NOTE: that is what I do to level, I do some stuff that some of you may think like, "what?, what about Hillsbrad?", yes I skip most of Hillsbrad, but this is just part of how I level. And also, I mainly solo the whole game, when I'm playing on new servers, I can't group with anybody cause I'm always like 10 levels above everybody else, so I have to solo everything, but I will also explain stuff you can do with groups. Before I get started on my leveling pattern, I'm gonna start to say how I came up with my pattern.

The first time I went through the game, I attempted virtually EVERY quest, by doing this I learned what quests are worth doing, and which quests should be avoided (because some quests are not good enough for the time/XP reward, and some quests are just down right too hard to solo at certain levels. How did I find out about all the quests? Easy, websites such as Thottbot.com and wow.allakhazam.com show you every quest in the game, and give huge amounts of detail about where all the quest mobs/items are at, and how much the XP reward is for it and everything. And the first time I went through the game I read EVERY quest description and took my time REAL slowly, learning everything I can about the game. I tried every profession, I did every instance like at least 5 times, and (with my dedication) I studied websites on every instance, about the loot from the mobs, all the quests for them, and the correct way to do each one. As I played through the game the first time I constantly pressed "M" key to see the map to see where I was, so I can memorize the game world and where everything is at exactly (heck I still do that now!). This guide has only been in my head, until now. This quest pattern in my opinion is VERY accurate and will show people the fastest way to do most of all the Horde quests in the game in the least amount of time and will give other hints on how to do them too. This is the same questing pattern I used to get 4 days 20 hours /played time to 60 on a new server, and has even been revised for the better!

Also the quest patterns are pretty much the same no matter what class you choose (except you have to do your class's quests which aren't a whole lot). I'm going to give my quest patterns starting with a hunter in Durotar.

If you come across any quest that you don't know where or how to do it, simply look it up at either www.allakhazam.com or Thottbot.com, they will tell you everything about the quest. If you are confused as to where the specific zones are at, then this map should help you find them.
**Hunter Only Parts:** All text colored in **maroon** are hunter specific ONLY.

**Note:** Before using this guide, please refer to the end of the guide (page 37) for regular tips and tricks that will help you level faster!

If you have any questions or comments on anything, please email me here: joana@joanasworld.com You can also visit my website: WWW.JOANASWORLD.COM

---

**Interactive Map MOD (MetaMap) Coordinates.**

Go here to learn how to get map coordinates and Interactive Map Coordinates, which are very important to have when using my guide. **Note:** the map mod coordinates were UPDATED AS OF 12/18/2007.

**Guide Version:** 1.25

*World of Warcraft™*

World of Warcraft and Blizzard Entertainment are trademarks or registered trademarks of Blizzard Entertainment, Inc. in the U.S. and/or other countries.

If you are interested in making money referring people to buy my guide, you can follow the instructions on THIS PAGE HERE about how to do this, generally with my affiliate program you earn 50% of all the profit if you refer somebody to my site with your affiliate link that buys my guide! TALK ABOUT EASY MONEY!

---

**Click Here** for Undead or Tauren Starting Zones!

---

Copyright 2007 JoanasWorld.com pg2
**1-12 Durotar**

**Levels 1-6**

01) I do every single quest in Durotar! Here's the fastest way to do them:
02) Start off accepting "Your Place In The World". (Right in front of you)
03) Then turn it in (at 42.68) ... accept "Cutting Teeth"
04) Go start doing: "Cutting Teeth" (keep step #5 in mind)
05) Once you hit level 2, go accept "Sarkoth" (at 40.62)
06) Go do "Sarkoth" (at 40.66).
07) Then turn "Sarkoth2" in (at 40.66) ... Accept "Sarkoth" pt.2
08) Make sure "Cutting Teeth" is complete.
09) Go turn in "Cutting Teeth" (at 42.68) ...
10) Accept "Etched Tablet" and "Sling of the Scorpion"
11) Turn in "Etched Tablet" (around 43.69) and get new spells/abilities for your class.
12) Then accept and do the following: "Sting of the Scorpion" "Vile Familiars" "Galgar's Cactus Apple Surprise" and "Lazy Peons" (all these are done north and north-east of Valley of Trials)
13) Turn all those quests in, then accept "Burning Blade Medallion" and "Thazz'ril's Pick"
14) Do go: "Burning Blade Medallion" and "Thazz'ril's Pick" (these are done in the cave at 44.56)
15) Once those two quests are done use your hearthstone.
16) Turn those 2 quests in and accept "Report to Sen'jin Village"
17) The starting area is now completed. Leave starting noob zone (by heading east).

**Levels 6-9**

01) Accept "A Peon's Burden" (at 52.68)
02) Accept "Thwarting Kolkar Aggression" (at 54.75)
03) Go turn in "Report to Sen'jin Village" (at Sen'jin Village, 55.74)
04) Then collect all the quests in Sen'jin Village. (which include: "A solvent Spirit", "Practical Prey", "Minishina's Skull", "Report to Orgnil", and "Zalazane")
05) Do NOT do "A solvent Spirit" at the water around Sen'jin Village. Make sure the quest is accepted though.
06) Then run up to Razor Hill (52.44), grinding mobs along the way, and make sure you get to level 6 before you get up there for new spells.
07) Turn in "Report to Orgnil" and collect all the quests at Razor Hill ("Dark Storms", "Vanquish the Betrayers", "Encroachment", "Break a Few Eggs")
08) Go up to the watch tower north-west of Razor Hill, at 49.40 and accept "Carry Your Weight"
09) Go in the inn (51.41) and turn in "A Peon's Burden". And also make Razor Hill your home.
10) Get first aid. (at 54.41)
11) Then go do this: "Vanquish the Betrayers" along with "Carry Your Weight" (these are done at Tiragarde Keep, 57.55)
12) After killing Benedict (he is up in the building at 59.58) and get his key, go up the steps open the chest and grab the note that starts: "The Admiral's Orders" accept the quest.
13) Go turn in "Vanquish the Betrayers", "The Admiral's Orders" and "Carry Your Weight" at Razor Hill (52.44), and accept "From The Wreckage...", "The Admiral's Orders" (part2).
14) Go do "A solvent Spirit" and From The Wreckage... Do these two quests at the water east of Tiragarde Keep (around 62.50).
15) Then do the first half of "Encroachment" (at 49.49).
16) Then if you're not at least 3 bars away from lv 8, grind till you are, go turn in "From The Wreckage..." at Razor Hill (52.44) and get new spells/abilities.
17) Run way down south and do "Thwarting Kolkar Aggression" (at 48.79)
18) Once that is done turn it in (at 54.75).
19) Turn in "A solvent Spirit" at Sen'jin (55.74).
20) Then go to Echo Isles (the islands south-east of Durotar) and do the following 4 quests together:

21) "Break a Few Eggs"
22) "Practical Prey"
23) "Minishina's Skull" (the skull is at 67.87)
24) "Zalazane" (Zalazane is at 67.86) (See Video)
25) After completing all these quests, die on purpose, so you end up right at Sen'jin Village (55.74)...
26) Turn in "Practical Prey", "Minishina's Skull" and "Zalazane". Save the quest reward item Faintly Glowing Skull for a later quest called "Burning Shadows"
27) Hearth to Razor Hill. Turn in "Break a Few Eggs"
28) Then do the second half of "Encroachment" (west of Razor Hill at 42.38)

Copyright 2007 JoanasWorld.com pg3
Levels 9-12
01) Then go up and accept "Lost But Not Forgotten" at the little hut at 43.30
02) Then go up (grinding mobs along the way) and accept "Winds in the Desert" at the goblin, 48.22.
03) Then do "Winds in the Desert".
04) Then turn it in, accept "Securing the Lines" (at 46.22)
05) Grind mobs to lv 10.
06) Go down to razor hill (52.44), turn in "Encroachment".
07) Get new spells/abilities.
08) Do your level 10 class quests. I do this as a hunter: do all three pet quests "Taming the Beast".
09) Dire molted bore (south of razor hill) can. (at 43.30)
10) Surf crawler (north east of razor hill at 58.30), DON'T go down to Senjen Village, it's too far away. Then Hearth if you can, if not run back.
11) Armored scorpids (north west of razor hill)
12) After completing all those, accept "Training the Beast".
13) Go way up north-east, (at 57.16) and tame an Encrusted Surf Crawler for your first real pet, you'll get Claw Rank2 right off the bat.
14) Then go way west (grinding mobs along the way) and accept "Need for a Cure" (at 41.18)
15) Go to Orgrimmar (at 45.11)
16) Turn in "Training the Beast" at hunter trainer. (66.18 in Orgrimmar)
17) Then turn in "The Admiral's Orders" in thrall's chamber (34.36)
18) Accept "Hidden Enemies" (Thrall gives it)
19) Go into Cleft of Shadow, accept "Finding the Antidote" (46.53)
20) Then go do: "Securing the Lines" (at 53.23 in Durotar)
21) Turn in "Securing the Lines" (at 46.22)
22) Then do: "Finding the Antidote" (the scorpids are all over the place) and "Lost But Not Forgotten" (all along the river west of Durotar)
23) Then go do: "Dark Storms" (at 41.26)
24) Turn in "Lost But Not Forgotten" (43.30)
25) Turn in "Dark Storms" (at Razor Hill, 52.44)
26) Accept "Margoz"
27) Turn in "Margoz" (at 58.20) accept "Skull Rock"
28) Go do "Skull Rock" along with "Hidden Enemies" (in the cave at 54.11)
29) If you can, try to kill Gazz'uz, he drops 'Eye of Burning Shadow' item which starts "Burning Shadows" quest. HINT: use the quest reward item Faintly Glowing Skull to help you kill him, he's tough without it, also try to party up with somebody if you can. (See Video on how I killed Gazz'uz)
30) Turn in "Skull Rock" (56.20) accept "Neeru Fireblade"
31) Go into Orgrimmar.
32) Turn in "Hidden Enemies" (33.37 in Orgrimmar) accept the next part to "Hidden Enemies"
33) Go to Cleft of Shadows (47.53) and turn in "Finding the Antidote"
34) Turn in "Neeru Fireblade" and "Burning Shadows" at Neeru Fireblade (49.50) accept "Ak'Zaloth"
35) Also keep talking to him to complete "Hidden Enemies"
36) Then go back to Thrall and turn in "Hidden Enemies" again. The 3rd part refers to RFC instance, which I skip.
37) Leave Orgrimmar, and turn in "Need for a Cure" (at 41.18) (you will most likely have to accept it again to turn it in)
38) Hearth to Razor Hill.
39) Build up first aid.
40) Get new spells/abilities.
41) Accept "Conspiring of the Horde" (at 50.43 in Razor Hill)
42) Run west into the Barrens...

Copyright 2007 JoanasWorld.com pg4
12-15 Barrens

01) Turn in "Conscript of the Horde" (62.19 in the Barrens) accept "Crossroads Conscription"
02) Then turn in "Ak'Zelot" (62.20) I SKIP "The Demon Seed"
03) Run to XRs (Crossroads) (at 52.30) (If you're a hunter do step 4)
04) While on my way to XRs, I abandon my crab and tame a Savannah Huntress cat, for my new pet.
05) Once at XRs turn in "Crossroads Conscription" Then accept all quests in XRs (which includes: "Meats to Orgrimmar" "Plainstrider Menace" "The Forgotten Pools" "Raptor Thieves" "Wharfmaster Dizzywig" "Fungal Spores" "Disrupt the Attacks" "Supplies for the Crossroads" and "Happy Raiders" on top of the watch tower). Turn in "Meats to Orgrimmar" I SKIP "Ride to Orgrimmar"
06) Make XRs your home.
07) Get FP (Flight Path)
08) Then go do: "Disrupt the Attacks" along with "Plainstrider Menace" and "Raptor Thieves" (at around 54.26). NOTE: If you find "Chen's Empty Keg" accept it.
09) Once "Disrupt the Attacks" is completed go turn it in and accept "The Disruption Ends"
10) Go do "The Disruption Ends" and "Supplies for the Crossroads" (at 56.26)
11) If you find "Chen's Empty Keg" accept it.
12) Once "Plainstrider Menace" "The Disruption Ends" and "Supplies for the Crossroads" are complete...
13) Go to Ratchet, get the Flight Path there (63.37) and accept "Raptor Home" "Samophlange" "Southsea Freebooters" "The Guns of Northwatch". Turn in "Chen's Empty Keg" if you have it ... accept the next part to it, and focus on doing this quest while throughout the Barrens.
14) Grab the quest "WANTED: Baron Longshore" (the wanted sign by the bank)
15) Turn in "Wharfmaster Dizzywig" (goblin on the docks) accept "Miner's Fortune"
16) Then go do "Southsea Freebooters" along with "WANTED: Baron Longshore" (just south of Ratchet)
17) Once these are done, turn them in (at 62.38), accept new ones, then go do:
18) "The Missing Shipment" (just turn this in at the goblin at the docks) accept "The Missing Shipment" part2
19) Run back to Gazlowe (62.38), turn in "The Missing Shipment" part2 accept "Stolen Book"
20) Then go do "Stolen Book" (south of Ratchet again) (Telescopic Lens=63.49, and Shipment of=62.49)
21) Once "Stolen Book" is completed head to XRs. (don't turn it in yet)
22) Turn in "The Disruption Ends" and "Supplies for the Crossroads"
23) Turn in "Plainstrider Menace" (it should be done by now) accept "The Zhevra". Also accept "Consumed by Hatred" and "Lost In Battle"
24) At this point, I make sure I have three/four 6 slot bags, if I don't, I buy them at the bag vendor.
25) Run west from XRs, go to the guy in the hut... (at 45.28)
26) Accept "Kolkar Leaders" and "Cantaur Bracers"
27) Then go start doing:
28) "Kolkar Leaders" "Cantaur Bracers" "Raptor Thieves" "The Zhevra" "Fungal Spores" and "The Forgotten Pools" (all of these are done just slightly north of where you are)
29) Once "Kolkar Leaders" is done. (Barak is at 42.23)
30) Go do: "Harpy Raiders" (at 38.17)
31) Once "Harpy Raiders" is done, grind your way down into Stonetalon Mountains (at 34.28)...

15-16 Stonetalon Mountains

01) Accept "Goblin Invaders" and "Avenge My Village" (at 35.27 in the Barrens)
02) Go do: "Avenge My Village" then turn it in.
03) Then do: "Kill Grundig Darkcloud" (he is at 73.86)
04) Then accept and do the escort quest there ("Protect Kaya" 73.85 in the hut). This quest can be a little tough, kill the Sorcerer first that pops out during the one battle you have to fight. If it's too hard for you, you can skip it.
05) Turn in "Kill Grundig Darkcloud" and "Protect Kaya" (at 35.27 in the Barrens) ... accept "Kaya’s Alive"
06) Then go back to the Barrens...

Copyright 2007 JoanasWorld.com pg5
16-20 Barrens

01) Grind your way back to the guy in the hut (at 45.28).
02) Turn in "Kolkar Leaders" accept "Verog the Derelict". Also turn in "Centaur Bracers" if it is done, if not don't worry.
03) Make sure you finish up "Raptor Thieves" "The Zhevra" "Fungal Spores" and "The Forgotten Poools" before returning to the XR.
04) Run to XR (Cross Roads at 52.30).
05) Turn in ALL quests, grab ALL new ones...
06) Grind your way down south to (49.50) and do "Lost in Battle" (Manri's Will) She's laying dead by the hut, west of the bridge.
07) Go down to Camp Taurajo (CT) and accept "Tribes at War" (gnoll in the cage at 44.59), and get FP here.
08) Then do "Apothecary Zamah" Which has run you all the way to Thunder Bluff (TB) (in Mulgore at 39.27).
09) Once at TB, go to weazor master (40.62), get Guns and Staff skills. (I do this as a Hunter), get what gun skills you need for your class.
10) Get new spells/abilities.
11) Turn in "Apothecary Zamah" the cave below the spirit rise (at 29.29).
12) Go to first aid guy at spirit rise to build up first aid.
13) Go up to the tower in middle of town to get FP, but DON'T fly back to XR.
14) Hearth back to XR.
15) Turn in "Lost in Battle"
16) Then go north west of XR and do "Prowlers of the Barrens" (37.20)
17) Then Harry Lieutenants" (38.14).
18) Then grind your way east and do "Samphlinger" (52.11) complete the whole chain, which in the end you kill the goblin for the key. (See Video)
19) Then go east to S审核 and do "Ignition" (56.8)
20) Then do "The Escape" (See video on how I do Ignition and Escape)
21) Then go north east and do "Miner's Fortune" (81.5)
22) Then grind your way south to Ratchet (63.37)... 23) Turn in "Stolen Booty" "Samphlinger" "The Escape"... accept "Zirc Pizzle"... and "Nenikku Ballbuckler"
24) Turn in "Miner's Fortune"
25) Then go west of ratchet and do "The Stagnant Oasis" and "Verog the Derelict" (at 54.43)
26) Then run to XR (52.30).
27) Turn in "Prowlers of the Barrens" "Harry Lieutenants" and "The Stagnant Oasis"... accept "Altered Beings" "Ecchekooks" "Serena Bloodfeather" "Report to Kadren" and "Ena Hunt"
28) Go west of XR (45.28), to turn in: "Centaur Bracers" and "Verog the Derelict"... I SKIP "tazmull Bloodmarkw"
29) Then grind your way north and do: "Serena Bloodfeather" (at 38.11)
30) Then go east (grind mobs along the way) and do "Echekook" (coords are at 55.17) (See Video)
31) Hearth to XR.
32) Turn in "Echekook"... accept "The Angry Scoytheclaws"
33) Turn in "Serena Bloodfeather" accept "Letter to JinZil". Make sure that "Consumed by Hatred" is also accepted.

01) Go down south and do:
02) "Altered Beings" (55.42)
03) "Raptor Horns" along with "Stolen Silver" (at 57.54) (See Video)
04) "The Angry Scoytheclaws" (51.46)
05) "Tribes at War" along with "Consumed by Hatred" (at 51.54)
06) Then grind your way to Camp Taurajo (45.58)
07) Accept "Weapons of Choice"
08) Go to gnoll in the cave
09) Turn in "Tribes at War" accept "Blood Shards of Agamaggan" and "Betrayal from Within"
10) Turn in "Blood Shards of Agamaggan"
11) Turn in 10 bloodshards for "Spirit of the Wind" (repeatable quest) for fast run speed.
12) At this point, you should be about half way to level 20.
13) Now comes the fun part. Wailing Caverns Instance! (at 46.36). You will need a full group to do this. OPTIONAL: GRIND all the way to level 20! (which is what i do, but it's not recommended). I grind away at beasts and bristlebacks just north of CT.
14) Keep an eye out for the mob named Lakota'mani (a big grey kodo around 45.53), he drops Hoof of Lakota'mani which starts "Lakota'mani". Run this at CT when you get the chance.
15) Once you are at least 5 bars away from 20, run to XR...
16) Turn in "Stolen Silver" "Consumed by Hatred" "Altered Beings" and "The Angry Scoytheclaws"... snag all new quests. SKIP "Muru Runetoboten".
17) Fly to Orgrimmar, get new spells/abilities.
18) Grab "The Ashenvale Hunt" quest
19) Hearth back to XR.
20) Fly to Ratchet...
21) Turn in "Chem's Empty Keg" (if you did it, if not don't worry) ... accept the next part to it.
22) Turn in "Raptor Horns" accept "Deepmoss Spider Eggs"
23) Then go do: "The Guns of Northwatch" (at 60.55) (See complete video on this quest along with the escort quest)
24) Then once "The Guns of Northwatch" is done, do:
25) "Free From the Hold" (escort quest)
26) Turn in both quests at Ratchet, then...
27) Hearth to XR. (if heath stone is still on a cooldown, fly to XR)
28) Run west into Stonetalon Mountains...

Copyright 2007 JoanasWorld.com pg6
20-21 Stonetalon Mountains

01) Run to Malaka'jin (at 71.94)...
02) Accept "Blood Feeders"
03) Turn in "Letter to Jin'Zil" (74.97 in the cave) ... accept "Jin'Zil's Forest Magic"
04) Then go accept "Arachnophobia" (wanted poster is at 59.75)
05) Go do: "Blood Feeders" along with "Deepmoss Spider Eggs" and "Arachnophobia" (around 54.76)
06) Then turn in "Zir Fizziks" (the goblin in the hut at Windshear Crag, 58.62) ... accept "Super Reaper 6000"
07) Then do: "Goblin Invaders" and "Super Reaper 6000" (the mobs are just north of Windshear Crag)
08) Then turn in "Super Reaper 6000" ... accept "Further Instructions"
09) Run to Sun Rock Retreat at 46.59.
10) Turn in "Arachnophobia" and "Kaya's Alive"
11) Get FP there.
12) Run up the little pathway and accept "Boulderslide Ravine" and "Trouble in the Deeps" (at 47.64)
13) Then go do "Boulderslide Ravine" (at 61.92)
14) Then turn in "Blood Feeders" (71.95)
15) Turn in "Goblin Invaders" (at 35.27 in the Barrens) ... accept "Shredding Machines" and (I SKIP "The Elder Crone")
16) Hearth to XRs.
17) Stable your pet.
18) Run north to Ashenvale (stopping along the way to turn in "Report to Kradak" (at 48.5) but SKIP "The Wargsong Reports"

21-21 Ashenvale

01) As soon as you enter Ashenvale keep an eye out for a Ghostpaw Runner and tame it for Bite Rank3.
02) Run to Splintertree Post (at 73.65)
03) Turn in "The Ashenvale Hunt". Then accept and turn in "The Ashenvale Hunt" again.
04) Get FP in Splintertree Post.
05) Run all the way to Zoram Strand (at 13.31), grind mobs along the way so you get the "Bite Rank3" ability before you get there.
06) Once you get "Bite Rank3", abandon your wolf and Tame a Clattering Crawler at the Zoram Strand to get "Claw rank 3."
07) Get FP there. (12.33). Turn in "Trouble in the Deeps" ... I SKIP "The Essence of Al'Nu".
08) Use that pet to Do the following quests:
09) Accept and do "Naga at the Zoram Strand" then turn it in.
10) Hearth back to XRs, if hearth stone is still on a cooldown, fly there.
11) Get cat back out (train your cat the new abilities), and buy ammo.

22-23 Southern Barrens

01) Fly to CT
02) Turn in "Jorn Skysiear" ... accept "Ishamuhale" and "Melor Sends Word"
03) Make CT your home.
04) I give bloodshards to the gnoll in the cage to get increased agility/spirit.
05) Run south and keep an eye out for the mob named Owatanka (around 45.62), he drops "Owatanka's Tailspike" which starts "Owatanka"
06) "Egg Hunt" (44.71)
07) "Chen's Empty Keg" (if you have it)
08) "Betrayal from Within" and "Weapons of Choice" (43.79)
09) Accept "Gann's Reclamation" from Gann Stonespine. Then go do it (at 46.38). Then turn it in, accept "Revenge of Gann".
10) Hearth back to Camp Taurajo, turn in "Weapons of Choice" and "Betrayal from Within" ... accept "Betrayal from Within" part 2
11) Fly to XR.
12) Turn in "Betrayal from Within" part 2 and "Egg Hunt"
13) Do "Ishamuhale" (at 60.32)
14) Turn in "Further Instructions" ... accept "Further Instructions" part 2
15) Turn in "Deepmoss Spider Eggs" and "Chen's Empty Keg"
16) Fly to Stonetalon Mountains...
23-25 Stonetalon Mountains

01) Accept all quests at Sun Rock Retreat (which include: "Cenarius' Legacy" "Cycle of Rebirth" and "Harpies Threaten")...
02) Make Sun Rock Retreat your home.
03) Turn in "Boulderslide Ravine" ... I SKIP "Earthen Arise" (accept "Elemental War" there though)
04) Do:
05) "Cycle of Rebirth" (pick up the seeds around 48.41)
06) "Cenarius' Legacy" (done at around 35.14)
07) "Jin'Zil's Forest Magic" (the mobs are around the path at 45.27, and the area at 34.14)
08) Go back to Sun Rock Retreat and turn in "Cycle of Rebirth" ... accept "New Life"
09) Turn in "Cenarius' Legacy" ... accept "Ordanus"
10) NOTE: I skip getting my level 24 spells/abilities (cause there's little that are useful at this level)
11) Go turn in "Further Instructions" part 2 (58.62)... accept "Gerenzo Wrenchwhistle"
12) Go do "Gerenzo Wrenchwhistle" (at 64.41) (See Video) and "Shredding Machines" (kill XT:4 and XT:9)
13) Then turn in "Gerenzo Wrenchwhistle".
14) Run down south and..
15) Turn in "Jin'Zil's Forest Magic" (74.97)
16) Turn in "Shredding Machines" (in the Barrens at 35.27)
17) Hearth back to Sun Rock Retreat
18) Stock back up on food/water.
19) Go do "Harpies Threaten" along with "Elemental War" and "New Life" (all at the Charred Vale, 32.67)
20) Once they are all done, make sure you are at least 5 bars away from level 25, so you may have to grind a little. Then go turn them all in, and accept "Calling in the Reserves"
21) Then fly to CT...
25-25 Southern Barrens

1) Turn in "Ishamuale" ... accept "Enraged Thunder Lizards"
2) Make CT your home.
3) Accept "A New Ore Sample" (need to be lvl 25 to get this)
4) Go down and do:
5) "Enraged Thunder Lizards"
6) You should find the mob Washte Pawne, he drops "Washte Pawne Feather" which starts "Washte Pawne"
7) "Revenge of Gann" (at 47.85) Turn it in, accept the next part...
8) Do "Revenge of Gann" Part 3 (at 46.85), then turn it in, head south down the path...
9) Go to the Great Lift.
10) Turn in "Calling in the Reserves"
11) Accept "Message to Freewind Post"
12) Run to Freewind Post... (45.50 in Thousand Needles)

25-26 Thousand Needles

1) Turn in "Message to Freewind Post" accept "Pacify the Centaur"
2) Accept "A Different Approach" "Wanted - Arnak Grimtotem" "Alien Egg" and "Wind Rider"
3) Get FP there.
4) Go do (in the following order):
5) "Pacify the Centaur" (mobs are just north)
6) "Test of Faith" (the cave at 52.43)
7) "A New Ore Sample" (if you can't find the drop, just skip it for now)
8) "Alien Egg" (this egg has 4 possible spawn points, either at around: 52.56 / 45.63 / 41.60 / 50.56, and there might be more, just check around those areas.)
9) If you're not level 26 (or two bars away from it), grind till you are.
10) Go to Freewind Post...
11) Turn in "Pacify the Centaur" ... accept "Grimtotem Spying"
12) Turn in "Alien Egg" ... accept "Serpent Wild"
13) Hearth to Camp Tuarajio.
14) Turn in "Enraged Thunder Lizards" and "Washte Pawne" ... accept "Cry of the Thunderhawk"
15) Turn in "A New Ore Sample"
16) Go do "Cry of the Thunderhawk" then turn it in ... I SKIP "Mahren Skyseeer"
17) Fly to Thunder Bluff to get new spells/abilities.
18) Turn in "Melor Sends Word" (61.80 on the Hunter Rise)... accept "Steelsnap"
19) Accept "The sacred Flame" (55.51)
20) Fly to Splinterpost in Ashenvale...
26-28 Ashenvale

01) Make it your home.
02) Do the following order:
03) Accept all the quests, which include: "Stonetalon Standstill" "Satyr Home" "Ashenvale Outrunners" (accept this at 71.68). Make sure "The Ashenvale Hunt" is turned in at Senani Thunderheart (you can accept this quest right at the NPC itself). Note: I SKIP "Warsong Supplies" and "The Lost Pages"
04) Kill the first of the three mobs related to the Ashenvale hunt:
05) "Sharptalon's Claw" (Kill Sharptalon (patrols around 74.70), then he drops the item that starts this quest) (hint: easy way to kill it (he's lv31 mob), is to bring his health to a 3rd left, then drag him into the guards at Splintertree Post, they will finish em). (See Video)
06) Do: "Ashenvale Outrunners" (around 71.72) (use track hidden, to find them better). Once the quest is completed, turn it in when you get the chance.
07) Then go slightly west and do "Torek's Assault" (starts at 68.75)
08) Then go do "Stonetalon Standstill" (53.70) find and kill Tideress he drops an item which starts: "The Refouled Element"
09) Kill Ursaungous, (around 42.67) Ursaungous's Paw (Ashenvale hunt)
10) Kill Shadumbra (around 55.54) "Shadumbra's Head" (Ashenvale hunt)
11) "The sacred Flame" (find a phial killing the dryads at 61.52, and fill it at the moonwell at 60.72)
12) Hearth to Splintertree Post to turn in "Stonetalon Standstill" "The Refouled Element" (accept "Je/neu of the Earthen Ring") "Torek's Assault" and all three of the "Ashenvale Hunt" quests, then accept and complete "The Hunt Completed"
13) Fly to Zoram Strand, and turn in "Je/neu of the Earthen Ring"
14) Accept and do "Vorsha the Lasher" (See Video) Once done go back and turn it in.
15) Accept and do: "Between a Rock and a Thistlefur" (34.37) and "Troll Charm" (the cave is at 38.30).
NOTE: While you are in the cave, there is an escort quest (a white bear-formed druid in a cage) called "Freedom to Ruul", try to do this quest, you may have to fight 3-5 mobs at once several times, if you fail then it can be skipped.
16) Once they are both completed, go turn in "Between a Rock and a Thistlefur" and "Troll Charm" (back at the Zoram Strand), then hearth back to Splintertree Post. Turn in "Freedom to Ruul" (if you did it)
17) If im not level 27 i'll grind till i am.
18) Stable pet.
19) Tame a Ghostpaw Alpha (lv 27) (at around 70.62) to get "Bite rank 4", then abandon him...
20) Tame an Elder Ashenvale Bear (lv 25-28) (at around 59.58) to get "Claw rank 4", then abandon him...
21) Get cat back out and train him the new abilities.
22) Accept "Destroy the Legion" (in Splintertree Post)
23) Go do "Ordanus" (61.52) (fight your way to him, just kill the guy, grab his head and jump out of there!)
24) Go do: "Satyr Home" (done at the Night Run, 67.53) (entrance to the area is around 64.42).
25) Then do: "Destroy the Legion" (at 82.69) (you should find an item called Diabolical Plans, which starts "Diabolical Plans" while doing this quest)
26) Run back to Splintertree Post (don't hearth). Turn in "Satyr Home" "Destroy the Legion" and "Diabolical Plans", I SKIP "Never Again!
27) Fly to Stonetalon Mountains...
28-28 Stonetalon Mountains
01) Turn in "Ordanus" ... I SKIP "The Den"
02) Make Sun Rock Retreat your home.
03) Accept and do "Bloodfury Bloodline", go kill Bloodfury Ripper (at 30.83) (grinding mobs along the way) (See Video), then hearth back.
04) Turn "Bloodfury Bloodline" in.
05) Fly to Thunder Bluff.
06) Make Thunder Bluff your home.
07) Turn in "The sacred Flame" (54.51 in TB)... accept "The sacred Flame" part2
08) Fly to Thousand Needles...

28-30 Thousand Needles
01) Turn in "The sacred Flame" ... accept "The sacred Flame" part3
02) I do the following order:
03) "The sacred Flame" (charge the brazier in the cave at 44.37) (See Video)
04) Go to Whitereach Post (21.32), accept "Hypercapacitor Gizmo", Turn in "Serpent Wild" ... accept "Sacred Fire"
05) Go do: "Sacred Fire" (35.36)
06) "Wind Rider" (11.36)
07) "Homeward Bound" (escort starts at 17.40) (if the Elite gets in the way, skip it)
08) "Steelsnap" (Steelsnap patrols around 16.25) (See Video)
09) "A Different Approach" (these mobs are around 8.14)
10) Hearth to Thunder Bluff.
11) Get new spells/abilities.
12) Turn in "Steelsnap" (on Hunter Rise) ... accept "Frostmaw"
13) Turn in "Sacred Fire" (on Elder Rise) ... accept "Arikara"
14) Fly back to 1K Needles.
15) Make Freewind Post your home.
16) Turn in "The sacred Flame" and "Wind Rider"
17) Go to the Darkcloud Pinnacle (the entrance ramp is at 31.36) and do the following quests: "Grimtotem Spying" (the notes are up in the rises at 31.32, 33.39, and 39.41)
18) "Arikara" (done up at 37.35) (See Video)
19) "Wanted - Arikara Grimtotem" (he is up at 38.27)
20) "Free at Last" (escort quest starts at 38.27)
21) Go to Whitereach Post (21.32), turn in "Arikara Homeward Bound" and "A Different Approach" ... accept "A Dip in the Moonwell"
22) Go do: "A Dip in the Moonwell" (the control console is at 9.18)
23) You should be level 29 by now, if not grind to level 29, I grind away at cantwurs around Camp E’Thok (18.23)
24) Then do "Hypercapacitor Gizmo" (Elite) (kill mobs around the cage, at 22.24, free him, use immolation trap/feat to kill it) (See Video)
25) Kill the Gelak Messenger, he drops "Assassination Note" which starts "Assassination Plot" Turn in for Easy XP. Also turn in "Hypercapacitor Gizmo" and "A Dip in the Moonwell" ... accept "Testing the Tonic"
26) Then do: "Protect Kanati Greycloud"
27) If you are not at least 4 bars from level 30, grind until you are. Then hearth back to Freewind Post.
28) Turn in "Free at Last" "Wanted - Arikara Grimtotem" "Grimtotem Spying" and "Testing the Tonic"
29) NOTE: I skip "Test of Endurance"
30) Fly to Orgrimmar
31) Make Orgrimmar your home.
32) Get new spells/abilities.
33) NOTE: At level 30, Mounts become available for you to buy, but they cost a total of 42 gold. At this point in the game, I tend to only have no more than 5-10 gold, in order to buy a mount you will either have to borrow the gold from a higher level player or just wait until you have the 42 gold to buy one (which for me, tends to be around level 43).
34) Go to Undercity (UC). You need to get on the zeppelin just right outside of Orgrimmar.
35) Run to Tarren Mill in Hillsbrad Foothills... (You can just bypass the UC for now if you like and just follow the path south out of Tiripaf Glades and into Silverpine Forest)

30-30 Hillsbrad Foothills
01) Once at Tarren Mill (at 62.20) accept "Reghan Deathgate" and "The Hammer May Fall"
02) Get flight path there.
03) Then run east into Arathi Highlands...
**30-30 Arathi Highlands**

01) Run to Hammerfall (at 73.36)
02) Accept "Hammerfall"
03) Turn in "Hammerfall" ... accept "Raising Spirits"
04) Get FP there.
05) Then do "Raising Spirits" (just to the left of Hammerfall all around 64.37). Then turn it in ... accept "Raising Spirits" part2
06) Turn in "Raising Spirits" part2 ... accept "Raising Spirits" part3
07) Turn in "Raising Spirits" part3 ... skip "Guile of the Raptor" for now
08) Hearth to Orgrimmar.
09) Get on the Zeppelin to go to Grom'Gol.

**30-31 Stranglethorn Vale**

01) Get the FP at Grom'Gol.
02) Go up north (35.10) and start doing the STV hunt quests:
03) "Welcome to the Jungle" (just accept this and turn in right there)
04) "Tiger Mastery" (Young Stranglethorn Tigers) (35.10)
05) "Panther Mastery" (Young Panthers) (39.9)
06) "Panther Mastery" (Panthers) (35.10)
07) "Tiger Mastery" (Stranglethorn Tigers) (35.10)
08) "Raptor Mastery" (Stranglethorn Raptors) (25.15)
09) Accept "Tiger Mastery" (Elder Stranglethorn Tigers) .. but don't do it now.
10) Accept "Raptor Mastery" (Lashtail Raptors) .. but don't do it now.
11) Skip the rest for now.
12) Hearth to Orgrimmar.
13) Fly to XRs.
14) Run west in the XRs and accept "The Swarm Grows"
15) Then run west from the XRs to the guy in the hut (45.28) and turn in "Regthar Deathgate" ... accept "The Kolar of Desolace"
16) Run back to XRs.
17) Fly to 1K needles.
18) Go east into Shimmering Flats (at 77.77)...

**31-32 Thousand needles**

(Shimmering Flats)

01) Accept:
02) "Hemet Nesingwary"
03) "Wharfmaster Dizzywig"
04) Accept and do:
05) "A Bump in the Road" (35.10)
06) "Hardened Shells"
07) "Load Lightening"
08) "Rocket Car Parts"
09) "Salt Flat Venom"
10) Turn them all in.
11) Accept:
12) "Goblin Sponsorship"
13) "Martek the Exiled"
14) "Enchanted Tall Fins"
15) You may or may not be level 32 right now, if not that's okay.
16) Go south into Tanaris to get FP in Gadgetzan at 51.25
17) Hearth to Orgrimmar.
18) Turn in "The Swarm Grows" (at 75.34) ... accept "The Swarm Grows" part2
19) Accept "Alliance Relations" (get it from Craven Drok in the Cleft of Shadow, 50.47)
20) Then go to Keldran in Orgrimmar (22.53) to accept "Alliance Relations" part2.
21) Stop at first aid guy to buy silk bandage training. **NOTE:** Make sure you save all your extra Cloths in either your bank or mailbox, you will need them later for Cloth Donation quests.
22) Then fly to Stonetalon Mountains.
23) Run into Desolace...
32-34 Desolace

01) First thing to do here is start killing mobs at the Thunder Axe Fortress (55.24)...

02) Until this item drops: Flayed Demon Skin which starts: "The Corrupter"

03) Then go down the path and do:

04) "Kodo Roundup" (starts at 60.61) (don't have to finish all of it now)

05) Then go to Ghost Walker Post (56.59)

06) Turn in "The Kolkar of Desolace"... accept "Khan Dez'hephah"

07) Accept "Gelkis Alliance" (this is the one you should choose to do).

Skip "Magram Alliance"

08) Turn in "Alliance Relations"... accept "Alliance Relations" part2... accept "Befouled by Satyr"

09) Turn in "The Corrupter"... accept "The Corrupter" part2

10) Turn in "Alliance Relations" part2... accept "The Burning of Spirits"

11) Do in the following order:

12) "Befouled by Satyr" (75.22)

13) "The Corrupter" Part2 (collect a Shadowstalker Scalp from a Hatefury shadowstalker)

14) "Khan Dez'hephah" (73.48)

15) "Gelkis Alliance" (56.71)

16) Go back to Ghost Walker Post (56.59), and turn in "Khan Dez'hephah", accept "Centaur Bounty": Turn in "Befouled by Satyr": Turn in "The Corrupter" Part2... accept "The Corrupter" Part 3.

17) Then run to Shadowpvey Village (at 24.71) (stopping along the way to turn this in: "Gelkis Alliance" at 36.79)... accept "Stealing Supplies"

18) Accept all quests at Shadowpvey Village, which include: "Hunting in Stranglethorn" "Hand of Iruxos" "Clam Meat" and "Other Fish to Fry"

19) Make Shadowpvey Village your home.

20) Then do:

21) This step is left blank, as of 2.3 patch "Bloodbelly Fish" quest is now skipped.

22) This step is left blank...

23) Travel up the water (collecting Soft-shelled Clam Meat for the quest "Clam Meat" along the way)

24) Then accept "Claim Rackmore’s Treasure!" (the chest/wrecked boat along the shore, 36.30) (the silver key is dropped by a drysnap, and the golden key is dropped by a Slibherblade)

25) Go accept "Sceptre of Light" (the argent dawn dude, at 38.27)

26) Then go do following at Thunder Axe Fortress (54.29):

27) "The Burning of Spirits"

28) "Sceptre of Light"

29) "Hand of Iruxos" (See Video)

30) Then grind your way back to the argent dawn dude (38.27)...

31) Then turn "Sceptre of Light" in and get "Book of the Ancients" quest.

32) Then go do all this stuff in the water to the west:

33) "Other Fish to Fry"

34) "Clam Meat"

35) "Book of the Ancients" (27.8) (See Video)

36) "The Corrupter" Part3 (collect a Oracle Crystal from a Slibherblade Oracle)

37) "Claim Rackmore’s Treasure!"

38) Then turn in "Claim Rackmore’s Treasure!" at the little chest (29.8)

39) Turn in "Book of the Ancients" (38.27)

40) Then go accept "Bone Collector" (62.38) (grinding mobs along the way)

41) Go to Ghost Walker Post, accept and turn in "The Burning of Spirits" "The Corrupter" Part3... accept and then turn in "The Corrupter" Part 4. Accept "Alliance Relations" Skip "The Corrupter" Parts. Then go do:

42) "Bone Collector" (done at the kodo graveyard, 51.58)

43) Then "Centaur Bounty" and "Stealing Supplies" (70.74)

44) Then go turn in "Bone Collector" (58.59)

45) Then turn in "Bone Collector" (62.38)

46) Hearth to Shadowpvey Village.

48) Stable pet.

Copyright 2007 JoanasWorld.com pg13
34-36 Stranglethorn Vale


02) Cat should still be stabled, you should still have the Scorpashi Lasher as a pet.

03) Then do the following:

04) Fly to Grom'gol...

05) Grab ALL quests in grom'gol: "The Defense of Grom'gor" "Mok'thardin's Enchantment" "Bloodscalp Insight" "Hunt for Yenniku" "Trollbane" "Bloody Bone Necklaces" "The Vile Reel"

06) Get new hunter spells/abilities.

07) Go tame a Stranglethorn Tiger to get "Dash rank 1" (the tigers are around 29.11)

08) Then, this is the main pet I use for the rest of the game.

09) IMPORTANT: Make sure you save any Green Hills of Stranglethorn pages you find and mail them to your alt for storage, you will need them for a later quest. You will need one of each of the following pages: 1, 4, 6, 8, 10, 11, 14, 16, 18, 20, 21, 24, 25, 26, and 27. Once your alt collects all the pages, mail them back to your main. Now go complete these quests:

10) "Singing Blue Shards" (25.19)

11) "Tiger Mastery" (Elder Stranglethorn Tigers) (31.19)

12) "Bloodscalp Ears" along with "Bloodscalp Insight" and...

13) "Hunt for Yenniku"

14) "Bloody Bone Necklaces" (you don't have to finish all of this now)

15) "Raptor Mastery" (Laestail Raptors)

16) "The Defense of Grom'gor"

17) Once all those are done (besides "Bloody Bone Necklaces"), go to Grom'gol.

18) Turn in "Hunt for Yenniku" ... accept "Headhunting"

19) Turn in "The Defense of Grom'gor" ... accept "The Defense of Grom'gor" part 2. Also turn in "Bloodscalp Insight" ... accept "An Unusual Patron"

20) Should be lvl 35 now, either way buy lvl 35 food/water/repair (so that you are prepared for when you do turn level 35), then go do in the following order:

21) "Headhunting" along with finishing up "Bloody Bone Necklaces" (21.14)

22) "An Unusual Patron" (the altar is at 19.22)

23) "The Vile Reel" along with "Encrusted Tail Fins" (24.24) Use a breath potion if you can.

24) Then go to Nesingwary's Expedition (35.10)... turn in ALL quests, accept all new ones (except "The Green Hills of Stranglethorn"). Then go do:

25) "Tiger Mastery" (Sin'Dall) (he is usually on top of the hill at 31.17). Once that is done, go turn it in, then go do:

26) "Hostile Takeover" along with "Goblin Sponsorship" (44.19)

27) "Panther Mastery" along with "Mok'thardin's Enchantment" (kill shadowmaw panthers) (48.21)

28) Turn in "The Defense of Grom'gor" part 2 (36.30), once that's done...

29) Head up north and turn in "Panther Mastery" ... accept "Panther Mastery" (Elite) (Shan'thara) but don't do it now.

30) Hearth to BB, turn in "Singing Blue Shards" "Hostile Takeover" "Bloodscalp Ears" "Investigate the Camp"

31) Turn in "Goblin Sponsorship" part 4 ... accept "Goblin Sponsorship" part 5.

32) Fly to Grom'gol, turn in all quests: "The Defense of Grom'gor" "An Unusual Patron" "Mok'thardin's Enchantment" "Headhunting" "Bloody Bone Necklaces" and "The Vile Reel"

33) Should be level 36 now, if not, grind to it. Then get new hunter spells/abilities.

34) Get on the zeppelin to go to the Undercity.

35) Once in the UC, turn in 60 Silk Cloth for "A Donation of Silk" quest (at 71.28).

36) Accept "To Steal From Thieves" (63.49)

37) Then fly to Hammerfall...
36-37 Arathi Highlands

01) Make Hammerfall your home.
02) Turn in "Trollbane"... I SKIP "Sigil of Strom"
03) Accept "Foul Magic" and "Guile of the Raptor"
04) Then go west of hammerfall and accept "The Princess Trapped" (62.33)
05) Then go do "The Princess Trapped" (mobs are east of hammerfall)
06) Go in the cave (look for the tree, shows you where the hidden path is)...
07) Then turn in "The Princess Trapped" (in the cave) ... accept "Stones of Binding"
08) Build up first aid, go do "Triage" (See Video) (Doctor Gregory Victor, first aid training in Hammerfall)
09) Then do:
10) "Stones of Binding" (first key, just west of hammerfall 66.29)
11) Then do: "To Steal From Thieves" (at 54.40)
12) Go down south a little and get the next key for "Stones of Binding" (62.50)
13) Then go down and do:
14) "Guile of the Raptor" (killing Highland Fleshstalkers, around 50.75)
15) Then go up and do "The Hammer May Fall" (at 34.45)
16) Then go up and do "Foul Magic" (at 31.28)
17) Then go west and get the last key for "Stones of Binding" (33.31)
18) Go discover Stromguard, and turn in "Stones of Binding" (at the Circle of Inner Binding) (36.57)
19) Note: I SKIP "Breaking the Keystone" (Elite)
20) Hearth to Hammerfall.
21) Turn in "Foul Magic" "Guile of the Raptor" and "The Hammer May Fall"... I SKIP "Call to Arms"
22) Complete the "Guile of the Raptor" quest chain by running back and forth...
23) NOTE: I SKIP all stromguard quests (but I still recommend doing them if you can find groups)
24) Fly to Tarren Mill...

37-37 Alterac Mountains

01) Once at TM, accept "Stone Tokens" "Prison Break In" and "Crown of Will"
02) "Frostmaw" quest (at 37.69 in Alterac Mountains)
03) Then go do: "Crown of Will" (at Ruins of Alterac, around 40.50)
04) Then go do "Stone Tokens" along with "Prison Break In" in Alterac Mountains (20.85)
05) Then run back to Tarren Mill and turn in "Stone Tokens" and "Prison Break In"... I SKIP "Dalaran Patrols" and "Bracers of Binding"
06) Turn in "Crown of Will"... I SKIP "Crown of Will" Part2
07) Then fly to the UC.
08) Once at UC, turn in "To Steal From Thieves"
09) Make sure you buy some fungus food (food for a turtle you're about to tame later)
10) Get on zepplin to go to orgrimmar.
11) Once in Orgrimmar, turn in "Alliance Relations" at Keldran. (at 21.53)
12) Then fly to XRs.
13) Make XRs your home.
14) Fly to Freewind Post (1k needles)...

37-38 Thousand Needles

01) Stable pet.
02) Run towards the Shimmering Flats...
03) Turn in "The Swarm Grove"... I accept "The Swarm Grove" part2 (67.83)
04) Tame a level 34-36 turtle (for Bite Rank5), feed the fungus/fruit/fish to him.
05) Stop at the goblins and turn in "Parts for Krave"... I accept "Delivery to the Gnomes"... turn in "Delivery to the Gnome"... Turn in "Goblin Sponsorship" Part3... I accept "The Eighteenth Pilot"... Turn in "The Eighteenth Pilot"... I accept "Razzarici's Twirling"... Turn in "Encrusted Tail Fins"
06) Accept "The Rumormonger"
07) Use that turtle to Do the following quests:
08) "The Swarm Grove" and "Parts of the Swarm" (quest starts from an item drop) (71.85)
09) Then go turn in "The Swarm Grove" (67.83)
10) Hearth to XRs
11) Abandon turtle, get cat back out, train him Bite Rank5.
12) Turn in "Parts of the Swarm"... I accept "Parts of the Swarm" Part2
13) Fly to TS and turn in "Frostmaw" (61.80) I accept "Deadmire"
14) Get new spells/abilities.
15) Fly to Dustwallow Marsh...

Copyright 2007 JoanasWorld.com pg15
38-39 Dustwallow Marsh

01) Make Brackenwall Village your home.
03) While doing the following steps, focus on also doing "Theramore Spies"
04) Go slightly south of Brackenwall Village and accept "Hungry!" (the orge at 35.38)
05) Go to the Northpoint Tower at 46.23 and do "Twilight of the Dawn Runner" (the cargo is at the very top of the tower)
06) Stop at Jarl's cabin (55.25) and get "The Lost Report" quest (the dirt mound next to his cabin)
07) Then turn in "The Hermit of Witch Hill" ... accept "Marsh Frog Legs" and "What's Haunting Witch Hill"
08) Do "Marsh Frog Legs" and "What's Haunting Witch Hill" (just north). Once they are both done, turn them in ... accept "Jarl Needs Eyes" and "The Witch's Bane"
09) Go do "Hungry!" (around 57.15). Also focus on doing "The Witch's Bane"
10) Then finish up "The Witch's Bane" and turn it in (at 55.25) ... accept "Cleansing Witch Hill"
11) Do "Cleansing Witch Hill" and then turn it in.
12) I do the escort quest: "Stinky's Escape" (starts at 46.17) (grind mobs during this quest)
13) Then go do "Jarl Needs Eyes" along with "The Black Shield" (at 32.22)
14) After that finish up "Theramore Spies"
15) Then stop at Brackenwall Village and turn in "Twilight of the Dawn Runner" "The Lost Report" and "Theramore Spies" ... accept "The Theramore Docks". Turn in "The Black Shield" ... accept "The Black Shield" again and turn it in.
16) Turn in "Hungry!" (35.38)
17) Run down south to Tabetha's Farm (45.57) and turn in "Check Up on Tabetha" ... accept "Help for Mudsprocket" "The Grimtotem Weapon" "The Reagent Thief"
18) Also accept "Direhorn Raiders" and "The Zeppelin Crash" (just right outside of the hut)
19) Grind your way to Beezil's Wreck (53.56) and turn in "The Zeppelin Crash" ... accept "Corrosion Prevention" and "Secure the Cargo"
20) Then do "Corrosion Prevention" along with "Secure the Cargo!" (done pretty much right where you are at). Once they are done, turn them in ... accept "Delivery for Drazzil"
21) Go up to 46.48 and do "Direhorn Raiders"
22) While there make sure you kill Apothecary Cyli, she drops a Sealed Letter, which starts "Signs of Treachery"
23) Go finish up the following quests:
24) "Deadmire" (this croc roams around 47.57)
25) "The Reagent Thief"
26) "The Grimtotem Weapon"
27) Once they are done go to Tabetha's Farm (45.57) and turn in "Direhorn Raiders" "The Grimtotem Weapon" and "The Reagent Thief"
28) Then go to Mudsprocket (at 41.73).
29) Turn in "Delivery for Drazzil" and "Help for Mudsprocket"
30) Get the FP there and fly to Brackenwall Village, Dustwallow Marsh.
31) Stop back at Jarl's cabin (55.25), go to the dirt mound once again to get "The Severed Head"
32) Turn in "Jarl Needs Eyes" ... accept "Jarl Needs a Blade"
33) Go kill Razorspine (at around 57.19) for the quest "Jarl Needs a Blade"
34) Go back and turn in "Jarl Needs a Blade"
35) Then go do "The Theramore Docks" the Captain's Documents are under the water at (71.51). Do not go through the town, just go around the side of the town and into the water.
36) Then Hearth back to Brackenwall Village.
37) Turn in "Signs of Treachery" "The Theramore Docks" and "The Severed Head" ... accept "The Troll Witchdoctor"
38) Fly to Thunder Bluff.
39) Turn "Deadmire" in.
40) Fly to Ratchet, turn in "Stinky's Escape" while you're there.
41) Get on the boat to go to BB...

Copyright 2007 JoanasWorld.com pg16
39-40 Stranglethorn Vale

01) Accept "The Captain's Chest" "The Bloodsail Buccaneers" "Scaring Shaky"
02) Make BB your home, then go up the steps and turn in "The Rumormonger" ... accept "Dream Dust in the Swamp"
03) Fly to Grom'gol.
04) Accept "Mok'thardin's Enchantment" 
05) Turn in "The Troll Witchdoctor" ... right click the cauldron ... accept "Marg Speaks" 
06) Go do: 7) "Reptor Mastery" along with "Mok'thardin's Enchantment" (31.41) (kill Jungle Stalkers)
08) Once that is done, go back to Grom'gol and turn in "Mok'thardin's Enchantment" ... accept "Mok'thardin's Enchantment" part3.
09) Then do "Panther Mastery" (Bhag'thera) (he has 3 different spawn points, either at 48.20, 49.23, or 47.26).
10) Then turn in "Panther Mastery" (Bhag'thera) and "Raptor Mastery" (Jungle Stalkers) at Nesingwary's Expedition (35.10)
11) Accept "Raptor Mastery" (Tethis) but don't do it now.
12) Hearth to BB.
13) Then go do: 14) "The Bloodsail Buccaneers" (just slightly north-west of BB at 27.69, there's a little note on a barrel, click on it, accept new quest). (See Video)
15) "Scaring Shaky" along with "Mok'thardin's Enchantment" part3 (32.66)
17) Turn in "Scaring Shaky" ... accept "Return to MacKinley"
18) Turn in "The Bloodsail Buccaneers" ... accept "The Bloodsail Buccaneers"
19) Turn in "Return to MacKinley"
20) Then turn in "The Bloodsail Buccaneers" at Fleet Master Seahorn.
21) Fly to Grom'gol.
22) Turn in "Mok'thardin's Enchantment" part3 ... accept "Mok'thardin's Enchantment" part 4
23) Make Grom'gol your home.
24) You should be level 40 for sure now.
25) I get new hunter spells/abilities at grom'gol, also make sure you get the lvl 40 arrows/bullets, and growl rank5 as well.
26) Then get on the zeppelin to go to the UC.
27) Fly to Hammerfall.
28) Run all the way to the Badlands...

How to run to the Badlands from Arathi Highlands: (See online guide for a better and more clear map)
40-41 Badlands

01. As you enter Badlands, run southwest to (42.52)...
02. Turn in "Martek the Exiled" (at 42.52) ... accept "Indurium" and "Barbecued Buzzard Wings"
03. Go down south a little and do "Indurium" (51.67)
04. Go back up and turn "Indurium" in ... accept "News for Fizzle"
05. Then go north-west and accept "Study of the Elements: Rock" (at 25.44). NOTE: If you have the Frost Oil item, accept and complete the quest "Coolant Heads Prevail"
06. Grind your way west to Kargath (4.46)...
07. Get FP at Kargath.
08. Do NOT make Kargath your home. (It should still be Grom'gol)
09. Accept: "Unclaimed Baggage" "Coyote Thieves" "Report to Helgrum" "Broken Alliances" and "Badlands Reagent Run"
10. Then do: (NOTE: If you are a hunter, stable your pet and tame a level 40 Ridge Stalker Patriarch just right outside of town for Dash Rank2, keep using that pet until you learn the ability, then abandon it and get your main cat back out.)
11. "Barbecued Buzzard Wings"
12. "Coyote Thieves"
13. "Broken Alliances" (See Video) (I skip the next part to this quest)
14. "Badlands Reagent Run"
15. "Unclaimed Baggage" (this is done at Angor Fortress, 42.31) (the Pack is in an orange barrel on the left entrance of the fortress, and the Rapier is on the weapon rack going through the right entrance of the fortress)
16. "Study of the Elements: Rock" (lesser rock elementals), turn in, then do...
17. "Study of the Elements: Rock" (rock elementals), turn in, then do...
18. SKIP "Study of the Elements: Rock" (greater rock elementals)
19. Then make sure all Badlands quests (besides "Report to Helgrum") are done and turned in.
20. You should be about level 41 right now, if not, that's okay.
21. Hheat to Grom'gol.
22. Go turn in all the The Green Hills of Strangerthorn Chapters/Quests at Nesingwary's Expedition (35.10) if you have all the pages for it, if not you have another chance to turn this in again later. You can also look in the AH for your missing pages.
23. Then run all the way to Swamp of Sorrows, stopping along the way to accept this quest: "Nothing But the Truth" (in Duskwood at 87.35)
24. Then turn in "Nothing But the Truth" (the guy right next to him)
25. I SKIP "Nothing But the Truth" part2
26. Then run into Swamp of Sorrows...

Copyright 2007 JoanasWorld.com pg18
41-42 Swamp of Sorrows

01) Start off doing: "Dream Dust in the Swamp" (14.59). Just clear the whoels in this area once, you will finish this quest up later at the Scalebane dragons far east.
02) Find and kill Cudgel, he drops Noboru's Cudgel, which starts "Noboru the Cudgel".
03) Go turn in "Noboru the Cudgel" (25.31) ... accept "Draenethyst Crystals".
04) Go to Stonard (45.54).
05) Make Stonard your home.
06) Accept: "Lack of Surplus" and "Little Morsels". I SKIP "Fresh Meat".
07) Stable pet.
08) Get FP.
09) Turn in "Report to Helgrim" ... accept "Pool of Tears".
10) Go tame a Deathstrike Tarantula (L for Bite Rank 8), around 54.61 when abandon.
11) Go tame a Silt Crawler (for Claw Rank 6), around 83.88 then abandon.
12) Then head to Stonard.
13) Get cat back out, teach your cat the new abilities.
14) Go do the following quests:
15) "Pool of Tears" (the artifacts are in the water around temple of atal'hakkar).
16) "Lack of Surplus" then turn it in (at 81.80) ... SKIP "Lack of Surplus" part 2.
17) "Dream Dust in the Swamp" (killing the Scalebane dragons).
18) "Draenethyst Crystals" along with "Little Morsels" (62.22).
19) Go turn in "Draenethyst Crystals" (28.31).
20) Hearth to Stonard.
21) Turn in "Little Morsels" and "Pool of Tears" ... accept "The Ata'fai Exile".
22) Should be about lvl 42 now, if not that's okay. Get new hunter spells/abilities.
23) Fly to Booty Bay...

42-43 Stranglethorn Vale

01) Turn in "Dream Dust in the Swamp" ... accept "Tran'Rak" and "Rumors for Kralv".
02) Accept all of the following quests in BB: "The Bloodsail Buccaneers" and "Up to Snuff" and "Venture Company Mining" and "Zanzil's Secret" and "Akiris by the Bundle" and "Voodoo Dues" and "Stranglethorn Fever" and "Stoley's Debt" and "Keep An Eye Out".
03) Make BB your home.
04) Then go do in the following order:
05) "The Bloodsail Buccaneers" along with "Up to Snuff" and "Keep An Eye Out" (these are done at the shore around 31.80, and some more mobs can be found at 27.70).
06) "Mok'thardin's Enchantment part 4" along with "Akiris by the Bundle" (25.83). Also do "Stranglethorn Fever" for (Stranglethorn Fever) you will need one gorilla fang, and the witch doctor is in the cave at 34.80.
07) Once that's done run back into BB.
08) Go do "Raptor Mastery" (Tethis) (28.44).
09) "Zanzil's Secret" along with "Voodoo Dues" (34.52 and 39.58).
09) "Venture Company Mining" (41.44).
10) Then go up (at 35.10) and turn in "Raptor Mastery" (Tethis) ... accept "Big Game Hunter" (Elite).
11) Then go to Grum'gol.
12) Then turn in "Mok'thardin's Enchantment".
13) Go do "Big Game Hunter" (Elite) (he is at 38.35) I am always able to solo him, but you could try partying up with someone, if you can't do it, skip it.
14) Then run all the way up and turn in "Big Game Hunter". Also if you haven't yet, turn in all the The Green Hills of Stranglethorn Chapters/Quests. You can also look in the AH for your missing pages, or you can simply skip the quest.
15) Then hearth to BB.
16) Turn in ALL quests: "Venture Company Mining" and "Zanzil's Secret" and "Up to Snuff" and "The Bloodsail Buccaneers" and "Stranglethorn Fever" and "Akiris by the Bundle" and "Voodoo Dues" and "Keep An Eye Out".
17) Get on the boat to go to Ratchet.
18) Fly to Dustwallow Marsh...
43-44 Dustwallow Marsh

01) Accept "Identifying the Brood" "Army of the Black Dragon" and "Overlord Mok'Morokk's Concern"
02) Go down to (40.36) and accept "Questioning Reethe" then do it.
03) Then go back to Brackenwall Village and turn in "Questioning Reethe"
04) Fly to Mudsprocket (Dustwallow Marsh).
05) Accept "Bloodfen Feathers" "WANTED: Goreclaw the Ravenous" "Catch a Dragon by the Tail"
06) Go do "Bloodfen Feathers" along with "WANTED: Goreclaw the Ravenous" (at 32.66)
07) Once they are done go back to Mudsprocket and turn them in, accept "Banner of the Stonemaul" and "The Essence of Enmity"
08) Go do the following steps (9 - 18) in any order:
09) "Catch a Dragon by the Tail"
10) "Identifying the Brood"
11) "Razzeric's Tweaking" (there is a box at 54.56)
12) "Marg Speaks" kill the mobs at around (58.63)
13) "Overlord Mok'Morokk's Concern" (Snuff=44.66, Grog=38.65, Strongbox=inside the cave at 36.69 (the entrance to the cave is at 36.66))
14) "The Essence of Enmity"
15) "Banner of the Stonemaul" (this banner is inside the cave at 38.69)
16) "Army of the Black Dragon"
17) Once all that is done, go back to Mudsprocket and turn in "Catch a Dragon by the Tail" "Banner of the Stonemaul" and "The Essence of Enmity" ... accept "Spirits of Stonemaul Hold"
18) Go do "Spirits of Stonemaul Hold". Once it is done, go back and turn it in ... accept "Challenge to the Black Flight"
19) Go do "Challenge to the Black Flight" (at 53.76). Once it's done go back and turn it in.
20) Fly to Brackenwall Village (Dustwallow Marsh).
21) Turn in "Questioning Reethe" "Army of the Black Dragon" "Overlord Mok'Morokk's Concern" and "Identifying the Brood" ... accept "The Brood of Onyxia"
22) Run back and forth until "The Brood of Onyxia" is done, but don't actually do the final quest yet (this will be done later at level 48, so you can abandon it for now).
23) Turn in "Marg Speaks" ... accept "Report to Zor"
24) Fly to Tanaris...
44-45 Tanaris

01) Go into Gadgetzan...
02) Accept: "WANTED: Caliph Scorpidsing" and "WANTED: Andre Firebeard" (Wanted Poster)
03) Turn in "TranRek"
04) Accept: "Gadgetzan Water Survey" "Wastewander Justice" and "Water Pouch Bounty"
05) Make Gadgetzan your home.
06) Go to the Shimmering Flats (in Thousand Needles at 78.77) and turn in "Rumors for Kraval" "News for Fizzle" and "Razzaeric's Tweaking" ... accept "Safety First"
07) Accept "Keeping Pace"
08) Turn "Keeping Pace" in at Zamek, then go pick up Rizzle's Plane at 77.77) ... accept "Rizzle's Schematics"
09) Accept "Back to Body Bay" (at Kraval Koralbeard)
10) Go turn in "Rizzle's Schematics" at Pozzik.
11) Hearth back to Gadgetzan.
12) Turn in "Safety First" ... i SKIP the next part to this quest.
13) Then grind your way east to Steamwheedle Port. (67.23)
14) Then accept: "Pirate Hats Ahoy!" "Screcher Spirits" and "Southsea Shakedown"
15) Turn in "Stoley's Debt" ... accept "Stoley's Shipment"
16) Then go complete these quests:
17) "Wastewander Justice" along with "Water Pouch Bounty" (at 64.29)
18) Then go do all of the following (steps 19 - 23) at Lost Rigger Cove (72.47):
19) "Southsea Shakedown"
20) "Pirate Hats Ahoy!"
21) "Stoley's Shipment"
22) "Ship Schedules" (find this in one of the Pirate's footlocker at Lost Rigger Cove. If the item cannot be found, just skip it)
23) "WANTED: Andre Firebeard" (See Video)
24) Once they're all done, hearth to Gadgetzan.
25) Turn in "Water Pouch Bounty" "Wastewander Justice" ... accept "More Wastewander Justice"
26) Go do "Gadgetzan Water Survey" (grinding mobs along the way, coords are at 38.23), then go back and turn it in.
27) Go to Steamwheedle Port.
28) Turn in ALL quests there ... accept "Deliver to MacKinley"
29) Then go do: "More Wastewander Justice" along with "WANTED: Caliph Scorpidsing" (59.37)
30) Then hearth to Gadgetzan. Make sure you save (put in your bank) all the Wastewander Water Pouches you have, because you will need them for a later quest.
31) Turn in "More Wastewander Justice" and "WANTED: Caliph Scorpidsing"
32) Fly to Freewind Post.
33) Run west into Feralas...
45-46 Feralas

01) Run into Camp Mojache. (75.44)
02) Accept ALL quests there: “A New Cloak’s Sheen” “The Ogres of Feralas” “Gordunni Cobalt” “War on the Woodpaw” “The Mark of Quality” “A Strange Request”
03) Get FP.
04) Make Camp Mojache your home.
05) Then go do in the following order:
06) “War on the Woodpaw” go just north of Camp Mojache to do this. (71.37)
07) “The Ogres of Feralas” along with “Gordunni Cobalt” (75.31)
08) Make sure you click on one of the scrolls laying on the ground which starts: “The Gordunni Scroll”
09) Then go do: “A New Cloak’s Sheen” (67.48)
10) Go back to Camp Mojache, turn in ALL those quests, accept all new quests.
11) Go do “Alpha Strike” (at 72.56) then turn it in. ... accept “Woodpaw Investigation”
12) Go do “Woodpaw Investigation” (at 71.55) complete it ... accept “The Battle Plans”
13) Then go do “A Grim Discovery” (66.46)
14) Go back to Camp Mojache, turn in “The Battle Plans” and “A Grim Discovery”, accept ALL new quests.
15) PLEASE NOTE: If the “OOX-22/FE Distress Beacon” item drops, accept the quest “Find OOX-22/FE” Turn in “Find OOX-22/FE” (at 53.55). Then do:
16) “Slinglasher” along with “Zukk’ash Infestation” (74.62)
17) “Screecher Spirits” (55.56)
18) “The Ogres of Feralas” part2 (59.68)

NOTE: While in this area, make sure you pick up a Hippogryph Egg down south-west (around 55.76), this will be turned in at Tanaris for a later quest.
19) “Dark Ceremony” (59.68)
20) “The Mark of Quality” (53.55)
21) Run back to Camp Mojache, then go turn those quests in, accept all new quests just from those quest givers. Also accept “The Sunken Temple”
22) Then do the following:
23) I then Fly to Orgrimmar...
24) Once there I make it my new home. Then I make sure I get 120 Silk cloth and 120 Mageweave out from either my bank or mailbox. For those of you who can’t add, that’s 6 stacks of 20 for both Silk and Mageweave.
25) Then go turn in: “Zukk’ash Report” (56.46)
26) Go complete “A Donation of Silk” and “A Donation of Mageweave” (at 63.51)
27) Accept “Ripple Recovery” (from Dran Droffers) (59.36)
28) Then turn in “Ripple Recovery” (the guy right next to Dran) ... accept “Ripple Recovery” again.
29) Turn in “Parts of the Swarm” and “A Grim Discovery” at Bekrom Rockmahl ... accept “Betrayed” (75.34). Also get new spells/abilities while you are in Orgrimmar.
30) Go turn in “A Strange Request” “Retrun to Witch Doctor Uzer” (cleft of shadow, 49.50)
31) Go turn in “Report to Zor” ... accept/complete “Service to the Horde” (valley of wisdom, 38.38)
32) Go turn in “The Gordunni Orb” (valley of spirits, 39.86)
33) Turn in “A Donation of Silk” and “A Donation of Mageweave” (for the troll faction, at 37.87)
34) Then hearth to Orgrimmar...
35) Fly to Splinterbark Post (Ashenvale)
36) Then go east into Azshara.

Copyright 2007 JoanasWorld.com pg22
46-47 Azshara

01) Go accept "Spiritual Unrest" and "A Land Filled with Hatred" (at 10.78)
02) Then go do them (at 17.66 and 20.62), and turn them in.
03) Then go to Valomok (at 21.52)
04) Turn in "Betrayed" (skip the next part to this quest for now)
05) Then get FP there and hearth to Orgrimmar, if hearthstone is still on a cooldown, just fly to Orgrimmar.
06) Then head to Under City.
07) Then go to (apothecary quarter) and accept: "Seeping Corruption" and "Errand for Apothecary Zinge"
08) Then go turn in "Errand for Apothecary Zinge" (out in the other room)
09) Go return back, and turn in "Errand for Apothecary Zinge" again... accept "Into the Field"
10) You can put the Field Testing Kit and the Box of Empty Vials in the Bank for now.
11) Get on the zeppelin to go to Grom'gor...
47-47 Hinterlands

PLEASE READ: As of the 2.3 patch (with all the faster leveling changes) by the time you get to this section you should already be level 47. Because of this when following my guide, you should skip this entire section and go right into 47-47 Stranglethorn Vale section below. I will leave this section for reference purposes only. However if you are in your early 46s you can consider doing this section. As a personal comment, I never really enjoyed doing Hinterlands anyways :)

Here are the prerequisites to this section:
- Accept: "Lines of Communication" in the UC (magic quarter)
- Accept: "Grim Message" at Grom'gol (in STV)

01) Go turn in "Ripple Recovery" (at 26.48) ... accept "A Sticky Situation"
02) Ride all the way to Revanuk Village (at 77.80)
03) Accept: "Vilebranch Hooligans" "Cannibalistic Cousins" "Message to the Wildhammer" "Stalking the Stalkers" "Hunt the Savages" and "Avenging the Fallen".
04) Before you go out and start questing make sure you stock up heavily on food/water/supplies cause you won't be back to town for while.
05) Then go do the following:
06) "Vilebranch Hooligans"
07) "Cannibalistic Cousins"
08) "A Sticky Situation" (57.41) turn this in when you get the chance ... accept "Ripple Delivery"
09) "Stalking the Stalkers"
10) "Hunt the Savages"
11) "Testing the Vessel"
12) "Avenging the Fallen"
13) "Lines of Communication"
14) "Message to the Wildhammer"
15) "Rin'ji is Trapped!" (the escort quest, starts at 31.48)
16) "Grim Message" ...while doing this quest accept "Venom Bottles" (one of those little bottles on the table, 23.58)
17) Yeah the good 'ol hinterlands grind... have fun LOL.
18) If the OOX-09/HI Distress Beacon item drops, accept the quest "Find OOX-09/HI!"
19) Turn in "Find OOX-09/HI!" (at 49.38) (Don't do the escort yet)
20) Turn in "Rin'ji is Trapped!" (at 88.59) ... accept "Rin'ji's Secret"
21) Go to Revanuk Village.
22) Turn in ALL quests.
23) Then get FP and fly to Hammerfall (Arathi Highlands).
24) I then get all my mageweave out from my mailbox.
25) Go to Doctor Gregory Victor to build up first aid...
26) ...I'm usually able to get at least 260 first aid for the Runecloth Bandage. However, try to save the rest of the mageweave cloth for the Cloth Donation quest turn ins (in all the major cities).
27) Then fly back to TM.
28) Turn in "Venom Bottles" ... accept "Undamaged Venom Sac"
29) Then ride back into Hinterlands (don't fly)
30) Go do "Undamaged Venom Sac" and "The Atalai Exile" (33.72) (See Video on where to find this dude at) ... accept "Return to FelZenul"
31) Then hearth to TM.
32) Turn in "Undamaged Venom Sac" ... I SKIP "Consult Master Gadrin"
33) Fly to the UC.
34) Go to magic quarter and turn in "A Donation of Mageweave" (you need 60 mageweave cloth for this quest)
35) Then turn in: "Lines of Communication" and "Rin'ji's Secret" ...then complete "Oran's Gratitude"
36) Get on the zeppelin to go to Grom'gol...
47-47 Stranglethorn Vale

01) Once in Grom'gol, turn in "Grim Message" (if you did the Hinterlands section).
02) Fly to BB.
03) Accept "The Bloodsail Buccaneers" part 5 and "Whiskey Slim's Lost Groo"
04) Make BB your home.
05) Turn in "Back to Booty Bay" and "Deliver to Mackinley"
06) Make sure that "The Captain's Chest" is accepted, then go do it (at 36.65) (See Video). If your class has troubles, either find a group to help, or you can simply skip it.
07) Find a small bottle laying around the shore east of BB, until this item: Carefully Folded Note shows up ... which starts "Message in a Bottle"
08) Go turn "Message in a Bottle" in (at 38.80) ... accept and do "Message in a Bottle" Part 2. Once done turn it in.
09) Then go do "The Bloodsail Buccaneers" part 5 (kill the three pirates in the three ships) ... while doing it, find "Cortello's Riddle" (It's usually a little scroll downstairs in the middle ship)
10) Then hearth back to BB, if hearth stone still is on a cooldown, die on purpose.
11) Turn in "The Captain's Chest" and "The Bloodsail Buccaneers" part 5
12) Fly to Kargath (Badlands).
13) I get a stack of Silk Cloth out of the mailbox for the quest "Caught", then...
14) Go into Searing Gorge...

47-48 Searing Gorge

01) First thing I do here is go south-east and do "Caught!" (guy in the outhouse, 65.62), then turn it in ... accept "Ledger from Tanaris" ... click on outhouse to get the Goodsteel Ledger
02) Then go start killing Glassweb Spiders for the "Ledger from Tanaris" quest.
03) Then go up north-west, Talk to Kalaran Windblade (at 39.38) on way to Thorium Point (35.25). Do first his listen to me quest "Flawless Flame". In order to get "The Flawless Flame" Once at Thorium Point collect ALL quests there and get the FP there too.
04) Then do the following:
05) "Fiery Menace!"
06) "Curse These Fat Fingers!"
07) "STOLEN: Smithing Tuyere and lookout's Spyglass"
08) "The Flawless Flame" turn in, then get and do "Forging the Shaft"
09) "Job Opportunity: Culling the Competition"
10) "WANTED: Overseer Maltrarius" (the quest for "What the Flux?") quest is right behind Overseer Maltrarius
11) "What the Flux?"
12) "Incendosaurs? Whateversaur is More Like It"
13) "The Key to Freedom" starts from an item drop Grimsite Outhouse Key, turn in at the outhouse (south-east, 65.62)
14) Turn in "Forging the Shaft" ... accept "The Flame's Casing"
15) Do "The Flame's Casing" (around 24.36). Just keep killing the mobs there until the item drops.
16) Then turn in "The Flame's Casing" ... accept and do "The Torch of Retribution", then turn it in ... accept and do "The Torch of Retribution" Part 2 (just pick up the torch on the ground.
17) Accept "Squire Maltrake", then turn it in ... accept "Set Them Ablaze!"
18) Do "Set Them Ablaze!" (north=33.54, south=44.61, east=50.54, west=35.60). Once that is done, go back and turn it in.
19) Click on the little chest on the ground (at 38.38) and accept "Trinkets...", then click on the chest again to turn it in.
20) Make sure you keep the Black Dragonflight Molt in your inventory as you will need it for a later quest.
21) Once all that's done, turn all Searing Gorge quests in. make sure you have all 20 solid crystal leg shafts.
22) Head south into Burning Steppes (You have to go through Black Rock Mountains).
23) I discover some areas, then get FP there (at 65.25), and fly directly to Stonard (swamp of sorrows)...

Copyright 2007 JoanasWorld.com pg25
48-49 Swamp of Sorrows

1) Do NOT make Stonard your home. (It should still be Booty Bay)
2) Go to the Fallen Hero of the Horde (34.66) ... keep talking to him till you get this quest: *The Disgraced One*
3) Then go do "Cortello's Riddle" (22.48 under the bridge)
4) Accept "Cortello's Riddle" part2
5) Go back to Stonard.
6) Go turn in "The Disgraced One" (and "Return to Fel'zerul" if you did Hinterlands) ... accept "The Missing Orders"
7) Get new hunter spells/abilities.
8) Go turn in "The Missing Orders" (in the inn) ... accept "The Swamp Talker"
9) Go do "The Swamp Talker" (in the cave at 85.78)
10) Then head north east and...
11) Go kill the mob Jerquiel (at around 94.50 or 92.65), he drops Goodsteel's Balanced Flamebeige ... for the quest "Ledger from Tanaris"
12) Then die on purpose, so you end up at Stonard.
13) Go to the Fallen Hero of the Horde (34.66) and turn in "The Swamp Talker"
14) Accept and do "A Tale of Sorrows" (Just talk to the guy)
15) Hearth to Booty Bay.
16) Get on the boat to go to Ratchet.
17) Fly to Brackenwall Village (Dustwallow Marsh). Once there accept "The Brood of Onyxia"
18) Then head south and get the Overdue Package for the quest "Ledge from Tanaris" (at 54.55)
19) Go down a bit and do "The Brood of Onyxia" (the eggs can be found at 53.72 and 48.75)
20) Then head west to Bloodfen Burrow cave (32.67), and do "Cortello's Riddle" ... accept the next part to it.
21) Then go to Mudspocket and fly to Brackenwall Village.
22) Turn in "The Brood of Onyxia" ... accept "Challenge Overlord Mok'Morokk"
23) Do "Challenge Overlord Mok'Morokk" Then turn it in.
24) Then fly to Tanaris...

49-49 Feralas

**PLEASE READ:** As of the 2.3 patch (with all the faster leveling changes) by the time you get to this section you should already be level 49. Because of this when following my guide, you should skip this entire section and go right into 49-50 Tanaris. I will leave this section for reference purposes only. However if you are in your early 48s you can consider doing this section. Hunters may also consider going here to get Claw Rank 7.

1) Accept: "Improved Quality" "Vengeance on the Northspring" and "Dark Heart" SKIP "The Strength of Corruption"
2) Turn in "Retrun to Witch Doctor Uzeri" ... SKIP the follow up quests.
3) Make Camp Mojache your home.
4) NOTE: If you are a hunter, go do the chicken escort quest (starts at 53.55). Once you finish the chicken escort, accept "Zapped Giants" (at 44.43)
5) Then hearth back to Camp Mojache.
6) Stable pet.
7) Go do the chicken escort quest (starts at 53.55). (Hunters should have already done this)
8) Go accept "Zapped Giants" (at 44.43) (Hunters should have already accepted this)
9) Go tame an Ironfur Patriarch (for Claw Rank 7) (around 49.36)
10) Then use that pet to Do the following quests:
11) "Improved Quality" (52.32) (while doing this quest you should find an item which starts "Perfect Yeti Hide")
12) "Vengeance on the Northspring" (40.13)
13) "Dark Heart" (See Video) (41.09)
14) "Zapped Giants" (38.18)
15) Once those quests are completed and "Zapped Giants" is turned in...
16) Hearth to Camp Mojache.
17) Abandon bear, get cat back out.
18) Turn in "Improved Quality" "Perfect Yeti Hide" "Vengeance on the Northspring" and "Dark Heart" ...
19) Fly to Tanaris...
49-50 Tanaris

02) Make Gadgetzan your home.
03) Turn in "Ledger from Tanaris" and "Into the Field" ... accept and complete "Slake That Thing" SKU "Tanaris Field Sampling" ... Accept "The Thirty Goblin" "Noxious Lair Investigation" "Super Sticky" "Thistleshrub Valley" and "The Dunemaul Compound".
04) Go turn in "The Sunken Temple" (at 52.45) ... accept "The Stone Circle" and "Gahz'ridian".
05) Go do in the following order:
   06) "Dunemaul Compound" along with "Gahz'ridian" (done at 46.55 and 40.73, Gor'marok is in the cave at 40.58)
   07) "Noxious Lair Investigation" (34.47)
   08) "Thistleshrub Valley" along with "The Thirty Goblin" (28.65)
   09) "Tooga's Quest" (escort turtle quest starts in the Thistleshrub Valley, lead Tooga to Torta at 66.25).
10) Then turn in "Tooga's Quest" along with "Screecher Spirits".
11) Run to Gadgetzan.
12) Turn in "The Thirty Goblin" ... accept "In Good Taste" turn it in ... accept "Sprinkle's Secret Ingredient".
13) Turn in "Thistleshrub Valley" "Dunemaul Compound" and "Noxious Lair Investigation".
14) Accept "The Scrimshank Redemption".
15) Go do:
   16) Turn in "Gahz'ridian" (at 52.45).
   17) "The Scrimshank Redemption" (In the cave at 53.70) The secret for finding the item for this quest is keep making right turns in the cave and it will lead you to it. (See Video)
18) If the "OOX-17/TN Distress Beacon" item drops, accept the quest "Find OOX-17/TN"
19) Turn in "Find OOX-17/TN" (at 60.64)
20) Then do the Chicken escort "Screecher Spirits".
21) Once all those quests are finished.
22) Hearth to Gadgetzan.
23) Turn in "The Scrimshank Redemption" ... accept "Insect Part Analysis".
24) Turn in "Insect Part Analysis" ... accept "Insect Part Analysis" again.
25) Turn in "Insect Part Analysis" ... accept "Rise of the Silithid".
26) Fly to Orgrimmar.
27) Make Orgrimmar your home.
28) Get the Box of Empty Vials out of your Bank.
29) Fly to Azshara.

50-50 Azshara

01) Accept "Stealing Knowledge".
02) Go do:
03) "Stealing Knowledge" (Done at the Ruins of Eldarath, 36.54).
04) "Seeping Corruption" (Tide Pools are at: 1=47.61, 2=47.51, 3=48.48, 4=47.46).
05) Once their done, turn in "Stealing Knowledge" .. accept ALL 4 delivery quests.
06) Turn in "Delivery to Archmage Xylem" (there is a teleporter at 28.50, See Video) ... accept "Xylem's Payment to Jeedar"
07) Then fly to Thunder Bluff.
08) Turn in "Delivery to Magatha" (on Elder Rise) ... accept "Magatha's Payment to Jeedar".
09) Hearth to Orgrimmar.
10) Go turn in "Rise of the Silithid" ... accept "March of the Silithid" (at 56.46).
11) Turn in "Delivery to Jes'timon" (at 55.34) ... accept "Jes'timon's Payment to Jeedar" and "Bone-Radiated Weapons".
12) Then turn in "Ripple Delivery" (at 59.36) (If you did the Hinterlands section)
13) Then I go get new hunter spells/abilities ... accept "The Hunter's Charm" (if you're a Hunter). Make sure you also get Growl Rank6.
14) Then go to The Undercity, head to the Apothecarium Quarter...
15) Turn in "Delivery to Andron Gant" ... accept "Andron's Payment to Jeedar".
16) Then turn in "Seeping Corruption" and accept "Vivian Lagrave" while you are there.
17) Then accept "Seeping Corruption" then turn it in (at the tauren right next to him) ... 18) Then complete "Seeping Corruption" for the final time.
19) Then accept "A Sample of Slime," and "...and a Batch of Ooze"
20) Then fly to Tamra Mill (Hillsbrad)...
21) Then go into Hinterlands (the entrance is at 86.30 in Hillsbrad)...

Copyright 2007 JoanasWorld.com pg27
50-51 Hinterlands

01) As you enter Hinterlands go to 26.48 and turn in "Ripple Recovery" ... SKIP "A Sticky Situation"
02) Next go down south to 33.73 and turn in "The Atal'Ale Exile" (33.73) (See Video on where to find this dude at) ... SKIP "Return to Fel'Zarath".
03) Then go do "Sprinkle's Secret Ingredient" (the lake at 41.60)
04) Go to Ravenstusk Village (at 77.80)
05) Accept: "Snapjaws, Mon!" "Gammerita, Mon!" and "Lard Lost His Lunch"
06) Stable cat.
07) Go tame a Saltwater Snapjaw (for Bite Rank?) ... then abandon, get cat back out.
08) Go do in the following order:
   09) "Snapjaws, Mon!" along with "Gammerita, Mon!" and "Whiskey Slim's Lost Grog"
   10) "Cortello's Riddle" (at 80.46, little cheat in the water, 14 slot bag along with 8800 XP)
   11) "Lard Lost His Lunch" (at 84.42)
   12) Then go turn in "Snapjaws, Mon!" "Gammerita, Mon!" and "Lard Lost His Lunch"
   13) Get FP there and fly to Hammerfall (Arathi Highlands)
   14) Get build up first aid at Doctor Gregory Victor.
   15) Then hearth to Orgrimmar.
   16) Fly to Azshara.
   17) Turn in all 4 delivery quests.
   18) If you're not level 51, grind till you are.
   19) Fly to Ratchet.
20) Pick up the "Stone Circle" at Liv Rizzletix shop ... also accept "Volcanic Activity" while you're there.
21) Fly to Thunder Bluff.
22) Make Thunder Bluff your home.
23) NOTE: ONLY do the following if you are using a class that buys mana to drink and that you have at least 15 gold: Go to the AV battlemaster (at 56.76 in TB) and enter AV (Alterac Valley) (choose "First Available").

51-51 Blasted Lands

PLEASE READ: As of the 2.3 patch (with all the faster leveling changes) by the time you get to this section you should already be level 51. Because of this when following my guide, you should skip this entire section and go right into 51-52 Un'Goro Crater. I will leave this section for reference purposes only. However if you are in your early 50s you can consider doing this section.

01) I then find all the items to complete these 5 quests:
02) "A Boar's Vitality"
03) "Snickerfang Jowls"
04) "The Basilisk's Bite"
05) "The Decisive Striker"
06) "Vulture's Vigor"
07) You need to find these many items to complete those quests:
08) Vulture Gizzards =14
09) Basilisk Brain =11
10) Blasted Boar Lungs =6
11) Scorpok Pincers =6
12) Snickerfang Jowls =5
13) While I'm in Blasted Lands, I discover most of all the areas for XP.
14) If an Imperfect Draenethyst Fragment drops turn in for this quest: "Everything Counts In Large Amounts"
15) NOTE: I have NEVER found a Flawless Draenethyst Sphere for the quest "To Serve Kum'isha"...good luck on that.
16) Turn in all quests.
17) I turn in "The Decisive Striker" in ASAP for Ground Scorpok Assay (+25 to agility), so I can use the extra +25 agility boost while in the Blasted Lands.

Once in AV go to Grunnda Wolfheart <Frostwolf Supply Officer> (at 49.82) and buy as many Alterac Manna Biscuits as you can (buy as many so you only have like 5-10 gold left). Then to leave AV, simply type: /afk. These Biscuits will help replenish mana and health much faster, thus making leveling a lot faster.

24) Fly to Tanaris.
25) Turn in "Sprinkle's Secret Ingredient" ... accept "Delivery for Marin"
26) Turn in "March of the Silithid" ... accept "Bungle in the Jungle"
27) Turn in "Delivery for Marin" ... accept "Noggenfogger Elixir" then turn it in.
28) If you have a mithril casing get that out of your mailbox.
29) Go turn in "The Stone Circle" (at 52.45 in Tanaris)
30) Then go into Un'Goro Crater...
51-53 Un'Goro Crater

01) Go accept: "The Ape of Un'Goro" and "The Fare of Larkowi" (at 71.75)
02) Go do "The Fare of Larkowi" (at 68.56)
03) Then go start doing: "Super Sticky" (up north in the middle) until this item drops A Mangled Journal
04) Then go into Marshal's Refuge (43.10), accept ALL quests there: "Chasing A-Me 01" "Shizzle's Flyer" "Lost!" "Beware of Pterrordax" "Roll the Bones" "Alien Ecology" "Expedition Salvation" "Larion and Muig"
05) Turn in "Williden's Journal"
06) Get FP there, then go do the Un'goro Grind :) ...
07) NOTE: don't worry about the ungoro dirt mounds, you'll find enough soil from mob drops. Also I don't worry about the Bloodpetal Sprouts, as they are not turned in for any XP.
08) While questing, find 7 crystals of each color (red, blue, green, and yellow for the "Crystals of Power" quest)
09) "Super Sticky"
10) "The Ape of Un'Goro" along with "Chasing A-Me 01" (if you have a mithril casing do the escort) (63.17)
11) "Larion and Muig"
12) "Beware of Pterrordax" along with "Shizzle's Flyer" and...
13) "Roll the Bones"
14) "Expedition Salvation" (68.36 and 38.65)
15) "... and a Batch of Ooze" (I make sure I get at least 25 ooze samples)
16) Go turn in "The Ape of Un'Goro" ... accept "The Mighty U'cha"
17) Go turn in "The Fare of Larkowi" ... accept "The Scent of Larkowi"
18) Then go do:
19) "Bone-Bladed Weapons" along with "The Scent of Larkowi"
20) "It's a Secret to Everybody" ... click on boat and then bag under water (at 63.68)
21) Then turn in "The Scent of Larkowi" ... accept "The Bait for Larkowi" (71.75)
22) Then go do "Alien Ecology" along with "Bungle in the Jungle" (50.80)
23) Go accept "Finding the Source" (at 30.50), then do it along with "Volcanic Activity"
24) The hotspot path for the quest "Finding the Source" starts at 51,42 and the hot spot is at 50,46 (See Video on where to find the hot spot)
25) "Lost!" Make sure all quests are done before doing this (besides "The Mighty U'cha" and "The Bait for Larkowi"), then...
26) ...This leads back to Marshal's Refuge, Turn in ALL quests there, accept new ones (including all the Pylon quests in the cave).
27) Then go do (in the following order):
28) "The Northern Pylon" (at 56.13)
29) "The Mighty U'cha" (cave at 63.13)
30) "The Eastern Pylon" (at 77.50)
31) "The Bait for Larkowi" (See Video) (80.50). Then turn it in along with "The Mighty U'cha" (71.75)

32) Go west killing oozes along the way...
33) Turn in "Finding the Source" ... accept "The New Springs" (30.50)
34) "The Western Pylon" (at 23.58)
35) Go back to Marshal's Refuge killing oozes along the way...
36) Turn in quests. make sure you complete "Making Sense of It" (just talk to the gnome in the cave)
37) Fly to Tanaris.
38) Turn in "Super Sticky" and "Bungle in the Jungle" ... I SKIP "Pawn Captures Queen"
39) Then hearth to Thunder Bluff.
40) Go to Elder Rise.
41) Accept "Un'goro Soil" ... then turn it in ... accept "Morrowgrain Research" ... then turn that in...
42) ... but SKIP the next part (the part that saysbring 10 Morrowgrain)
43) Go get new spells/abilities.
44) Fly to XRs.
45) Make XRs your home.
46) Then fly to Ratchet..
47) Turn in "Volcanic Activity" and "Marvon's Workshop" - I SKIP "Zapper Fuel"
48) Get on the boat to go to BB..
49) Turn in "Whiskey Slim's Lost Crop"
50) Also turn in "Rescue QOX-17/TNF" (If you did it)
51) Fly to Kargath (Badlands)...
52) Turn in "Vivian Lagrange"
53) Accept: "Dreadmaul Rock" and "The Rise of the Machines"
54) Then fly to Burning Steppes...
53-54 Burning Steppes

01) Accept: "Brooding Essence" and "Tablet of the Seven"
02) Then go do:
   03) "Brooding Essence" (to the east) (also kill as many dragon whelps you see, their "squishy" mobs that die real fast)
04) Work your way to the cave (at 94.31) and accept "A Taste of Planes". Then turn it in.
05) "Dreadmaul Rock" (79.45) ... then "Krom'Gru" (Krom'Gru has 2 different spawn points, in either cave)
06) "The Rise of the Machines"
07) "Tablet of the Seven" (it's at 54.40)
08) Go turn in "Tablet of the Seven" and "Brooding Essence" ... accept "Felnok Steelspring"
09) Then fly to Kargath (Badlands)
10) Turn in "Krom'Gru"
11) Turn in "The Rise of the Machines" ... accept "The Rise of the Machines" part2
12) Go turn in "The Rise of the Machines" part2 (at 25.46 in Badlands)
13) Then hearth to XRs.
14) Then fly to Orgrimmar.
15) Go turn in "Bone-Bladed Weapons" (55.34)
16) Fly to Splintertree Post, (Ashenvale).
17) Go north into Felwood...

54-54 Azshara

PLEASE READ: As of the 2.3 patch (with all the faster leveling changes) by the time you get to this section you should already be level 54 (or really close to it). Because of this when following my guide, you should skip this entire section and go right into 54-54 Felwood. I will leave this section for reference purposes only. However if you are in your early 53s you can consider doing this section.

01) Accept "Betrayed"
02) Go turn in "The Hunter's Charm" (this is a hunter only quest, at 42.42) ... accept "Courser Antlers"
03) Go accept "Kim'jael Indeed!" (at 53.21 on top of the hill)
04) Then go do:
05) "Courser Antlers"
06) I grind away at Blood Elves all the way to level 54 while doing "Kim'jael Indeed!" and "Betrayed" (turn this in at 59.31 ... accept and do the next part to this quest) (this is all done at the Thalassian Base Camp, 56.28)
07) I grind Blood Elves, cause their "squishy" mobs (mobs that have 30% fewer health/armor, than the average mob that level). I used to grind Satyns on previous speed runs, but I was able to cut off a whole hour with the Blood Elves.
08) OPTIONAL: Instead of the grinding you could go do BRD instance instead.
09) Once you turn level 54 and those 3 quests are done, go turn in "Kim'jael Indeed!" ... accept "Kim'jael's Missing Equipment"
10) Turn in "Courser Antlers" ... I SKIP "Wavethrashing" (42.42)
11) Then go do "Kim'jael's Missing Equipment"
12) Go turn in "Kim'jael's Missing Equipment"
13) Turn in "Betrayed" ... accept "Betrayed" (22.51)
14) Hearth to Orgrimmar.
15) Then go turn in "Bone-Bladed Weapons" and "Betrayed"
16) Then fly to Splintertree Post (Ashenvale).
17) Then go into Felwood...
**54-54 Felwood**

01) Accept *Timbermaw Ally* (at 50.85) Just talk to the NPC there he will give it to you.
02) Go accept *Forces of Jaedenar* and *Verifying the Corruption* (at the Emerald Sanctuary 51.82). Get the FP there too.
03) Go accept *Cleaning Felwood* (at 46.84)
04) I start killing oozes, I make sure I kill about 30 oozes here total for the quest *A Sample of Slime...* (40.88)
05) Then go complete *Forces of Jaedenar* (38.60)
06) Then go to BloodVenom Post. (34.52)
07) Accept: *Well of Corruption* *A Husband's Last Battle* and *Wild Guardians*  
08) Get FP there.
09) Then go do in the following order:  
   10) *Verifying the Corruption* (41.41)  
   11) *Cleaning Felwood* (54.16)
12) Go accept *Deadwood of the North* (at 64.8) but DON'T do it now.
13) Grind your way through the cave to go to Winterspring...

**54-55 Winterspring**

01) Exit the cave and accept *Winterfall Activity* right outside of it.
02) Go to Donova Snowden (at 31.45)
03) Turn in *The New Springs* and *It's a Secret to Everybody* ... accept *Strange Sources* and *Threat of the Winterfall*  
04) NOTE: I SKIP *The Videre Elixir* and the rest of that chain.  
05) Go to Everlook... (61.38)
06) Accept: *Are We There, Yeti?* *The Everlook Report*  
   *Duke Nicholas Zverenhoff* *Sister Pamela* and *Ursius of the Shardtooth*  
07) Turn in *Felnok Steelspring* ... accept *Chillwind Horns*  
08) Make Everlook your home.
09) If you are a hunter and do not have Claw Rank7 yet, then go tame a *Winterspring Owl* (for Claw Rank7) (these owls are all around Everlook, you can find a level 54 owl eventually)
10) Go do *Ursius of the Shardtooth* (just keep grinding mobs on the hill north of everlook till *Ursius* shows up)
11) Then turn in *Ursius of the Shardtooth* ... accept *Brumeran of the Chillwind*  
12) Go do *Brumeran of the Chillwind* (he patrols around 60.60, see map for complete patrol path)
13) Then go Discover Darkwhisper Gorge (at 59.73) for the quest *Strange Sources*
14) Then hearth back to Everlook.
15) Turn in *Brumeran of the Chillwind* ... SKIP *Shy-Rotan*  
16) Then go do the following quests (steps 17-20, in any order) to the west and some to the north:
17) *Are We There, Yeti?*  
18) *Threat of the Winterfall* you should find *Empty Firewater Flask* which starts *Winterfall Firewater* while doing this quest. When the *Winterfall Ritual Totem* item drops, save it and put it in your bank you will need it later.
19) *Wild Guardians* (the Ragged Owls are west of Everlook, and the Raging Owls are just north of Everlook)  
20) *Chillwind Horns* (you can find a larger concentration of chimaera around 66.29)  
21) Once *Threat of the Winterfall* and *Winterfall Firewater* is completed go turn them in along with *Strange Sources* (at 31.45)... accept *Failing to Corruption*  

22) Once the rest of those quests are complete, go back to Everlook and turn in *Are We There, Yeti?* ...accept *Are We There, Yeti?* part2. Turn in *Chillwind Horns* ... I SKIP *Return to Tinkee*  
23) Then go do:  
24) *Winterfall Activity* (67.37)  
25) *Are We There, Yeti?* (find 2 Pristine Yeti Horns) (66.43)  
26) Then hearth to Everlook.
27) Go turn in *Are We There, Yeti?* ... SKIP *Are We There, Yeti?* part3  
28) Then fly to Felwood (BloodVenom Post)...
55-55 Felwood

01) Turn in "Wild Guardians" ... SKIP "Wild Guardians" part
02) Fly to Emerald Sanctuary (In Felwood).
03) Turn in "Verifying the Corruption" and "Forces of Jaedenar" ... accept "Collection of the Corrupt Water" (51.82)
04) Go turn in "Cleansing Felwood" ... then get a cenarion beacon for the quest "Salve Via Hunting" (just talk to the NPC to get it) (46.83)
05) Go do "A Husband's Last Battle" along with "Timbermaw Ally" (48.94)
08) Once they are done go turn in "Timbermaw Ally" (at 50.85) ... accept "Speak to Nafien"
07) Go do "Well of Corruption" (32.66) make sure you collect 6 Corrupted Soul Shards for the quest "Salve Via Hunting" (35.59)
09) Then go to Bloodvenom Post.
10) Turn in "A Husband's Last Battle" and "Well of Corruption" ... accept "Corrupted Sabers"
11) Fly to Emerald Sanctuary.
12) Turn in "Collection of the Corrupt Water" ... I SKIP "Seeking Spiritual Aid" (51.82)
13) Go turn in "Salve Via Hunting" (the 6 Corrupted Soul Shards) (46.83)
14) Go do "Corrupted Sabers" (32.66) then go turn it in. (NOTE: when you turn it in, you have to talk to the cat first once you get to the NPC)
15) Then go up north and do:
16) "Deadwood of the North" (51.9) When the "Deadwood Ritual Totem" item drops, save it and put it in your bank when you get a chance, you will need it later.
17) "Failing to Corruption" (the cauldron at 60.5) (hint: I have my pet distract the mobs, while doing this quest) (See Video) ... then accept "Mystery Goo"
18) Go turn in "Deadwood of the North" (64.8) ... accept "Speak to Safila". And turn in "Speak to Nafien"
19) Then run through the cave (you should be Unfriendly with Timbermaw, so they shouldn't attack you).
20) Turn in "Winterfall Activity" and "Speak to Safila"
21) Then go turn in "Mystery Goo" (at 31.45 in Winterspring) ... SKIP "Toxic Horrors"
22) Then hearth to Everlook.
23) Fly to Orgrimmar...
24) If you happen to see Warcaller Goriach, accept "A Call To Arms: The Plaguelands!"
25) Go to the Under City.
26) Go complete "A Sample of Slime..." and "... and a Batch of Ooze"
27) Go accept "A Call To Arms: The Plaguelands!" (this same quest can also get accepted in Orgrimmar)
28) Make Under City your home.
28) Go to the Bulwark... (which is a small village east of Tiriasal Glades)
55-56 Silithus

PLEASE READ: As of the 2.3 patch (with all the faster leveling changes) by the time you get to this section you should be very close to level 56. Because of this when following my guide, you should skip this entire section and go right into 55-56 Western Plaguelands. I will leave this section for reference purposes only. However if you are in your early 55s you can consider doing this section.

Here are the prerequisites to this section:
- Accept: "Are We There, Yeti?" part3 (in Everlook, Winterspring)
- Accept: "Taking Back Silithus" in Orgrimmar.

01) Accept: "Report to General Kirike" "The Twilight Mystery" "Deadly Desert Venom" and "Wanted - Deathclasp, Terror of the Sands" (Wanted Poster). Turn in "Taking Back Silithus" ... accept "Securing the Supply Lines"

02) Go do: "Securing the Supply Lines" and "Deadly Desert Venom" (do these 2 quests northeast of Cenarion Hold)
03) Then turn them in and accept new quests.
04) Then go do:
05) "Stepping Up Security" (mobs are all over to the west)
06) "The Twilight Mystery" (around 21.17)
07) Go turn in "Report to General Kirike" at 50.69 ... accept "Scouring the Desert"
08) Go do "Noggle's Last Hope" along with "Scouring the Desert" Once you find the Silithyst item which looks like a glowing red thing, bring it back to the PVP horde base and stand in the teleporter looking thing, then turn the quest in for 6,800 XP!
09) "Wanted - Deathclasp, Terror of the Sands" (Elite) (40.90) This quest is very easy to solo at lvl 55 (See Video). If your class has troubles, either find a group to help, or you can simply skip it.
10) Once all of those are done, go turn them in at Cenarion Hold, accept new ones.
11) Go do: "Noggle's Lost Satchel" (it's at around 44.91) (See Video)
12) "The Deserted" (he's in the cave at 67.71) ... I SKIP "The Twilight Lexicon"
13) Then I die on purpose, so I end up at Cenarion Hold.
14) Turn in "Noggle's Lost Satchel"
15) Then fly to Marshal's Refuge in Un'Goro Crater.
16) Go scare Quirgil with the mechanical yeti for the quest "Are We There, Yeti?" part3
17) Then fly to Tanaris.
18) Go scare Sprinkle with the mechanical yeti for the quest "Are We There, Yeti?" part3
19) Then hearth to Orgrimmar.
20) Go to the Under City.
21) Go complete "A Sample of Slime... " and "... and a Batch of Ooze"
22) Go accept "A Call To Arms: The Plaguelands!" (this same quest can also get accepted in Orgrimmar)
23) Make Under City your home.
24) Go to the Bulwark... (which is a small village east of Tirfisal Glades)
56-56 Western Plaguelands

01) Turn in "A Call To Arms: The Plaguelands!" accept "Scarlet Diversions"...
02) ... (make sure you get a Flame in a Bottle first, before doing this quest, it's in the box)
03) Turn in "The Everlook Report"
04) Accept and complete "Argent Dawn Commission"
05) Accept "The So-Called Mark of the Lightbringer" and "A Plague Upon Thee"
06) Go into the Western Plaguelands (Felstone field at 37.56) and...
07) Accept "Better Late Than Never" (the lady in the house)
08) Then go to the barn next door, and...
09) Complete "Better Late Than Never" ... click on the chest again to accept "Better Late Than Never" again.
10) Go do "Scarlet Diversions" (burn the tent down, and plant the banner, 40.51) (See Video)
11) Go back to the Bulwark... (NOTE: Make sure you save all Bone Fragments you find, you will need 30 of them for a later quest)
12) Turn in "Scarlet Diversions" ... accept "All Along the Watchtowers" and "The Scourge Cauldron"
13) Turn in "The Scourge Cauldron" ... accept "Target: Felstone Field"
14) Go complete the whole Cauldron quest chain (Just keep going back and forth completing each one)...
15) "Target: Felstone Field" (37.56)
16) "Target: Dalson's Tears" (46.52). NOTE: While you are here, there is a small quest chain here that starts with a little Diary in the barn (47.50) called "Mrs. Dalson's Diary", just click that to complete the quest. Now, after you grab the quest, then you need to kill a Wandering Skeleton to get a key that opens the outhouse behind the barn. After you get the key and open the outhouse, it will release a Farmer Dalson, a level 56 undead. Kill him, grab that key, and then run in the house (that is right next to the barn) and go up the stairs, there you will find a cabinet, open the cabinet with that key (For the quest "Locked Away") and finally it's over. Easy 10200 XP! Or was it?
17) "Target: Writhing Haunt" (53.65) (while you're there accept "The Wildlife Suffers Too" (at 53.64, the almost dead tauren in the hut)
18) "Target: Gahron's Withering" (62.59) (Once you turn in the Key and accept "Return to the Bulwark", then just go directly into Eastern Plaguelands (without turning that quest in yet)...
56-57 Eastern Plaguelands

01) Go accept: "Demon Dogs" "Blood Tinged Skies" and "Carrion Grubbage" (at 7.43)
02) Grind your way to (26.74) and accept: "To Kill With Purpose" and "Un-Life's Little Annoyances". NOTE: I SKIP "The Ranger Lord's Behest"
03) Go down in the crypt at The Undercroft (27.85) and accept "Hameya's Plea" (the scroll on the ground).
04) Grind your way to Darrowshire (36.90) while doing these quests:
   05) "Demon Dogs"
   06) "Blood Tinged Skies"
   07) "Carrion Grubbage"
08) Then turn in "Sister Pamela" ... accept and do "Pamela's Doll" (there's 3 parts of the doll) (See Video)
09) Turn in "Pamela's Doll" ... accept "Auntie Marlene" and "Uncle Carlin"
10) Then go complete "Blood Tinged Skies"
11) Then make sure you kill 20 Plaguehound Runts for the quest "Demon Dogs"
12) Then go to Light's Hope Chapel (at 81.80)
13) Accept: "Zaeldarr the Outcast" and "The Restless Souls"
14) Turn in "Duke Nicholas Zverenhof" and "Uncle Carlin" ... accept "Defenders of Darrowshire"
15) Get FP there. Then go do:
   16) "To Kill With Purpose"
   17) "Defenders of Darrowshire"
   18) "Hameya's Plea" (72.14)
   19) "Demon Dogs"
   20) "Carrion Grubbage"
   21) "Un-Life's Little Annoyances"
22) "A Plague Upon Thee" (done at Plaguewood up north)
23) "Augustus' Receipt Book" (get this quest in the hut at 13.34, the book is upstairs in the inn at 15.33)
24) "The Restless Souls" (Egan is in the hut at 13.34) (The next part refers to Stratholme, which I skip)
25) Then go turn in: "Augustus' Receipt Book"
26) Grind your way through the cave (15.29) (watch out it is not easy)
   NOTE: If the cave is too hard for you, another easy alternative is to take the Tower Gryphon ride from the Plaguewood Tower (22.32) to the Crown Guard tower (38.75), as long as the horde has control over the towers that is. Then turn in: "Demon Dogs" "Blood Tinged Skies" and "Carrion Grubbage" accept "Redemption" ... Just talk to the guy to complete it ... I SKIP "Of Forgotten Memories" (you can try it if you find a group)
27) Then go turn in: "To Kill With Purpose" and "Un-Life's Little Annoyances" (at 26.74)
28) Then go do "Zaeldarr the Outcast" (27.85) (See Video)
29) Then go to the dirt mound behind the crypt and turn in "Hameya's Plea"
30) Hearth to Under City...
31) Turn in "Better Late Than Never" ... accept "The Jeremiah Blues"
32) Turn in "The Jeremiah Blues" (just right underneath the bank) ... accept "Good Luck Charm"
33) Go back to the Bulwark...
57-59 Western Plaguelands

01) Turn in "Return to the Bulwark" and "A Plague Upon Thee" ... accept "A Plague Upon Thee" part2. Then go accept and complete "Mission Accomplished!" (right there at the Bulwark)

02) Go turn in "Good Luck Charm" ... accept "Two Halves Become One" (the lady in the house at 37.56)

03) Do "Two Halves Become One" (just kill a (abbergh ghoul out in Falstone Field), then turn it in.

04) Then do "A Plague Upon Thee" part2 ... accept "A Plague Upon Thee" part3 (this is all done at 48.31) (See Video)

05) Then go accept "Unfinished Business" part1 (at 51.28), then do it. (the mobs for this quest are at 50.42 and 53.44)

06) Turn in "Unfinished Business" part2, then go do it. The 2 mobs for this quest are at (57.37 and 54.24). While doing this quest make sure you do "The So-Called Mark of the Lightbringer" along with it, it's up in the top of the tower at (54.23)

07) Turn "Unfinished Business" part2 ... accept "Unfinished Business" part3, then go do it. Need to go up in the tower (at 45.19) in a certain spot, watch out for Elites. (See Video)

08) Then turn in "Unfinished Business" part3

09) Then go complete and turn in "The Wildlife Suffers Too" ... accept "The Wildlife Suffers Too" part2 (53.64)

10) Do "The Wildlife Suffers Too" part2, then turn it in ... SKIP "Glyphed Oaken Branch"?

11) Go turn in "Auntie Marlene" (in the house at 49.78) ... accept "A Strange Historian"

12) Go get the ring for "A Strange Historian" (the ring is out in the graveyard) (See Video)

13) Go into Andorhal...

14) Do "All Along the Watchtowers" while working your way to the inn (at 39.68)

15) Turn "A Strange Historian" (at Chromie up stairs in the inn at 39.68) ... accept "The Annals of Darrowshi" and "A Matter of Time"

16) Then go do (while grinding away at mobs):

   "All Along the Watchtowers"

   "The Annals of Darrowshi" (the book for this is in the building at (42.67), the actual Annals of Darrowshi book looks different from the others, it has a lighter tint on the top portion of the pages in the book, unlike the rest which has a darker tint on the top portion of the pages. (See Video)

19) "A Matter of Time" (47.62)

20) Go turn in "A Matter of Time" and "The Annals of Darrowshi" ... accept "Counting Out Time" and "Brother Carlin"

21) Go do "Counting Out Time" then turn it in. (It's repeatable but you only get XP once from it)

22) Then go back to the Bulwark...

23) Turn in "A Plague Upon Thee" part3 and "The So-Called Mark of the Lightbringer" ... Accept "Defiling Uther's Tomb"

24) Turn in "All Along the Watchtowers" ... accept "Scholomance"

25) Turn in "Scholomance" at the undead guy right next to him ... accept "Skeletal Fragments"

26) Stock up on "Enriched Manna Biscuits" (which replenishes mana faster from drinking)

27) I then go back to Andorhal, and do "Skeletal Fragments"

28) Stop at Uther's Tomb (51.82) and do "Defiling Uther's Tomb" (you need to equip the quest item to use it at the tomb)

29) As soon as I hit 58 and "Skeletal Fragments" and "Defiling Uther's Tomb" are done and you also have 30 Bone Fragments (please note, if you are far off from the 30 bone fragments, then you can just skip it), then go back to the Bulwark and turn in "Defiling Uther's Tomb" and "Skeletal Fragments". I SKIP "Mold Rhymes With..."

30) I turn in any scourge stones, I have.

31) I then stock up on "Enriched Manna Biscuits"

32) Go to Undercity and then fly to Light's Hope Chapel, Eastern Plaguelands.

33) Turn in "Zeildarr the Outcast" "Defenders of Darrowshire" and "Brother Carlin" ... SKIP "Villains of Darrowshire"

34) Accept and turn in "BonecCarthy Digs"

35) Then fly to Hammerfall (Arathi Highlands)

36) Build up first aid, make sure you get heavy runecloth bandage.

37) Then Hearth to Undercity.

38) You should just about be level 59 right now. Complete the following steps in the 59-60 Outland Grind section if you have the Burning Crusade Expansion. (If you do NOT have the BC Expansion then please follow the steps in the box below:)

--If you do not have the Burning Crusade Expansion then it is going to take you a tad bit longer to level from 59-60 in Azeroth. Here are the things you can do to level from 59-60:

--You can go back into Eastern Plaguelands and do "The Ranger Lord's Behest" which leads to "Dushkwin. Oh How I Hate Thee..."

--You can grind away at mobs in Andorhal to increase your rep with the Argent Dawn.

--You can grind away at Deadwood furbolgs up north in Felwood to gain rep with the Timbermaw.

--You could go do the full 55-56 Silithus section above, which is probably what I would be doing, as I think it would be the fastest way from 59-60 solo.

--You can do Black Rock Depths Instance and all the quests associated with it.

--You can also do Stratholme Instance and all the quests associated with that.

--You can grind on any mob you like until you hit 60.

--Or you can buy the Burning Crusade Expansion and not have to worry about any of that!

--For historical purposes, here is the video of my 1-60 speed run 58-60 Winterspring section before the Burning Crusade Expansion came out. (End Game Credits)
59-60 Outland Grind

1. There is a quest giver (Warlord Dar'toon) right before you enter the dark portal that gives "Through the Dark Portal" ... accept it.
2. Then go through the Dark Portal (south of Blasted Lands).
3. First thing you'll notice in front of you is a bunch of HUGE demons killing a bunch of NPCs, no need to worry about it now.
4. Go down the steps and turn in "Through the Dark Portal" ... accept "Arrival in Outland"
5. Go turn in "Arrival in Outland" ... accept "Journey to Thrallmar"
6. Then Fly to Thrallmar...
7. Turn in "Journey to Thrallmar" ... accept "Report to Nazgrel"
8. Go turn in "Report to Nazgrel" ... accept "Eradicate the Burning Legion"
9. Make Thrallmar your home.
10. Start grinding away at Wrathguards and such at the Legion Front (72.56 in Hellfire Peninsula) until level 60. So get ready for a long grind session.
11. Now to continue on questing once you hit 60, go to my Outland Guide!

NOTE: The reason why you go to Outland right now at 59, instead of 60, is because you earn about twice as much XP per mob kill than you do in Azeroth. So this IS faster than questing in Azeroth at this point in the game.

Good luck, and I hope this guide has tremendously helped you!

Tips/tricks that will help you level faster:

1. If your goal is to level really fast, then you're gonna have to stop worrying about professions, they will slow you down if anything. The only profession I use is First Aid.
2. Always make sure you have the latest up to date food/drink, regenerating mana/life faster from eating/drinking is VERY important to leveling faster. So as soon as you hit 15/25/35/45/55/65, upgrade your food/water immediately.
3. I strategically use hearth stones throughout the whole game, if you have to hearth and there still is a cooldown, then logging out of the game, will still make the cooldown tick. This will help you get a better /played time at the end.
4. Practice makes perfect, I can't stress this enough, the more times you go through the game to 60/70, the faster you get at it, it's as simple as that.
5. Plan ahead. While questing, always know what you're going to do next.
6. Use Auto-Run a lot, you can still type and do other stuff while auto-running.
7. If your goal is to get a VERY good /played time to 70, then NEVER do BGs, NEVER go to the AH (see below), NEVER go AFK, NEVER go to the ARENA in STV.
8. You should always have a bank/AH alt on every server you have a main character on. This is VERY important. I consistently use the mailbox system as a "bank", Any time im out questing and find a bunch of greens or items that will sell in the AH, I DO NOT go to the AH with that character to put it in the AH, instead I send them all to an ALT through the mailbox. Then with the ALT, ill put them in the AH. Also, I strategically use the mailbox as a "storage system". For example, I have a bunch of Silk Cloth in my inventory, that im going to use later, but not now, instead of it wasting space in my inventory, ill send it to my ALT, then from my ALT, I'll return it right back to my main, so it sits in my mailbox, when I need it. Only use your actual Bank for mostly soulbound items, use the mailbox to store everything else.
9. Before I go out questing, I make sure I have plenty of food/water/bullets or arrows/and repaired, so I can last hours before returning to town.
10. Don't think just because your inventory is filled you have to go back to town to empty it every time, I consistently destroy items to make room for quest items or items that are more important.
11. Use the new built in auto loot feature that has been implemented in patch 2.0! This can speed up leveling a lot, since you won't have to manually loot every corpse. To enable this, go to Interface Options, then put a check next to "Auto Loot Corpse". I am finally glad they implemented this!
12. Don't loot every mob! If your goal is to level like a madman, then don't loot mobs that would waste too much time. Although the higher the level I get the more percent chance that I will loot mobs. here's a rough estimate of whether I loot mobs or not: (see next page)
11. - % chance to loot
1-10 - 97% I loot more here cause I don't have a pet yet, so the mob drops dead right where im at each time.
10-20 - 70%
20-30 - 80%
30-40 - 87%
40-50 - 95%
50-60 - 98%

How do I determine whether or not I loot? Many factors comes in to play here, like if my inventory is full or not, or how much time it would take to go loot a mob then continue on, or if it's a beast type mob (which don't drop cloth/money).

13. Many people have asked me if instances are a waste of time. No, they are worth doing, but only if you have a good group to do them. I personally skip instances while racing myself to 70, cause I don't want to take the chance that I will have a bad group. But if you're just playing casually, then I recommend doing them.

14. If your goal is to level real fast then stick with one type of weapon the whole game. I choose to stick with staves the WHOLE game, even if I find an epic whatever, I stick with staffs, cause it slows you down when you have to level up new weapons. Plus, I get staff quest rewards along the way. Although if you refuse this tip, then if you want to level up a new weapon faster, you can use your abilities (which counts as extra weapon hits), such as disengage/raptor strike/Mongoose Bite/Wing Clip for melee weapons, which will help level up your weapons faster.

15. From my experience gear is overrated, people think gear is too important for everything (even leveling faster). Well, from my experience it's not that important, your character does most off it's damage from it's actual character level and its skills/abilities and your pet's damage (if you're a hunter), and from better bullets/arrows/scopes. I could use a low level green bow/gun all the way to 70, or a high level epic bow/gun all the way to 70, and betcha my final played time will hardly be no difference at all. So don't panic if you're stuck with a lower level green for awhile. As a matter of fact, on Jubei/Thos server (the server I finished with a final time of 4 days 20 hours), I used a level 36 green bow all the way to level 57, I then found a level 50 green gun at level 57 that I used to 60. Through out all my speed runs I never buy weapons/armor in the AH to use, I save my money so I have enough to buy a mount (which I usually am able to afford at around level 43), you'll find sufficient weapon/armor from mob drops and quest rewards. The only thing I do buy from the auction hall is scopes, better bags, better ammo/arrow bags, and maybe a better bow/gun, that's it. Also one other thing you should keep an eye out in the AH through out the game are these two items: Frost Oil, and a mithril casing, both those items are used for quests at levels 40 and 51 respectively. You should also keep a water breathing potion with you at level 34-36 Stranglethorn Vale section for step #23.

16. I get asked a lot why I choose troll rather than orc for a hunter. The racial bonuses between orc and troll are pretty much an even choice so it came down to looks for me. Although I do believe the troll beserking ability can be a life saver, but the orc's 5% pet damage is not really much of a life saver.

17. Avoid grinding as much as possible, if you want to get to 70 faster, easier, and with less boredom, then learn to do the quests or moving to the next area (which is still faster than grinding). And while doing all that flying, I take breaks to eat (in RL) or whatever. If you're grinding, you have to be there non-stop. Not to mention, questing increases your reputations a lot, compared to grinding, which hardly doesn't at all. Questing is the way to play this game, not grinding.

18. Turn off auto camera and use your mouse to manually adjust your vision. Also crank up your mouse sensitivity high, so you can look around much faster.

Hunter specific tips/tricks:

1. before taming a pet, lay down a frost trap, so the mob freezes solid for a while, instead of having it hit you repeatedly.

2. while drinking, have your pet start attacking something.

3. Learn to use immolation traps a lot. One method I use through out the whole game is: lay down an immolation trap, then serpent sting a mob, have that mob run into the immolation trap, while that mob is taking damage and im tanking it, me and my pet are killing another mob.

4. If a mob has the ability to heal them self, use Intimidation to stop them from healing. (Or scatter-shot if you’re MM speced)

5. Use a macro to feed your pet, this saves time and frustration.

6. consistently use all your hunter's abilities, use BW/Rapid Fire/Arcane Shot, as soon as the cooldown is up every time. Use a UI add-on that help you see the cooldowns better (like what I use, which is called Cooldown Count mod).

7. Multi-shot single mobs (or even players in PVP). Multi-shots adds an extra free shot (similar to arcane shot) in the shoot cycle. Through out the game check and see if your multi-shots are doing more damage per mana than arcane shots, if so, use multi-shots more often (even on single mobs).

8. Use bandages to heal your pets sometimes instead of using mend pet, this saves your mana, and (depending on the bandage) can heal more HPs up.

9. I personally use a cat as my main pet mainly because it does the most DPS out of all pets. Popular pets such as the Rake are no better than a regular cat for PvE, but for PvP it can make a slight difference.

10. Here are the hotkeys I use. I think using hotkeys is more efficient than pressing icons all the time, so here are the hotkeys I use as a hunter (see next page):

Copyright 2007 JoanasWorld.com pg38
Here are my Warlock hotkeys:

```
"Q" Curse of Agony
"E" Corruption
"SHIFT+Q" Siphon Life
"CTRL+F" Immolate
"Q" Drain Life
"R" Shadow Bolt
"Z" Life Tap
"CTRL+Q" Curse of Weakness
"SHIFT+G" Summon Imp
"SHIFT+C" Death Coil
"X" Dark Pact
"CTRL+C" Drain Soul
"CTRL+W" Amplify Curse
"CTRL+G" Curse of Agony
"CTRL+SHIFT+V" Create Healthstone
"V" Demon Armor
"CTRL+G" Summon Voidwalker
"CTRL+V" Health Funnel
"CTRL+" Sacrifice
"SHIFT+W" Unending Breath
"CTRL+B" Create Soulstone
"CTRL+A" Searing Pain
"CTRL+1" Rain of Fire
"CTRL+SHIFT+R" Ritual of Summoning
"T" Shadowburn
"G" Summon Succubus
"I" Eye of Kilrogg
"CTRL+3" Drain Mana
"SHIFT+D" Sense Demons
```

**CTRL+N** Create Firestone
**CTRL+4** Enslave Demon
**SHIFT+1** Hellfire
**SHIFT+CTRL+G** Summon Hunter
**CTRL+D** Detect Invisibility
**CTRL+SHIFT+B** Create Spellstone
**CTRL+SHIFT+E** Howl of Terror
**SHIFT+2** Curse of Shadow
**ALT+Q** Curse of Doom
**SHIFT+SPACEBAR** Consume Shadows (VW ability)
**TAB** Suffering (VW ability)
**SHIFT+Q** Curse of Recklessness
**SHIFT+E** Banish Rank2

"S" Curse of Tongues
**CTRL+S** shoot wand
**CTRL+2** Soul Fire

**CTRL+3** Auto Shoot
**CTRL+2** Wing Clip
**CTRL+3** auto shoot
**CTRL+S** Beserking (troll racial ability)

**SPACEBAR** jump

**MIDDLEMOUSEBUTTON** Auto-run

---

Abbreviation meanings:
- BB=booty bay
- FP= flight path
- CT=camp Taurajo
- XR=cross roads
- STV=stranglethorn vale
- WC=wailing caverns
- SM=scarlet monestary
- RFK=razorfen krawl
- BRD= blackrock depths

I get asked this a lot! I use cosmos UI (www.cosmosui.org) but I only use a few mods that come with it, mainly "Cooldown Count" (the mod that shows the cooldowns of my abilities in yellow on the action bar), "Bar Options" (the only reason I use this is for the "out of range coloring" option), "Census Plus" (which allows me to see a whole census of the current faction side of the server, all the players and their levels in nice graphs), "PopBar". This is the UI mod that allows me to drop spells/abilities/macrocs in that huge box on the lower right hand side of the screen, I then have all of those hot keyed for easy game play, please note that the Popbar mod no longer works, I now just use Blizzard’s side action bars which pretty much work the same way. "Scrolling Combat Text" (SCT) (I turn everything off on this except the "show dodges", this tells me when I can use the Mongoose Bite ability, since you can only do those after dodges), and a few other minor UI mods (such as map coordinates etc.). I also use a mod I HIGHLY recommend called "AutoProfit", which simply sells all gray items you have in your bags to the vendor at once.

If you’re into RAIDING you may want to look into other mods that will help you with groups better, you can check out www.curse-gaming.com for all kinds of different UI mods that will help your class or your play style.

For screenshots and to get to know Joana/Mancow better you can visit this part of my site here! If you are interested in signing up for my newsletter, you can do so at this page here! Copyright 2007 JoanasWorld.com pg39
**“SHIFT+4” Banish Rank1**

19. This is the exact order I distribute my skill points as a hunter, this is a VERY good PvE Leveling build:


*******Burning Crusade 60-70*******


20. Here are the times I had for each level during my 4 day 20 hour run on Jubei'Thos:

**DAYS: HOURS: MINUTES**

LVL - Time - Time to do LVL
10 = 0:02:32 12 = 0:03:50 13.9 = 0:05:13 <=0:05:55 15.9 = 0:06:34 <=0:06:42 16.9 = 0:07:34 <=1:00 17.9 = 0:08:17 <=0:43 18.9 = 0:09:12 <=0:55 19.9 = 0:10:09 <=0:56 20.9 = 0:11:21 <=1:11 21.9 = 0:12:49 <=1:28 22.9 = 0:14:10 <=1:30 23.9 = 0:15:20 <=1:10 24.9 = 0:16:41 <=1:22 25.9 = 0:17:55 <=1:13 26.9 = 0:19:15 <=1:20 27.9 = 0:20:55 <=1:40 28.9 = 0:22:39 <=1:44 29.9 = 0:20:20 <=1:41 30.9 = 0:12:12 <=1:53 31.9 = 0:14:12 <=2:00 32.9 = 0:16:07 <=1:54 33.9 = 0:18:13 <=2:06 34.9 = 0:10:21 <=2:08 35.9 = 0:12:02 <=1:41 36.9 = 0:14:39 <=2:37 37.9 = 0:16:55 <=2:16 38.9 = 0:19:27 <=2:32 39.9 = 0:22:04 <=2:36 40.9 = 0:21:06 <=2:02 41.9 = 0:24:23 <=3:16 42.9 = 0:27:22 <=2:59 43.9 = 0:21:26 <=3:04 44.9 = 0:21:50 <=2:24 45.9 = 0:25:30 <=2:40 46.9 = 0:21:17 <=3:49 47.9 = 0:22:11 <=2:54 48.9 = 0:31:17 <=3:07 49.9 = 0:34:26 <=3:09 50.9 = 0:37:27 <=3:00 51.9 = 0:31:28 <=4:01 52.9 = 0:31:04 <=3:38 53.9 = 0:37:45 <=3:38 54.9 = 0:32:20 <=4:34 55.9 = 0:40:06 <=3:46 56.9 = 0:40:38 <=2:32 57.9 = 0:40:38 <=3:37 58.9 = 0:41:09 <=3:33 59.9 = 0:40:59 <=3:39

1-70 Speed runs coming SOON!

Please go to the online guides in the members area to click on the following links:

**MORE GUIDES**: To check out more World of Warcraft guides that are decent buys, you can check out [Brian's 1-70 Alliance Guide](https://example.com) if you need an alliance guide which is somewhat similar to mine, [Valkor's Gold Making Guide](https://example.com), which is great if you need a gold guide, and also the [Ultimate World Of Warcraft Guide](https://example.com), this guide can give you some more pointers on the classes and such. And for a complete list of WoW products you can purchase, please check out my [Premium Guide List](https://example.com) out.

Copyright 2007 JoanasWorld.com pg40