



Alliance 50-60 leveling guide

Your cart is empty FAO Payment Security for Delivery More.. Guides Newsletter Subscription Notify you when new free guides are published: Nivling: Leveling 50-60 (Alliance) NOTE: THIS ENTRY WON MPS QUEST! Alliance Levelling Guide 50 ? 60 First, all classes are different! Everyone has to decide if they want to kill MOBS 2 levels below them or 2 levels above them. I will not post level recommendations as with my hunter can kill MOBS 2 ? Four levels above me, with my mag, I can't. My Droid might, but the time to murder mob 2 levels above me takes an insanely long and just isn't worth the effort. I'm going to publish mobs levels, but even if they're inaccurate, they won't go too far. With all due respect to questing, it?is fun, it?is extra XP, gives some good rewards, it?is usually not worth the time! With my crook, between the 40th and 60th levels, I couldn't wait. Mostly people will be ?quest? And as soon as they finish one find, they'll go back to the dam. It takes a long time to do this, especially where this guide will take you. If you're looking, confuse yourself. Finish one, go to the next one. When most or all of your searches for the region are complete, you return to the task giver. Do I remember the everlook job that asked me to go to un? Goro, Gadgetzan and Arathi (if I'm not mistaken) took me close to 1 hour to complete and I got whooping 3k XP. This guide focuses on keeping level areas close to each other while always having simple things to kill. Some of these won't give you good items for sale, others will. I'll group similar levels of MOBS together, so you know where and what to look for. I spent between 50 and 60 in two areas. Felwood and Winterspring. Felwood Deadwood Furbolgs? Mob level 47? 50 These furry beasts are located in the southwest of Felwood. These guys are a dream. It's very easy to kill them, throw away tone of Mageweave, some green items and the best part, for each of those you kill, you get a 5-point reputation with the Timbermaw Clan protects the route between Felwood and Winterspring, an added bonus if you have a good reputation, have some very good things to sell. (I believe good charming and tailoring recipes/patterns) Jadefire ? Mob Level 48? 52 Jae-in? Mob Level 50? 52 These two are both in the west of Felwood (centre) Even easy kills. Their drop isn't as big as I'd hoped, and Felcloth's fall from the demons is miserable. These two are separated by some mountains, otherwise they are very close to each other. The drops are reasonable. Jadefire Demons? Mob Level 52? 54 Irontree elementals? Mob Level 48? 53 Deadwood Furbolgs? Mob Level 52? 54 %0 Welcome to Wowhead's Classic WoW General Alliance Leveling Guide! In this guide, we will talk about when and where to level the Alliance sign in order to ensure effectively leveled. Bear in mind that this guide is intended for general; a more extensive niviranje guide can be found at the bottom of this guide. For every 10 levels, there are generally some optimal zones, among which are described at the top of the section. Each subsea will describe in detail the scope and location of the level in Kalimdor or the eastern kingdoms, as well as information on why players may or may not choose a level in the area. The maps will highlight the main centres for searching the zone (if any), and the bullet points, etc.) and spot quest rewards. The full list of dungeon quests can be found in Leveling: List of classic Dungeon Quests guide with Cielos. If you have your way set but want more tips on playing your class from 1-60, check out our Classic WoW Leveling Guides. These guides will explain the best talent builds and the best questing zones, improve your time niging, available weapons skills, best stats, and more. We also have tips on when you should go buy spells and which spells to buy, which is a key part of getting your carrier as fast as possible. In addition, we have recommendations for the best niving equipment, the parts of which we strive for during niving and more to ensure that you reach the level of 60 quickly. DruidHunterMunterMunterMagePaladin (Alliance Only)PriestRogueShaman (Hordes Only)WarlockWarriorIn the first 10 levels there are only a few zones. Usually dwarf and Gnome players will level in Dun Morogh, Human players aren't so happy about how far away their starting zone is. Bosque de Elwynn is a level 1-10 zone in the southeastern eastern kingdom, and an initial zone for human players. Most quests will originate in Northshire Oldshire.NorthshireOldshireDungeons: N/APvP: Meetings are not most likely until Darkmoon Faire is performed in stage 3.Dun Morogh is a level 1-10 zone in the central eastern kingdom, and an initial zone for dwarf players and Gnome players. Most guests will originate in Coldridge Valley, Kharanos, Brewnall Village, and Gol'Bolar Ouarry, Coldridge Valley, Kharanos, Brewnall Village, and Cold likely around the entrance to Gnomeregan, as Horde players can teleport there from Booty Bay. Teldrassil is a level 1-10 zone near the coast of Kalimdor in the northwest, and the starting zone for Night Elf players. Most guests will originate from Shadowglen. Dolanaar, and Oracle Glade. Shadowglen. Dolanaar The Oracle N/APvP: Incredibly unlikely. In the range of 10 to 20 levels, a few more zones become accessible. In general, the Páramos de Poniente is the optimal area to go to, although sanding in the Costa Oscuri is a solid alternative. Montañas Crestagrana is recommended when you approach the level 20.By design, Humane igraci intend to take from Bosque de Elwynn to Páramos de Poniente, Patuljci/Gnome igraci fly from Dun Morogha to Loch Modan, a night Elf igraci designed to take from Teldrassil to Costa Oscura. Páramos de Poniente is a zona nivoa 10-20 u southwestern Eastern Kingdom. Most quests will originate from Sentinel Hill. Sentinel Hill search for Dead Mines. PvP: It is not possible that theLoch Modan area is level 10-20 in the central eastern kingdoms. Most guests will originate from Thelsamar guests will originate from Auberdine Auberdine Auberdine Transit: The Path of flight is located in Auberdine. In addition, boats in Auderbine allow players to travel to Teldrassil or Los Humedales. Terrain: Unequal and narrow but easy to navigate. Mob density: High in Ameth'Aran, Bashal'Aran, Notable Ouest RewardsLa Torre de Althalaxx rewards Anillo de clero or Bastón del Purificador. Suministros a Auberdine rewards Linterna eterna or Peto de Kor. Los trozos del interior prize Espada corta de acero brezo, Daga de madera, Brazales Cresta or Faja arrecife. Bashal'Aran awards Jubón de expedicionario, Leotardos de vagabundo or Varita élfica. Jails: N/APvP: Unable. Montañas Crestagrana is a level 15-25 area in the central eastern kingdom. Most quests will originate from LakeshireDungeons: N/APvP: Hordes of players can travel through the zone to get Las Estepas Ardientes. In 20-30 level range, players will find it going into several different zones, depending on which quests become available. Laderas de Trabalomas and Vallefresno became available in the early 20s and offer numerous searches, although these zones are known to be a lying place for the PvP global campaign (Hillsbrad more than Ashenvale). Los Humedales and Bosque del Ocaso are eliable alternatives to Hillsbrad and Ashenvale. Sierra Espolón offers only a few quests close to the level 30.By design, Noci Fairies need to be made from Costa Oscura to Vallefresno, Humane igraci designed to odu u Montañas Crestagrana i Bosque del Ocaso, a patuljci/Gnome igraci designed to odu u Los Humedales. Vallefresno is zone level 19-30 u ir the centre of Kalimdor. Most quests will originate from Astranaar.Astranaar.Dungeons: Cavernas de Brazanegra (designed for level 24+ players) is located in the northwest along the coast. Here are the described search for Blackfathom Deeps. PvP: Ashenvale is a notorious zone for the global PvP. Aggregation, where possible, is recommended. Sierra Espolón is a level 15-25 area in the western center of Kalimdor. Most quests will originate from Stonetalon Peak. Stonetalon level enemy players traveling to Desolace.Los Humedales is a level 20-30 zone in the central eastern kingdom. Most quests will originate from Menethil Harbor and Dun Modr.Menethil Harbor southeastern kingdom. Most quests will originate from Darkshire.Darkshi Southshore. Terrain: Hillsbrad is relatively flat, with some changes in the lift closer to the Alterac mountains and near the coast. In general, this area is easy to navigate and cross. Mob density: Hostile mafias are usually fairly widespread, although lower-level players should be led away from the Yeti cave in the center of the zone, as well as the plateaus leading to the Alterac Mountains, due to the presence of crowds at a higher level. Quest RewardsUna amenaza costosa nagrad Faja de pelaje de veti. Dungeons: N/APvP: Hillsbrad is a very notorious global PvP area. Unite when possible. There are several zones for this level range, which may vary depending on whether you are playing on a PvP server or pve server. Norte de la Vega de Tuercespina has a large number of quests and can take you all the way to this level of range, even though it is a notorious war zone on PvP servers. The next best zone would be Tierras Altas de Arathi, as more searches will open in the early to mid-30s, as will the Desolace. In mid-to-late 30's players who will ideally go to Las Mil Agujas, Desolace and/or Marjal Revolcafango, as there will be more searches available there. Norte de la Vega de Tuercespina is a level area of 30-45 in the southern eastern kingdoms. Most quests will originate from Booty Bay, Nesingwary's Expedition, and Rebel Camp.Booty BayNesingwary's ExpeditionRebel CampDungeons: N/APvP: Stranglethorn Vale one of the world's most notorious PvP con, earn names such as STVietnam. Grouping is almost mandatory. Las Mil Agujas is a level area of 25-35 in central southern Kalimdor. Most quests will originate from the shimmering plain. Dungeons: N/APvP: It is harder to avoid enemy players because the zone is more compact, so PvP encounters are slightly more likely. Take at a higher level players traveling in and/or Feralas. Desolace is a level 30-40 zone in the west encounters are slightly more likely. Take at a higher level players traveling in and/or Feralas. Desolace is a level 30-40 zone in the west encounters are slightly more likely. necessity for Marudon. PvP: PvP meetings are somewhat unusual due to the lower popularity of the zone until players are not high enough level to implement Maraudon. Take the higher level players traveling to Feralas. Tierras Altas de Arathi is a level 30-40 zone in the northern central eastern kingdom. Most quests will originate from Refuge Pointe. Refuge PointeDungeons: N/APvP: Many quests overlap between factions, so PvP encounters are quite common. The mob at Go'Shek Farm is also hordes of friendly but hateful. Marjal Revolcafango is a level 35-45 area in southeast Kalimdor. Most quests will originate from Theramore Isle. Theramore Isle. There is a higher likelihood of encountering higher-level players in this zone due to the presence of Guarida de Onyxia in the south. For this scale level, there are many zones to choose from and there is nothing unusual to travel to several of them. Feralas and Norte de la Vega de Tuercespina offer the most inquiries, ranging from the beginning to the mid-40s, although a handful of early 40-year-olds can be found in Tierras Inhóspitas, Pantano de las Penas and Tanaris. About mid-40s in Tierras del Interior and La Garganta de Fuego is particularly important because of the small size of the small eligible, the options cráter de Un'Goro is the optimal choice. A few other searches will lead you to Azshare, although i personally avoid the zone because of the very rough terrain. Tierras Inhóspitas is a level area of 35-45 in the eastern kingdoms. Most quests will originate from Hammertoe's Digsite and Valley fangs. FangsHammertoe's DigsiteDungeons: Uldaman is located at the northern entrance to the zone. Find Uldaman here. PvP: Meetings are somewhat similar. Take the warriors of the elite mafia who roam the coast, as well as the elite ogres near the Mosh'Ogg Ogre Mound, Fuego. Be high-level elite trolls near Zul'Gurub. Booty BayDungeons: N/APvP: Stranglethorn Vale is one of the world's most notorious PvP con, earning names such as STVietnam. Zul'Gurub becomes accessible in stage 5, expect to meet higher levels of players in this zone more often. Grouping is almost mandatory. Tanaris is a level range of 40-50 in southeast Kalimdor. Most quests will originate from Gadgetzan and Steamwheedle Port.GadgetzanSteamwheedle Port.Barrak is located in the northwest zone zone. Find Zul'Farrak or Cráter de Un'Goro. Tierras del Interior is a level 40-50 zone in the northeastern eastern kingdom Most quests will originate from Aerie Peak.Aerie Stronghold.Feathermoon Stronghold.Feathermo of the zone. Find Dire Maula here. PvP: Meetings are slightly more frequent until Phase 2, but at the moment they will become much more frequent. La Garganta de Fuego is a level area of 43-50 in the central eastern kingdom. Most of the investigations will originate from Thorium Point. Thorium Point. Thorium Point. The jails are in Blackrock Mountain.PvP: Very likely due to the small size of the zone, and due to the high number of players traveling to Blackrock Mountain for various jails and raids. For this scale level, it is recommended to quest in Las Tierras Devastadas, Cráter de Un'Goro, and Frondavil (which can start in the late 40's). Tierras de la Peste del Oeste is also an excellent area for search due to its abundance of quests. When you're in your mid-50s, look for Tierras de la Peste del Este and Cuna del Invierno. Once phase 5 is implemented, Silithus also becomes an option. While there is some investigation in Azshari, it really isn't enough to be worth it beyond Srs. del Agua de Hydraxis quests. Las Tierras Devastadas is a level 47-55 zone in the southeastern eastern kingdom. Most of the tasks will come from the Nethergarde Keep, Bloodmagi, Kum'isha the collector. Bloodmagi, Kum'isha the collector. Bloodmagi, Kum'isha the collector. Bloodmagi, Kum'isha the collector. Bloodmagi, Kum'isha the consumables above, as well as the elite in the fat scar for El Ojo de la Sombra. Several players will come through the zone when phase 2 performs to kill world boss Lord Kazzak.Cráter de Un'Goro is level 48-55 zone in southern Kalimdor. Most quests will originate from Marshal's RefugeDungeons: N/APvP: Running on enemy players is very likely due to the number of optimal agricultural sites in this zone, and the importance of farming Cuero de demosaurio. Players will also travel through this zone to get to Silithus. Azshara's level 48-55 zone in northeast Kalimdor. Most searches will from other areas. Talrendis PointTransit: The flight path is located in Talrendis Point on the west side of the zone. Terrain in Azshari is very rough and gorat, especially around the ruins of Eldarath. The cliffs surrounding the bay and coastline are extremely difficult to navigate around, and the area guite often changes elevation. That's the only one I don't recommend anything. Mob density: Moderate, mafias are scattered everywhere and elites are being weighed down in the zone. Ouest RewardsN/ADungeons: N/APvP: Meetings are unlikely until 2 February. There are some optimal farming locations that players can often do, but that's all. Frondavil is a 48-55 zone in northern Kalimdor. Most of the searches will come from Emerald SanctuaryTalonbranch GladeTimbermaw HoldDungeons: N/APvP: Encounters are likely to be due to the compact nature of the zone, the unique consumerism that can be acquired (such as Tubérculo runtún, and the Bastión Fauces de Madera reputation grind in the northeast. Cuna del Invierno is a level 55-60 area in northeast. Cuna del Invierno is a level 55-60 area in northeast. Cuna del Invierno is a level 55-60 area in northeast. Onyxia attunement quest, and demons in the south. Las Estepas Ardientes is a level range of 50-59 in the central eastern kingdom. Most quests will come from Morgan's Vigil. Terrain: Rugged and mountainous Mob Density: High in Dreadmaul Rock. Blackrock Stronghold. I ruins Thaurissan.Notable Quest RewardsN/A, quests just give experienceDungeons: N/A, dungeons are located in Blackrock Mountain.PvP: Likely as players will be farming in this zone or traveling to/from Blackrock Mountain.Tierras de la Peste del Oeste is a level 50-60 zone in northern Eastern Kingdoms. Most quests will originate from Chillwind Camp.Chillwind CampDungeons: ScholomanceOLD is located at Caer Darrow. Here are the necessity for the Scholomans. PvP: Meetings are possibly the result of a relatively close one, and many of the searches overlap. Take warriors traveling through the zone to get to ScholomanceOLD or Tierras de la Peste del Este. Tierras de la Peste del Este is an area level 55-60 in the northeastern eastern kingdoms. Most quests will originate from Tirion Fordring and Light's Hope Chapel. Tirion FordringLight's Hope Ch Depending on where you are, it can be difficult through the area. The density of the mafia: moderately high, and everything is hostile. In addition, be careful with Mensajera Carmesí and their elite entourage who patrol the roads. Quest RewardsEl Oráculo Escarlata, Demetria rewards Arco de madera mountains, Habitante de Tempestira or Protector sacro. El corpulento awards Escupeicor, Martillo Calapetra, or Guía de Sara.Cuando Smokey canta, me pongo violento awards Lanzaexplosivos de Smokey.La Batalla de Villa Darrow prizes Té con azúcar. Jails: Stratholme (designed for players 58+ levels) is located in the north. Here are the necessity for Stratholme. PvP: Meetings are very similar, especially when phase 6 is running. Grouping is highly recommended. Silithus is a level 55-60 area in southwest Kalimdor. Most of the searches originated in Cenarion Hold.Cenarion Hol The controversial location for farming, the presence of two bar attacks in the South, and the Silithyst PvP system effectively promotes the global PvP. Grouping up is recommended. For more detailed levelled guides, I would recommend a tour of Joan's world. Joana/FuriousPaul is a speedrunner video game that has achieved several speedrunning/speedleveling accolades in the World of Warcraft.Za a more streamlined leveling guide, I would also recommend the CWL 1-60 Leveling Guide module supply information based on the selected group, group size, race, and class. Regarding AddOns, I would recommend Questie because of its accuracy and simplicity. Since December 2004 I play World of Warcraft, with most of the time I'm from the classic, flaming crusade and the wrath of Lich King spreads as rogue ork on the US Gilneas kingdom. Over time I became more attractive for tanking role and PvE content, but now my focus has moved on to all aspects of World of Warcraft: Classic.Previously I worked on Blizzard Entertainment as a Game Master from April 2015 to December 2018, where I often found creating internal articles for players to use). So I found that this skill setting will be useful for creating guides about the game with which I grew up and loved. If any information is missing or incorrect, you can leave a comment or message to me at Discord (this information can be found on my Wowhead profile). I often review my guides looking for areas that can be improved, so all suggestions are appreciated. Appreciated.

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