenar, Accept Further Corruption of the Jadefire and Forces of Jaedenar, Accept Further Corruption of the Jadefire and Forces of Jaedenar, Accept Further Corruption of the Jaedenar, A accept The Ruins of Stardust. Also accept Worgen in the Woods in Darkshire. Otherwise skip or do this later. You should start looking to buy a new BOE weapon now if you didn't get one from Uldaman. HS to Ironforge if you are done with quests, otherwise complete them and then fly to IF. Take boat to Auberdine, fly to Astranaar. Accept Cave Mushrooms, turn in Beached Sea Turtle and For Love Eternal. If you don't play Human you can enter the guide in either the Loch Modan or Darkshore part between levels 9-11. Go to Kurzen Camp and enter the guide in either the Loch Modan or Darkshore part between levels 9-11. Go to Kurzen Camp and enter the guide in either the Loch Modan or Darkshore part between levels 9-11. Go to Kurzen Camp and enter the guide in either the Loch Modan or Darkshore part between levels 9-11. Pylon. Return to Flame Crest and turn in Tablet of the Seven and Broodling Essence. Go west to the small lake, turn in Raene's Cleansing at the dead night elf in the center, accept follow up. Go northwest and turn in Troubled Spirits of Kel'Theril. Go back to Thelsamar and turn in Raene's Cleansing at the dead night elf in the center, accept follow up. Go northwest and turn in Troubled Spirits of Kel'Theril. Go back to Thelsamar and turn in Raene's Cleansing at the dead night elf in the center, accept follow up. When you arrive in Menethil Harbor, take the following quests Claws from the Deep, Digging Through the Ooze and The Greenwarden. Go back west to the hot springs. Fly to Theramore, take the boat to Wetlands then fly to IF and get new spells. When done you should have accepted Mor'Ladim, The Bride of the Embalmer, Worgen in the Woods and The Missing Diplomat. Accept Witherbark Cages, Troll Necklace Bounty and Skulk Rock Cleanup. Kill Geltharis and loot the branch. Turn in Southshore. Grab the FP south of Nighthaven and fly to Everlook. Having a good weapon is crucial for leveling fast. Continue east and kill more gnolls and drakes until you reach the murlocs. Accept In Good Taste. Turn in Reagents for Reclaimers' Inc. Accept In Good Taste. Turn in Reagents for Reclaimers' Inc. Accept In Good Taste. Turn in Reagents for Reclaimers' Inc. Accept In Good Taste. lands. HS to Thelsamar. Turn in Linken's Adventure, accept It's Dangerous to go Alone. Also has many other functions like automatic ress accept, summon accept, automatic ress accept, automa

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wolves to the east. Accept Return to Troyas. Get to the top of the other side of the Excavation site and kill Sarltooth. Run west to Stonefield farm, kill boars you meet. Take the boat from Auberdine to Menethil Harbor, Wetlands. If you want Herbalism or Mining from the get-go you can run to Stormwind and train them, then use your HS back to
Goldshire. Go to Skulk Rock and the ruins nearby and kill Oozes. Fly to IF, turn in Report to Ironforge, accept follow up Powder to Ironband. Run northwest to the horde/neutral outpost Flame Crest and turn in Yuka Screwspigot. Don't go into the cave, just kill some outside and then continue on, we will complete this later. Go southeast and look for
the turtle Tooga near the crashed Zeppelin. Return to Shael'Dryn and turn in, accept next. Go to the bank in the middle of Darnassus and turn in Calm before the Storm. Take the flute from the chest, you need it for when he falls asleep during escort. Train spells, clean your bags. This part can be skipped by doing SM or Stromgarde Elite quests. Turn
in Wharfmaster Dizzywig and The Barrens Port, accept follow ups. When done with tigers, panthers and crocs go into the Kurzen camp. Fly to Rutheran Village. Run back to Feathermoon and turn it in, accept Against the Hatecrest, turn it in and accept follow up. When you are done, turn in Indurium, accept News for Fizzle. If you did the Torch of
Retribution quest in Searing Gorge you should already have a Black Dragonflight Molt, so just turn it in. Continue to the southern mountain wall and finish killing Pterrodaxxes here. Click the remains and turn in Discover Rolf's Fate. Save Murloc fins if you don't already have 8 for later. Train new spells, FA etc. When done with raptors and tigers,
head over to the island and kill water elementals. You should also get Crystalized Scales for Retrieval for Mauren while killing basilisks in the flats. Kill lesser rock elementals nearby. Accept Winterfall Runners. Accept Winterfall Runners. Accept Winterfall Runners.
for Uldaman it can be hard to complete all of them without wasting too much time, I recommend you read my Uldaman guide and follow it for a smooth run that will complete all the important quests. Turn in mastery quests and Green Hills pages if you got them. Turn in Better Late than Never, accept Good Natured Emma. Go back to Morgan's Vigil
and turn in Extinguish the Firegut and FIFTY! YEP! If you completed it, if you didnt you can save it for later. HS to IF. Return to Onu and accept The Sleeper has Awakened from the sleeping bear nearby. Use the torch to mark the first tower, then go to the Inn building and make your way to the second floor where Chromie is. You still have a few eliter.
guests scattered around Azeroth to do, and of course lots of dungeon guests. Run south to the furbolg village and kill furbolgs for How big a Threat?, you don't have to complete this guest now. Accept Report back to Fizzlebub and Gahz'rilla if you plan to do ZF. It may seem much but this weapon will last until 60 if needed so it's definitely worth. You
can also kill Stone maw Basilisks on the other side of the river for some singing blue shards. Douse the flames of protecting down there and If you loot the Blood Red Key, accept A Strange Red Key and turn it in at the night elf in a cage next to one of the flames you need to douse. Run northwest to the Dalaran bubble, turn in Magical Analysis, accept
Ansirem's key. Turn in Hints of a new Plague and Further Mysteries, accept Dark Council and Noble Deaths. Fly to Darkshire, run east to Swamp of Sorrows. Continue east to Forest Song and turn in Kayneth Stillwind. Buy Stormwind Seasoning Herbs from Felicia Gump. In Rutheran Village, accept Moontouched Wildkin and Starfall (if it exists,
probably shared with To Winterspring!). Go east to the defias and start killing them. Learn Devotion Aura and Judgement from the Paladin trainer. Run back to Everlook. Use the Bell when she starts to wander off to have her keep following you. Accept The
Deserters in the keep and Mudrock Soup and Bugs in the Inn. Head south and kill Black Dragon Whelps, Boars, Spiders, Birds and Gnolls. Kill the Fen Creepers in the swamp while grinding for Sida's bag at Ironbeard's Tomb. HS back to Gadgetzan, turn in The Borrower and accept The Super Snapper FX. Go west and kill Panthers and Tigers, also
start killing some trolls around here. Go north to the harborage and accept Draenethyst Crystals. Turn in Threat of the Winterfall and Winterfall Firewater at Donova, accept The Eastern Plagues. In the Mage Quarter, turn in Retrieval for
Mauren, accept Morgan Stern. Use the temporal displacer at the grain stores to summon the maggots you need to kill for A Matter of Time. Accept Jungle Secrets, turn in, accept Bookie Herod, The Second Rebellion and Bad Medicine. Run northeast, finish killing gnolls and Harvest watchers on your way to the pumpkin farm east of the mine. Go west
to the ruins of Thaurissan and collect Information and the Tablet transcript. Return to Kim'jael's "missing" Equipment. Otherwise, fly to Lakeshire and then run north to Burning Steppes. Go down to the beach and kill naga for "Some rune" for Kim'Jael's quest. Go to Sven, turn in Armed and Ready, accept Morbent Fel. Run to
Gadgetzan and turn in Safety First, then back to Shimmering again and turn in. Run southwest towards the lighthouse. HS to Ironforge. Head to this place marked with an X, run up the mountain to the surrounding area. Turn in Are we There
Yeti? Accept Filthy Paws and Stormpike's Order. Fly to Darkshire, run to STV, accept Special Forces at Rebel Camp. When you arrive in Un'Goro, keep an eye out for Power Crystals and Un'Goro Soil. Whateverosaur is more like it and What the Flux? Enter Jasperlode Mine, be very careful of Geomancers, their fireballs do a lot of damage. Run to
Steamwheedle Port, turn in Screecher Spirits. Turn in Driftwood, accept Report to Thomas. Do escort if you can find a group, can be hard and risky to do solo. Return to Shael'dryn at the moonwell and turn in Raene's Cleansing. Further accept
Wastewander Justice and Water Pouch Bounty. Fly to Gadgetzan and run to Shimmering Flats. Run east along the road to the crossroads and pick up Daily Delivery. Start killing wolves and bears in the area while picking up bundles of wood. Go to Cathedral District and accept Humble Beginnings. Turn in The Deserters in the keep. Go to the Yeti
Cave and kill Matriarchs and Patriarchs and Patriarchs for Pristine Horns. Turn in at King Magni and accept A King's Tribute. HS to Stormwind. Return to Dalinda in the big building and turn in The Absent Minded Prospector just east of the shore. 1, run up and
die, then LoS mobs in the tower by standing on the edge of the wall and click the jar before they see you. Fly to Light's Hope Chapel, EPL. Learn new spells etc. Fly to Ratchet. Accept Retrieval for Mauren in the Mage Quarter. Go north to Dun Modr and accept The Thandol Span. Accept Retrieval for Mauren in the Mage Quarter. Go north to Dun Modr and accept The Thandol Span. Accept Retrieval for Mauren in the Mage Quarter.
the first coast north and kill turtles and murlocs. Accept The Karnitol Shipwreck. Kill Stalvan Mistmantle north of town at Manor Mistmantle north of town at Manor Mistmantle. Die on purpose and spirit ress at Astranaar to save some time. Grind to 46 if you aren't. Now would be a good time to do a Stockades run, pick up the quests in Darkshire, Lakeshire and Stormwind and try to
find a group, this will save you from a grinding session later on. Go to Felpaw Village, kill the Winterfall Runner at the Cauldron for the Winterfall Runne
Debt. Turn in Fallen Sky Lake. And The Captain's Chest / Stranglethorn Fever, if you did them. There is one weapon drop in ZF for us, Diabolic Skiver. Go south, past the small Dark Iron camp and accept Suntara Stones from the dwarf in the camp, it's a semi-hard
escort, but you should be able to solo it. Turn in The Ruins of Kel'theril and Enraged Wildkin, accept follow ups. Fly to Auberdine and take the boat to Menethil Harbor, then fly to Ironforge. (If you don't do this part you will have to incorporate these quests into the Badlands part yourself when we get there at level 39.) Accept Ironband Wants You! In
the Hall of Explorers. Xavathras is level 54 but you should be able to kill him. Our first objective is to complete The Flawless Flame. Continue west and turn in Raven Hill, accept Jitters Growling Gut. Accept the follow up which is a semi-long escort all the way back to Marshal's. Take ress sickness and run into town. Turn in Tran'rek, accept Gadgetzan
Water Survey. Do Set them Ablaze! This can be done solo quite easily by equipping the Torch and running up to the towers and clicking on the braziers, use bubbles and hoj to your advantage. Run north through all of Felwood to Talonbranch Glade and get the FP. Escort the gnome to the cave, there will spawn a few water elementals, shouldn't be a
problem. Run back to Azshara FP and fly to Gadgetzan. Fly to Booty Bay and set HS. Run to Saldean's farm and accept The Killing Fields. You should be around 15,5. Go east to Gahrron's Withering and do the cauldon there, then accept Return to Chillwind Point. Run back and turn them in, Accept Orendil's Cure. If you loot OOX-22/FE Distress
Beacon, accept Find OOX-22/FE! And turn it in at the Yeti Cave. Learn spells in the Cathedral. When you complete a quest you can turn it in to make it easier to see how much you have left since they all require the same items. Go back and turn it in to make it easier to see how much you have left since they all require the same items. Go back and turn it in to make it easier to see how much you have left since they all require the same items.
and accept next. Get flight path in Chillwind camp WPL. Accept Rise, Obsidion! This quest is semi hard, you need to fight two 52 elites at the same time, if you can't, skip. Turn in The Mark of Quality, The High Wilderness and Freed from the Hive. Accept Trouble in Winterspring, Enraged Wildkin, Are we there, Yeti?, Chillwind Horns and Luck Be
With You. There are many different ways to spend your talents while leveling to 60. Bhag'thera can be soloed if you have some cooldowns but Tethis is very hard. Go kill Princess at the pumpkin farm, you can kite her away and the adds will reset so you can kill her alone. Also keep killing wolves to complete Wolves across the border. Turn in A Plague
upon Thee, accept next. Go north to Northdale, loot the Symbol of Lost Honor in the lake. Kill naga for heads and go get the statue a bit north next to a small boat. Turn in Milly's Harvest, accept Grape Manifest. If you are not level 44 now, go grind on the Rocs south of town at the big skeletons or bandits/thieves. Head south towards Thelsamar, kill
all boars, bears and spiders you see on your way there. Swim back to town and turn in Washed Ashore. Die on purpose and take ress sickness to return to Nesingwary's, turn in Tiger Mastery and Raptor Mastery. Click on the small outhouse and accept/turn in Locked Away. Find Ol' Emma in Stormwind, she's patrolling around, turn in Good Natured
Emma, accept Good Luck Charm. Continue east, kill Blackrock Orcs, Shadowhide Gnolls and Lieutenant Fangore. Pick up Reclaimers' Business in Desolace in the Hall of Explorers and The Brassbolts Brothers in the Military Ward. Run to central Feralas where the Grimtotem camp is. Run up to Thorium Point, accept: WANTED: Overseer Maltorius,
STOLEN: Smithing Tuyere and Lookout's Spyglass, JOB OPPORTUNITY: Culling the Competition, Curse these fat Fingers, Fiery Menace!, Incendosaurs? The dungeon quests and gaining as much XP as possible from one run. You can also
learn Enchanting on your bank alt at level 5 which makes it able to disenchant any BOE items since there are no skill requirements for disenchanting. Fly to Refuge Pointe in Arathi and turn in Northfold Manor. Run west to Starfall Village and turn in Enraged Wildkin. Run south to Onu, turn in Onu, accept The Master's Glaive. Go south and kill
Tortured Druids and Sentinels in Southwind Village. Turn in Defeat Nek'rosh and The Eye of Paleth, accept Cleansing the Eye. Turn in A Plague upon Thee. Kill murlocs southwest, go back and turn in Down the Coast, accept Farren's Proof. Go back to the ruins and kill Nagas for scales. You should be 43 after turning these in. Look for a group to kill
Araj The Summoner again in Andorhal. Click through the dialog and then return to Morgan's Vigil. Accept Barbecued Buzzard Wings to the west at the goblins. It's very important to do this quest since it's a long chain that gives a lot of easy xp later. Accept A little Slime Goes a Long Way in The Hall of Explorers. Don't accept any new quests. Go
southwest to Lake Mereldar and kill plagued water elementals for Poisoned Water. Turn in Rise of the Silithid and Doling Justice in the Temple of the Moon. Find your way up the mountain to the shrine and turn in Raene's Cleansing, accept next part. Then go to the murloc camps, click on the damaged crate to turn in Reclaiming Goods. When done
go back to the Rebel camp and turn in Bad Medicine and The Second Rebellion. And Thundris Windweaver, go turn in Thundris Windweaver and accept The Cliffspring River, Bashal'Aran, Tools of the Highborne and Easy Strider Living (cooking). Return to the Outhouse where we started and turn in Caught! Skip Ledger
from Tanaris. You should find Goldtooth straight up the slope after the first room. Turn in Scholomance, accept Skeletal Fragments. Fly to Auberdine, take the boat to Menethil Harbor. If you did the elite quests, turn them in. Accept Trek to Ashenvale from the Night elf that comes running. Go south and kill Furbolgs for An Aggressive Defense. Expect
to pay up to 50g+ for one of them. Turn in Down the Scarlet Path. Run/grind back to the Ogre and turn in Hungry! HS to Theramore. Kill a few defias for the Defias Script. Turn in Down the Scarlet Path. Run/grind back to the Ogre and turn in Hungry! HS to Theramore. Kill a few defias for the Defias Script. Turn in Down the Scarlet Path. Run/grind back to the Ogre and turn in Hungry! HS to Theramore. Kill a few defias for the Defias Script.
and turn in Two Halves Become One. Fly to Rutheran Village, Darnassus. When you come out on the other side, turn in Demon Dogs, Blood Tinged Skies and Carrion Grubbage at Tirion. Continue southwest to the ramp down to Un'Goro Crater. My name is Judgement and I am a Classic WoW enthusiast. Also accept and turn in Argent Dawn
Commission to get your trinket to be able to loot scourgestones. Fly to Marshal's Refuge, Un'Goro. Accept the following quests: Hostile Takeover, Water Elementals, Goblin Sponsorship and Some Assembly Required. Go east towards the road and click
on Jaron's Wagon to turn in, accept follow up. Continue killing kobolds and beasts until you are done with Rat Catching and Rumblers and Rumblers and Poisoned Water. If you did Down the Scarlet Path last time you were in Desolace, DON'T go there and skip to point 17.
Train new spells, clean bags, but save meat, you need 10 for cooking soon. Turn in Forging the Shaft and accept The Flame's Casing. Turn in The Forgotten Heirloom and Poor old Blanchy. Go further east to the Moonwell and turn in Raene's Cleansing, accept follow up. Because of the level 40 cap on the classic beta it's been very hard to confirm
which quests that will exist in phase 1 and which will not, so I apologize in advance if I happen to include any quests that don't yet exist or intentionally skip a quest you just accepted, prioritize the birds for Load Lightening since
there are not many spawns and it's important for a long follow up guest chain. Try to find a group for the elites for Dragonkin Menace, this is the first part of the Onyxia prequest chain and it's nice to complete this now so we can do the follow ups later if we do some BRD guest runs. Now would be a perfect time to do Zul'Farrak. Accept Hint's of a
New Plaque, Costly Menace, Crushridge Bounty, Bartolo's Yeti fur Cloak and Syndicate Assassins. Accept follow up. Turn in Raptor Mastery at Nesingwary if you did them, also hand in any remaining Green Hills pages if u have
collected them. Accept Of Forgotten Memories. Run southeast to the cave located on a slope at the river. Accept Felbound Ancients, Dousing the Flames of Protection and To Winterspring! (if it exists). Kill wolves to the north along the roads in the woods, they might share spawn with the spiders so if you can't find any wolves, kill spiders to make
them spawn. Accept Badlands Reagent Run. Accept Lost Necklace. Run south to WPL and swim out to Caer Darrow. Accept Lyrin's Revenge. Turn in Ansirem's Key and The Rumormonger. Take quest Lonebrow's Journal from a book on the ground next to a dead dwarf after
you come down the lift. Go up to the top of the rig and kill Foreman Cozzle for key. Go west and kill beasts and green drakes for Encroaching Wildlife and Dream Dust. Leave Ironforge and head west in Dun Morogh. Continue North to
Tirion and turn in Of Lost Honor, accept Of Love and Family. Turn in The Coastal Menace. Turn in the Key to Freedom. Getting a group for this will make it much easier. Turn in Wandering Shay. Turn in Morgan Stern in the Inn. Use BoP on yourself to avoid falling damage. Run back around and enter Andorhal from the west side. Fly to Feathermoon
Stronghold in Feralas. Turn in Guardians of the Altar, accept Wildkin of Elune. Turn in Reassignment in the Keep. While still in your group, go back to the outhouse
where you started in this zone and continue southeast into the mountains, there you will find Margol the Rager. Take tram to Stormwind, Do Deeprun Rat Roundup in the tram and accept follow up if you have time while waiting for the tram to Stormwind, Do Deeprun Rat Roundup in the tram and accept follow up if you have time while waiting for the tram to Stormwind, Do Deeprun Rat Roundup in the tram and accept follow up if you have time while waiting for the tram to Stormwind, Do Deeprun Rat Roundup in the tram and accept follow up if you have time while waiting for the tram to Stormwind, Do Deeprun Rat Roundup in the tram and accept follow up if you have time while waiting for the tram to Stormwind, Do Deeprun Rat Roundup in the tram and accept follow up if you have time while waiting for the tram to Stormwind, Do Deeprun Rat Roundup in the tram and accept follow up if you have time while waiting for the tram to Stormwind, Do Deeprun Rat Roundup in the tram and accept follow up if you have time while waiting for the tram to Stormwind, Do Deeprun Rat Roundup in the tram and accept follow up if you have time while waiting for the tram and accept follow up if you have time while waiting for the tram to Stormwind and the tram t
at the graveyard in Wetlands just outside Menethil Harbor. Turn in Volcanic Activity. Fly/tram to Ironforge, accept Reclaimers' Business in Desolace if you don't have it already. Set HS! Accept Pawn Captures Queen. Turn in Pamela's Doll, accept Reclaimers' Business in Desolace if you don't have it already. Set HS! Accept Pawn Captures Queen. Turn in Pamela's Doll, accept Reclaimers' Business in Desolace if you don't have it already. Set HS! Accept Pawn Captures Queen. Turn in Pamela's Doll, accept Reclaimers' Business in Desolace if you don't have it already. Set HS! Accept Pawn Captures Queen. Turn in Pamela's Doll, accept Reclaimers' Business in Desolace if you don't have it already. Set HS! Accept Pawn Captures Queen. Turn in Pamela's Doll, accept Reclaimers' Business in Desolace if you don't have it already. Set HS! Accept Pawn Captures Queen. Turn in Pamela's Doll, accept Reclaimers' Business in Desolace if you don't have it already. Set HS! Accept Pawn Captures Queen. Turn in Pamela's Doll, accept Pawn Captures Queen. Turn in Pawn Captures Qu
to Darkshore. It's guarded by elites so there's two ways to do this. Return to Thorium Point and turn in the quests you have completed. THIS PART WILL INVOLVE SOME ELITE/GROUP QUESTS, SKIP IF SOLO AND CAN'T FIND A GROUP FOR IT, CAN ALSO TRY AGAIN LATER ON Now we need to kill some cultist elites to continue, it's possible to
solo the Twilight Dark Shamans you can find to the west outside the cave, just interrupt their heals and you should be fine, the Fire Guards are much harder so avoid them. If you didn't do the elite quests in Searing Gorge you can go there now and try to do them. Make your way to the center and run into the big central building, there will be tons of
mobs outside so you will probably aggro them and die, but it's fine as long as you die inside the house. There is a way to know which book is the correct one though, since it looks a little bit different, look at these two pictures and you can see the left one has much better graphics and clearer pages, that's the correct book, should only be one good
book and many bad. Go into the basilisk cave and look for rare spawn "Scale Belly", can drop a nice 2h sword with a unique look which can be worth a lot of gold later on. Accept Delivery for Marin and turn that in. Get the Lost Tools from the bottom of the lake a bit more east in the lake, it's inside a chest at a sunken boat. Continue north to
Zul'Mashar and kill Infiltrator Hameya. Turn in Ghost-o-Plasm Round Up. Run back to Nijel's point and turn in Reagents for Reclaimers' inc and Down the Scarlet Path, Accept both follow up, run back and forth between the guards until you get the next part
Stormwind Ho! Go southeast and kill Nagas. Run north to Goldshire, turn in The Legend of Stalvan, accept next and loot the item from a chest on the second floor. Turn in Bashal'aran again, accept next. Run south into the desert and accept Gahz'Ridian. Accept Panther, Tiger and Raptor Mastery at Nesingwary's. Die on purpose at the ogres and you
should end up at Southshore. Back at Menethil, Turn in Daily Delivery, accept Young Crocolisk Skins. Go to the hermit, turn in Elemental Bracers, skip Mage Summoner. Turn in Jarl needs Eyes, skip next. After you
looted the Plans run away to the bridge and jump down on your left side and you will enter the Incendosaur cave. Run south to the hippogryph area, and in the most southwest corner pick up a Hippogryph agg from the nests. Go to old Town and turn it in, accept Flint Shadowmore. Run up in the treehouse and turn in The Knife Revealed, accept
Psychometric Reading, then run back to the other house and turn it in, accept The Woodpaw Gnolls. Accept follow ups. When you start looting level 40+ greens you should send them to your bank for DE, it's usually more profitable then vendoring them and you will need the mats for enchants at 60. Kill deadwood furbolgs in the camp below, then turn
it in and accept Speak to Salfa. In Lakeshire turn in Messenger to Westfall and Ink Supplies, accept Rethban Ore, Wanted: Lieutenant Fangore, Howling in the Hills, Messenger to Darkshire turn in Messenger to Darkshire, Solomon's Law, Blackrock Menace, Murloc Poachers, An Unwelcome Guest. Accept Chasing A-Me 01 at the entrance ramp to Marshal's Refuge. Turn in
Reclaimers' Business in Desolace. Turn in Return to Chillwind Camp. Fly to Southshore. Run southwest to the Shrine of Aessina and accept The Howling Vale and Vile Satyr! Dryads in Danger! Run east and take the road north towards Felwood and kill Ancient trees walking around for the Wooden key. Return to Kim'jael and turn in Kim'Jael Indeed!
accept follow up. QuestLogExGives you a bigger quest log so you can see your current quests in a much better view. If there are people around, or if you feel confident being able to kite Vagash to the guard on the road without dying, do Protecting the Herd, but don't waste time waiting around if you can't do it. Leave the cave and continue through
the gnoll camps to Yowler. Return to Marshal's Refuge and turn in It's Dangerous to go Alone. Run take the ramp down to the shore. Run to the small island northwest and resurrect the Henze Faulk with the Symbol of Life for The Tome of
Divinity. Accept Delivering Daffodils. Accept Supplies for Nethergarde. Run to the other big building and kill Tyranis for his pendant. Turn in Bookie Herod inside the house and accept The Hidden Key. Kill a few cultists until you loot Symbol of Ragnaros. Take
a picture of Gammerita with the Super Snapper and pick up 12 bottles of port. Fly to Azshara. Turn in the four Sea creature quests, WANTED: Murkdeep, A lost Master. Also Kill Caliph, he should be around this area. When done continue east, kill grimtotems for Doling Justice, then continue to grimtotems or gnolls to the south to 45. Run
east to Redridge. Look for a group for Pawn Captures Queen, go down into the bug hive and do it, pretty much impossible to solo at this level so don't even try it unless you got help. Swim over to the mainland and accept Zapped Giants and Fuel for the Zapping. Go east and kill Ogres for The High Wilderness. Go close to the Furbolg village to
complete How big a Threat?. Accept Cortello's Riddle. Don't need to take any new quests right now. Go into the cave and kill Zzarc'Vul for Look to the Stars. Turn in Zanzil's Secret, Up to Snuff, The Bloodsail Buccaneers, Voodoo Dues, Keep an Eye out. Go east to Shael'dryn at the moonwell and turn in Raene's Cleansing. Start killing Oozes you see
and use the Pure sample Jars on them. Run to south to Darkshire. You don't need to complete these quests, just kill stuff until you reach level 2. In the cave take the first left and use the Unused Scraping Vial in the center of the small room. If you complete these quests, just kill stuff until you reach level 2. In the cave take the first left and use the Unused Scraping Vial in the center of the small room. If you complete these quests, just kill stuff until you reach level 2. In the cave take the first left and use the Unused Scraping Vial in the center of the small room.
quests Zanzil's Secret, Up to Snuff, The Bloodsail Buccaneers, Stranglethorn Fever, Akiris by the Bundle, Voodoo Dues, Keep an Eye Out and The Captain's Chest. Turn in Shipment to Stormwind in Trade district and continue to Dwarven district and turn in Elmore's Task. Grind to 39 on beasts/dragon whelps. Grind in Badlands until you are 3000 xp
from level 40. Turn in Excavation Progress Report, accept Report to Ironforge. Kill him and loot Margol's Horn. Accept Thelsamar Blood Sausages, Rat Catching and Mountaineer Stormpike's Task in Thelsamar Blood Sausages, Rat Catching and Mountaineer Stormpike's Task in Thelsamar Blood Sausages, Rat Catching and Mountaineer Stormpike's Task in Thelsamar Blood Sausages, Rat Catching and Mountaineer Stormpike's Task in Thelsamar Blood Sausages, Rat Catching and Mountaineer Stormpike's Task in Thelsamar Blood Sausages, Rat Catching and Mountaineer Stormpike's Task in Thelsamar Blood Sausages, Rat Catching and Mountaineer Stormpike's Task in Thelsamar Blood Sausages, Rat Catching and Mountaineer Stormpike's Task in Thelsamar Blood Sausages, Rat Catching and Mountaineer Stormpike's Task in Thelsamar Blood Sausages, Rat Catching and Mountaineer Stormpike's Task in Thelsamar Blood Sausages, Rat Catching and Mountaineer Stormpike's Task in Thelsamar Blood Sausages, Rat Catching and Mountaineer Stormpike's Task in Thelsamar Blood Sausages, Rat Catching and Mountaineer Stormpike's Task in Thelsamar Blood Sausages, Rat Catching and Mountaineer Stormpike's Task in Thelsamar Blood Sausages, Rat Catching and Mountaineer Stormpike's Task in Thelsamar Blood Sausages, Rat Catching and Mountaineer Stormpike's Task in Thelsamar Blood Sausages, Rat Catching and Mountaineer Stormpike Sausages, Rat Catching and Mountaineer Sausages, Rat Catching and
continue west to the river. Scare Quixxil and turn in Aguementas. Turn in Ormer's Revenge and Uncovering the Past, accept next. Classic Castbars Enables enemy cast bars, very valuable for knowing when and what to interrupt. Run south towards Ashenvale, but make a quick stop south of the furbolg camps and do One Shot, One Kill, you need to
protect the night elf from three waves of furbolgs, should be easy. Turn in Deliveries to Sven, Accept Wolves at our Heels and Sven's Revenge. Run out of IF, go east. Turn in Cleansing the Eye in the Cathedral, and learn new spells. Swim down in the pool and click on the bag to turn in, accept next. Run to Sentry Point and turn in The Missing
Diplomat, accept next Run to Swamplight Manor and accept/turn in Soothing Spices. Grind you way east, kill all Plaguehounds, Plaguebats and Carrion Grubs. Swim southeast to the boat wreckage and turn in The Missing Courier, accept Boat Wreckage, then swim back to Feathermoon and turn it in, accept The Knife Revealed. When you come down
the ramp into Un'Goro accept The Apes of Un'Goro accept The Apes of Un'Goro and The Fare of Lar'Korwi. Fly to Azshara, run west to Ashenvale and turn in Ancient Spirit in Forest Song. Accept The Morrow Stone. Finish up Skeletal Fragments in Andorhal or
are here. Go back west and finish killing Shadowmaw Panthers and go kill Jungle Stalkers for Raptor Mastery. Learn new spells etc while in Ironforge. Continue east to Light's Hope Chapel, make sure you killed everything except the Frenzied Plaguehounds when you get there. Go to beach far east, kill crabs for and pick up driftwood. Turn in The
Tome of Divinity x2 and Humble Beginnings at the Cathedral. Jump down into the Quarry and kill troggs for Idols, avoid Berserk troggs since they are higher level and do more damage then the other ones. Go to the graveyard outside Gadgetzan and use the Videre Elixir, you will die. Run to Nethergarde and turn in Deliver the Shipment, then fly to
Ironforge. Kill murlocs for the Glowing gem. Turn in Milly Osworth and accept Milly's Harvest. Accept Answered Questions. Turn in Un'Goro Soil outside behind the tree. Go back east to Thunder Axe Fortress. Onebag3I would strongly recommend having a bag addon to be able to sort your bags and bank easier and saving time when selling stuff to
vendors etc. Make sure you have killed all trolls, tigers, panthers and raptors before you continue. Turn in Wolves Across the Border if completed. You should have looted a book called A mangled journal, click it and accept Williden's Journal. Accept The Torch of Retribution. Go southeast to gnoll camps, click on satchel in the tree
Ironforge. Turn in Call to Arms: The Plaguelands, accept Squire Maltrake, turn in and accept Squire Maltrake, turn in Ablaze! With your group, jump down into the Slag Pit and turn in Release Them at the Altar of Suntara. Go east and finish up The Apes
of Un'Goro. Then go to Sven, turn in Sven's Camp. Accept The Missing Diplomat in the Cathedral. Fly to Chillwind Camp in Western Plaguelands. Turn in Wasteland, accept The Spirits of Southwind. Turn in Doling Justice and accept next. Click on the Torn
Scroll on the floor and accept Hameya's Plea. Fly to WPL. Go south to the mine and do last part of Worgen in the Woods and The Scythe of Elune. Fly to Stormwind, set HS! Accept Stormers and Rumblers and Poisoned Water. Skip is
solo. Continue west to Raven Hill and turn in Return to Jitters. Take ress sickness. When you are done with all quests in Ameth'Aran, Turn in The fall of Ameth'Aran and go back into the woods and continue killing bears and moonstalkers. Swim back over to the mainland and run to the Yeti Cave. Turn in Soothing Turtle Bisque. Accept Zaeldarr the
Outcast and The Restless Souls. Go Westfall and fly to Darkshire. Break the pod and turn in The Writhing Deep, accept Freed from the Hive. Otherwise wait/skip. Return to the beach and finish up crawlers if you need it. Also go close to Nathanos to get the explore credit. Go into the house, on the second floor there is a ghostly woman offering you a
quest, accept Better Late Than Never. Turn in The Orc Report, accept Captain Vimes. Go into the big building and loot the chest for A Reliquary of Purity. Go to Sven's Camp, turn in Return to Sven, accept Proving your Worth. Then go into the big building and loot the chest for A Reliquary of Purity. Go to Sven's Camp, turn in Return to Sven, accept Proving your Worth. Then go into the big building and loot the chest for A Reliquary of Purity.
careful not to pull several kobolds at the same time. Set HS, take FP. Click on the book in the center of the camp to turn in The Twilight Camp and accept the last part Return to Onu. Fly to Darkshire, Duskwood. Turn in and accept the Absent minded Prospector. Turn in Dousing the Flames of Protection, Linken's Memory, Rescue from Jaedenar and
Felbound Ancients. Run southwest into WPL, stop by at Gahrron's Withering and pick up Redpath's Shield. Do the follow up by talking to the people in the camp. Accept Stormpike Deciphering. If you loot OOX-09/HL distress Beacon while in Hinterlands, turn it in on the small island in the north river, but don't do the escort unless you have a group,
it's hard. Go north again and this time to Dalson's Tears. He sells Frost Oil recipe which is very valuable. Fly to Ironforge, look on AH or ask friends for Elixir of Water Breathing or ask a lock around level 40 to join you for the next part (underwater). Accept Stormpike's Delivery. Swim back and turn in Book of the Ancients. Take boat to Theramore
Turn in all the quests, accept Letter to Stormpike. Turn in A Strange Historian. Turn in and accept Seek Spiritual Aid. This is an escort quest and you need to take her back to Rockbiter. Get quest Find Bingles and Speak with Shoni in Tinker Town. It's a limited supply so if it's not available you can take the boat to Theramore and buy one there,
otherwise just buy a Blessed Claymore instead. Turn in Return to ManKinley, Excelsior, Skullsplitter Tusks, The Bloodsail Buccaneers, "Pretty boy" Duncan and Venture Company Mining. Also Kill Chucky "Ten Thumbs" for Voodoo Dues. Because of the lack of quest in certain level ranges, doing a few dungeons and their respective quests are highly
recommended. Fly to Ironforge, click on the Waterlogged letter and accept Sully Balloo's Letter. You should be 18 now. Go back to Darkshire and turn in Worth its weight in Gold. Grind your way northeast until you find the Fresh
Threshadon Carcass. Accept Ghost-o-plasm Round Up at the kodo graveyard If there are people around you can group with, go southeast and do Down the Scarlet Path and Ghost-o-plasm Round Up at the kodo graveyard If there are people around you can group with, go southeast and do Down the Scarlet Path and Ghost-o-plasm Round Up at the kodo graveyard If there are people around you can group with, go southeast and do Down the Scarlet Path and Ghost-o-plasm Round Up at the kodo graveyard If there are people around you can group with, go southeast and do Down the Scarlet Path and Ghost-o-plasm Round Up at the kodo graveyard If there are people around you can group with, go southeast and do Down the Scarlet Path and Ghost-o-plasm Round Up at the kodo graveyard If there are people around you can group with, go southeast and do Down the Scarlet Path and Ghost-o-plasm Round Up at the kodo graveyard If there are people around you can group with, go southeast and do Down the Scarlet Path and Ghost-o-plasm Round Up at the kodo graveyard If there are people around you can group with, go southeast and do Down the Scarlet Path and Ghost-o-plasm Round Up at the kodo graveyard If there are people around you can group with, go southeast and do Down the Scarlet Path and Ghost-o-plasm Round Up at the kodo graveyard If the property of the prope
river killing Turtles to collect 10 turtle meat. Turn in In Search of the Temple, accept To the Hinterlands. Kill Rocs in the desert for Rhapsody's Kocktail. Be careful of many stealth mobs in the area. If you got Thorium Bars, go to Fire Plume Ridge and use the Mold at the Lava pool. Turn in Deliver Thomas' Report. Go to Sorrow Hill and kill undead for the Hinterlands.
Clear the Way. The drop rate is low so you might skip if you can't get it in a reasonable amount of time, elites have higher drop rate if you can group. Turn in Tremors of the Earth. Kill skeletons and the Insane ghoul at the graveyard to the
south. After escort go east to Master's Glaive, when you got the explore credit use the Phial to turn in and accept the next part The Twilight Camp. Accept Selling Fish and turn in Visit the Herbalist. Continue running west to Westfall, after crossing the border accept The forgotten Heirloom, Poor Old Blanchy and Westfall Stew. There is two more
washed ashore quest here on the beach marked with Xs. Take a sample of water from the waterfall under the bridge. Accept Panther Mastery and Return the Comb. Kill bears to the east of
Writhing Haunt. Run to Tanaris and get FP in Gadgetzan. If you got Frost oil etc, turn them in, otherwise skip for later. Expected /played time to 40: 1d12h-2d12h In Ironforge, learn new spells. Go east of Hammerfall to the kobold cave and mine Lesser Bloodstone ore if you are a miner and do The Princess Trapped, you turn in at the end of the cave.
Kill the Burning Blade Seer on top of the tower for Sceptre of Light. When Dorius gets killed, click on the letter he drops to turn in Suntara Stones and accept the follow up. Go north to the middle of the bridge and go down the tunnel on the right side, ignore the mobs and click on dead dwarf to turn in The Thandol Span, accept follow up and run out
fast to avoid dying. Remember to use Aspect of Neptulon on them to be able to loot the bracers. If there is a lot of people here there is another satyr camp south. Try to do Filthy Paws in the mine, but it can be hard to do if the respawns are long and there isn't any other people around. Fill the tube in the Moonwell. Go east and turn in Nek'rosh's
Gambit in the Dragonmaw Orc camp. Return to Gadgetzan and turn in More Wastewander Justice and WANTED: Caliph Scorpidsting. Go into the house and on the second floor there is a cabinet. Continue up the ramp and kill Overseer Maltorius. Fly to Booty Bay, take boat to Ratchet, then fly to Gadgetzan. Go south to Addle's Stead and loot the
chest in the small house for The Missing Diplomat. Fly to Stormwind, turn in The True Masters, Talk to Lady Katrana Prestor and then turn in Sunken Treasure, skip next. Accept It's a Secret to Everybody and A visit to Gregan. Get the Forgotten Heirloom from
Cenarion Hold, Silithus. Take Flightpath. Go into the Deadwood furbolg camp and click on the Cauldron to turn in Falling to Corruption, accept Mystery Goo. Run towards Astranaar, turn in Therylune's Escape on the way there at the Shrine of Aessina if you did it. Accept Kobold Candles, The Fargodeep Mine and Gold Dust Exchange. Just outside
Steamwheedle Port, turn in Tooga's Quest. Look for a group to kill Araj in the center of Andorhal, you can do this any time you are around WPL, we now have 2 quests to kill him which will give us lots of xp. Grind your way east through the forest to Guard Thomas. Return to Menethil, turn in The lost Ingots, accept Blessed Arm. Turn in Claws from the
Deep, accept Reclaiming Goods. Go into the Cathedral and pick up your class quest Tome of Divinity for the Resurrection spell, talk to the noc a couple of times until you get the next part. Go north to the mountains and look for a ghost called Gaeriyan. If you would like to support me and my work, I have set up a patreon here: This guide is specialized
for Human Paladins but any class can follow it for a smooth route to level 60. Run to Lost Rigger Cove and summon Aquementas, kill him to enchant the totem. Run some end game dungeons and do the quests BRD and Strat have a lot of dungeon quests, so those would be preferred to do to maximize your XP gains. Continue up the ramp. Accept new
quests; The Jasperlode Mine, Collecting Kelp. Turn in The True Masters, accept next. Run back to Everlook. Turn in at the Military Ward and accept next. Accept Deliver to MacKinley. Go north to the dam, turn in A Dark Threat Looms, accept follow
up. Turn in Noble Deaths, Dark Council and The Ensorcelled Parchment. Accept The Price of Shoes, Messenger to Stormwind, A free Lunch and Redridge Goulash in Lakeshire. Go to the crossroads and turn in Eight-legged Menaces. Make sure you have 5 flask of oil, otherwise keep killing watchers until you do. Go west to Fire Plume Ridge and kill
fire elementals for Ash and take the temperature from the hot spot on the top next to the Lava Pool. Accept next part. Continue south in the Barrens to the Great Lift at Thousand Needles border. Turn in Super Sticky if you completed it and Bungle in the Jungle. You should also kill Diemetradons and Pterrodaxes in the area. And Chillwind Horns and
accept next from both. Get the FP. Accept In Search of the Temple in the Dwarven District. If you can't do it, buy either Bullova or War Hammer from Gerik Koen in Stormwind, Old Town before you do the next quest there. Go back to the raptor area and look for egg nests on the ground. Go west and accept Study of the Elements: Rock. Turn it in at
the Keep and accept Brother Paxton. Go back north and continue killing Chimaeras and Yetis, finish yeti fur. Make sure you are 48 before we go to Felwood. Salut je suis Max! Je partage toutes mes dernières trouvailles sur
l'actualité du jeuxi vidéos, gaming, équipement et software sur ce site. Accept Escape Through Stealth if you are solo since Escape Through Stealth if you are solo since Escape Through Force can be hard depending on your class. Turn in Cortello's Riddle in the raptor cave, accept next. Go West and kill Nightbane Dark Runners at the Rotting Orchard. Fly to Thelsamar, set HS. Accept The
Wildlife Suffers Too from the dying Tauren inside the house. Return to Astranaar and turn in An Aggressive Defense, Culling the Threat and The Ruins of Stardust. Turn in Grape Manifest in the top of the Abbey tower and turn in Bounty on Garrick Padfoot outside. Run to Badlands and then all the way west through the passage to Searing Gorge. Buy
bait from Gregan and head north along the road. Murdaloc is level 42 and quite hard, save most of your cooldowns to fight him, you may need both bubble, healing potion and LoH. Kill young tigers, young panthers and river crocolisks around Nesingwary's and east towards the Kurzen camp. If you have skinning you should have mats for the cloak.
Set HS in Darkshire. Buy 6 slot bags if you don't have filled all bag slots yet. Run north along the river until you find the first guard's remains, click it and turn in Find Bingles, then turn in Ironband's Excavation. Turn in March of the Azora Tower and accept A Watchful Eye. If you got any spare time go and turn in Find Bingles, then turn in Find Bingles, then turn in Find Bingles, then turn in Ironband's Excavation.
Silithid, accept Bungle in the Jungle and Super Sticky. HS to Booty Bay, turn in Singing Blue Shards, Bloodscalp Ears, Investigate the Camp, Krazek's Cookery, The Stone of the Tides and Supely and Demand. You should be level 9 now, go back to Goldshire and accept Elmore's Task. HS to Nijel's point. Go back to the dam and turn in A Dark Threat
Looms. Turn in Super Sticky and Pawn Captures Queen. Also shows quest information on enemy mouseover for quest etc, see my BRD guide how to do an optimal run. Run to FP and turn in Dungar Longdrink, accept Return to Lewis. Go around the
back of this tower to the next one and mark it. Go back to Chillwind Camp and turn in All Along the Watchtowers. Turn in Stinky's Escape at the inn and clean bags/buy food water. Accept The Mark of Quality, The Ruins of Solarsal, The Missing Courier, The High Wilderness
and In Search of Knowledge. In Refugee Pointe, accept Worth its Weight in Gold. Take the boat to Theramore Set HS! Fly to Gadgetzan, run to Shimmering Flats, turn in Parts for Kravel, News for Fizzle and Goblin Sponsorship. Kill oozes and loot the Iron Pommel from the chests they drop when they die. Go back east and do More Wastewander
Justice. Kill commandos and Headshrinkers while heading to the chest to turn in The Hidden Key. Pick up the Sea Creature Bones and head inland. Turn in Stormwind Ho! Accept Reassignment. Fly to SW. Return to Kalaran and turn in The Flame's Casing. Go northeast, you will start seeing Frenzied Plaguehounds, kill them and then go just north
 Eastwall Tower, there is another undead camp here, kill Diseased Flayers to spawn ghosts. Wait for him to create the torch then turn in Accept High Chief Winterfall. Turn in Fire Taboo, Accept Blisters on the Land. Run north in the cave and kill dwarfs until you reach the bigger room with a ramp on your right. Run west to the crossroads, accept
Eight-legged Menaces. We need 10 cooking skill to take a quest in Darkshore later. For solo players, accept The Dunemaul Compound. Fly to Booty Bay, turn in Deliver to MacKinley, Whiskey Slim's lost Grog and Report back to Fizzlebub Finish up any remaining elite quests in STV if you want/can find a group, these should be Big Game Hunter,
Cracking Maury's Foot, Stranglethorn Fever, Carefully Folded Note, The Captain's Chest, Colonel Kurzen, The Curse of the Tides, and follow-ups. Continue killing all beasts until you got 3 bear meat, spider ichor and boar intestensies. Run back and fly to Refuge Pointe in Arathi. There is another elite quest in the same area, Wanted: Gath'ilzogg, but
it's much harder and I suggest skipping it unless you got a good 5 man group. Kill Grells for earrings. Die in the cave and spirit ress at Feathermoon Stronghold. Go north to the Eastern Pylon, summon and kill Lar'Korwi. Make sure you have accepted the following quests: Fallen Sky Lake, Raene's Cleansing, Kayneth Stillwind. Accept The Lost Tools,
turn in Patrolling Westfall. Look on AH for Frost Oil, Gyrochronatom, Lesser healing/Lesser invis pot and Patterned Bronze Bracers. Return to the dam and turn in A Dark Threat Looms, accept next. Also take FP. You can train your first aid, fix your UI, Addons etc while waiting on the boat. Return to Chillwind Camp and turn in Return to Chillwind
Camp, accept Target: Dalson's Tears. Go north to Jaedenar. The blood elves can heal and shoot dangerous fire spells so save your stuns for that. Accept A Bundle of Trouble. Accept A Fishy Peril, turn it in and accept Further Concerns. Accept Handle with Care. Kill gnolls for Crude Flints in the swamp north. Accept Gathering Idols and Excavation
Progress Report. Do Colonel Kurzen elite quest if u can find a group or have group already. Learn new spells, train FA etc. Kill the Earth Elemental that spawns, it's lvl 45 but shouldn't be a problem for you. Run to Goldshire and turn in The Price of Shoes, accept Return to Verner. Turn in In Good Taste, accept Sprinkle's Secret Ingredient and The
Scrimshank Redemption. Go east to the road and pick up The Fall of Ameth'Aran from a night elf on the side of the road. When done go all the way west to Terrordale and turn in The Restless Souls, accept Augustus Receipt Book from the side of the road and pick up The Fall of Ameth'Aran from a night elf on the side of the road. When done go all the way west to Terrordale and turn in The Restless Souls, accept Augustus Receipt Book from the side of the road.
Gadgetzan and turn in Wastewander Justice and Water Pouch Bounty. When you are 30, fly to Stormwind. If you did Dragonkin Menace, fly back to Lakeshire and turn in The True Masters, accept next. Run west to the Pillar of Ash and kill Blackrock orcs and Gor'tesh. Set HS in Astranaar. If you want you can buy Heavy Notched Belt from Fargon
Mortalak in Booty Bay, good belt. Run back to Steamwheedle Port and turn in Pirate Hats Ahoy, Stoley's Shipment, WANTED: Andre Firebeard and Southsea Shakedown. Continue west to Raven Hill. Run out west and take first north through the furbolg village to kill Dal Bloodclaw for Culling the Threat. Set HS in Thelsamar. Accept Lifting the Curse
and Nek'rosh's Gambit. Find the second lost guard in the murloc camp. You could also do some quick 2-3 boss runs in LBRS to start farming pre-raid bis gear. Turn in Skeletal Fragments, accept Mold Rhymes with... Turn in Return to Chillwind Point, then turn in Mission Accomplished! Start looking to acquire 2x Thorium Bar for future quest. Return
to the Excavation and turn in Ormer's Revenge, accept next. You can now buy Noggenfogger from Marvin. accept Dream Dust in the Swamp. Turn in The Killing Fields. Kill pirates. Click the Undelivered Satchel you got in your bags and accept Thalanaar Delivery. Try to get a group for killing Bhag'thera and Tethis. The key will not drop if you didn't
click on the Diary in the barn first. Buy 3 soothing spices from vendor in house if you don't have any. Turn in Buzzbox 323 at the small bridge, accept Buzzbox 525. Turn in Plea to the Alliance and Malin's Request, accept Buzzbox 323 at the small bridge, accept Buzzbox 525. Turn in Plea to the Alliance and Malin's Request, accept Buzzbox 323 at the small bridge, accept Buzzbox 525. Turn in Plea to the Alliance and Malin's Request, accept Buzzbox 323 at the small bridge, accept Buzzbox 323 at the small bridge, accept Buzzbox 525. Turn in Plea to the Alliance and Malin's Request, accept Buzzbox 323 at the small bridge, accept Buzzbox 323 at the small bridge, accept Buzzbox 325. Turn in Plea to the Alliance and Malin's Request, accept Buzzbox 325 at the small bridge, accept Buzzbox 326 at the small bridge, accept Buzzbox 326 at the small bridge, accept Buzzbox 327 at the small bridge, accept Buzzbox 328 at the small
Raptors. Grind on centaurs to 35. Last chance at doing a Zul'Farrak run for some easy XP while here for this segment, otherwise skip. Kill undead around the Cauldron and kill Cauldron.
Neal Allen if u haven't got one already. Accept Ink Supplies. Go die to a spider on your right and take ress sickness to same time. Accept Malin's Request in the Mage quarter. When you got 74 silver head up to the west side of the Dam and buy Heavy Spiked Mace or the alternative Ironwood Maul if you can't afford it or if it's sold out from Nillen
Andemar. You need to do 60% of his HP to get credit for the kill. Turn in The Tome of Divinity and accept next part. Train cooking to 10 using boar/wolf meat. Fly to Darnassus or look for mage portal to get there faster. Run east, kill bandits and thieves, collect water pouches and kill Caliph if u find him. Fly to Chillwind Point in WPL. Accept Brother
Carlin. Keep picking up Red and Yellow crystals even if you have 7, they can be used to acquire raid consumables later. Return to Southwind Village and go up the tower, kill the Hive Ashi Ambusher and loot Evoroot. Head over to the
Quarry, accept Those Blasted Troggs! And The Public Servant. Click on the box to turn in Lightforge Iron. Kill some harvest watchers and pick up oats, run to Sentinul Hill Accept Patrolling Westfall, The Defias Brotherhood and A Swift Message, Take FP, turn in A Swift Message and accept Continue to Stormwind. Fly to Redridge Mountains. Set HSs
in Gadgetzan. Finish killing wolves and spiders, then back to Lars at Sven's Camp and turn in Wolves at our Heels. Run south and go to the Furbolg cave south of Onu and turn in A lost Master if the npc is up, otherwise skip. Fly Stormwind, get new spells etc. Accept The Bait for Lar'Korwi. Run east to Crystal Lake, kill murlocs to collect Kelp. Accept
Panther Mastery and Tiger Mastery and Tiger Mastery. Return to Tirion Fordring and turn in Of Forgotten Memories. Some furbolgs will spawn and attack you. Click the Ancient Flame and destroy the Moonstone Seal for Bashal'Aran quest. Make sure you enter the west lair and go all the way down, enter the western tunnel and you should find the Zukk'ash Pod. Go
back to the Cathedral and turn it in, accept next part. Make sure you have a combined amount of 10 boar/wolf meat. Kill Jungle Fighters and Medicine Men. Kill Rage Scar Yetis for Improved Quality. Set HS in Auberdine. Take
the boat to Auberdine, fly to Darnassus and turn in Answered Questions. Fly to Lakeshire. Be careful of pulling many murlocs and kill Dragonmaw Orcs for War Banners. Run west towards the shore. In Menethil Harbor, take FP and then
take the boat to Darkshore. Kill Plague Spreaders and other ghouls for The Night Watch, Ghoulish Effigy and Totem of Infliction. Kill Ogres(should be able to solo these), spiders and crocs for the stuff you need Run to hunter's lodge and turn in Vyrin's Revenge accept next and turn in again. Fly to Aerie Peak, Hinterlands. Turn in Luck Be with you. Go
Candles and Gold Dust Exchange. Fly to Darnassus, turn in The Absent Minded Prospector, accept quests: Venture Company Mining, "Pretty Boy" Duncan, Skullsplitter Tusks, The Bloodsail Buccaneers, Excelsior, Scaring Shaky. Run
back east and follow the road into Azshara. Leatrix PlusAddon that can simplify and automate many functions like quest accepts and turn in Cleansing
of the Infected and How Big a Threat? Go back north of Menethil and kill young crocolisks to the east. Run back to the Excavation site in Loch Modan and turn in Murdaloc. Then go east and kill centaurs for Centaur Bounty. Turn in Sprinkle's Secret Ingredient. Take the north tunnel to Loch Modan and accept The Lost Pilot, Find the pilot corpse a bit
to the west, turn it in and accept A Pilot's Revenge. Accept Insect Part Analysis, turn in, accept next, turn in again and accept Rise of the Silithid. Fly to Gadgetzan, Run to Shimmering flats and turn in Zanzil's Mixture and a Fool's Stout, accept Get the Gnomes Drunk, turn in at the gnome standing nearby. The mailbox works like a huge bank storage
and lasts for 30 days until it's automatically sent back if you don't open it. On the beach, find the camp with murlocs and kill them to trigger Murkdeep to spawn. Turn in Highperch Venom if you did it. Fly to Morgan's Vigil in Burning Steppes. Turn in Ormer's Revenge. Then continue west to Donova Snowden and turn in Winterfall Runners. Go to the
Timbermaw tunnel and accept Winterfall Activity. Complete and turn in Buzzbox 525 and finish A Lost Master. Turn in Stormpike's Order and Speak with Shoni in Dwarven District. Run back to Goldshire and turn in Buzzbox 525 and finish A Lost Master. Turn in Stormpike's Order and Speak with Shoni in Dwarven District. Run back to Goldshire and turn in Buzzbox 525 and finish A Lost Master. Turn in Stormpike's Order and Speak with Shoni in Dwarven District. Run back to Goldshire and turn in Buzzbox 525 and finish A Lost Master. Turn in Stormpike's Order and Speak with Shoni in Dwarven District. Run back to Goldshire and turn in Buzzbox 525 and finish A Lost Master. Turn in Stormpike's Order and Speak with Shoni in Dwarven District. Run back to Goldshire and turn in Buzzbox 525 and finish A Lost Master. Turn in Stormpike's Order and Speak with Shoni in Dwarven District. Run back to Goldshire and turn in Buzzbox 525 and finish A Lost Master. Turn in Stormpike's Order and Speak with Shoni in Dwarven District.
professions in Ironforge. Go west of town and kill Bellygrub. Return to Everlook and turn it in. Grind on scarlets around the lumber mill to 57 if you aren't already. When you are done with bears, finish up killing furbolgs and then head northeast to the Red
crystal in the mountain-side, just go close to it to get credit for quest. Turn it in when done and then go west to the spider cave and kill spiders for eyes. When you reach level 2, go back to Willem and accept Brotherhood of Thieves. Stop by at the expedition camp and pick up the Crate of Foodstuffs. Grind to 56,5 in Felpaw Village. Find Agmonds
corpse to the south east, turn in Find Agmond, accept Murdaloc. Run east and turn in The Spirits of Southwind. Turn in Study of the elements: Rock, take follow up. Depending on difficulty on drakes and the amount of people there, you can stay here and grind for a bit if u want, small flame sacs are very good profit and needed later on for
consumables. Fly to SW, accept The Corruption Abroad in the Park and learn new spells. HS to Booty Bay. Turn in The Blightcaller Cometh at Bolvar in the Keep. Correct Book Incorrect Book
   blins, focus on killing the lvl 39-40s outside the main base. Turn in A little help from my Friends, Beware of Pterrordax, Expedition Salvation and turn in Vahlarriel's Search. Turn in Sunken Treasure, accept follow up. Continue west and jump down into the
Infectis scar, find The Shattered Sword of Marduk. Continue into the next tunnel to Loch Modan. Run east along the road to Everlook. Set HS, buy food/water and repair. Accept The Tower of Althalaxx. Kill geologists for crystals at Venture company camp and Snapjaw crocs for skins. I will not be super detailed about where to pick up quests so if you
aren't familiar with them this is helpful. Turn in The Doomed Fleet, accept Lightforge Iron. Set HS in Everlook, accept any quests you may have abandoned if u had a full questlog. Run north along the coast and kill the cursed crew ghosts and Giant Crocolisks. Turn in Raene's Cleansing, Accept next but then abandon it, you should be allowed to keep
the Rod to be able to transform yourself into a furbolg. stop by at Tabetha's Farm and pick up Tiara of the Deep if you plan to do BRD
any time soon. Grind Firegut ogres until you are 52,5 or try to do a BRD quest run, see my guide for BRD to maximize your XP and save time. Run into the Badlands and turn in Martek the Exiled, accept Indurium. You should also loot Stone of Relu here from the raptors. You should be 34 now. Jump out of the balcony into the north beach and kill
Threshers in the water for Buzzbox 411. Try to find a group to do the elite quests in Raven Hill, Mor'ladim is important for a new weapon upgrade Archeus. Accept Aguementas. Run south and turn in The Ruins of Solarsal, accept Return to Feathermoon Stronghold. Pass the bridge into Arathi and take the other small hang-bridge to your right, click
the cart of explosives and then go back and turn in The Thandol Span. There are three pools with these lower levels here. Go find Jabbering Ghoul in the Felstone field and kill it for the charm. Go collect watches from small boxes in Andorhal, also kill skeletons for fragments. Skip next. Fly to Menethil Harbor, Wetlands. Accept The Everstill Bridge.
Accept Goblin Sponsorship and Magical Analysis. Run to Steamwheedle port and accept Yuka Screwspigot, then back to Gadgetzan. I recommend a combination of Ret and Prot talents for solo leveling and questing, here are some examples: As I said earlier, dungeons are great for catching up on missing XP or a great alternative to grinding in certain
level ranges. Fly to Darnassus, Turn in Rise of the Silithid and accept March of the Silithid in the Temple of the Moon. Return to Kayneth and turn in Forsaken Diseases. Go northwest until you come to the second pool of water, click on the Wrecked Raft and accept It's a Secret to Everybody. Head west, kill bears for Buzzbox 525 and Moonstalkers for
A Lost Master. Kill some trees in the Irontree Woods for Irontree Woods for Irontree Woods and use Flute of the Ancients. Turn in Study of the Elements: Rock, Scrounging and Barbecued Buzzard Wings. If you are trying to speed level, dungeons are mostly not recommend unless you got a prepared guild or friends group.
since they can be huge time-sinks if you are going with random people in a non-organized group. If not you can either grind or go do the last cauldron, your choice, I'll assume you already are 55 or grinded to get it when I continue. Turn in Ghoulish Effigy at the hermit, accept Ogre Thieves. Run back to Thelsamar Fly to Ironforge. Accept Alas,
Andorhal and Scholomance. Go back to Fire Plume Ridge and find Ringo in the cave, turn in Lost! Accept A Gnome's Assistance. Run south to Torwa and turn in The Mighty U'cha and The Bait for Lar'Korwi. If you have trouble finding
Gahz'Ridian Ornaments look at Southmoon Ruins. Go back to Chillwind Camp, if you want you can die and take ress sickness to get there faster. Turn them in at the goblin, skip the follow ups. In the ruins of Ameth'Aran, kill ghosts, read the stones and look for a neutral female night elf called Anaya Dawnrunner that walks around the area, you need
to kill her for A Love Eternal. Grind ogres to 6500XP (or 12k~ if u did elite quests) from 38. Go into the barn and click on Mrs. Look for people to kill Gorlash for The Captain's Chest, if you can't find a group, try kite him to Booty Bay guards or do it later. Fly to Stormwind. Grind to 42 in SoS, try spiders east of Stonard or beasts all around the zone.
Kill Wolves and Kobolds, the goal here is to reach level 2 asap. If you looted An Old History Book in Duskwood, accept the quest and turn in at the Keep Library. Accept Big Game Hunter. This is quite hard and you might need more than two people depending on your classes or levels. Accept Big Game Hunter. This is quite hard and you might need more than two people depending on your classes or levels. Accept Big Game Hunter. This is quite hard and you might need more than two people depending on your classes or levels.
Auberdine and take the boat to Wetlands. Continue south to the next small hut and accept Kodo Roundup. Accept Gather Rot Blossoms, The Night Watch, Look to the Stars and the follow ups on Legend of Stalvan and Shadowy Figure. Run southeast to Valley of Bones.... Kill naga for Karnitol's Satchel, click on the treasure chest and turn in Claim
Rackmore's Treasure. Run west to Alexston Farmstead. Go east and kill Scarlet members for Unfinished Business, you will find the medics and hunters further southeast in a small camp and Knights/mages along the road. You could also do SM now if you did Down the Scarlet path in Desolace earlier. Turn in In Search of Knowledge, click on the green
book behind her to accept Feralas: A History, turn it in and accept The Borrower. Make your way back up to the surface, go to Kalaran after you completed killing all dwarves and gotten the Thorium plated daggers. The Mysterious Artifact you need for Release Them are in the center of the Lava Pool, to get it jump into the pool and stand on top of the
Artifact, then loot it, otherwise you will take lava damage and get interrupted. OmniCCAdd timers on your debuffs on targets. Turn in Return to Kristoff in the Cathedral Square. Now you can finish up any quests in Un'Goro that you might not have been able to complete last time we were here. Run towards The Barrens. Continue killing boars and run
east to Maclure's farm, turn in Lost Necklace, accept Pie for Billy and then Young Lovers in the small house nearby. Go back to Chillwind Camp and turn in Clear the Way. Accept The Flawless Flame. Accept They Call Him Smiling Jim outside the inn. Turn in Akiris by the Bundle and bugs Set HS. Darmer Dalson will now spawn, kill him and loot
Dalson Cabinet Key. Accept Encroaching Wildlife. Accept Felnok Steelspring. Run east along the mountain wall until you come to the Northern Pylon. When you got all wood for A Bundle of Trouble turn it in. Turn in Goblin Sponsorship. Go west to Irontree woods and kill Toxic Horrors for droplets. Make sure you are level 32 now, or grind on
something in flats until you are. Then run west to the Shrine of Aessina and turn in The Howling Vale and The Branch of Cenarius. Continue east and kill some apes outside the cave. Accept A Plague upon Thee. Kill raptors in the Excavation site for Ormer's Revenge and loot the items for Uncovering the Past in the area. Turn in A Watchful Eye at the
Lion statue, accept Looking Further. Go south and jump into the pool, get close to Sunken Temple to get the Explore credit for In search of the Temple. Take FP and Accept Look to the Stars and then turn in Bronze Tube. Take the next boat to Theramore. Go to Rabine, turn in A Reliquary of Purity and Uncovering Past Secrets. He can be in one of the
boats or in the ruins. HS to Lakeshire when you are done with everything except the Goulash. Fly to Booty Bay. Turn in the Hippogryph Egg for Egg-o-matic, then turn in Bone Collector. Turn in Keeper of the Flame. Accept Hive in the Tower. Fine thread you can buy from
vendors. Take FP and stock up on food/water and repair. Kill gnolls for Patrolling Westfall. Turn in Bashal'aran accept next. Keep doing laps around the northern and center part of the zone and kill satyrs, go kill Xavaric first so you loot Flute
of Xavaric from him, click it and accept Flute of Xavaric. Continue south to Maestra's Post in Ashenvale. Turn in Look to the Red Crystal, Click on the Crystal to turn in Supplies for Nethergarde Keep, turn in Villains of Darrowshire, Defenders of Darrowshire
and Zaeldarr the Outcast. You have another shot at doing Colonel Kurzen now if you can find a group. This is an escort quest, follow Arei around and protect him until you reach the road and complete the escort. Click on the cauldron and turn in Target: Dalson's Tears, accept Return to Chillwind Camp. If you are not yet 60 I recommend any of the
following: Grind! Probably the fastest way to 60, some spots I recommend are: -Furbolgs in Winterspring Lots of vendor greys -Elementals in Silithus Hydraxian rep, Elemental earth, Essence of Earth -Satyrs in Felwood Runecloth, Felcloth, Demonic runes -Blackrock Orcs in BS
Runecloth, greys, others. Stop by at Sundown Marsh and buy Elite Shoulders from Wenna Silkbeard if they are available, really good shoulders for Ormer's Revenge. Go into the town Nighthaven and turn in Rabine Saturna. Also kill yet and Chimaeras
you see and collect feathers on the ground. If you are going to level Skinning you can train it in the house on the left side before you reach Goldshire. Click on the Cauldron to turn in Target: Felstone Field, accept Return to Chillwind Camp. Stop outside and kill Tainted Oozes and use the remaining jars on them to complete the slime quest. Continue
to Chillwind Camp. Kill Skeletal Horrors and Fiends for The Night Watch and Gather Rot Blossoms from them. Return to Darkshire, turn in Look to The Stars, Return the Comb, Dusky Crab Cakes and The Night Watch. HS to Darkshire, turn in Look to The Stars, Return the Comb, Dusky Crab Cakes and The Night Watch. HS to Darkshire, turn in Look to The Stars, Return the Comb, Dusky Crab Cakes and The Night Watch.
towards you. Go to the Ogre mound and get Abercrombie's Crate just outside the cave from a box. Turn in Buzzbox 411 just north of the murlocs and accept Buzzbox 323. This is an escort quest which will spawn a couple of demons at the end. Turn in Selling Fish, Underbelly Scales, The Lost Tools, Hilary's Necklace and Encroaching Gnolls. When
questing it's important that you kill mobs while running between one area to another and doing objectives, this xp will add up a lot in the long run and will save you some time grinding to make up for lost xp. Use a "/target Prince" macro and use it when you quest here to find him easier. Go to the Hall of Explorers and turn in A Little Slime Goes a
Long Way. Go into Darnassus and turn in Wildkin of Elune. Also the casters heal so save your Hoj for interruption and The Corruption of the Jadefire. Swim out to the
sea turtle and loot it for Washed Ashore. in the Hall of Explorers. Continue southwest, kill Chimaeras you see until you come to the small cave with some Owlbeasts outside. Accept Ironband's Excavation. Run to Rebel camp in STV. Also complete any other quests in Un'Goro you might not have completed earlier. Take the boat to Booty Bay. Run south
to the goblin Marvon in the desert, turn in The Sunken Temple, accept The Stone Circle. Run back to Maestra's post and do The Tower of Althalaxx and Bathran's Hair to the north. Use the robot Yeti to scare Legacki. Turn in The Missing Courier, accept next, turn in The Missing Courier, accept next, turn in The Sunken Temple, accept next, turn in The Missing Courier, accept next.
Bloodsail Buccaneers. Continue north to Bashal'aran and turn in. You don't need to accept any follow ups at this time You should be around 33.5 now Fly to Stormwind Look on AH or ask friends for a Hillman's Cloak and Bolt of Woolen Cloth. Continue north to Bashal'aran and turn in. You don't need to accept any follow ups at this time You should be around 33.5 now Fly to Stormwind Look on AH or ask friends for a Hillman's Cloak and Bolt of Woolen Cloth.
collect grapes. Continue north on the beach and kill Zanzil Zombies on the beach For Zanzil's Mixture. Accept the follow up and go north to the Timbermaw Tunnel and turn in Speak to Nafien. Look for the Forsaken Courier. Accept Call to Arms: The
Plaguelands from Courier Hammerfall whos walking around Ironforge. Turn in The Scrimshank Redemption. South of raptors on a ledge close the water there are more basilisks, kill them until you complete Singing Blue Shards. HS back to Aerie Peak. In the next room
to your right you have Overseer Maltorius, he's a 50 elite so you probably can't solo him, but we want the plans on the table behind him. Continue south to the bug lairs. Turn this in at The Commons and accept Find the Lost Guards and
Protect the Frontier. Continue east to Iris Lake and pick up an Elune's Tear. Fly to Westfall Turn in Return to Lewis, Messenger to Westfall and The Defias Brotherhood accept Messenger to Darkshire. Capture a Rabid Thistle Bear with your trap close to the Furbolg village. Run to Northshire Abbey and turn in Brother Paxton. (Optional, skip if you are
22,5 or more) Fly to Thelsamar, Loch Modan. Return to Lakeshire and turn in The Everstill Bridge, A Baying of Gnolls and Redridge Goulash. Accept Deep Sea Salvage, Drowned Sorrows and Sunken Treasure. Take the boat to Wetlands, then fly Ironforge. Also try to do High Chief Winterfall when you are here, gives an extra 15k~ xp in total. Turn in
Dwarven Justice at the dwarf on the floor and accept Release Them. Run north along the shore, kill crabs for Fruit of the Sea. Click on the gravestone outside and loot the wedding ring. Collect mushrooms in the cave, take the first right when you enter and you will find death cap there at the end, no need to go down further. Find a Satyr in
Bashal'aran and kill it for the quest item. You should also have looted a Grimesilt Outhouse Key by now, click on it and accept The Smoldering Ruins of Thaurissan in the throne room, talk to her and then turn it in, accept next. Go back turn in A Hunter's Boast, accept next. If you are leveling duo or in a group accept
Preserving Knowledge and Crushridge Warmongers (Elite quests). Do Uldaman, grind on Ogres or Beasts in Badlands to 42,5. Wait for J.D Collie to do her thing then accept and turn in the follow up Making Sense of it. Do Forces of Jaedenar. Go to Morgan's Vigil and accept Extinguish the Firegut, FIFTY! YEP!, and Dragonkin Menace. Learn 2h
Swords. You should be around 11,5 now. This is a really good spot for grinding if you feel catching up on some xp if there isn't too many people around. HS to Nijel's Point in Desolace. Stack up on plenty of food and water for grinding session. Turn in
Gryphon Master Talonaxe, accept Rhapsody Shindigger. Fly to IF and set HS, then fly to SW. You can save this for later if you find it too hard with the golems and higher level dwarves around the hill where Banglash spawns on the other side of the
road, kill them for Panther Mastery. Accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, then turn in Sunken Treasure again and accept next, the sunken Treasure again and accept next, the sunken Treasure again again and accept next, the sunken Treasure again ag
in Uncle Carlin and Duke Nicholas Zverenhoff. Now would be a perfect time to do a full SM run, look for a group while doing the next part in Arathi. Get FP, train new skinning, train FA, buy food/water if needed. Go Back to the other farm and turn in Back to Billy, Accept Goldtooth. Continue up the slope to the gnoll camps and go into the cave and
kill Drudgers for Rethban Ore. Go underwater and kill nagas, get boat charts and Elven gems. Grind south to the other rock elemental area and kill nock elemental area and kill murlocs and Gobbler to the north of Menethil. Fly to Westfall
and to run to Jitters in Raven Hill, turn in Finding the Shadowy Figure. Accept Elemental Bracers and kill water elementals until you got 5 intact bracers. Run west to the coast and swim out to the small island. Accept Of lost Honor. You don't need to finish this guest now, we can come back later if you don't want to wait for respawns. Turn in Young
Lovers, accept Speak with Gramma. Fly to Lakeshire, Redridge. When you arrive in Goldshire, turn in The Legend of Stalvan, Accept next part and go into the 2nd floor of the house and loot the chest. Go east to the mine and kill kobolds. Grind your way east to the Altar of Zul.
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Run west to the Yorgen Farmstead and turn in Sven's Revenge at the dirt pile between the houses. Get FP. (Optional) Run up the tower and find An Empty Jar to turn in Looking Further at the top. HS to Menethil Harbor. Loot it and return to Torwa to turn in The Fare of Lar'Korwi. Run back to Refuge and turn in Wand over Fist, then run south to
Faldir's Cove. Get crystals and supplies at the camp northeast, skip escort unless you got help, very hard solo. Fly to Aerie Peak, run to the small pond west of Altar of Zul and pick up a Violet Tragan Mushroom. Go to Felstone Field and turn in Good Luck Charm in the house second floor. Return west to the coast and turn in Sceptre of Light, accept
Book of the Ancients. Or 2, have a friend aggro all the orcs while you run up and click the jar. Run to Badlands dwarf camp, accept A Dwarf and his Tools and Gyrochronatom. You should now come to some tar pits which have lower
level Tar Creepers and Tar Beasts. Accept The Eye of Paleth. Accept Demon Dogs, Blood Tinged Skies and Carrion Grubbage. Kill the Den Mother in the cave just east of the furbolg camp. (Optional) Accept Tramping Paws go south and kill
gnolls, only do this if you are ahead of the pack and there isn't many other people in the zone contesting the gnolls. When you got Sida's bag, turn in Blisters on the Land, then go north to Dun Modr and turn in Fall of Dun Modr. Leave Northshire Abbey and run towards Goldshire, pick up Rest and Relaxation. Run back to Auberdine, look for
moonstalkers to kill in the woods north of town before you go back. Before doing the escort, clear the path Kinelory will take by walking down to the farm beforehand or you will pull dozens of mobs and most likely let her die. Accept Cleansing of the Infected, How Big a Threat? Run back to Astranaar and fly to Darnassus, turn in Velinde Starsong
accept Velinde's Effects. Accept Linken's Adventure. Accept Gor'tesh the Brute Lord. Loot the key from Captain Halyndor on the ship and then turn in Lifting the Curse at a box in the ship's bottom floor. Accept The Karnitol Shipwreck, Reagents for Reclaimers' inc, Centaur Bounty, Vahlarriel's Search and Down the Scarlet Path. Return to Thorium
Point, turn in Fiery Menace and Curse these fat Fingers if you have completed them, then fly to Ironforge. Go west to Corin's Crossing, look for any Gibbering Ghouls around the edges of the town, kill them to spawn the ghosts you need for Defenders of Darrowshire, just kill a few, no need to complete this quest now. Kill the Doomwarder Captains
first since they are the only source for blood and there aren't many of them. Fly to Auberdine, turn in Escape through Stealth / Force. Run southwest towards Elwynn forest, turn in A free Lunch, accept Visit the Herbalist and Encroaching Gnolls from Guard Parker at the crossroads and then continue to Elwynn. When you get to the beach swim to
Feathermoon, it's faster than taking the boat. There is a rare Ogre that spawns in one of the caves here called Lo'Grosh, he drops an amazing 2h mace called Lo'Grosh, he drops an amazing 2h mace called Lo'Grosh, he drops an amazing 2h mace called The Pacifier. Return to Abercrombie and turn in Ogre Thieves. Go back to the farm and turn in Pie for Billy, accept Back to Billy, accept Back to Billy. HS to Goldshire. It's starting to get outdated at this point, and
unless you are planning on running all wings of SM soon to get Bonebiter I would suggest you to do this part, it should take around 30 mins solo or faster if you can get FP! Run along the southern wall east, stop by at the
Wyvern Area and do Highperch Venom quest if there isn't too much horde around giving you a hard time. If you can't find it, skip. Turn in Deep Sea Salvage, Drowned Sorrows and Sunken Treasure. When done killing defias, go back and turn it in. Pick up Venom Fern Extract from the boxes outside the house. Go north to Felstone Field. Run south to
the farms, turn in The Escape and Princess Must Die. Go southeast to the Undercroft, behind the tomb there is a grave and a dirt mound, click the dirt mound and a couple of dwarves will spawn, kill them for Taelan's Hammer. Go inside the cave and take the first fork right, turn in Chasing A-Me 01. Turn in Encroaching Gnolls, accept Assessing the
Threat. Loot Ensorcelled Parchment chest inside house where Nagaz is. (Optional) turn in Tramping Paws, accept Fire Taboo. Accept Frincess Must Die! (lvl 6 requirement). Set your HS in Ironforge! Fly to Southshore. Go to the Temple of the
Moon and collect Moonwell water in Eridan's Vial, then turn in Calm before the Storm upstairs, accept follow up. HS to Theramore or die and take ress sickness if HS is on cooldown. Go west to the Satyr camp and find Anilia. Turn in Gathering Idols. Go back to the road and continue north, kill mistvale gorillas for giblets and save any gorilla fangs
you loot, you need 10x to start STV fever quest later. If you didn't do the elite quests last time you can try to do them now if you want. Go west and kill Lashtail Raptors and Elder Tigers. Click the Sealed Crate and turn in, accept next. There is also a hidden goblin npc on the wall in the elite ogre area called Bro'kin. Pick up the Flagongut's Fossil in
the cave for The Absent Minded Prospector. If you don't, grind on random stuff, pref beasts so you can skin and get extra silver for leather or sell everything in your bags. Continue north on the beach, kill moonstalkers in the woods close by. Kill the white bear Mangleclaw and then turn in A Pilot's Revenge. Run south towards Darkshire. Turn in The
Videre Elixir and Trouble in Winterspring, accept Meet at the Grave and Threat of the Winterfall. Run north and turn in A Dark Threat Looms, accept follow up. If you are going with skinning you probably will have to skip buying Blessing of Might since skinning knife costs 87 copper and you won't be able to afford it. Try to do elite quests in
Stromgarde Keep if u have a group, otherwise grind to 37. Run south to Emerald Sanctuary and turn in Cleansed Water Returns to Felwood, Verifying the Corruption, Further Corruption and Flute of Xavaric. Go west and kill Frenzied Pterrordax and slimes. Go to the cave on the second Island south and kill Lord Shalzaru. Go back to town and
turn in Troll Necklace Bounty and Witherbark Cages. Turn in Freedom for all Creatures and accept Doling Justice, but don't do it now, continue west to Feathermoon Stronghold. Be careful not to drown, hence the underwater breathing potion I mentioned earlier. Turn in Timbermaw Ally when done, accept Speak to Nafien. Go to Sorrow Hill and turn
in Auntie Marlene, accept A Strange Historian. Clean your bags and buy Skinning Knife. Turn it in, accept next. (Seasoned Wolf Kabobs requires 50 cooking to be accepted). Turn in Rumors for Kravel and Razzeric's Tweaking. Run all the way east to The Ravencrest Monument and jump off the cliffs, then swim to the small island where Duke Hydraxis
is. When done go to the last tower and mark it. You should loot an Empty Firewater Flask while killing the Furbolgs, click on it and accept Winterfall Firewater. When you got 4 Kelp grind your way northeast to the Jasperlode mine. Go west to the Irontree cavern and kill elementals for Cleansing Felwood. Expected /played time to 30: 20-30h Accept
Bathran's Hair and The Tower of Althalaxx. Trade the Evoroot for Videre Elixir. Accept The Scourge Cauldrons and turn it in at the High Priestess nearby. Set HS and turn in Felnook Steelspring, accept Sister Pamela, The Everlook Report
and Duke Nicholas Zverenhoff. Go back to Gadgetzan and turn in Gadgetzan Water Survey. Continue North on the road and take off west before the Twin Colossals, you will find a Stone Giant named Rockbiter. Fly Darkshire, then run into Swamp of Sorrows and turn in Cortello's Riddle under the first bridge, accept follow up. Turn in The Thandol
Span back at Dun Modr, accept next. Look for rare naga Prince Nazjak that drops Tidal Charm trinket., this is a very strong pvp trinket for all classes. Complete any remaining quests scattered around Azeroth There are still some elite quests to do in the higher level zones, try to look for groups and do them. You should be able to solo the elites and
complete the Torch of Retribution questline, the other quests are a bonus. Go to Donova through the Timbermaw Tunnel and turn in Toxic Horrors and Strange Sources. Run southeast to the Ogre caves and kill Kor'Gresh for Wand over Fist. There are some Paladin specific parts for class quests and item upgrades, but they can be skipped and
replaced by your own class specific stuff if you are not playing Paladin. Return to Lakeshire, turn in An Unwelcome Guest, Howling in the Hills, Blackrock Menace, Solomon's Law and Wanted: Lieutenant Fangore. QuestieShows all available quests on the map for both accept and turn-ins. Run south to Marvon in the desert and turn in The Stone
Circle. You should be 20 now, If you aren't 20, grind on something close by in Ashenvale till you are. Go southwest and accept Bone Collector at the small hut. Continue south to Thistleshrub Valley. Swim out to the small island and explore it for The Stone of the
Tides. Make a /target macro for him and spam it every now and then to see if he spawns. Accept Note to the Mayor. Accept Rizzle, accept Rizzle, accept Rizzle's Schematics, turn it in. I will continue to work on the guide after Classic launch and
fix/change things to make it better over time. Kill them until you got 10 fish. Turn in The Bloodsail Buccaneers accept next. Go kill naga explorers northwest of Booty Bay for Akiris reed, skip if drop rate is super low and you have competition for kills since there is a limited amount of spawns. Accept Foreboding Plans and Encrypted Letter, they lie on
a small table in the syndicate camps. If you can't solo them or get a group you can skip these quests for now and come back and do them later, around level 50 and you should have no problems doing it. Accept next, then click on the Torch to turn in. Go west, do water survey in the small water pond next to the elite trolls, run away when the beetles
spawn. Turn in Buzzbox 827 and Washed Ashore, accept Buzzbox 411 and Washed Ashore, accept Buzzbox 411 and Washed Ashore, accept A Hunter's Boast. There are also
more Condors north along the road. Also turn in Hemet Nesingwary. Kill Harvest Watchers and pick oats. Beware of the ghosts that spawns when you loot them or move around inside the houses. Fly to Thalanaar at the Feralas border and turn in Thalanaar at the Feralas border and turn in Thalanaar Delivery. After you got them or move around inside the houses. Fly to Thalanaar at the Feralas border and turn in Thalanaar at the Feralas border at the Feralas border 
Noboru the Cudgel. Run north along the coast/swim to avoid the murlocs until you get to Ratchet, get FP. The follow up is a semi-hard escort quest, get a group if you can. Turn in The Corruption Abroad and accept Tharnariun's Hope, A Lost Master, The Blackwood Corrupted, The Absent Minded Prospector, Onu and WANTED: Murkdeep! Fill the
Empty Cleansing Bowl in the Moonwell. Go back and turn in The Wildlife Suffers Too, accept follow ups, then do a bit of running back and forth in Theramore to turn them in. Accept Scrounging. Accept The Mighty U'cha. Head east and turn in The Apes of Un'Goro. Fly to
Theramore. You don't need to accept any new quests right now. Turn in Mudrock Soup and Bugs, accept ... And bugs. Grind east and kill Noboru for his quest drop item. Kill troggs and Murdaloc, collect 10 indurium flakes from them. Return to Onu and turn in, skip Mathystra Relics unless you didn't get a new weapon and need an upgrade. The only
quests left in duskwood now are Morbent Fel, Mor'ladim, Bride of the Embalmer and Worgen in the Woods (We will do worgen in the woods later). Accept Spiritual Unrest and A Land Filled with Hatred. Be careful in the cave of the melee mobs, they do a knockback. Take the portal out to Rutheran Village, turn in Favored of Elune? Continue south,
kill bears and moonstalkers in the woods. A ghostly Ancient Spirit. Go east to Bashal'aran and turn in Under the Chitin was... Fly to Everlook. Finish up Super Sticky if you didn't complete it last time you were here. Go Southeast and kill Yetis for Are we there, Yeti? If you don't see it around go
to the troll village south and do Worth it's weight in Gold. Make sure you are 31 now, otherwise grind on murlocs/nagas or something else. Skip Insane Druids. Go south to Lost Rigger Cove. Turn in Meet at the Grave, accept A Grave Situation. Accept follow ups, you need to talk back and forth a few times between several NPCs in Darkshire. Look for
Boss Tho'grun, he patrols from the southwest Ogre camp and then to the middle one. Save the reward for lvl 60, can be good for farming. Go back and turn in A Dark Threat Looms, accept follow up. HS to Astranaar. You should be 36 now. There are two ways to get there, either you jump down in the hole close to where
Kalaran are or you can go around into the central area and take the normal way in, I recommend jumping down. Turn in Goblin Sponsorship, accept next. Go back to the graveyard and ress at your corpse. Go to Refugee pointe in Arathi Highlands. Turn in Of Love and Family. Turn in The Karnitol Shipwreck and Reagents for Reclaimers' inc. Will save
you a lot of clicks and time if you are trying to level fast. Turn in The Missing Diplomat further west, but don't accept next, it's too hard right now. There are also some inconsistencies when it comes to which quests that are available and Which aren't. Grind to 22 on murlocs/crocs then go back to Menethil and turn in Return the Statue and Young
Crocolisk skins. Go northwest towards the Loch, kill 5 boars on your way there. Run southeast to Fallen Sky Lake and kill the Shadethicket Oracle. If you do find him, Accept Tooga's Quest and escort him if all the way back to Steamwheedle Port. Run southwest to The Undercroft and turn in Hameya's Plea in the Mound of dirt behind the crypt. Learn
cooking from an npc next to the quest givers. When you arrive in Desolace run to Nijel's point. Ding 60! We have now reached the end of the quide. Go North to the harpies, here you need to find four Braziers around the area and collect gems from them. Do the escort and turn it in. There isn't really any more weapons you can get until you either do
Maraudon Princess runs at around lvl 50, and if you are leveling fast people will probably not have the scepter ready by then. HS back to Booty Bay or if HS is on cooldown run to Nethergarde Keep and fly. Fly to Darnassus and turn in Assisting Arch Druid Staghelm and Prayer to Elune. Grind to 41 on raptors/basilisks or trolls etc. Accept The Lost
Ingots. Accept A Hero's Welcome, run to the big building and turn in. When here, look for a small green bottle in the sand, it can contain Carefully folded Note, keep it for later. Make sure you have 74 silver at this point. Turn in Messenger to Stormwind at the gates accept follow up, turn in Continue to Stormwind in Old town, accept Dungar
Longdrink. When done with everything turn them in and accept Goblin Sponsorship, Martek the Exiled, Wharfmaster Dizzywig and Hemet Nesingwary. Then fly to Talonbranch Glade, Felwood. Turn in Vile Satyr... and accept The Scent The Scenario T
of Lar'Korwi. When done, HS to Astranaar. Kill Shadow Mages and loot signet rings along the grassy area and into the east. Protect the darters when they escape the cage so they don't aggre and die. Return to Feathermoon and turn in Against the Hatecrest, accept Against Lord Shalzaru. Kill dwarfs at Hammertoe
digsite for the pickaxe and accept the quest A sign of Hope from a map on the table in the camp. Accept Wasteland. Fly to Everlook. Run west to the Noxious Lair and kill bugs for Noxious
Compound or Pirates in Lost Rigger Cove. This is an semi-long escort quest but you should be able to do it easily, there are no extra monsters spawning so just pull ahead so you can kill one at the time. Save stuns/interrupts for Medicine Men's heals. Go east to the Zeppelin wreckage and collect the Seaforium Booster from a box on the ground. Run
back to Mannoroc Coven and finish Reagents for Reclaimers' Inc. Go to Swamplight Manor, accept Jarl Needs Eyes. Turn in Back to Booty Bay. Accept Supply and Demand, Singing Blue Shards, Bloodscalp Ears, Supplies to Private Thorsen, Investigate the Camp, The Haunted Isle. Kill Cursed Ooze and use the Empty Cursed Ooze Jar on them. In
total to complete all the quests you need the following:6x Blasted Boar Lung6x Scorpok Pincer11x Basilisk Brain5x Snickerfang Howl14x Vulture GizzardSince you need the most of Brains and Gizzard and they are the hardest to get you may not be able to complete all of the quests, if it takes too long to get a certain item, skip the quest that requires
many of that item. Accept the follow up. Continue north to Northridge Lumber camp, click the box inside the mill and place the termites, then click the barrel that appears and turn in A Plague upon Thee. You should loot the Blue Feathered Amulet while doing the escort quest. Accept follow up, Ormer's Revenge and Uncovering the Past. Accept
Favored of Elune?. The weapons I recommend looking out for are Blade of the Titans and Executioner's Cleaver. Go pick up Ghost-o-Plasm Round Up at the Kodo Graveyard Run south to Mannoroc coven and kill demons. Stack up on plenty of food and water, we gonna grind for a while. Turn in The Brassbolts Brothers. Go north into alterac and kill
cougars and syndicates. Dalson's Diary, turn in. If you are not 25, grind on furbolgs west of Astranaar. Accept Deliver the Thread and
Return to Jitters. Accept Counting out Time. Accept Target: Writhing Haunt. Go west towards Gurubashi Arena and into the other Zanzil's mixtures. Grind here to level 50. Run all the way to Emerald Sanctuary in southern Felwood and turn in Silver Heart. When you arrive in Darkshore, jump off the boat
and swim ashore to save some time. Run around in Stormwind and turn in and accept the follow ups of The Missing Diplomat until you got the part to go to the cave northeast and accept A Taste of Flame. I have been playing WoW since Vanilla
and in the most recent years I have been spending a lot of time playing Vanilla WoW private servers. Go slightly more southeast and turn in Cleansing Felwood. Go south to Donova Snowden, turn in The New Springs and It's a Secret to Everybody. Turn them in and then accept This is Going to be Hard. Now we need to find the Annals book, as you
can see there are tons of books on the floor, and if you click the wrong book dangerous monsters will spawn. Grind your way north in Felwood killing wolves, bears and birds to get Silvery Claws. Take the tunnel to Moonglade and run to Nighthaven. Run north and do them in the two ruins. Set HS in Menethil. Turn in Winterfall Activity at the
Timbermaw Tunnel. Accept Milly Osworth & Bounty on Garrick Padfoot. Fly back to Marshal's Refuge in Un'Goro. When you are done die on purpose and take ress sickness at Southshore graveyard. Look on AH or guild/friends/trade to get 2x Thorium Bar. Start killing pygmy spiders along the river northwest towards Sven's Camp. From now on kill
any moonstalkers you see for fangs, drop rate is semi low so it's important to kill all to be able to complete this quest. Fly to Menethil Harbor. Go kill Ruuzel on small island northwest, make sure you are done with naga heads when you come back to Talen to turn in Ruuzel. Collect the Bloodsail charts and Order on the southern end of the beach at the
small camp. Accept All Along the Watchtowers and Target: Felstone Field. Accept Reagents for Reclaimers' inc and Down the Scarlet Path. Try to get the following items, if u cant get the first one, don't bother with the others Frost oil ->Gyrochronatom ->Healing potion/lesser invis pot ->Patterned Bronze Bracers Turn in Stormpike's Deciphering. Go
southwest and get a Bottle of Disease in the undead camp. Set HS! Go turn in Rhapsody's Kalimdor Kocktail, accept Rhapsody's Tale. Go north towards Marshal's Refuge. Turn Proving your Worth at Sven, accept Finding the Source.
Jump off the balcony and kill buzzards in the corner of the zone. Fly to Astranaar. Get the Compass for Humble Beginnings from the chest in the broken house. Attack Slim before he runs away and defeat him, turn in, accept next. Use the gem to summon a Naga at the altar and kill it for quest Book of the Ancients. Go north on the
main road to Alterac and kill ogres for Crushridge Bounty. Turn in Handle with Care in Rutheran Village. Fly to Nethergarde Keep, turn in Thadius Grimshade, accept Nekrum's Medallion if you plan to do ZF. Last boss also drops two very good 2h weapons which will be very good for us and can last all the way to 60, so doing Uldaman is a very good
idea. You should be able to get these by stunning him with HoJ and looting it since he's a spellcaster, so after the HoJ he will cast a shadow bolt giving you extra time to loot the plans before you get interrupted. The grells have low hp and don't do a lot of damage. Click the dirt mount next to the house to accept The Orc Report. Head back north to the
tower. When you arrive in Marshal's, accept Shizzle's Flyer, Muigin and Larion, Roll the Bones, Alien Ecology, Expedition Salvation and Beware of Pterrordax. Kill murlocs in the middle of your way to 60 it's possible to jump into, but please note
that the guide heavily relies on "breadcrumb" quests that are picked up in one zone and done in another, usually involving long chains, so you might not have access to all the quest. Cross the river east and enter Eastvale logging grounds. Turn in A King's Tribute, wait for the RP event and then accept follow up. We will be picking these up the whole
time we are down here. Accept Hilary's Necklace on the wharf and take a quick look if you can find the necklace in the water under the wharf. Accept The Cursed Crew. Save 15 silk cloth for next questing area. Clear the taurens around the cage and then pick up and accept Freedom for all Creatures. Run to Swamp of Sorrows. Kill cultists to get the
parchments. When you arrive in Maestra's Post, turn in One shot, One kill, The Tower of Althalaxx and The Sleeper has Awakened. Accept The Red Crystal, turn in Plagued Lands and turn in A Visit to Gregan. Continue
south on the beach and you can find four beached sea creatures, kill the murlocs around and take them. If this area is too crowded and you can't complete the kill quest for pirates there is another "secret" area with some Swashbucklers here where you can complete the kill quest for pirates there is another "secret" area with some Swashbucklers here where you can complete the kill quest for pirates there is another "secret" area with some Swashbucklers here where you can complete the kill quest for pirates there is another "secret" area with some Swashbucklers here where you can complete the kill quest for pirates there is another "secret" area with some Swashbucklers here where you can complete the kill quest for pirates there is another "secret" area with some Swashbucklers here where you can complete the kill quest for pirates there is another "secret" area with some Swashbucklers here where you can complete the kill quest for pirates there is another "secret" area with some Swashbucklers here where you can complete the kill quest for pirates the pirates here where you can complete the kill quest for pirates the pirates here where you can complete the kill quest for pirates the pirates here where you can complete the kill quest for pirates here where you can complete the kill quest for pirates here where you can complete the kill quest for pirates here.
to solo him. Go into the keep and turn in and accept War Banners. Accept Deliver Thomas' Report. Run north to the dam, accept A Dark Threat Looms. This feature doesn't exist in standard Classic UI and is very good to know for judgements, repentance, hoj etc. Run to The Hinterlands, turn in To the Hinterlands!, accept Gryphon Master Talonaxe.
Run north up the hill and turn in Rhapsody Shindigger, accept Rhapsody's Kalimdor Kocktail. 56-57 WPL/EPL Turn in Fire Plume Forged, accept Rhapsody's Kalimdor Kocktail. 56-57 WPL/EPL Turn in Fire Plume Forged, accept Rhapsody's Kalimdor Kocktail. 56-57 WPL/EPL Turn in Improved Quality and The Morrow Stone. Open the box and loot the Iron shaft. Go back to Gregan. Go into the
Undercroft and kill Zaeldarr the Outcast. Accept Tablet of the Seven and Broodling Essence. Keep killing satyrs until you complete both quests. and Plagued Lands. Go south of the horde camp and accept Hungry! Go south to the tower & beat up Balos Jacken for The Deserters. Take the beach south, kill crawlers for Buzzbox 827 and make your way
to the Washed up cadaver. Sell everything in your bags. Accept In Search of the Excavation Team on the bridge leading out of Menethil. Go north and kill the elementals for Mazen's Behest. Kill them for the glands and then turn in The Scent of Lar'Korwi. Go to
south to Blind Mary. Accept Noboru the Cudgel. Accept Glyphed Oaken Branch. Buy new spells, train Skinning and First Aid. Go to Nesingwary's camp, accept Welcome to the Jungle and turn it in. Take FP and fly back to Chillwind Camp in WPL. Turn in The Everlook Report
Turn in Powder to Ironband. ... And do Down the Scarlet Path and Ghost-o-plasm round up. (Optional, Elite) Accept and try to do Tharil'Zun and Shadow Magic. If you still have that group, ask if they want to do Stranglethorn Fever. Turn in Rhapsody's Tale in the Dwarven District. Go northwest and kill Desert Rumblers and Dust Stormers. Take
Deeprun Tram to Ironforge. You should hopefully be 29+ now, grind in Raven Hill until 30. After you have completed the Stave, Find the lost Night elf girl at the mountain wall northwest and turn in The Giant Guardian. Run to Astranaar. Accept Wandering Shay. In Gadgetzan, scare Sprinkle with the yeti. Continue south and start killing the
Bloodpetal Lashers and Threshers. Kill Yetis, Bears, Screechers and Apes around this area. It spawns at the farm and patrols all the way to Tarren Mill in Hillsbrad. Go back and turn in Velinde's Effects. Walk close to them and Lar'Korwi Mates will spawn. Accept The Bloodsail Buccaneers. At this point your
current weapon will most likely be something like Archeus, or maybe even worse. Return to Auberdine and turn in The Blackwood Corrupted, Tharnariun's Hope and Fruit of the Sea. You can loot several of these shards without aggroing the elite giants guarding them. Accept Speaking of Fortitude in the Cathedral District. Stop by at the Marris Stead
and pick up the Insignia's from the skeletons around the area for The Eastern Plagues. Turn in Goblin Sponsorship, don't need to take the next part now. Turn in Passage to Booty Bay, accept The Caravan Road. Accept Pirate Hats Ahoy, Southsea Shakedown and Stoley's Shipment. Fight your way into the main building and turn in Vahlarriel's Search.
Go back to the farm and look for the Courier, then go north and accept The Princess Trapped at the Crystal. Accept Divine Retribution before going up to Thorium Point, listen to Kalaran's story and then turn it in. Go south and turn it in. Fly to Locl
Modan, then run south to Badlands Go to the Dwarf camp and accept Fiery Blaze Enchantments. Turn in Scaring Shaky and The Bloodsail Buccaneers, accept follow ups. Accept The Eighteenth Pilot, turn in, and accept Razzeric's Tweaking. When text is colored with Green it means to turn in a quest. Accept Back to Booty Bay and Safety First.
Continue on the road east into EPL. Go into Darnassus, turn in Glyphed Oaken Branch. Accept WANTED: Caliph Scorpidsting and WANTED: Andre Firebeard from the wanted poster. Accept The Escape and Shipment to Stormwind. Turn in Glythed Oaken Branch. Accept WANTED: Andre Firebeard from the wanted poster. Accept WANTED: Caliph Scorpidsting and WANTED: Andre Firebeard from the wanted poster. Accept WANTED: Caliph Scorpidsting and WANTED: Calibr Sco
Cleansing, An Aggressive Defense and Elune's Tear. Go to Lighthouse, accept Keeper of the Flame and The Coastal Menace. HS to Theramore. Jump into the lake or just over the bridge to the east. Otherwise you need to kill an elite
dragon that spawns outside the cave. Stack up on food/water for a long grinding session. Continue north, clear the murlocs around the sea creature and pick up the quest from it. Kill Ol'Sooty south of town, if you can't solo or find a group, kite him to Thelsamar and let guards kill him. Accept the follow up and turn in the Mithril Casing. Set HS. Kill an
Elder Saltwater Crocolisk near Grom'gol base camp for Excelsior if you still on that quest. Go south and explore the Charred Scar Vale and kill fire elementals. Accept Eye of the Emberseer. 
Watch and Gather Rot Blossoms, accept The Night Watch and Juice Delivery. Many quests were changed and added during vanillas lifecycle, some of the most noteworthy are places like Thorium Point and Silithus. Fly to Talonbranch Glade in Felwood. Continue south after the escort, along the edges of Frostwhisper Gorge you will find the Frostmaul
shards you need for Luck be with you. Turn in Cortello's Riddle under the waterfall to the north. Skip follow up for now. There's another Beached sea Turtle washed ashore on the beach here, kill the murlocs and accept the quest. Take boat to Ratchet, set HS. Accept quests Fall of Dun Modr and Report to Captain Stoutfist. Go to the Thandol Span
Bridge and jump down into the water on the left side, get the waterlogged letter from under the dead dwarf, then HS to Menethil. This is a nice little item with several practical uses. Accept Fruit of the Sea from the fishing dwarf below the FP. Turn in Blessed Arm in
the Dwarven District, accept Armed and Ready. You need to be 18,5 now. If you have help choose Force, it gives more XP. If you get a group you can run up the hill next to the cave and you will find a night elf sitting in a cage next to a pool of lava, the best way to do this is to have one party member aggro all the cultists and run away while the other
members get the guest, then repeat for all members in the party. Turn in Hostile Takeover, Water Elementals, Goblin Sponsorship, Some Assembly Required. Run to Blasted Lands, Turn in Mazen's Behest at the top of the tower in Nethergarde Keep. Expected /played time to 60: 5d-7d0 Run south along the shore until you come to a small hut with two
Taurens, turn in Seek Spiritual Aid, accept Cleansed Water Returns to Felwood. Turn in Are We There, Yeti? Fly to Loch Modan, run to the Excavation site, turn in Mountaineer Stormpike's Task and Stormpike's Delivery. Do them in the cave below, group
up to complete faster, limited amount of mobs here. Some of the weapon upgrades I get in this guide is limited supply from vendors and will not always be available. Turn in The Legend of Stalvan and accept follow up. Take Flight path. If you don't want to do these or can't find a group you can head back to Gadgetzan. After you got the gear HS to
Gadgetzan or die and take spirit ress. Go die on purpose and take ress sickness at Chillwind Camp. If you completed Dragonkin Menace, turn it in and accept The True Masters. Go around the back of the Inn and to the next tower to the east, mark it with the torch. Return to Squire Maltrake and turn in Set them Ablaze! After the RP event, click on the
black chest and accept Trinkets..., then click on the chest again and turn in Trinkets..., then click on the boat when you are done and take ress sickness for free teleport back to Booty Bay. Save gooey spider
legs for future quest! Run to Westfall, turn in The Legend of Stalvan in Moonbrook, accept follow up. Continue west to Donova Snowden, always kill Chimaeras you see, the horns have low drop rate so if you want to complete this we need to kill all we can find. If there are people around who can help you, do the follow up elite Quest Defeat Nek'Rosh,
otherwise skip. Get the quests at the Shady Rest Inn at the Barrens border, The Black Shield, Suspicious Hoofprints and Lieutenant Paval Reethe. Take the FP and fly back to Astranaar. Get 10 bones and return 5 kodos at the kodo graveyard. Fly to Nighthaven in Moonglade, accept A Reliquary of Purity (if it exists). Accept Land Ho! From the Ogre
and turn it in. In Menethil Harbor, buy Executioner's Sword from Brak Durnad in the smithy next to the inn. These are two easy elite quests up at the keep. Turn in The Missing Diplomat at Watcher Backus at northern road of Darkshire, accept volcanic Activity inside the hut. Continue west into the Satyr camp and kill satyrs for The
Corruption of the Jadefire. Turn in Return to Vahlarriel. Accept Redemption, do /sit and talk to him, then turn in. Kill beasts in Blasted lands for the quests, focus on birds, basilisks and boars since there are fewer of them. Go west to the beach and do Deep Ocean, Vast Sea, you can swim into the windows on the ship and only aggree one or two murlocs
total per boat, the chests are in the bottom floor. Go back to Jaedenar and fill the Empty Canteen in the corrupt moonwell in Jaedenar and then go back to Emerald Sanctuary again. Take the road north and head to the yeti cave on the east side. The crabs are lower level more north. Accept Highperch Venom in the inn. HS to Astranaar, if HS is on
cooldown, go northwest and kill Desert Rumblers and Dust Stormers until it comes back off. Head straight into the mine and kill Ogres, wolves and dragonkins around Dreadmaul Rock. Turn in Thelsamar Blood Sausages in the Inn. Go to Fargodeep mine and kill kobolds until
you reach level 5. If you have a group you can go into Hearthglen and get up the tower for the vantage point. Finish up Encroaching Wildlife and turn in Better late than Never, then click on the package again and accept the
next part. Run out of there and if you need more candles or gold dust you can get them from Kobolds outside the mine. Take boat to Ratchet, fly to Theramore. This part can be counted as a Class Quest for Paladins and should not be done if you are another class (except Warrior if you aren't getting Whirlwind Axe). Make sure you have collected 7 of
each power crystal before going there (red, blue, green, yellow). Turn in Messenger to Stormwind, accept Messenger to Westfall. Turn in Skulk Rock Clean-up and The Altar of Zul. Try to pick up a Mithril Casing if you don't have one already. Accept Driftwood. Fly to Refuge Pointe, Arathi Highlands. Die on purpose and take ress sickness at
Nesingwary's Turn in Tiger, Panther and Raptor Mastery. Kill Heavy War Golems, Magma Elementals to get the stuff you need. If you are unsure about the jump look for a video on youtube how to do it. Run back to Thelsamar and fly to Ironforge. Fly to Astranaar, set HS. Go towards Lethlor Ravine and accept Tremors of the
Earth. Turn in Umber, Archivist, accept Uncovering Past Secrets. Turn in The Hermit, Accept Supplies from Darkshire. Turn in Fiery Blaze Enchantments. When you got all the gems go to the Equinex Monolith in the center of the area and click on the stave in your bags. If you need more wolves/bears you can find them south of the road as well.
Return to Hunters lodge in time to turn in A Hunter's Challenge. Continue east, grind along the way to Shimmering Flats. Continue into Darnassus and go to Arch Druid Fandral Staghelm, accept Un'Goro Soil and The New Frontier. Accept Down the Coast and Soothing Turtle Bisque in the Inn. Accept The Weathered Grave from a gravestone just
north of the house. He sells Felcloth x2 for 80s each as a limited supply, definitely worth checking if they are up. Continue west to the Raptor area and do Stinky's Escape escort quest. Continue west to the Raptor area and do Stinky's Escape escort quest.
Tools of the Highborne. Die on purpose and take ress sickness to end up at Auberdine, turn in The Cliffspring River, Deep Ocean, Vast Sea, The Fragments Within, Cave Mushrooms and Beached Sea Turtle x2. Do Northfold Manor northwest of Refugee Pointe. Turn in Tiger Mastery, accept next of both and Raptor Mastery. Take
boat to Ratchet. You should have saved up Murloc fins, turn in Murloc Poachers. Also collect feathers on the ground for Favored of Elune?. Go into the cave and turn in A Gnome's Assistance, accept Linken's Memory. You have two elite quests here A Grim Task and The Dark Iron War, if you have a group of 3+ ppl you can do them, otherwise skip. Go
back and turn in Unfinished Business, accept Crystals of Power, turn it in and accept The Northern Pylon and The Eastern Pylon. Turn in Juice Delivery, accept the follow up Ruuzel. The Mighty
U'cha reward is a 2h axe, it's not very good but unless you got Something from a dungeon or BOE it will probably be better then what you have atm. Get up from the scar and go north to Blackwood Lake, get the Skull of Horgus on the bottom of the lake and finish Poisoned Water. When you got Golem oil and Hearts of Flame return to Kalaran and
turn in The Flawless Flame, accept Forging the Shaft. Go back east and turn in Hive in the Tower, accept Umber, Archivist. Return to Ratchet and pick up Volcanic Activity if you didn't pick it up last time. Accept Umber, Archivist. Return to Ratchet and turn it. Take the Timbermaw tunnel to Winterspring and go to Donova Snowden. Fly to Ratchet and take the boat
to Booty Bay. Run northwest and take the long ramp up out of the crater and enter Silithus. Always have your back against the wall when fighting them. More east on the other side of the road you should find Ranshalla, turn in Find Ranshalla, accept Guardians of the Altar. Accept Screecher Spirits. Go behind the barn and look for a "Wandering them."
Skeleton", it drops Dalson Outhouse key. If you can find a group for it, go to Fire Plume Ridge, kill Blazerunner and loot the box in the cave. Turn in FIFTY! YEP!, Gor'tesh the Brute Lord and The True Masters. Also complete Chillwind Horns before going back to Everlook, you can find many Chimaeras in northern Winterspring if you are having
trouble finding them. Turn in The Haunted Isle, accept The Stone of the Tides. (If uninterested in WoW lore, simply discard the scrip you get from this to free up the bag space, as turning it in gives no xp and the book vendors for only 25c.) Get FP and set HS in BB! Fly to Darkshire, turn in The Caravan Road, take next until you accept The Scythe of
Elune. Turn in Centaur Bounty, The Karnitol Shipwreck. HS to Thelsamar and turn in Badlands Reagent Run. Fly/take tram to Ironforge. Go south of the springs and pick up the Research Equipment in Terror Run, if you still need Dinosaur Bones you can find them on the ground in this area. You need to be 55 now to pick up the next quest, you should
be 55 or at least close. Fly back to Darkshire, turn in Seasoned Wolf Kabobs, Supplies from Darkshire, The Legend of Stalvan and Jitters Growling Gut. Go to Rebel camp and turn in Return to Corporal Kaleb. Fly to Gadgetzan. Accept Southshore. Turn in The Zoram Strand, Orendil's Cure and Raene's Cleansing. Fly to Lakeshire in Redridge
Mountains. Turn in This is going to be Hard, and Liquid Stone / Stone is Better than Cloth if you got the items for it. Skip follow up. Walk over the mountains and swim to Theramore. Run to Emerald Sanctuary in Felwood. Making a bank alt to use as a personal storage or buy stuff on AH and send to your main while out questing or grinding on the
other side of Azeroth is almost a necessity in Classic. Go back to Darkshire and turn it in The Legend of Stalvan. Keep following the road and take a turn south down to Darrowshire. Turn in Protect the Frontier and Report to Thomas. Fly back to Thorium Point. Go up the ramp and through the small cave into the worgen area and click on the book at
the altar. When text is colored with Red it's important information. Go do The Scrimshank Redemption in the southern bug hive, If you looted a OOX-17/TN Distress Beacon you can turn it in before going down into the hive. Accept The Thirsty Goblin, Thistleshrub Valley and Noxious Lair Investigation. Same story as before, kill Cauldron Lord Razarch
and click on the cauldron to turn in, then accept Return to Chillwind Camp. Fly to Booty Bay, set HS. Turn in They call him Smiling Jim and The Missing Diplomat, accept follow up. Click the damaged crate to turn in Enraged Wildkin, accept follow up. Click the damaged crate to turn in Enraged Wildkin, accept follow up. Click the damaged crate to turn in Enraged Wildkin, accept follow up. Click the damaged crate to turn in Enraged Wildkin, accept follow up. Click the damaged crate to turn in Enraged Wildkin, accept follow up. Click the damaged crate to turn in Enraged Wildkin, accept follow up. Click the damaged crate to turn in Enraged Wildkin, accept follow up. Click the damaged crate to turn in Enraged Wildkin, accept follow up. Click the damaged crate to turn in Enraged Wildkin, accept follow up. Click the damaged crate to turn in Enraged Wildkin, accept follow up. Click the damaged crate to turn in Enraged Wildkin, accept follow up. Click the damaged crate to turn in Enraged Wildkin, accept follow up. Click the damaged crate to turn in Enraged Wildkin, accept follow up. Click the damaged crate to turn in Enraged Wildkin, accept follow up. Click the damaged crate to turn in Enraged Wildkin, accept follow up. Click the damaged crate to turn in Enraged Wildkin, accept follow up. Click the damaged crate to turn in Enraged Wildkin, accept follow up. Click the damaged crate to turn in Enraged Wildkin, accept follow up. Click the damaged crate to turn in Enraged Wildkin, accept follow up. Click the damaged crate to turn in Enraged Wildkin, accept follow up. Click the damaged crate to turn in Enraged Wildkin, accept follow up. Click the damaged crate to turn in Enraged Wildkin, accept follow up. Click the damaged will be accept follow up. Click the damaged 
Turn in The Absent Minded Prospector, Digging through the Ooze, War Banners and In Search of the Excavation Team. Run to SW. Explore the top of Altar of Zul for credit and run away. Auto Attack BarWill give you a "cast bar" for your auto attacks, useful in order to be able to time your seals and judgements in order not to lose out on any damage.
Return to Gadgetzan and fly to Marshal's Refuge in Un'Goro. Go to The Writhing Haunt and turn in The Wildlife Suffers Too. Kill Skeletal Warriors, Healers and Warders at the small crypt. Turn in The Cursed Crew and Apprentice's Duties. Accept The
Rumormonger. Clean your bags and buy food water, but save any Flask of Oils you looted. Buy 4 Soothing spices from Micha Yance in house closest to the FP (keep 3 for later). Then turn in The Key to Scholomance. Run west to Zoram strand, talk to Talen and accept The Ancient Statuette. Fly to Loch Modan. Tharil'zun rewards you with a 2h mace
Orc Crusher. Continue West to the Western Pylon and finish killing Pterrodaxes and click on the Pylon. Turn in Worgen in the Woods, Zombie Juice, The Shadowy Figure and The Legend of Stalvan. Turn in Worgen in the Woods, Zombie Juice, The Shadowy Figure and The Legend of Stalvan. Turn in Worgen in the Woods, Zombie Juice, The Shadowy Figure and The Legend of Stalvan. Turn in This is going to be Hard, accept next and turn in. Kill Drakes for a Black Drake's Heart. Kill Pirates, Andre Firebeard and loot Stoley's Shipment.
Also turn in Speak with Gramma and accept Note to William. Run to Kim'jael far northeast on top of a small hill and accept Kim'jael Indeed! Go southeast to Thalassian Base Camp and loot boxes for his equipment. Go to the Hall of Explorers and turn in Suntara Stones. Clear the undead around the cauldron and kill Cauldron Lord Malvinious. Go to
Trade district and turn in Tome of Divinity, give the lady 10 linen cloth and accept next part. Do the last part of the Missing Diplomat we skipped earlier by defeating Private Hendel. Turn in The True Masters, accept follow up. Go through Sorrow Hill and swim over to the Writhing Haunt. Go north along the coast to the boat wreckages and do Lifting
the Curse. Accept Ogre head on a Stick = Party. Go west to the Plaguewoods and collect termites, also finish Defenders of Darrowshire. In IF set HS, buy spells, check AH/ask friends for a Mithril Casing. Run northwest to Starfall Village and turn in To Winterspring! Accept The Ruins of Kel'Theril. Kill scorps/kodos on the way there for Reagents.
Return to Nijel's Point and turn in Vahlarriel's Search, Accept next. Accept Return to Payor for Krazek and accept Return to Corporal Kaleb. Train new
spells etc. Buy food/water/repair etc. Accept Rescue from Jaedenar. Accept
Sponsorship. This is a long grind but it's necessary for the continuing quest route to work. Go east to the shore.
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