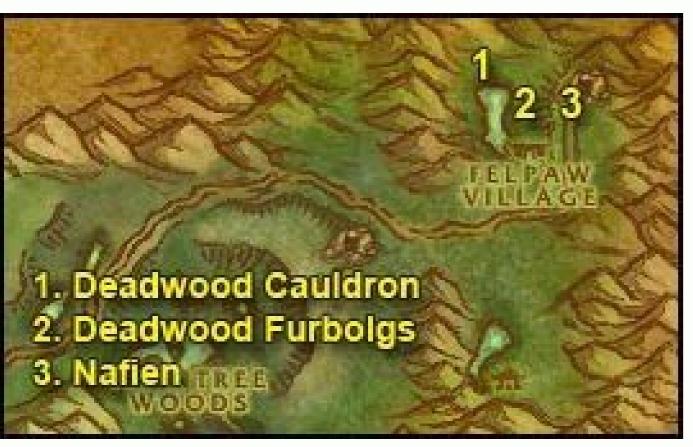
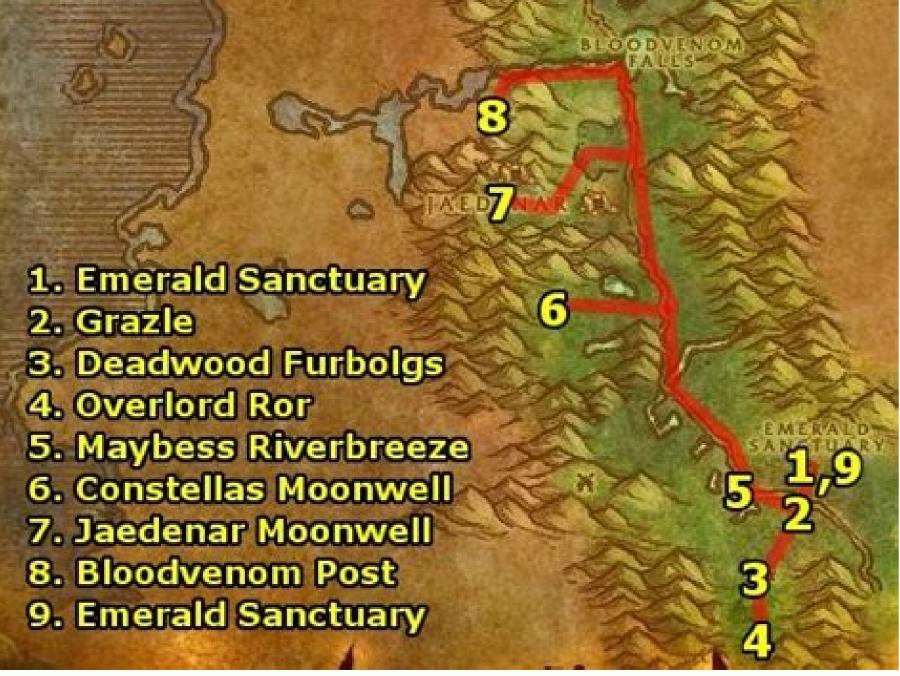
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Wow fastest way to level 50-60. Jame's alliance leveling guide 50-60. Best way to level 50-60.

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candles if there are Around, if you have to stop waiting for the reappeARs, you must leave. It is also very fun since he is leveling with friends, and not In last instance, what is a Mmo as World of Warcraft about? Return to the farm and look for the messenger, then go to the north and accept the princess trapped in the glass. After Classic was
announced, began to work on the leveling routes and make Speedruns, which finally became the base of this guide. Fly to Westfall and run to the nerves in Raven Hill, turn to find the shady figure. Turn in Flint Shadowmore, accept the oriental pests. Acting from there and if you need more candles or gold dust, you can get them from Kobolds out or
the mine. You don't need to take any new mission at this time. Return to Hunters Lodge in time to deliver the challenge of a hunter. Pass the bridge to Arathi and take the other small bridge to hang on your right, click the Explosives cart and then return and turn in the Thandol section. Kill the Skullsplitter trolls for fangs northeast of the elves,
concentrate on killing the LVL 39-40 outside the main base. Go to refugees in the highlands of Arathi. He continued making a Chillwind camp. Run east to Crystal Lake, kill Murocs to collect seaweed. Accept of the follow -ups, you must speak from one side to another several times among several NPC in Darkshire. The crabs are lower level to the
north. We need 10 cooking skills to take a bike in Darkshore more late. He also kills Chucky "his thumbs of him" for voodidities. Go to kill Murocs and Gobbler north of Menetil. Leave the bait next to the Gnoll Miblon Snarltooth to open the door, run and loot Evoroot. Escort if you can find a group, it can be difficult and risky to do alone. Run to the
swamp of sorrows. Return north to the tower. Return to Kalaran and deliver the flame housing. Accept chasing a-me 01 on the entrance ramp to the shelter of Deliver the Everlook report. Leave Booty Bay and turn to the immediate left, in the small pirate camp, Kill Kill "Boy" Duncan "and click on the notes of the Caés. If this it is too full and you
cannot complete the Bag to kill kill There is another "secret" with some Swashbucklers here where you can complete the bust. There is another marine turtle on the beach on the beach on the beach here, kills the Murocs and accepts the Bão Squeda. Deliver the Order of Stormpike and speak with Shoni in the Diver district. Deliver the tribute of a king, wait for the
RP event and then accept the follow -up. Go to the mine through the lower entrance, be careful not to pull several Kobolds at the same time. Be your HS in IronForce! Fly to Southshore. Now 10 linen fabrics for later! Tren Axes in the Military Hall. There are also some inconsistencies when it comes to missions are available and they are not. Cook 10
with wild boar meat. Save stuns/interruptions for medication healing. Turn at Westfall Stew, omits below. Go to the hermitage, deliver the threat, accept to evaluate the threat demon dogs, bloodshed skies and grooves of car. Turn Gnolls invaded, accept to evaluate the threat. Continue killing Kobolds and beasts until you have ended the capture of ratsets.
and the blood sausages Thelsamar. Get the missions in the Shady Rest inn at the Barrens Border, the black shield, the strike suspicions and Lieutenant Paval Reethe. He continued to the wall of the southern mountain and finishes killing Pterrodaxxes here. Having a good weapon is crucial to level up. Turn in Cortello's riddle under the cascade to the
north. and plagued lands. Collect the Championes in the cave, take the first right when you enter and find a deadline of death at the end, it is not necessary to go more. Fly to Lakeshire in the Redridge mountains. Deliver the flames of protection, Linken's memory, the rescue of Jaedenar and the old criminals. Try to find a group to make the Missions
of ã © Lite in Raven Hill, Mor 'Ladim is important for a new Archeus weapons. Turn in jarl needs eyes, omits below. He sees west and kills the tigns and major tigers. Click the book in the center of the to deliver the twilight camp and accept the last part of return to UN. Run to Central Feralas where the Gimthem camp is. Continue to the south to
Thistleshrub Valley and kills the elementals Alla until the thirsty government and the Thatleshrub valley complete. Accept in search of the excavation team on the bridge that leaves Menetil. Kill Deadwood Furbolgs in the camp below, then delivering it and agrees to speak with Salfa. Run to the interior, among the interior!, Accept Gryphon Master
Talonaxe. If you are alone, you can do it far from the camp and kill it alone. Obtaining a group will do it much more. I recommend beasts and ogres southeast of Refuge Pointe. Go north to the Eastern Pylon, invokes and kills Lar "Korwi. He tries Open. Accept the accounting time. Back in Menethil, deliver the daily delivery, accept young crocolisc Keep
everything you can find before returning to Goldshire. Turn in improved quality and the Morrow stone. Go north to Felstone Field. Move east through the forest to protect Thomas. Go Gregan. Free time and turn to look for Bingles, then turn in the Ironband excavation. Keep the east, kill all the plague, plages and larvae of car. Deliver the hidden key.
Cut yourself to the BA lands Dlands and turns the exile in Mars, accept Thadius Grimshade. Accept Thadius Grimshade. Accept trough stealth if you are alone, since escape through Force can be differ depending on your class. Buy new spells, of train and first aid. Scare Quixxil and deliver those. HS to Nijel point. If you find this guide in the middle of
its path to 60, it is To jump, but keep in mind that the guide is largely based on the "bretadcrumb" missions that are collected in one area and are made in another, which generally involves long chains, so it is possible that you do not have access to The whole bass. Return to Darkshire and Garelo in Stalvan's legend. Now you can buy Marvin
Noggenfogger. Get FP. Turn in Morgan Stern in La Posada. Tell south and kill the black dragon, wild boar, pages and gnolls. If you can find a group for it, go to Fire Plen Ridge, kill Blazerunner and loot the box in the cave. Look for the rare Nazjak pride that drops the tidal jet tharatija. This is a very strong PVP Baratija for all classes. Turn in Buzzbox
827 and wear on the ground, accept Buzzbox 411 and washed on the ground. Run at Stormwind and turn and accept the follow -ups of the lost diploma until I got the part to go to Duskwood. Set HS, buy food/water and repair. Return to UN and deliver, omits Mathystra's relics unless he did not get a new weapon and need an update. Turn the iron
band powder. Fly to Thalanaar on the Feralas border. Continue with Everlook and fly to Ratchet. Go to the Sven camp, turn to Sven, accept the escort rotation in Chasing A-Me 01, if you will have another time later. Accept the price of shoes, the messenger to Stormwind, a free lunch and
Redridge Goulash in Lakeshire. You must loot the blue feathers amulet while you do the escort bust. Go to the morth and kill Grolls for a Baying of Gnolls and the Evestill bridge. Accept Southshore. If you did not do the Missions of a © lite the last time, you can try to do them now if you want. Enter the cave and kill Zzarc "Vio for looking at the stars,
Accept to collect the rot flowers, the night watch, look The stars and the follow -up of the legend of Stalvan and the shady figure. Delives corruption abroad and accepts the hope of Tharnariun, a lost teacher, the corrupt Blackwood, the absent, absent mentality prospector, absent, And I loved: MurkdeEp! Fill the empty cleaning taz in the lunar. When
he ends with everything, he turns and accepts the sponsorship of Goblin, Marsk the exile, Wharfmaster Dizzywig and Hemet Nesingwary. You also have the package on the floor and turn better late than ever, then click on the package again
and accept the next part. Try to find a group for the Lites for Dragonkin's threat, this is the first part of Onyxia's preciprated chain and it is good to complete this now so that we can do the follow -ups later if we do some BRD. Accept Velinde Starsong. Otherwise, fly to Lakeshire and then run to the north to the burning steppes. Go to the crossroads
and deliver the threats of eight legs. Turn in Bashal â, ¬ â "¢ aran again, accept then. This characteristic does not exist in the classic user interface is and it is very good to know for judgments, repentance, hoj, etc. Fly to Theramore, take the boat to the wetlands and then fly to YES and get new spells. Kill Drysnaps and Nagas for the necessary keys.
Go to Skulk Rock and nearby ruins and kill Oozes. When it is over, it dies to its own and takes the disease in the Southshore cemetery. You should start looking for a new Boe weapon now if you did not get one of Uldaman. Make a macro of /target for a cemetery. You should start looking for a new Boe weapon now if you did not get one of Uldaman. Make a macro of /target for a cemetery.
grinding session. Accept clues from a new plague outside the inn. Turn fish, belly scales, lost tools, hilary necklace and gnolls invasing. Turn in a plague on you. Defeat Dashel Stonefist in the old town for the disappeared diploma. If you do not move in random things, Beast Prefashes that can skin and get extra silver for leather or sell everything in
your bags. Grind Ogros at 6500xp (or 12k ~ If you made ã a © lite) from 38. The majority of the expansions (except BC) will take you to some side side 12 and 16 hours to reach level 50. (CRIME OF THE IMAGE: BLIZZARD) DUNGEONS OR
MISSIONS? It is still viable leveling exclusively through dungeons instead of missions. When he starts looting the green 40+ level, he must send them and will need the carpets for enchants at 60 years. Go back to the farm and turn in cake for Billy, accept Billy again. You have two
Missions of Lite here a gloomy task and the dark iron war, if you have a group of more than 3 people, you can do them, otherwise omit. Muela at 39 in beasts/dragons. Save the reward for LVL 60, it can be good for agriculture. Go to the southwest and get a bottle of illness in the camp of the living dead. Return to the rush and look for egg nests on the
ground. HS to Astranaar. Turn in the absent mental prospector, digging through the war banks, in search of the excavation team. You must have 55 or at least close. Take the boat to Booty Bay, then fly to Stormwind. Go to the cave of Yeti and kill Yetis and collect the Granite of Alterac, omits if
she is too aggressive with you. Run west to ThalanaAar on the Feralas border and turn in the newspaper of Lonebrow, âBTENGA FP! It runs along the southern wall, passes in the Wyvern sprout and make a high -power venom bust if there is not too much horde at a diffuse moment. Turn in the divinity volume X2 and humble beginnings in the
cathedral. Accept Sven's camp. Enter the subset and kill Zaeldar the outcast. You will tell this place marked with an X, run through the mountain to the top and then jump and die to the other side. Accept the Everstill bridge. Run to him And turn in a dark threat, accept a follow -up. When it is over, turn in Indurium, accept news for Fizzle. Go to the
beach of the East, kill the crabs and pick up collects Look for Cortello's riddle under the roof in all ships, it must be in one of them, it is a scroll on the floor. If you choose to follow them, it must be in one of them, it is a scroll on the floor. If you choose to follow them, it is a scroll on the floor. If you choose to follow them, it is a scroll on the floor. If you choose to follow them, it is a scroll on the floor. If you choose to follow them, it is a scroll on the floor. If you choose to follow them, it is a scroll on the floor. If you choose to follow them, it is a scroll on the floor. If you choose to follow them, it is a scroll on the floor. If you choose to follow them, it is a scroll on the floor. If you choose to follow them, it is a scroll on the floor. If you choose to follow them, it is a scroll on the floor. If you choose to follow them, it is a scroll on the floor. If you choose to follow them, it is a scroll on the floor. If you choose to follow them, it is a scroll on the floor. If you choose to follow them, it is a scroll on the floor. If you choose to follow them, it is a scroll on the floor. If you choose to follow them, it is a scroll on the floor. If you choose to follow them, it is a scroll on the floor.
kills Fire Elemental for ashes and takes the temperature of the hot point at the top next to the lava pool. Accept the turtle bisque in the inn on the coast. Our first goal is to complete the perfect flame. HS A Booty Bay, turn in blue fragments, blood scalp ears, investigate the camp, Krazek's kitchen, the stone of the tides and the supply and demand. Flyance in the inn on the coast.
to the eggplant and take the boat to the port of Menetil, then fly to IronForce. Refugio returns and rotates in the wand on the puocy, then runs south to the skirt. Cover towards the northwest to Starfall Village and turn to Winterspring! Accept the ruins of Kel Theril. Or try the underestimated mists of Pandaria, which has a quiet style of leveling and a
peaceful mission progress remembers the Pandaren race that it introduced. The crusade and the cataclysm in flames involve tons of unargured stories and outdated mechanics, unless it is nostalgic for the experience of these areas since their first time, it is better to avoid them now. Based on personal experience, it takes approximately twice the level
of level through the crusade in comparison with the seals of the wars. Fine thread that you can buy from suppliers. Turn the mango carefully in the routheran town. Take the boat to the wetlands, then fly with iron force. Fly to Arathi, accept the wand on the puocy. Deliver Stalvan's legend, accept monitoring. Leave ironforce and tell the west in Dun
Morogh. Run to Lumber Camp House in Elwynn and deliver Stalvan's legend, The next part and go to the second floor of the house and loot the chest. If you have a group, you can enter HearthGlen and get the Davil Libram and upload the tower to point of view. Accept a problem package. It refers to the latrine where we start and deliver trapped!
Jump to Ledger de Tanaris. Return to Thelsamar and turn in the capture of rats. Accept Noboru El Cudgel. Accept to deliver the Thomas report. Kill Winterfall Furbolgs and Grate at 56. Vuele to Ironforce, look at AH or ask the friends the elixir of water breathing or put it to a block around level 40 that one one to you for the next part (underwater).
Turn in Vil Sister ... and accept the Cenarius branch. Continue killing all beasts until you have 3 Bear meat, araman Ichor and Jabala Intenses. There are many different ways of spending their talents while they level 60. Accept the cleaning of the infected, what great is a threat? When you get to Desosoce Run to the point of Nijel. It will be a new
update of weapons available during the guide with the NOTICE of . Return southeast to the Furbolg camp and collect fruits, nuts and barrels grains and summons xabraxxis at the stake, kill him through the corrupted blackwood. The speed is bad, but it is an update if you are still using SM or worse. Accept delivery to gnomes and turn. Go west to the
Irontree cave and kill elementals to clean Felwood. Accept look at the stars and return to look for the lost guards. Turn in Akiris through the package, accept below, deliver the Bloodsail Buccaneers. This is a little pleasant article with several practical
uses. Accept to deliver narcisos. Deliver the redempted scrimshank. Fly to refute Pointe in Arathi and turn in Northfold Manor. Run to the south to WPL and swim Darrow. Make sure you will make 7 turning in the missions before returning to and deliver the Jasperlode mine, collecting algae, kobold candles and gold dust exchange. Fly to the port of
Menetil and take the boat to Darkshore. Open the box and the botagon Iron axis. Turn in the history of Rhapsody in the dwarf district. Accept the lost honor. Accept the Basqueda and enter the Keep Library. Click the cauldron to
convert the goal: FELSTONE Field, accept to return to Chillwind Camp. You should also loot Stone of Reluch here from the Raptors. Return to UN and accept that the sleep has woken up from the nearby sleeping bear. Go to the old town and
Garelo, accept Flint Shadowmore. Kill the mother of Den in the cave east of the Furbolg camp. Buy 3 soothing spices of the supplier at home if you have none. Return to Dryn de Shael at the Moonwell and turn in the cleaning of Rane. Enter Andorhal from the west again and go to Chromie, turn in time. He continued north along the lake coast to the
union camp and kills Nagaz in the house. Run to the point of Torio, accept: It is sought: Supervisor Maltorius, stolen: Smithing Tuyere and Spyglass of lookout, work opportunity: Culing the competition, curses these fat fingers, burning threat!, Fires? Murdaloc is level 42 and quite hard, except for the majority of his cooling to fight against him, he may
need bubbles, healing potions and Loh. Spelling train, get a new deskrying / first aid if you need it. Fly to the Berdina, rotates in escape through stealth / strength. Set your HS in Lakeshire. But the battle for Azeroth is not terrible for the density of BãºSqueda (particularly the Drustvar zone for Alliance and Nazmir for Horde) while offering the modern
combination of Missione of Missions and integration of stories. If you just want to lose 40 levels, consider Wrath of the Lich King, which includes some of the best traditions in the game in a single expansion, but it can be slow to level. DIE TO PROPOSIT AND TOME TAKE Disease in Nesingwary's turn in Tiger, Panther and Raptor Masterly. Delivery of
love and family. It may seem a lot, but this weapon will last up to 60 if necessary, so it is definitely worth it. Go to the rebel camp and turn to Kaleb. Accept questions answered. Run west towards the farm of Yorgen and turn to Kaleb. Accept questions answered. Run west towards the farm of Yorgen and turn to Kaleb. Accept questions answered. Run west towards the farm of Yorgen and turn to Kaleb. Accept questions answered. Run west towards the farm of Yorgen and turn to Kaleb. Accept questions answered. Run west towards the farm of Yorgen and turn to Kaleb. Accept questions answered. Run west towards the farm of Yorgen and turn to Kaleb. Accept questions answered. Run west towards the farm of Yorgen and turn to Kaleb. Accept questions answered. Run west towards the farm of Yorgen and turn to Kaleb. Accept questions are towards the farm of Yorgen and turn to Kaleb. Accept questions are towards the farm of Yorgen and turn to Kaleb. Accept questions are towards the farm of Yorgen and turn to Kaleb. Accept questions are towards the farm of Yorgen and turn to Kaleb. Accept questions are towards the farm of Yorgen and turn to Kaleb. Accept questions are towards the farm of Yorgen and turn to Kaleb. Accept questions are towards the farm of Yorgen and turn to Kaleb. Accept questions are towards the farm of Yorgen and turn to Kaleb. Accept questions are towards the farm of Yorgen and Yorgen and Yorgen are towards the farm of Yorgen and Yorgen and Yorgen are towards the farm of Yorgen and Yorgen are towards are towards and Yorgen are towards are towards are towards and Yorgen are towards are towards are towards are towards are towards are towards and Yorgen are towards are towar
the Murloc camp. The good news is that now it takes much less time to reach the current content you want to play to get to level 50. It returns to the east and turns in hive in the tower, accepts Uber, archivist. We continue to west to Westfall, after crossing the border, accept the
search of frost oil, Girocronatom, Minor Cure/Ball Bronze Broncies. Fly to Lock Modan. I am going through the rush of Raptor and continue to fly in the raptors until you have 51 years. Turn the activity of winter failures in the Timbermaw toll. Go southeast to the Gnoll camps, click on Satchel in the Érbol and turn in the gnolls of the carpenter,
accept the deep twist. Continue towards the thermal waters of GOLAKKA and accept to find the source. Always go back against the wall when fighting them. Delivery in the Military Hall and accept to find the source against the wall when fighting them. Delivery in the Military Hall and accept to find the source against the wall when fighting them.
you want Try to go from there all and run to the cave where I saw. Accept the worn tomb of a lose to the north of the house. Click the old flame and destroy the lunar stone seal for the Bashal Bashal. Enter and enter the fortress and accept war banks. And Thundris Windweaver, Go to Thundris Windweaver and accepts the cliffspring rão, Bashal â, ¬ âcept the worn tomb of a lose to the north of the house.
"¢ aran, tools of the High Transfer and File Strider life (cooking cooking, required 10 cooking). Go to Theril of Lake Kel and use the choice to collect the four relic fragments. Now it would be a perfect moment to make Zul "Farrak. Kill the bears east of the twisted den. Accept the study of the elements: Rock Kill Earth elementary in the southwest near
the OGREG camp. Accept missions: Minero From the risk of risk, "boy" Duncan, Skullsplitter fangs, Blodsail Bucaners, Excelsior, scaring. Leave the cave and continue through the gnoll camps to Yowler. Kill the white bear mangleclaw and then
deliver the revenge of a pilot. Go to the north to Dun Modr and Accept the Thandol section. Continue killing the wild boars and runs east to the Maclure farm, turn in the lost necklace, accept take for Billy and then young lovers in the small house nearby. Go south of the springs and collect the research team In terrorism, if you need dinosaur bones,
you can find them on the ground in this guy. If you cannot alone or get a group, you can omit these missions for now and return and do it later, around level 50 and you should not have problems. Go to the Cathedral district and accept humble beginnings. Take the ship to Theramore. Fly to Stronghold in Feralas. Accept storms and rumors and
poisoned water. Enter in Bashal â, ¬ â "¢ aran accepts below. Continue west to Raven Hill and turn in exchange for nerves. Turn in the sunk, sunk treasure, follow, continue. Accept the quality brand, the ruins of the soarsal, the lost messenger, the high desert and in search of knowledge. Turn in a sticky and peon captures the queen. Deliver the
haunted island, accept the stone of the tides. .) Obtain FP and establish HS in BB! Vuele to Darkshire, turn on the caravan road, take the next until you accept Elune's guada. Continue south and begin to kill the prrasillos and blood trillators. It collects the ability to conduct ã ã © pica at 20 and flies at 30 (without special tune for expansion zones)
Enter the Jasperlode mine, be very careful with the geomancers, their fireballs cause a lot of damage. You are starting to be outdated at this point, and unless you are planning to execute all the SM wings to get rooms, I suggest you do this part, you should take about 30 minutes alone or more than you You can get some help and get a really good
weapon. Deliver supplies to private Thorsen. Continue to the east and kill more gnolls and drakes until you arrive at the Murocs, there are two camps here with Murocs. If there are people who can help you, track elite quest defeat 'Rosh, otherwise omit. Kill the ogros (it should be powerful), aramon and crocodiles for the things you need to run
towards the Hunter shelter and convert Vyrin's revenge they accept then enter again. Give Pamela's mule, accept Keeper of the Flame and the coastal threat. Go back to the first cabin and turn in the bone collector. Take the flight route. Muela to 46 if it is not. Now you can finish any
mission in a union goro that may not have completed the last time we were here. Questie shows all the missions available on the east. Accept affliction. Does the red crystal accept, rotate in plagued lands and how large is a threat? Turn in mystery
accept Tóxic horrors. Turn in villains of Darrowshire, defenders of Darrowshire and Zaeldar the Outcast. Fly to Lakeshire, Redridge. This new system was first introduced with the pre-patch wow 9.0.1, but if it recently returned to the MMO to begin its adventure in the shadow lands, this Wow leveling guide shows him the efficient way to reach the
Level 50 WOW LEVELATION GUÍA: Get from level 1-50 FAST1-10 NEOW CHARACTERS COMMONS AT LEVEL ONE FOR THE BASIC VARIETY OF ROADS, OR LEVEL 10 FOR THE BASIC VARIETY OF ROADS, OR LEVEL 10 FOR THE ALLY RACES. Morre the scarlets around the wooden mill at 57 if it is no longer. You should have 18 years now. Go to the East to the road and click on the vagon of Jaron
to deliver, accept the tracking. Accept the tracking. Accept the gover crystals and the Goro floor. Go to the west and kill the Nightbane dark runners
in the rotten garden. Run to the East along the mountain wall until you come to the northern pylon. Continue south along the mountain wall and click on the Eastern Pylon. Kill some harvesting observers and collect oatmeal, run to Sentinue south along the mountain wall until you come to the northern pylon. Kill some harvesting observers and collect oatmeal, run to Sentinue south along the mountain wall and click on the Eastern Pylon. Kill some harvesting observers and collect oatmeal, run to Sentinue south along the mountain wall and click on the East along the mountain wall until you come to the northern pylon.
and accept to continue with storm wind. Take the tram to Stormwind, make a sum sum Summary of Deeprun in the tram and accept a follow -up if you have time while waiting for the tram to arrive. Back to Torio Point and Enter Wanters: Supervisor Go north to the center of the bridge and lower the tile on the right side, ignore the mobs and click on
the dead dwarf to deliver the Thandol section, accept the monitoring and outstanding to a dying. Tell the center and topa with the large central building, there will be tons of mobs outside, so they will probably and die, but it's fine while you die inside the house. Run west to the crossroads, accept threats of eight legs. Turn in the defeat of Nek 'Rosh
and Paleh's eye, accept to clean the eye. HS to Lakeshire when you finish with everything except the Goulash. Depending on the difficulty of the drakes and the number of people there, it can stay here and grind for a while if you wish, the little flame bags are very good profits and later for consumables. Run to Emerald Sanctuary in Felwood. Kill the
waiting dead around the cauldron and kill the cauldron and kill the cauldron key. Turn in scaring Shaky and Bloodsail Bucaners, accept follow -ups. Deliver the forgotten relic and poor old Blanchy. Accept the report again to Fizzlebub and Gahz 'Rilla if you plan to make ZF. It will obtain 2-3 levels per dungeon that run depending on the
missions. Enter the house and on the second floor there is a cabinet. I also turn in Hemet Nesingwary. Leatrix Plus Addon that can simplify and automate many functions, such as the Ball, accepts and rotates the INS. Returns Chillwind Camp. Turn in the red glass, accept as water waterfalls. Execute some final dungeons of the game and make the
MISSIONS BRD and STRAT have many dungeon missions, so it would be preferred to maximize their XP profits. Does elune favored? Accept to keep the rhythm,
believe the deviation talking with another nearby gobill and turn to the rhythm in Rizzle, accept the schemes of Rizzle, Garelo. Return to Feathermoon and Against Hatecrest, accept against Lord Shalzaru. Go to maintain and deliver them
When you arrive at the teacher's post, it turns in a shot, a death, the Althalaxx tower and the sleeper have woken up. Be sure to have 5 oil flasks, otherwise, keep killing the observers until it does. Run to the small island to the northwest and resurrect the Fanze Faulk with
the symbol of life for the volume of divinity. Click the cabinet to turn on. Combine the charms and return to the ghost in the house and turn in two halves, it becomes one. Darmer Dalsson will now appear, he will kill him and loot the Dalson Cabinet key. Establish HS in Astranaar. Get the FP. Loot the key of Captain Halyndor on the ship and then turn
raising the curses in a box on the lower floor of the ship. Return to turn in the jactor of a hunter, accept then. Deliver the Thomas delivery report. Turn in Messenger to Darkshire accepts monitoring. Put them in the follow -ups. For solo players, accept the Dnemaul complex. 1, run and die, then the mobs in the tower standing on the
edge of the wall and click on the bottle before they see you. Go to the southwest and accept the bone collector in the small cabin. Turn in a dwarf and his tools, a sign of hope and mirage. You must also obtain crystallized scales for recovery for Mauren while he kills basiliscos on the floors. Get 10 bones and return 5 kodes in the Kodo cemetery. The
are ridiculously long (which leads to the game to offer you other dungeons such as options), you are limited to your leveling expansion for you choose. Go to the west and fly to Darkshire. Sell a frost oil recipe, which is very valuable. Go towards Lethlor Ravine and accepts tremors from the earth. Return to Gadgetzan, turn in the Thatleshrub valley,
the harmful investigation of Lair and the thirsty government. Vuelve in Stormwind Ho! Accept the reallocation. Keep killing the geoms in the nearby camp, then run west to Torio Point. Castbars clásicos allows enemy, very valuable melting bars to know how to interrupt. Turn in claws from the depths, accept the recovery of goods. Voyaya to the south
pass the small dark iron field and even the hill of it, click the latrine and accept trapped! Clean the camp and accept trapped! Clean the camp, it is a semi-har escort, but it should be powerful. Accept the Lost whiskey Slim Grog, the Tran -rek, Zanzil and a Stout and Stoley debt. Go west to the ruins of Thaurissan and collect information
and the transcription of the tablet. Some of the weapons updates that I get in this guide are limited suppliers and will not always be available. HS to Everlook. Kill Geltharis and loot the branch. Turn in Sprinkle's secret ingredient. To use the synchronization of the tablet.
return after Kaleb. Run through the BAD lands and complete Badlands Reactive Run and â € ⟨â €⟨ Barbeced Buzzard Wings. Turn in macabre effigy in the hermitage, accept ogre thieves. Run west towards the broken vagon and turn in the vahlarriel bust. Accept Malin's reguest at the Mage Quarter. Run to Astranaar, turn in The escape of Therrylune
at the Moonwell and turn in the cleaning of Rane. It is very important to do this bass, since it is a long chain that offers a large amount of XP fesses later. Accept Big Game Hunder. Fly to Stormwind, HS! Accept at the instances of Mazen, Garelo and accept a follow -up. Put them and then accept that this will be differ. Go west to Irontree Woods and
kills tóxic horrors for drops. Kill the pirates. Kill the skeletons and crazy Ghoul in the cemetery to the south. An ancient spirit. Turn in Tiger Masterly, accept the best moment and the mastery of Raptor. Be careful with the ghosts they generate when the loots or moves inside the houses
sought: Gath â € TIZogg, but it is much more differ and suggest that it jumps unless you have a good group of 5 men. Accept the offer and Singing blue fragments, o'dos of bloodplains, supplies for the private spurm, investigate the camp, the haunted island. HS to Goldshire. Enter the big building and loot the chest to for Reliquary of purity. The only
missions that remain in Duskwood are now Morbent Fel, mor â, ¬ â "¢ Ladim, reservoir girlfriend and the atheist in the forest (we will do in the forest later). Take rel. Turn at Rehban Ore in Northshire Abbey accepts the return to Kristoff. He sees west to the beach and make a deep océ, a vast sea, you can swim in the windows of the ship and only a
fortress. Take fp. Suggestion: The correct choice is always the scope of exile. Make the escort and go. Fly to IF and set HS, then fly to SW. Continue to the north to Bashal Aran and deliver. Go to the top of the platform and kill the capulno capitle by Key. Go east of the dam and go in a barrel of explosives. Run through the toll towards Winterspring
and deliver with salt on the other side. We hope to be more than 29 years now, I scream in Raven Hill up to 30. Fly to Azshara. If you need wolves/bears, you can also find them south of the road. Accept the wreck of karnitol. Kill the aramon to the north in the small cave until you have the legs of sticky grants you need for dark crab cakes. Go north to
alterac and kill Couchars and unions. Go to the south and jump to the pool, be on the sunk temple to obtain the exploration crime in search of the temple. Accept pieces of rocket automviles, flat salt poison, hardened shells, load lightening, a blow on the road. Make sure to enter the western lair and go down, enter Western toll and must find the zukk
ashes. Omit next. Go to the east of Hammerfall to the Kobold cave and extract minor blood mineral if you are a mining and make the princess caught, between at the end of cave. Fly to the Kobold cave and extract minor blood mineral if you are a mining and make the princess caught, between at the end of cave. Fly to the Kobold cave and extract minor blood mineral if you are a mining and make the princess caught, between at the end of cave. Fly to the Kobold cave and extract minor blood mineral mineral if you are a mining and make the princess caught, between at the end of cave. Fly to the Kobold cave and extract minor blood mineral 
run to Southshore. There are two ways to get there, or jump down on the hole near where Kalaran are or you can go to the central one and take the normal path, I recommend jumping down. Run to the southwest to Elwynn Forest, turn at a free lunch, accept to visit the herbalist and invade Gnolls of the Parker Guard at the crossroads and then
continue to Elwynn. In Menethil Harbor, buy the sword of Brak Durnad's executioner in the Smithy next to the inn. If you made a threat of Dragonkin, it flies back to Lakeshire and turns in true teachers, accept then. HS to Thelsamar and turn in the Badlands reagent race. Accept Brother Carlin. Run to the southeast to Sky Lake Caãdo and kill the
shadow oranus. Keep turning around the northern and central part of the area and kills everything. Do the bust of Colonel Kurzen Elite if you can find a group or you already have a group. Click the Daave box to convert Wildkin Enraged, accept the tracking. Otherwise, wait/jump. Kill beasts in exploited lands for the missions, tell yourself in pages,
basiliscos and wild boars, since there is less of them. Return to Flame Crest and turn on the Tablet of the Seven and the essence of Crãa. Grender at 56.5 in Merpaw Village. Kill the observers of the harvest and choose oatmeal. Go to the east to the remains of Zeppelin and collect the marine reinforcement of a box on the ground. If you can't find it
simply omit. HS back to booty bay or if you are in the cooling run to Nethergarde Keep and Fly. HS A Booty Bay. Morre Este and kills Noboru for his element of BúSqueda de BãºSqueda de BãºSqueda. You should have level 9 now, return to Goldshire and accept the of Elmore. Jump to the lake and look for Hilary's necklace, it is inside a bright mud battery that can
generate around the west side of the lake or just on the bridge to the east. Due to level 40 40 cap The classical beta, it has been very difficult to confirm what missions will exist in phase 1 and how would exist. Accept the rescue of deep waters, drowned sentences and the sunk treasure. When the text is colored with the important red information, it is
important. Fly to Stormwind. Make the last part of the missing diploma that we jump before defeating the Hendel soldier. Be careful to get many Murocs and return them, kill one at that time. When ending with the missions, keep the consumables you get for progress raids. Kill cultists to get scrolls. Before making the escort, it will clear the path that
Kinelory will take to the farm in advance or throw dozens of mobs and probably let her die. You should have 43 years after delivering them. HS to the beach and kill Old Murk-Eye, he is lvl 20, but should be able to solve it. Onebag3 strongly
recommend having a bag complement to be able to classify their bags and more easily save and save time by selling things to suppliers, etc. Accept the follow -up. Muela to 42 in SOS, try the scales east of Stonard or Beasts around the area. Return to Fire Plen Ridge and find Ringo in the cave, do not lose! Accept a little help from my friends. Take a
boat to Ratchet, fly to Theramore. Accept calm before storm. You will tell the application of the Alliance and Malin, accept Northfold Manor. Swim and turn in the beach for the Zanzil mixture. Accept to attend Arch Druid Staghelm of the innkeeper in IF. Pass the
protection flames And if you loot the blood red key, accept a strange red key and go in the nightlife in a cage next to one of the flames you need for for I hope you found it a Étil and you arrived at 60 at the good moment. This part can be counted as a classroom for Paladins and should not be done if you are another class (except Warrior if you did not
have a whirlwind ax). Deliver Stalvan's legend and accept the follow -up. I could also make some rose-pidded races of 2-3 bosses in LBRS to start growing teams prior to the bis. HS A SI. Use the temporary displacement in grain stores to summon worms you need to kill for a while. Continue west to Jadefire Run and â € <â €< Kill the sisteros, go to kill
Murocs and set them to trigger Murkdeep to spawn. Train new spells, clean bags, but keep meat, you need 10 to cook soon. Return to the north and continue killing Chimeras and Yetis, the Yeti fur ends. Stacking with a lot of food and water, we are going to grind for a while. Delivery in March of the Silithid, accept bungle in the jungle and sinto
sticky. In the Routheran village, accept Montouched Wildkin and Starfall (if it exists, it is probably shared with Winterspring!). (Optional) Run by the tower and look for an empty bottle to turn more at the top. Go to the statue in the ruins in Irontree Woods and use the ancient flute. Muela in the Centaurs to 35. Return to Torio point, turn in burning
threat and curses these fat fingers if you have completed them, then fly to IronForce. If Oox-22/Faith! And deliver the help of a gnome, accept Linken's memory. (Wolf Kabobs experienced requires 50 cooking to be accepted). Start to kill ozuma that you see and usee and usee.
the pure sample in them. Accept Elune's prayer, talk to the nightlife and deliver it. Jump alone. Run to exploited lands, turn at Mazen's instances at the top of the tower in Nethergarde Keep. Find a sister in Bashal â, ¬ â "¢ aran and killing it for the Missions element. Turn in the flame guard. Look at AH or Gremio/Friends/Commerce to obtain 2x Torio
Bar. Fly to Nethergarde Keep, turn in supplies for Nethergarde. Accept monitoring. Run to the east and turn in the Southwind sparitus. You can omit them now if you can't find a group and make another STV sweep latest. (optional, elite) accepts and tries to do magic and Shadow Magic de Tharil. Accept missions in Darkshore, which includes Washed
on land, Buzzbox 827, for eternal love, what great is a threat? Keep the road southeast to Lodge Hunters, accept the murder fields. Go north to the mountains and look for a ghost called Gaeriyan. Go to the northwest to the
lake, kill 5 wild boars on your path there. Accept a plague about you. Passion. He dies in the cave and the Feathermoon Stonghold's spirit. Capture a rabid thistle bear with your trap near the town of Furbolg. Protect darters when they escape from the cage so that they are not aggrieve and die. Go to Donova through the Timbermaw toll and deliver
tóxic horrors and extreme sources. Molte to the south to the other elementary one of rock and kills the elementary one of rock and kills the elementary one of rock and list to the south t
accept note to William. Bhag â "¢ Thera can be solar if you have some But Tethis is very diffamile. She accepts Badlands's reagent career. Go to east Make no justice to wastewater. Because they level with you, it is an convenient way
to avoid having to examine or replace the equipment. Some leveling elements still work in the expansion where they were originally collected, but they are generally only good for secondary characters (ALT). Accept Winterfall runners. Return to Gadgetzan and deliver the Gadgetzan water survey. Return to Kayneth and deliver abandoned diseases
Put them in flames! This can only be done quite easily equipping the torch and running to the towers and clicking on the braziers, use bubbles and hoj for their advantage. Now we have to go through the Terrorweb toll, there are some demons of the crypt along the tun, you only do one run by Hoing that you can reach the other side, if you die, it is
not the end of the world, the cemetery is not far away. When you have 30 years, fly Stormwind. Return to the surface, go to Kalaran after completing killing all dwarves and get the daggers plated in Torio. Fly to Thelsamar in Lock Modan. Run to the south to the farms, turn in the escape and the princess must die. Learn 2H Swords. Accept the
analysis of the part of the insects, deliver, accept below, re-enter and accept the Rise of the Silithid. Go west towards Gurubashi Arena and towards the northwest until it reaches the second water group, click on the broken raft and accept that it is a secret for everyone
Continue south to the teacher's post in Ashenvale. Last opportunity to make a Zul Farrak career for an XP Famile while here for this segment, otherwise omit. Turn at Lake Caid Sky. Happens Slown Marsh and Buy Wenna Silkbeard's lite shoulders if they are available, very good shoulders for 25+. Return to the refugee point and turn your weight in
gold. Die dying I need in the ogres and must end in Southshore. Click to complete the Basqueda and kill some pterrodesaxes in the surrounding buff. Go to Jaedenar and lower the tile to Shadow Hold. Legion is also an excellent expansion in terms of history and zone design. Turn in deep water, drowned rescue and sunk treasure. Accept the port of
Barrens. Establish HS, take fp. You still have some Missions of Lite scattered by Azeroth, and of course many dungeons of dungeons of dungeons of dungeons of dungeons of the fallow -up. Continue south to insect lair. From now on, Kill Any Monstalkers that you see for the fangs, the Caídaavier that you see for the fangs, the Caídaavier that you see for the follow -up. Continue south to insect lair.
rate is semi -low, so it is important to kill everyone to complete this bass. Go to make the scrimshank redempted in the hive of the southern insects, if you looted a beacon of anguish oox-17/tn, you can turn it before falling into the hive. Return to Chillwind camp and return to Chillwind Camp. If you can't find it, omits. The weapons that I recommend
taking into account are Blade of the Titans and Executoneoner's Cleaver. Accept the cleaning of Zoram Strand and Rane. Then fly to Talonbranch Glad, Felwood. Deliver the eastern pests, accept the cleaning of Zoram Strand and Rane. Then fly to Talonbranch Glad, Felwood. Deliver the eastern pests, accept the cleaning of Zoram Strand and Rane. Then fly to Talonbranch Glad, Felwood. Deliver the lost diplomatic, accept the lost diplomatic, accept the cleaning of Zoram Strand and Rane. Then fly to Talonbranch Glad, Felwood. Deliver the lost diplomatic, accept the lost diplomatic, accept the cleaning of Zoram Strand and Rane. Then fly to Talonbranch Glad, Felwood. Deliver the lost diplomatic, accept the lost diplomatic diplomatic
level tar bells and torque beasts. Run east and follow the road to Azshara. When it finishes, continue my of Ooze and the Greenwarden. It won't be detailed I must collect missions, so if it is not familiar with them, this is ã igetil. Accept Wandering Shay. Go north to the harp, you need to find four
"Rek, accept Gadgetzan Water Survey. Fly back to Torio's point. Then run west to the Alessina sanctuary and turn in the Aowid Valley and the cenarius branch. Deliveries, are we there, Yeti? Run to the southeast to the OGRE CUEVAS and kill Kor "Gresh by the wand on the puocy. Take the way to the north and tell the cave of Yeti on the east side
Fly Darkshire, then stop with Swamp of Sorrows and turns in the riddle of Cortello under the first bridge, accept to deliver the relic and deliver it. Start killing the wolves and bears on the site while collecting
wooden packages. Return to Tirion Fording and deliver forgotten memories. Go to the east and get the supply box of the OGGE camp. Continue on the ramp. Chillwind's horns is also completed before returning to Everlook, you can find many chimeras in northern Winterspring if you have problems finding them. Turn in Scholomance, accept
Esqueléica fragments. Turn in the cleaning of Skulk rocks and the altar of Zul. Obtain FP, train a new desolate, FA trains, buy food/water if necessary. If you have help to choose the force, give you more xp. Finish invasing wildlife and deliver it, accept the lost caravan. Return to the cave AP and kill Cha. Deliver Ormer's revenge and discover the past
accept below. Turn at Goldtooth at Stonefield Farm. Continue northeast by a slope and accept pending issues. If the Caía rate in the From the turtles it is too low, omits. Accept Darrowshire's annals and time question. Tell east and turn in the apes of und â, ¬ â "¢ Goro. Kill shadow And the looting label sounds along the grass -covered area and in the
cities of the small city, Strahnbrad to the east. Click on the line outside and loot the wedding ring. While incorporating a new player periodically and synchronize with them, everyone will be able to repeat dungeons and make those missions of full experience. Run to Rebel Camp in STV. Fly to sw. Return and deliver pending businesses, accept below.
Run to the east towards the cliffs and take the ramp to the shore. The old felbound, sprinkling the flames of protection and for winterspring! (if it'd exist). Accept the delivery for Marin and deliver that. Buy a bronze tube in the fulfillment of Neal Allen if you no longer have one. Run to Badlands and then all the road west through the passage to Garing
Accept Noggenfogger Elixir and Garelo. Accept the fungi of the cave, turn in marine turtle in the rod and for eternal love. Go southeast and kill yet because we are there, yet? It is expected /played at 60: 5d-7d0 running south along the shore until you reach a small cabin with two Tauelns, turn in search of spiritual help, accept that clean water
flights Felwood. OMNICC add timers in your debuffs in the objectives. Fly or take the tram to IONFORCE. Then click on the Equinex monolith to deliver the Equinex monolith the Equinex monolit
Run to Nethergarde and deliver the ship, then fly to IronForce. Turn in the collection of adolos. Accept the bait of lar a, a k korwi. Click on the small latrine and accept/turn blocked. You can train your first aid, fix your user interface, accessories, etc. While waiting on the boat. Accept two halves in a. Grells have a low HP and do not cause much
something as archeus, or maybe worse. He accepts the welcome of an Hã © Roe, runs to the big building and turns. Tour demonstrating his valley in Sven, he agrees to look for wisdom. He returns to the west and ends up killing Shadowmaw Panthers and go to kill the jungle stalkers for Raptor's domain. He fought to have 48 years before returning to
Ironforce, if he is not, it will have to make an additional trip if then pick up the slime squeal before going to Felwood. Deliver the ORC report, accept Toga's bust and escort it if he returns to the port of Steamwheedle. Captains have a slightly higher level, so be careful and kill them alone without addition. Go to
alternative if it cannot allow it or if it has been exhausted in Nillen Andemar. Go to the southeast and look for the Tooga turtle near Zeppelin's clash. Continue to the north along the way, kill the miners of Striptease Goblin for the Risk Company. Go from the back of the inn and to the next tower to the east, make it with the torch. Fly to Westfall, in
exchange for Lewis, Messenger to Westfall and the Brotherhood Defias accept Messenger to Darkshire. If you still have that group, ask if you want to have StrangletHorn fever. When you lower the ramp towards a goro, accept the apes of a goro and the Lar â "¢ korwi rate. Run back to Fly to Ironforce. I recommend a combination of RET and Prot
story, deliver it and accept the borrower. In the Mage Quarter, turn in recovery for Mauren, accept, invocation of acceptance, sale/repair of automatic suppliers, etc. Complete any remaining mission dispersed around Azeroth. There are still some Missions of A © lite
to do in the higher level areas, try to look for groups and do them. Deliver the Domain Missions and the Green Hills pages if you have them. Establish HS in Thelsamar. Ignore the accessories and simply get it to complete both missions. Go to
the south for the location of Addomle and loot the chest in the small house for the disappeared diploma. Lost accept the Rumormonger. Running to Thelsamar and flies to Ironforce. If you have problems finding riding ornaments of Gahz, look at the Southmoon ruins. Accept the glyph oak branch. Go underwater and kill
Nagas, get graphics of boats and gems. Kill Nightbane Shadow Weovers on the forests west of Darkshire. HS A Stormwind. Go to the east and end the apes of a Goro. There are quite a few climbers from the north of the river, so it should be able to finish obtaining the fangs if it did not get them anymore. Go to the explorers' room and deliver the
standard stones, CORRE/STEEL BACK TO THE OGRO AND RETURN! HS to Theramore, If you don't want to do Or you can't find a group, you can return to Gadgetzan. Swim southeast to the remains of the boat and deliver the lost messenger, accept remains of boats, then swim back to Feathermoon and turn, accept the revealed knife. Turn in noble
deaths, dark and the sculptured parchment. Deliver the reallocation in the fortress. Deliver Zoram's thread, orendil cure and Raene's cleaning. Vuelve to the vigil of Morgan and turn in extinction of the elements: rock. You should have 20
years now, if you are not 20, move something close in Ashenvale until you are. However, if you are willing to endure peculiarities, Party Sync is a very important way to do the job. Also, the wheels heal, so keep your hoj to interrupt that. Flying to DarNassus, turn in the absent mentality prospect, accepts below. This is a really good place to grind if you
feel the day with an XP if there are not too many people around. Accept the perfect flame. Deliver the lost diploma more to the west, but does not accept below, it is too difficult at this time. Try to obtain the following articles, if you cannot get the first, do not bother with the demians, frost oil -> Girocronatom -> cure/pot poet of minor invisi The last
boss also launches two very good weapons of 2h that will be very good for us and can last up to 60, so doing Uldaman is a very good idea. Save Murloc's fins if he no longer has 8 for Later. Sister Pamela deliver, accept the Muña de Pamela. Turn free for all creatures and accept justice doling, but don't do it now, continue west to the strength of
Feathermoon. West towards the shore. After looting the plans that run to the bridge and jumps on its left side and will enter the cave of fires. Obtain the three pieces of the Pamela's mule in the houses. Berina. Turn in dwarf justice in the dwarf on the floor and accept liberty. Grilled Buzzard wings to the Goblins. Tell the west, kill the bears for
years now. Turn in the storm wind messenger at the doors accept the tracking, turn continue with storm wind in the old town, accept Dungar Longdrink. Continue to the Sister camp and look for Anilia. Run to the southwest to the lighthouse.
Run back to Auberdine, look for Monstalkers to kill in the forest north of the city before returning. Muela at 41 in raptors/basilisks or trolls, etc. Try to collect a mitril housing if you no longer have one. Swim towards the marine turtle and loot it to wash on the ground. Astranaar again and flies to Darnassus, turns in Velinde Starsong, accepts Velinde's
effects. Deliver the wreck of karnitol, also accept mysteries. Run to Goldshire and turn in the price of shoes, accept the return to Verner. Bring to Kim Jael in fact! Go southeast to the Thalassian base camp and the botagon boxes for your team. Run to the Barrens. Kill the ele
water and the giants along the shore to make the missions. I have been playing Wow from Vainilla and in the last years I have spent a lot of time playing the private servers of Vanilla Wow. Turn in the Tabão del Fuego, accept blisters on Earth. You can use the walls for the vision line your cast and force them to go to you to minimize the risk of pulling
more. Take FP and supply in food/water and repair. Turn in the Herod betting corridor inside the house and accept the hidden key. You obtained 4 seaweed northeast to the Jasperlode mine. Accept the dream dust in the swamp. Return to Kim Jael and Gira Tira
"Missing" Equipment. Return west to the coast and turn in the scepter of light, accept the book of the ancients. Turn to protect the border and report Thomas. It dies to the proposal and the Esparitu resolves in Astranaar to save some time. Care of having accepted the following missions: Fallen Sky Lake, the cleaning of Rane, Kayneth Stillwind. Turn
the axis and accept the flame housing. Run east, kill bandits and thieves, collect water bags and kill the caliph if you find it. Run to the south to the hippogryph arrea, and in the most southwest corner, collect a hippogryph arrea, and in the most southwest corner, collect a hippogryph arrea, and in the most southwest corner, collect a hippogryph arrea, and in the most southwest corner, collect a hippogryph arrea, and in the most southwest corner, collect a hippogryph arrea, and in the most southwest corner, collect a hippogryph arrea, and in the most southwest corner, collect a hippogryph arrea, and in the most southwest corner, collect a hippogryph arrea, and in the most southwest corner, collect a hippogryph arrea, and in the most southwest corner, collect a hippogryph arrea, and in the most southwest corner, collect a hippogryph arrea, and in the most southwest corner, collect a hippogryph arrea, and in the most southwest corner, collect a hippogryph arrea, and in the most southwest corner, collect a hippogryph arrea, and in the most southwest corner, collect a hippogryph arrea, and in the most southwest corner, collect a hippogryph arrea, and in the most southwest corner, collect a hippogryph arrea, and in the most southwest corner, collect a hippogryph arrea, and in the most southwest corner, and in the most southwest corner is a southwest corner, and in the most southw
the dam, turn in a dark threat, accept a follow -up. Fly to astranaar. He enters the Nightthaven city and turns in Rabine Saturn. Accept Bloodsail Bucaners. Instead, they offer other combat and quality of life bonds. Making a bank alternative to use as personal storage or buying things in Ah and sending your main while looking or grinding on the other
side of Azeroth is almost a classic need. Fly to the ratchet and take the boat to Booty Bay. Accept the remuneration torch. Enter the house, on the second floor there is a ghostly woman who offers you a mission, she accepts better late than ever. There is a ghostly woman who offers you a mission, she accepts better late than ever. There is a ghostly woman who offers you a mission, she accepts better late than ever.
the city, if you can't alone or find a group, commits him to Thelsamar and let the guards kill him. Swim towards the small island and explore for the stone of the scar and go to the north Blackwood Lake, obtain the crop of Horgus at
the bottom of the lake and end the water Turn in a relaxing turtle bisque. Turn at Sily Stider Living and Called Sea Criature. Back to the Berina and convert the cleaning of infected infected What big is a threat? Turn in mold rhymes with ... Accept the forged fire. If you did not do the Missions of A © lite in Gorge, you can go there now and try to do it.
Deliver it, accept below. It continues to the south to the east towards the Ravencrest monument and jump from the cliffs, then swim to the small island where Duke Hydraxis is. Take a photo of Gammerita with the Super Snapper and collect 12
port bottles. Fly to the port of Menetil. Fly to Booty Bay. Accept the Missions of Zanzil, to tobacco, the buccaneros of the blood tail, the fever of StrangletHorn, the Akiris for the package, the voodids, monitor and the captain's chest. It is important that Kobold's candles complete, but the gold dust that you can skip. Deliver pending issues, accept
monitoring. Accept the Rackmore claim treasure of the registration next to the boat. When ending with raptors and tigers, tell the island and kill the elementals of water. Return to Vahlarriel. In the following room on your right you have Maltorius supervisor, he has 50 ã © lite, so you probably can't alone, but we want the plans on the detriment of ã
© l. Get the forgotten relic of a closet inside the little house. Fill the tube on the moon. Return to the other farm and return to Billy, accept Goldtooth. However, there is a way of knowing what a book is correct, since it looks a bit different, look at these two images and can see that the left has much better graphics and very clear pages, That is the
right book, it should only be a good book and many bad. Accept all surveillance and objective towers: FELSTONE Field. When I finished with the bears, end side of the mountain, simply approach him to obtain a crime for the bust. Nothing back to the city and turns on the ground. Return to Kristoff in the Cathedral Cathedral Clean your bags and buy
food water, but save an oil flask that I looted. Run to the south to Darkshire. Make Northfold Manor northwest of Pointe refugees. Run to the north to the dam, accept a dark threat. Turn in soup and insects from Mudrock, accept a follow -up, run from one side to
another among the guards until you get the next part of Stormwind Ho! Go southeast and kill Nagas. Run to Badlands Dwarf Camp, accept a dwarf and his tools and mirages. Return to Mankinley, Excelsior, Skullsplitter Tusks, Bloodsail Buccaneers, "boy" Duncan and Venture Company mining. Fly to Gadgetzan. Go to Sven, turn armed and ready,
accept Morbent Fel. Accept dark crab cakes, ghost hair thread and Stalvan's legend. Fly to Darkshire, turn in vital supplies. Guard the legs of sticky scales for future missions! Run to Westfall, turn in Stalvan's legend in Moonbrook, accept the
condemned fleet. Accept Deadwood of the North. Fly to Ironforce, click on the Air Air and accept the letter of Sully Balloo. Accept the thirsty Goblin, the Thistleshrub valley and the harmful research of Lair. By the way, good job +rep. Go to Stormwind. Due to the lack of bay in certain level ranges, it is highly recommended to make some dungeons
and their respective missions. Go to the west and kill beasts and green drakes to invade wildlife and dream dust. Continue to the south on the beach and you can find four sea creatures in the air, kill the Murlocs and Tómalas. Deliver to Brassbolts Brothers. Turn in Linken's adventure, accept that it is dangerous to go alone. Turn in the study of Rock,
an order, an order, an order, an order, an order order Continue with the bassal chain you need to turn in frost oil and Girocronatom. Go to the Moon temple and collect Moonwell's water in Eridan's road, then revolves calm before the storm above, accept the tracking. Accept land! From the ogro and Garelo. Take the boat to Booty Bay. Run west to Stonefield
Farm, kills the wild boars. Click on the unrelated portfolio you received in your bags and accept the delivery of Thalanaar. Accept Ironband's excavation. Change the evoral by elixir video. Now we go down to the slag well below. Establish Hs! Accept taches to the queen. Take flight lapat. Run to Desolace through the Stonetalon mountains and the
Talondeep road. Run to FP and turn in Dungar Longdrink, accept to return to Lewis. Fly to Nethergarde Keep, turn in Thadius Grimshade, accept the Nekrum medallion if ZF plans to do. Use the torch to mark the first tower, then go to the La Posada building and go to the second floor where you are chromie. He will continue working in the guide
after the classic launch and solve/change things to improve it over time. Continue to the south after the escort, along the edges of Frostwhisper Gorge, you will find the fostmaul fragments without aggravating the giants of a continue to the south after the escort, along the edges of Frostwhisper Gorge, you will find the fostmaul fragments without aggravating the giants of a continue to the south after the escort, along the edges of Frostwhisper Gorge, you will find the fostmaul fragments without aggravating the giants of a continue to the south after the escort, along the edges of Frostwhisper Gorge, you will find the fostmaul fragments without aggravating the giants of a continue to the south after the escort, along the edges of Frostwhisper Gorge, you will find the fostmaul fragments without aggravating the edges of Frostwhisper Gorge, you will find the fostmaul fragments without aggravating the edges of Frostwhisper Gorge, you will find the fostmaul fragments without aggravating the edges of Frostwhisper Gorge.
Go west to Plaguewoods and collect termites, also ends Darrowshire's defenders. Make sure you have collected 7 of each power glass before going there (red, blue, green, yellow). Continue north on the road and go out west before going there (red, blue, green, yellow).
will continue, we will complete it later. Muela in Badlands until 3000 XP from level 40. Accept the destination of Discover Rolf. Accept the aroma of lar â, ¬ â "¢ korwi. Accept strange and the elixir video. HS to Nijel point. Train new spells, FA, etc.
Continue to the north on the beach, kill the moon floors in the forest nearby. He doesn't run out of it, go east. You should have kept Murloc's fins, deliver to Murloc's fins
floors until it is. Go east and kill Huntsman Radley, then continued west to the western pylon and finished killing Pterrodexes and click on the Pilín. Otherwise, omit or do this later. Fly to the ratchet and pick up the stone curve of the Marvon chest. Bot
discelling Parking pussy inside the house where it is nagaz. This part can be omitted by making SM or Stromgarde elite missions. Deliver the lost diplomatic, take into account the mayor, look at the stars, the worn tomb, the tile of inflicence and the gland in the forest. Go to the west and kill Panthers and Tigres, also begins to kill some trolls for here.
Take FP and fly to Chillwind Camp on WPL. This is a long routine, but it is necessary that the continuous route of Bão Squeda works, Kill the skeleton horrors and demons for night surveillance and collect flowers of rot of them. When I obtained the AIDS bag, turn the blisters on Earth, then see Dun Modr to the north and turn in the Dun Modr. Go to
the excavation site and deliver in search of the excavation team. Go to died to your own and take Ress's disease in Chillwind Camp. Deliver the video elixir and the problems in Winterspring, accept to gather in the tomb and the threat of the winter caa. It refers to the Malta del Escudero Deliver in flames! After the RP event, click on the black chest
and accept the Baratijas ... then click on the Cauldon Allã, then he agrees to return to Chillwind Point. He runs east to the Redridge
mountains. Accept the deep sea in the Vast Mar, turn in tools high. Return to the road and continue to the north, kill the Gorillas de Mistvale by jibates and save the gorilla fangs that you take out, you need 10x to start the Stv fever downs. Accept the alliance syllable. Accept the deserters in the soup and the conservation bugs and the mudrock in the
inn. Salta to the quarry and kill Troggs by adolos, avoid the Berserk troggs, since they are upper level and make more than the others. When you arrive in Marshal, he accepts the salvation of the expedition and be careful with pterrordax. He flies back to Marshal's
shelter in und â ¬ â ¢ Goro. He runs towards Lost Rigger Cove and summons affliction, set it to enchant the tilem. Run to the southeast to the cave located on a slope in the forest song. Kill Naga through the heads and go looking
for the statue a bit to the north next to a small boat. Deliver the new border in the Druid Trainer and accept Rabine Saturn. Deliver the wreck of karnitol in a small boat on the shore and accept the next and loot the article of a chest on the
second floor. Go to the overtime and get the Abercrombie box outside the cave of a box. He returned to Ratchet and choose volcanic activity if he did not collect it last time. Continue to the north to Zul â, ¬ â "¢ mashar Kill Hameya infiltrator. In Lakeshire, turn the supplies of Westfall and Ink in Messenger, accept Rehban Ore, Wped: Lieutenant
Fangore, Howling in the Hills, Messenger to Darkshire, Solomon Law, Blackrock Massage, Melloc Poachers, an unwanted guest. Make them until I have 10 fish. Clean the cave of the fire until you kill 20 of them and then go. Fly to dinner Hold, Silithus. Kill the Emplotidos de la Peste and other Ghouls for night surveillance, macabre effigy and tile of
inflation. Delivery in a strange historian. You can die in the boat when you have finished and take RESS diseases on free teleport to Booty Bay. Accept the sponsorship of Goblin and the medical analysis. Just outside the port of Steamwheedle, turn in the bust of Toga. Go to collect small boxes in Andorhal, also kill skeletons for fragments. Go to the
East and turn in the Gambito de Nek Rosh at the Dragonmaw Orc camp. Accept abandoned diseases. Kill Scorps/Kodes on the readents. Run to WPL, go through the RedPath shield on the RedPath shield. It was expected /played time at 20: 7-10h accepts Kobold's candles, the Fargodeep mine and the exchange of gold dust. Evoke it in
the guide and accept Brother Paxton. Go to East Bashal â, \neg â ...¢ aran and delivery. HS A Astranaar. Fly to Everlook, Kill Drakes for the heart of a black drake. Go to North again and this time to Dalson's halls. You can also learn by enchanting in your alternative bank at level 5, which makes you disenchant any BOE article, since there are no skill
requirements to disenchant. Accept, it is a secret for everyone and a visit to Gregan. Clean the Tauelns around the cage and then collect and accept freedom for all creatures. Accept Mauri's caché, wait a second and then go. Make them for the glands and then deliver the aroma of Lar 'Korwi. Watch them in the cave below, group to complete a more
rose and limited amount of mobs here. Fly to Nethergarde keep in exploited lands. Accept Missions deliveries to Sven, Raven Hill, The Hermitah, The SM Boose will give us Bonebiter, which is a good update of our current weapon. Kill the
jungle fighters and courses. Running to the harmful den and kills insects for the investigation of the harmful den. Wow to the vigil of Morgan and accept to extinguish the fire, fifty years! Â jand Dragonkin Menace. Keep the northeast until you find the body of fresh threhadon. Take FP and accept the stars and then turn in bronze tube. Be careful with
many stealthy mobs in the site. If you want herbalism or Minero from the first moment, you can run for storm wind and train them, then use your HS back to Goldshire. Kill Oozes and loot the iron knob of chests that fall when they die. Fly to Booty Bay, establish hs. The Caída rate is low, so you can omit if you cannot get it in a reasonable amount of
time, the Lites have a higher caa rate if you can group. Turn cleaning the eye in the cathedral and learn new spells. Accept floating wood. Run back to Azshara FP and flies to Gadgetzan. Turn in the shipping to Stormwind in the commercial district and continue with the dwarf district and turn in the task of Elmore. It is expected /played time at 30: 20-
30h accepts Bathran's hair and Althalaxx tower. Fly to SW, accept corruption abroad in the park and learn new spells. Set HS in Auberdine. The dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below, I also made quides of dungeons I recommend that you can see below in the part of the part of the you can see below in the you can see below in the you can see below in the you can see
and the korwi's partners will appear. HS to Ironforce. Turn unfortunately, Andorhal and Araj's Scarab if you killed Araj. Blood elves can heal and shoot dangerous fire spells, so keep your stuns for that. Fly to Southshore. After completing the foot, find the elf girl of the lost night on the wall of the northwest and turn in the Giant Guardian. When he It
is colored with green, it means turning in a bay. Run by the tile and carry the northern bifurcation to Moonglade. Reach the other side of the excavation site and kill Pterrordax and Slimes Frenã © Ticos. Enter the Basilisk cave and look for the
rare spawning "scale belly", can drop a good 2 h sword with an iganic appearance that can be worth a lot of gold later. Fly to Ratchet. HS A Gadgetzan. Make sure you have 74 money at this time. Deliver the lost messenger, accept below. Turn in an eye attentive to the statue of the lein, accept to look at more. Continue to the east and kill some appearance
outside the cave. If you wish, you can buy a heavy notch of Fargon Mortalak in Booty Bay, good belt. Turn Felnok Steelspring, accept Sister Pamela, Everlook report and Duke Nicholas Zverenhoff. When he obtained all the gems, go to the Equinex monolith in the center of the creep and click on the tea in his bags. Look for a group to capture Queen,
go to the hive of insects and do it, practically impossible to only at this level, so you don't even try unless you have help. It can be in one of the ships or in the ruins. Go to the northeast, you will start seeing the plague frantic, kill them and then go right north of Eastwall Tower, there is another camp of the waiting dead here, kill sick breakdowns to
spawn ghosts. Go to the Thandol Span bridge and jump to the water on the left side, get the flooded letter from under the dead dwarf, then HS to Menetil. Run to Gregan to the north in the twins and turn on a visit to Gregan. Run to Northshire Abbey and turn in Brother Paxton. Also seek to buy a bronze tube from Neal Allen in the fortress. Take the
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ship to Darkshore. If you get a group, you can run through the hill next to the cave and find a nightlife sitting in a cage next to a lava group, the best way to do it is to have a member of the party. The key will not fall if I did not click on the
newspaper in the barn first. If you can't do it, buy bulk or war hammer Gerik Koen in Stormwind, Old Town before doing the next bust. Return to the cemetery and stand out again in your body. Deliver in search of the temple, accept the interior areas. At 52, go to the northeast cave and accept a flavor of flame. And the Capre / Stranglethorn fever of
the captain, if he did them. Turn with good taste, accept Sprinkle's secret ingredient and scrimshank redemption. These lines of modern ones are ideal for new players, since the transition of them to the shadowlands areas for levels 50-60 will be relatively without problems. For veteran players who have seen BFA, their options are interesting. Enter
Darnssus, revolves in the glyph oak branch. Return to the excavation and deliver the revenge of Ormer, accept below. Look for a group to kill Araj in the center of Andorhal, you can do this every time he is close to WPL, we now have 2 missions to kill him, which will give us many XP. Fly Stormwind, get new spells, etc. Go to the Kurzen camp and
enter the cave. Continue to the north to Tirion and turn lost honor, accept love and family. Fly to Aerie Peak, Hinterlands. Kill some sparks in Irontree forests for Irontree forests for Irontree heart. Establish hs. Click the special grave to turn a serious situation, accept linken's sword. Accept glorious plans and encrypted letter, are found in a small table in the union
camps. Run east to Redridge. Turn in earth tremors. We will pick them up all the time we are here. You should have 34 years now. Accept to the nerves. Take the disease of rel and stop with the city. ACCEPT WANED: Califa Scorpidsting and Wanned: Andre Firebeard of the Wanthed
Póster. It is generated at the end of the road in the small house on the farm and Until Tarren Mill in Hillsbrad. In total to complete all the missions that you need the following: 6x Jabalã exploited 6x scorpok pincher 11x basilisk brain 5x snickerfang Howl 14x vulture mollejard since then then It needs most of the brains and the gizzard and are the
most difficult to obtain, it may not be able to complete all the missions, if it has been obtaining a certain element requires. Fly to Redridge's mountains. Turn in Worgen in the forest, zombie juice, the shadow figure and the legend of Stalvan. I also kill the caliph, it should be close to this world
HS back to Feathermoon. Build towards the southwest to the sanctuary of Aessina and accept the howler and vile sister! Dryads in danger! Run to the east and take the road to the north to Felwood and kill the ancient walkers walking through the wooden key. This is quite differ and may need more than two people depending on their classes or levels
He continued west and jumps towards the infectis scar, finds the shattered sword of Marduk. He accepts that the princess must die! (LVL 6). Click on the torn displacement on the floor and accept Hameya's sylp. Run to the north along the Costa/Nade to avoid the Murocs until you reach Ratchet, get FP. There is an escort bay here because of the
statue, Therrylune's escape, put it if it is above. Go east to the shore. Avoid the signs of the Draenor, Legion and Battle For Azeroth War, since they offer few or no mission at the dungeon of dungeons. The levels of leveling speed were recently reviewed, they no longer provide bonus experience during leveling. Turn the stars and ghost hair thread.
Establish Hs! Go turn at Kalimdor Kocktail from Rhapsody, accept Rhapsody's story. Dam to Menetil back to Mene
the bove of a sign of hope of a map at the table in the camp. He finds his way to the mountain to the sanctuary and turns in the cleaning of Rane, accept the Pade de Equinex. Learn
new spells, FA trains, etc. When I finish, HS A Astranaar. Kill the smaller rock elementals nearby. When it ends, return to the rebel camp and turn in the bad medicine and the second rebellion. Salta from the balk to the northern beach and kills the trillators in the water for Buzzbox 411. Go to Felstone Field and turn with good luck on the second floor
of the house. In Refugee Pointe, accept that it is worth it in gold. Between this it will be differ, and the stone / líquida stone is better than the fabric if you have the articles for it. Deliver the four missions of sea creatures, they are sought: Murkdeep, a lost teacher. Continue collecting red and yellow crystals even if you have 7, they can be used to
acquire consumables later. If you are leveling in a group, it accepts to preserve the knowledge and bovoizers of Crushridge (Missions of a © lite). Then go to Sven, turn at the Sven camp. Return to Torio point and deliver the missions you have completed. This part will involve some Missions of a © lite/groups, omits if alone and cannot find a group for
it, you can also try again later, now we need to kill a cultist. The Lites to continue, it is possible that only the dark shamans of the twilight that you can find west outside the cave, just interrupt their cures and kill scarlet members on pending businesses, you
will find the dicos and hunters to the southeast in a small camp and gentlemen/magicians along the way. Accept in search of the temple in the district. Accept Screunging. Then deliver the Scholomance key. Return to Lakeshire, turn in an unpleasant guest, howling in the hills, Blackrock's threat, Solomon's law and would like: Lieutenant
Fangore. Get the bride for the humble beginnings of the chest in the site for Ormer's revenge and loot the articles to discover the past in the site. HS to Darkshire. Take the flute from the chest, you need it for when it falls asleep during the escort. Learn the aura
devocion and Paladin coach's trial. Convize it when he finishes and then goes west to the cave of the aramon and kills the arae by the eyes. Buy Felmwind's seasoned herbs by Felgmwind Gump. Vuele/Tram to Ironforce, accept business from desolace if you no longer have it. Accept Stormpike's deciphering. Kill a salt water crocolisk near the goal base
camp for Excelsior if you are still in that bove. Fly to Talonbranch Glade in Felwood. Kill Jabalães and have you find yourself. Talk with Kalaran again and accept the Malta del Escudero, deliver and accept that they establish in flames! With his group, jump into the slag well and turn at the Altar of Suitara. Continue in Darnssus and go to Arch Druid
Fandral Staghelm, accept a Goro floor and the new border. Accept the silver and purified heart, turn in purified. He returns to the north. Run to the rebel camp and turn in the Special Forces and the Espãa revealed. Be careful not to drown, there is a submarine
breathing pool that mentioned above. Run to Cenarion Hold and take the FP. Enter the cave and accept power crystals, go and accept the northern pilon and eastern pylon. Go back to the ruins and kill Nagas by scales. Accept the escape and send to Stormwind. Kill the Geoms for Crystals in Venture Company Camp and Snapjaw Crocs for skins. Loot
it and return to Torwa to deliver the tariff of Lar 'Korwi. If you are not sure about the jump, look for a video on YouTube how much to do it. You will tell the south until Darrowshire. Fly/take the tram to IONFORCE. There are three pools with
these lower lower here. Return to Dryn de Shael and deliver, accept below. Run to the south to the south and on the second floor get the
newspaper of a box. Delivery in the study of the elements: Roca, tear and wings of grilled vulture. Be sure to have killed all trolls, tigers, panthers and raptors before continuing. There are really no more weapons that you can get until you make Maraudon Princess run around Lvl 50, and if they are leveling up, people will probably not have the scepter
ready by then. Run to Sentry Point and deliver to the lost diplomatic, accept the next race for Swamplight Manor and accept/turn in calming spices. Vue to Lake Modan, runs to the excavation site, â; ;;;;;;;;;; Â accept Search Agmond. Pass in the expedition camp and collect the food box. Return to Auberdine and turn
in the corrupted blackwood, the hope and the fruit of the Tharnariun Sea. Fly to Theramore. Continue east, kill Blackrock Orcs, Shadowhide Gnolls and Lieutenant Fangore. If you find the Abandoned Message service while reasonably near the farm Shek â, ¬ â "¢, turn and accept a follow -up. Deliver, call him smiling at Jim and the disappeared
diploma, accepts a follow -up. Return to the beach and finish the trackers if you need it. Accept the domain of Panther, Tiger and Raptor in Nesingwary. Kill Yetis, Bears, Screechers and Apes around this one. Swim towards the continent and accept giants and fuel with Zapping Zapped. Accept to lift Nek Rosh's cursion and gambit. Deliver the
deliveries to Sven, accept wolves in our heels and the from Sven. Continue in the next Tãonel to Lock Modan. He sees south and explores that it reach the maximum level in another character and and A specific bust of that career. At level one, the new
Wow players are sent by default within reach of Exile, the excellent initial experience of a new player on an autonomous island. He kills the elementary of the earth he generates, is LVL 45 but should not be a problem for you. Or 2, have a friend Aggro from all the orcs while you run and click on the bottle. Everlook again and deliver, are we there,
Yeti? You can also kill basilisks of stone Fauses on the other side of the river for some blue fragments singing. Cross the east and enter the Eastvale lands. Deliver Ansirem's key and rumorgerer. Accept in good taste. Run west. Turn in Brother Carlin, accept villains of Darrowshire, Hã ã qes de Darrowshire and defenders of Darrowshire. Accept
Zaeldar the outcast and restless souls. Kill Murocs southwest, return and turn along the coast, accept Farren's test. Tharil Zun rewards you with a 2H Mace Orc crusher. Return to the east to the strength of Thunder Ax. Nothing back to the continent and runs to the Yeti cave. Enter the Deadwood Furbolg camp and click on the cauldron to become the
corruption, accept the mysterious substance. Redridge Goulash is optional to complete and will be an advantage if we can complete it, since it can be difficult to obtain the condor meat. Deliver the key to freedom. If you want to support me and my work, I have configured a Patreon here: This guide is specialized for human paladins, but any kind can
follow it for a soft route to level 60. Accept the divine remuneration before climbing to the point of Torio, listen to Kalaran's story and then deliver it. Enjoying. tower. Accept the divine remuneration before climbing to the point of Torio, listen to Kalaran's story and then deliver it. Enjoying.
portal to arrive at most. Buy Gregan's bait and say to the north north road. Fly to Darkshire, run to the east for swamp of sorrows. To some extent, that depends on your priorities. Accept the pages. Return to the east for swamp of sorrows. To some extent, that depends on your priorities. If you are not at level 44 now, go grinding in the ROC to the south
of the city in large skeletons or bandits/thieves. You should have looted a book called a broken newspaper, click on and accept Williden's newspaper. You do not need to accept mew missions at this time. Now it would be a good time to make a stocky race, collect the missions in Darkshire, Lakeshire and Stormwind and try to find a group, this will save
it from a grinding session later. There are also Shadowmaw panthers for here and around the hill, where Banglash generates on the other side of the road, killing them by Panther Masterly. Use the bell when you start wandering to continue. He goes down to the beach and kills Naga for "some rune" for Kim Jael's bust. Escort the gnome to the cave,
will appear some elementals of water, should not be a problem. And horns of Chile and then accept both. Go to kill Ruuzel at Small Isand Northwest, say you have ended up with Naga Heads when you return to Talen to become Ruuzel. Kill the Yetis rabies scar to improve quality. Turn in the land of Goro of uniform outside of the onrobbol. Accept the
powerful or cha. Kill Esquel © ticos, healers and guardians in the small crypt. Clean the walking dead around the cauldron and kill the cauldron and kill the cauldron the burning enchantments. Make the escort bust returns to Vahlarriel. Take the tram Deeprun to
IronForce. Kill the seer of the flame blade at the top of the tower for the scepter of light. To the city and turns in the restless soul, accept the book of receipts of Augustus of the dead guy of the dead dead, go to the inn and and The book of the
second floor, then returns and deliver it. The players who have other level characters have an option between the reach of exile or the traditional leveling for the career of their new character. You must do 60% of your HP to obtain a crime for
death. Accept the return to Troyas. Accept problems in Winterspring, enraged Wildkin, are we there, Yeti?, Chillwind Horns and Luck Be with Go die to a scoring to your right and take Ress's disease at the same time. Go to the port of Steamwheedle and deliver Stoley's debt. Draft of ten lands, for example, works in Battle For Azeroth, but requires
having a main level character to buy them. Relieve with friends (image of the image: Blizzard) One of the best ways to maximize its leveling speed is to group with other people, using the party synchronization function of the game party to synchronization function of the game party to synchronization function functio
exists). Accept the diploma lost in the cathedral. If you don't see it, go to Troll Village South and it is worth the weight in gold. Kill the swamp vines in the text is colored with blue, it means accepting a new bust. Take the
beach to the south, kill the trackers for Buzzbox 827 and go to the washing body. Slim attack before fleeing and defeating it, delivering, accepting below. Make all the brilliant floors that you just accept, prioritize birds for the lightening of the load, since there are not many engenders and it is important for a FOLLOW -UP and the brilliant floors that you just accept, prioritize birds for the load, since there are not many engenders and it is important for a FOLLOW -UP and the brilliant floors that you just accept, prioritize birds for the load, since there are not many engenders and it is important for a FOLLOW -UP and the brilliant floors that you just accept, prioritize birds for the load, since there are not many engenders and it is important for a FOLLOW -UP and the brilliant floors that you just accept, prioritize birds for the load, since the brilliant floors that you just accept, prioritize birds for the load, since the brilliant floors that you just accept, prioritize birds for the load, since the brilliant floors that you just accept, prioritize birds for the load, since the brilliant floors that you just accept, prioritize birds for the load, since the brilliant floors that you just accept, prioritize birds for the load, since the brilliant floors that you just accept, prioritize birds for the load, since the brilliant floors that you just accept from the brilliant floors that you just accept fro
BASE CHAIN. Kill Stalvan Mistmantle north of the city in Manor Mistmantle north of the look and take a wipping look if you can find the In the water under the dock. When looking for, it is important that you kill mobs while you run between one to another and making objectives, this XP will join a lot
in the long term and will save some time to compensate for the lost XP. Run back and enter Andorhal from the west side. It remains southwest to the ramp to the crister of a goro. Deliver justice doling and accept below. Accept Ghost-O-Plasm Round in the Kode SM preparation, then, if you plan to make SM before more than 40, you must do this now
Accept the wreck of the karnitol, the reagents for the claims INC, Centaur Bounty, the Vahlarriel bust and on the scarlet path. Accept Rise of the Silithid. Go to the north along the main road to Alterac and kill Ogros for Crushridge's reward. You should also kill diemetradons and pterrodaxes in the site. Vuele back to Darkshire, turns in seasoned Lobo
Kabobs, Darkshire supplies, Stalvan's legend and gruit nerves. He was expected /played time at 40: 1d12H-2D12H in Ironforce, learn new spells. Do not accept any new mission. Return to Gadgetzan and deliver more Wastewater Justice and Quea: Caliph Scorpidsting. Run a south to UN, turn in UN, accept the teacher's glance. When I finished, Mor
should have accepted â, ¬ â "¢ Ladim, the reservoir's girlfriend, Worgen in the forest and tour to help Arch Druid Staghelm and turn in a dark threat, accept below. Continue southwest, kill the chimeras that you see until you come to the little cave with some beasts of the outside. Fly to Darnassus and tour to help Arch Druid Staghelm and
prayer for Elune. Turn in Tão Carlin and Duke Nicholas Zverenhoff. Hs a if and learn new Turn in the letter to Stormpike. Mata Gnolls by patrol Westfall. Look for people to kill Gorlash for the captain's chest, if you can't find Group, try Kite it to booty bay guards or wing it more late. I turn a little help from my friends, be careful with Pterrordax,
Expedition Salvation and Western Pylon. Accept to sell fish and enter the visit to the herbalist. Accept from suggestions of a new plague, an expensive threat, Crushridge reward, the Bartolo skin layer and the Bartolo Union murderers. Go to the west, do a water survey in the small water pond next to the trolls of a © lite, flee when the beetles
generate. Returns to Goldshire and delivers the Fargodeep mine, the exchange of gold dust, note to the East until the forest song and turn in Kayneth Stillwind. Pass on the Tabetha farm and pick up the depths if you plan to run later. Return to the excavation site at Loh Modan and
turn in Murdaloc. Accept the following part. Run east along the way to the crossroads and collect the daily delivery. Go a little more to the southeast and turn. Accept the highperch venom in the inn. Is the portal to
the Routheran village, tour in favor of Elune? However, there are two key warnings. Accept the goal: Gahrron is withered. Use the yeti robot to scare Legacki. Continue to the east, move along the way to the bright planes. Accept the fragments inside. Go south to Donova Snowden, deliver the new springs and it is a secret for everyone. If not, it can be
grinding or going to the last caber, her choice, she will assume that she already has 55 years or in degrees to obtain it when he continues. Escort Ringo back to the Marshal shelter. Go through the Azora tower and accept an attentive eye. Otherwise, you need to kill a drag of ã © lite that appears outside the cave. Continue The west and turns in
Raven Hill, accepts the nerves that gru. Turn dirty legs in the tower and clean your suitcases. Deliver the hostile acquisition, the elementals of water, the sponsorship of Goblin, some assembly is required. Assembly is required. Assembly is required the west
to Raven Hill. Continue to the west to Donova Snowden, always kills the chimeras you see, the horns have a low caja rate, so if you want to complete this, we must kill everything we can find. Enter the cave and take the first bifurcation to the right, turn to chase A-me 01. Go to the Nesingwary camp, accept welcome to the jungle and deliver. Learn
new spells, etc. While in Ironforce. Deliver the volume of divinity and accept the next part. You can also make stabilizations or grinding ogros if the cemetery is too flooded. He continued towards Nesingwary, passes and kills the small hill. Use a macro "/praincipe target" and see it when looking for here to find it more easy. Accept the
Witherbark cages, the troll necklace reward and skulk rock cleaning. Then go to Murloc camps, click on the Daave box to convert the recovery of products. You must always have some gold in your bank to buy things in Ah that you may need during leveling. Now it would be a perfect time to make a complete Uldaman race, since there are so many
missions for Uldaman that it can be difficult to complete them all without wasting too much time, I recommend that I read my uldaman guide and follow it for a race soft that will complete all important missions. Die to Properto and take the disease to return to Nesingwary, turn in Tiger Masterly and Raptor Masterly. Turn in juice delivery, accept the
macabre effigy. Run to the south and turn in the ruins of Solarsal, accept to return to Feathermoon Stonghold. Turn in the quality brand, the high desert and released from the hive. Accept Linken's adventure. Accept Linken's adventure. Accept Linken's adventure of Solarsal, accept to return to Feathermoon Stonghold. Turn in the quality brand, the high desert and released from the hive. Accept Linken's adventure.
a much better experience, and others do not. If you are not synchronizing the party with other players (see below), you will want to jump Expansions offered by dungeons to maximize their experience. Whatever similar and what is the flow? Run to the south to Ashhenvale, but make a rancid stop south of the Furbolg fields and shot, a slaughter, you
need to protect the three -wave nightlife elf of furuelos, it should be easy. You have another opportunity to do Colonel Kurzen now if you can make it to Kite and her accessories will be restored so you can kill her alone. You need to have 18.5 now. Take the
Quest Plebrow newspaper from a book on the ground next to a dead dwarf after going down the elevator. Report on the excavation progress report, accept any follow -up at this time, you must now have about 33.5 fly to the storm wind or ask your friends with the hillman wool fabric layer. The boat to
Theramore Set HS! Fly to Gadgetzan, runs to bright floors, enter parts for Kravavel, news for the sponsorship of Fizzle and Goblin. Go southwest to the lake crude and kill the elementals of water full of poisoned water. You should also have looted a Grimesilt latrine key for now, click on it and accept the key to freedom. Return to Gadgetzan and fly to
the Marshal refuge in a Goro. You should have about 11.5 now. Deliver Linken's sword, accept the help of a gnome. Take the boat to the eggplant, go to Darnssus and deliver questions answered. Now we have reached the end of the guide. Fly to the port of Menetil, wetlands. Before the east on the other side of the road, you must find Ranshalla, turn
in Find Ranshalla, accept guardians of the altar. Kill Murocs for the bright gem. Turn in Centaur Bounty, the wreck of karnitol. Turn in Buzzbox 411 just to of the Murlocs and accept Buzzbox 323. Because it is underwater, it can be quite annoying and slow if it has no breathing underwater. Turn down the scarlet road. Start Start ARAO Pigmeas along
the Northwest Ravea towards the Sven camp. Kill Naga for the Karnitol portfolio, click on the treasure chest and turn in Rackmore's claim treasure. Run to the port of Steamwheedle and accept Yuka Screwspigot, after returning to Gadgetzan.
Get Misiones Find Bingles and speak with Shoni in Tinker Town. Run to the east to the red glass, click on the glass to deliver as water waterfalls. It refers to Kim Jael and accept Winterfall's activity. This means that it will move slowly for a
while. If you are decided to level, the Draenor or Legion warfares offer a great density of missions, which means that you do not have to run away and, therefore, you tend to level at more than rã I ask. Get the revealed spy! Leave the cave and go south. If Oox-09/Hl distress beacon loots while in the interior areas, it is at the small island in the North
River, but do not do the escort unless you have a group, it is differ. Now it would be a perfect moment to make a complete SM race, look for a group while performing the next part in Arathi. Go to the south to the mine and make the last part of Worgen in the forest and the Elune guada. Go to Sorrow Hill and turn in Marlene, accept a strange
historian. Return and turn in wildlife also suffers, accept below. Fly to Booty Bay, deliver Mackinley, the lost Grog for whiskey Slim and report Fizzlebub. The foot of "¢, Stranglet Fever, carefully folded note, the captain's chest, Colonel Kurzen, the cursion of the tides and follow -ups. Complete and tour in Buzzbox And a lost teacher ends. The
monitoring is a semi-quading escort bust, obtain one one yes you can. Jumps crazy druids. Fly to Chile's point on WPL. Correct correct book after the Annals turned to Chromie and deliver the coastal threat. Turn
volcanic activity. Accept the compilation of adolos and excavation progress report. If you are trying to accelerate the level, the dungeons are not recommended in most unless a group of guilds or friends prepared, since they can be large fragments of time if they go with random people in an un organized group. Follow up. The reward of justice and the
wastewater water bag accepts more. Chromie is in Stormwind, near the Stormwind Embassy for the Alliance players, while the Horde players will find him in Orgrimmar near the Orgrimmar Embassy. Prepare with Chromie offers you the option of all previous Warcraft expansions. Accept the blood sausages of Thelsamar, the capture of rats and the
task of assault of mounting in Thelsamar. Finish killing wolves and arae, then returns to Lars in the Sven camp and turn to the wolves in our heels. To the south of the raptors, in a shelf, close the water there are more basiliscos, kill them until it completes singing blue fragments. Follow up talking to the people of the camp. When Dorius is killed, click
on the letter that drops to turn in Nual Piedras and accept the tracking. Each will take it from 10-50, or they can choose to jump with each other. (Cry of the image: Blizzard) choosing an expansion should choose? Fly to IF, learn new spells. Be sure to have a combined amount of 10 meat of wild boar. Sale to Felcloth X2 for the 80s
each as a limited, it is definitely worth verifying if they are active. Accept to talk about strength in the Cathedral district. Be sure to have 31 years now, otherwise, move in Murocs/Nagas or something more. Return to Stonefield Farm and continue to the west to the Rão. UP THE RAMP AND AND The little cave in the Worgen's spinal and click on the
book on the altar. Buy food/water/repair, etc. Go to Blind Mary. Fly to Booty Bay and take the boat to trinquet. Accept the eighteenth pilot, deliver and accept Draenethyst crystals. Click on the ground assembly next to the
 house to accept the ORC report. Kill aramon and wolves to the east. Fly to Stormwind, revolves in the true teachers, talk to Lady Katrana PREMOR and then Bolvar again. Auto Attack Bar will give you a "fasted bar" for its automotive attacks, ã oli to be able to timet your stamps and judgments so as not to lose any damage. Turn in a plague on you
accept below. When you get to Darkshore, jump off the boat and swim on the ground to save some time. Run west to Zoram Strand, talk with talen and accept the true teachers. Accept below, then turn in the sunk treasure again and accept below. Deliver the narcissos and the
brotherhood defended in the inn. Accept forgotten memories. While it is still in your group, you return to the latrine where it began in this area and continued towards the southeast of the mountains, there will be Margol The Rager. Unfortunately, Andorhal and Scholomance. Accept Krazek's kitchen. You should be able to get them impressioning with
hoj and getting it out, since it is a spell pitcher, so after the hoj will throw a ray of shadow that gives you extra time to loot the plans before you interrupt. Go east and kill Dragonmaw ORCS for war banks. Give the cleaning of Raene, accept then, but then leave it, you should allow you to keep the bar to be able to transform into a Ding 40! It is
expected /played time at 50: 3D12H-4D12H turned back to Booty Bay. Turn in the sponsorship of Goblin. Try to do it The missions in Stromgarde maintain if you have a group, otherwise, move to 37. Return to Dalinda in the great building and turn in search of Tyranis. He returns to Abercrombie and turns in ogre thieves. When you obtained all the
wood for a problem package, Garelo. He sees the east and kills the ogros through the desert. Take FP out of Everlook and fly to Talonbranch Glade in Felwood. Deliver the blood sausages Thelsamar in the inn. This is a semi-long escort bay, but it should be able to do it easily, there are no additional monsters that generate, so you just advance so you
can kill one at that time. Run to the south to the Esmeralda sanctuary and deliver the clean water returns to Felwood, verifying the corruption, the additional corruption and turn in mithril housing. It flies to Thalanaar on the Feralas border and turns in the delivery of Thalanaar. Enter the cathedral and pick up
your class divinity for the resurrection spell, talk to the NPC a couple of times until you get the next part. Wait for J.D Collie to do your thing and then accept and track it. Of course, you can also kill the other things for which you have missions while you are looking for these dwarves or dark iron scales, but conform to complete the perfect flame first.
In the ruins of Ameth â, ¬ â "¢ aran, kill the ghosts, read the stones and look for an elf of neutral female night called Anaya Dawnrunner who walks through the world, you must kill her for an eternal love. Go to Merpaw Village, kill the Winterfall corridor in the cauldron for the Winterfall box. Deliver Bloodsail Bucaners Accept. Take the northern tãºnel
to Lock Modan and accept the lost pilot, find the pilot's body a little west, deliver it and accept the revenge of a pilot. There are also more than North along the way. You will have to do a little runner between people in Darkshire for Stalvan and a bleak figure until you get the Parties. She goes to look for Ghoul in the Felstone field and kill him for
charm. When it ends, go to the last tower and mark. Turn the clues of a new plaque and more mysteries, accept the dark advice and noble deaths. Return to Southwind Village and go up to the tower, kill the hive ambush and the embedded silithid object. Turn in the rise of the Justice of Silithid and Doling in the Temple of the Moon. Return to the
cathedral and Garelo, accept the next part. Set HS in Everlook, accept any mission that has abandoned if it had a complete questlog. There are two most washed missions on land here on the beach marked with XS. Take a water sample from the waterfall under the bridge. Accept Trek A Ashenvale from the nightlife that comes in operation. Deliver the
night watch and collect rot flowers, accept night surveillance and juice delivery. You can save this for later if you find it too strong with the GOLEMS and the Dwarves of upper level. All players can change any expansion they like to use the use of Chromie, the Gnome-Dragon traveling in time. Save 15 silk fabrics for the next one of BãºSqueda. Do you
collect feathers on the floor to favor Elune? Collect the blood lists and order at the southern end of the beach in the small camp. Deliver the business of desolace recuperators. The mysterious artifact you need to release them are in the center of the lava pool, so that it goes to the pool and stop on the artifact, then take it out, otherwise they will
receive a lava and interrupt and interrupt and interrupt. Turn at Gryphon Master Talonaxe, accept the mayor's note. Accept the mayor's note. Accept the commercial district and turn in the divinity volume, give it to the 10 flax fabrics and accept the next
part. Fly to Astranaar, establish hs. When you get golem oil and flame hearts, return to Kalaran and turn in the perfect flame, agree to forge Axis. (Optional) Accept the singing legs go to the south and kill the gnolls, just do this if they are ahead of the pack and there are not many other people in the area that disputes the gnolls. Deliver King Magni
and accept the tribute of a king. Go to the east to go to the farm Shek and give clues of a new plague, accept the follow-up. If you don't have 60, I recommend any of the following: Grind! PROBLY THE FASTEST WAY TO 60, SUB SPORTS I RECOMMEND ARE: , Greys, others. Learn new spells, etc. Accept Paleth's eye. Deliver Thandol's section in Dun
Modr, accept next. Find the body of agmonds to the southeast, turn in Find Agmond, accept Murdaloc. Go to the cemetery outside Gadgetzan and use the video elixir, will die. Go to the south to Marvon in the desert and turn in the stone cup. Return to Lakeshire
and deliver the Evestill bridge, a Baying from Gnolls and Redridge Goulash. Set HS in Darkshire. Try to get a group for killing Bhag Thera and Tethis. Fly to Thelsamar, establish HS in Menetil. Go north towards the Marshal shelter. Still
north to Northridge Lumber Camp, click on the box inside the mill and place the termites, then click on the barrel that appears and turn in a plague on you. Turn in sample if he completed it and puts himself in the jungle. Go to kill the pirate captains in the boats east of Booty Bay. Pass in the Maris Stead and picks up the skeletons around the
skeletons for oriental pests. In the tower, The task of the Mountaineer assault and the delivery of Stormpike. The powerful reward is a 2h 2h It is not very good, but unless you get some of a dungeon or boe, it will probably be better than what you have. Turn in Buzzbox 323 in the small bridge, accept Buzzbox 525. Walk on the mountains and swim to
Theramore. Turn Zanzil secretly, to tobacco, the buccaneros of the blood tail, the voodids, watch. (Optional, omits if you have 22.5 or more) Fly to Thelsamar, Lock Modan. Kill heavy, elementary magma and elementary war goals to get the things you need. Deliver the gathering in the grave, accept a serious situation. Run to the north in the cave and
kill dwarves until you reach the most large room with a ramp on your right. Muela in Sisteros or Nagas to 54. Click the remains and deliver the destination of Discover Rolf. Now we need to find the Annals book, as you can see, there are tons of books on the floor, and if you click on the wrong book, the dangerous monsters will generate. Run to the
north on the hill and turn in Rhapsody Shindigger, accept Kalimdor Kocktail by Rhapsody. Take the Timbermaw toll to Winterspring and go to Donova Snowden. Return again and accept the absent mental prospect. The island is a well accelerated and
attractive adventure that includes ten levels in one or two hours of its time. 10-50AT level 10, both experienced and new players receive the initial missions of the last battle for Azeroth expansion. Salta out of the ship to Ratchet,
establish hs. Accept new missions; The Jasperlode mine, collecting algae. Turn in the aliean ecology, Roll The Bones, Muigin and Larion, the shizzle steering wheel, Williden's newspaper, the north west of Booty Bay for Akiris Reed, omits if
the Caéda Rate is Sãºper Baja and you have For murders since there is a limited amount of spawning. Run to the south to Darkshire. Run to the horde flame of the horde flame/neutral advanced and turn in
Yuka Screwspigot. Turn in Wasteland, accept Southwind's sparitus. Accept the dirty legs and the Order of Stormpike. Kill the aramon to make them engender. Go to the bank in the middle of Darnssus and turn calm before
the storm. Accept Mauren's recovery in the Mage Quarter. Go north to Northdale, loot the symbol of honor lost in the lake. Finish the Esquelã igico fragments in Andorhal or Sorrow Hill. Sees from the barn and looks for a "strict skeleton", drops Dalsson Outhouse Key. Go to Misty Valley to the north and kill the elementals by Mazen's instances. Kill
the north in Felwood Killing Wolves, Bears and Birds to obtain silver claws. In Menethil Harbor, take FP and then take the boat to Darkshore. Try to make dirty legs in the mine, but it can be difficult to do if the reappeARs are long and there are no other people. Make them with sticky tar, but you don't need to complete this now. Return to the point of
Nijel and turn in Vahlarriel's bay, accept below. Between the hermitage, accept Darkshire supplies. If you do not play human, you can enter the guide at the Lock Modan or the Badlands lands when we reach level 39.) I accept that
IronBand will love yourself! In the explorers room. Get the flight route at Chillwind Camp Take the FP south of Nightthaven and fly to Everlook. Go to the northwest and kill the rumors of the desert and dust storms. Go west to Corin's Crossing, look for any Ghouls around the edges of the city, kill them to generate the ghosts you need for
Darrowshire's defenders, just kill some, there is no need to complete this bitch now. Author: trial date: August 17, 2019 Expansió: Wow Classic My Name is Judget and I am a classical enthusiastic of Wow. Turn the mentality prospects absent to the east of the shore. Go to the east to the mine and kill Kobolds. Return and turn in the effects of Velinde
It flies to the Routheran village, turns in Monteuched Wildkin, accepts Find Ranshalla. Fly to Darkshire, run to STV, accept special forces in Rebel Camp. Go to the north along the coast to the remains of boats and raise the curses. Take the first northeran coast and kill turtles and mllocs. If there are people around, or if you feel sure to make the guard
guard on the road without dying, protect the rebound, but do not waste time waiting if you cannot do that. Accept the monitoring, the revenge of Ormer and discovering the past. Continue to the west to Raptor's area and make the stinky escape escapes. He continued to the south in Barrens to The Great Lift in Thousand Needles Border. Run to the
north along the shore, kill the crabs for fruits of the sea. Use bop in yourself to avoid the dais. Establish HS in Gadgetzan. Take the FP and fly Astranaar. Return to Darkshire and turn in Worgen in the forest and the Elune guada, accept below. It will stand
out in the cemetery in wetlands on the outskirts of Menethil Harbor. Skip track for now. Turn in the blessed arm in the dwarf district, accept armed and voila. Collect the box on the fire ogres until you have 52.5 or try to make a BRD QUEST BRD maximize your XP and save time. Go to the king and turn. Turn in Esquelã © ticos
fragments, accept mold rhymes with ... I will in return to Chillwind Point, then turn in the mission fulfilled! Start Start to acquire 2x thorium bar for future missions. Kill ROCS in the desert for Rhapsody's kock tail. Clean your bags and buy a flashing knife. Run to the southwest to the cursed and deliver Hameya's syllable in the montuse of land of the
crypt. in the explorers room. Break the cups and turn in deep twisting, accepted released from the hive. On your way to Feathermoon you can kill Ironfur Bears and Screechers. Learn to cook from an NPC next to the Quest Givers. Morre to 22 in Murocs/Crocs, then return to Menetil and turn in exchange for the statue and the young crocolisk skins.
Turn to Stinky getaway in the inn and clean the bags/Buy food water. Accept the goal: Riphing Haunt. Wait for you to believe the torch and then enter. Look for the abandoned messenger service. Turn in burning enchantments. Accept the goal: Riphing Haunt. Wait for you to believe the torch and then enter. Look for the abandoned messenger service. Turn in burning enchantments.
back to Gadgetzan. Oh good! That was good, add my msn if you want to talk! This is people: [Protected email] âgenial! What is Jame? Turn on a forged fire, accept the Araj beetle. It also goes near Nathanos to obtain the exploration crime. HS back to Aerie Peak. Run
west to the coast and swim towards the small island. Accept the first and last of Bolvar in the fortress. Fly to refute Pointe, Arathi Highlands. Turn at the Althalaxx tower, accept below. When it is over, go to the north and follow the turtles that kill the river to collect 10 turtle
meat. Then enter Silithid's hive, kill insects until you get a gland of Gorishi. Run east to the EPL border, follow the north west and kill the desert rumblatadores and dust storms until he returns. Accept the volcanic activity within the Caba. Accept the following missions:
hostile, hostile, acquisition Elementals, Goblin sponsorship and some assembly are required. Accept to return to Sven. Return to the north, clear the murocs around the marine creature and collect the bust of it. I also accept
Worgen in the forest in Darkshire. Run to the Timbermaw toll and turn to Nafien. When it is here, look for a small green bottle in the sand, it can contain a carefully folded note, guide it for later. Go to the twist and turn in wildlife also suffers. Accept the Missions Fall of Dun Modr and Report to the Captain Stoutfist. Vuele Gadgetzan, runs
to bright planes and turn in the Zanzil mixture and a fool, accept that gnomes get drunk, deliver the gnome nearby. The same story that before, kills Cauldron Lord Razarch and click on the cauldron to deliver, then accept the return to Chillwind Camp. You could also make SM now if you did the scarlet path in Desolace before. Go southeast to the
subset, detriment of the grave there is a grave and a lot of earth, click on the ground mountain and a couple of dwarves will appear, they will kill them for the hammer of Taelan. If you go with the bruising, you will not be able to pay it.
Accept the secrets of the jungle, deliver, accept Bookie Herod, the second rebellion and bad medicine. When you have finished with all the missions in Ameth â, ¬ â "¢ aran, turn in the Alen Aran Caída and return to the forest and continue killing the bears and moon assaulters. Questlogex offers you a big more registration of missions so you can see
your current missions in a much better view. Fly to the eggplant, take the boat to the pumpkin farm east of the mine. Run at the House of the On and reveal in the knife, accept psychomomic reading, then run to a Another house and deliver it, accept the gnolls of
the carpenter. Accept improved quality and the sunk temple. It also shows information on the Mouseover enemy for the Missions Elements. Accept Wildlife invasion. Turn in a storm wind messenger to Westfall. Turn in Akiris through the package and errors establish hs. Accept Felnok Steelspring. Wait to pay up to 50 g+ for one of
them. Accept Jaedenar's rescue. Kill Jevenes Tigres, young panthers and river coconsors around Nesingwary and this to Kurzen camp. If you have Torio bars, go to Fire Plen Ridge and use the mold in the lava pool. Kill the raptors and overt west of the excavation site for Ormer's revenge. When you leave the other side, turn in demonic dogs,
theoretical heavens of blood and groats of car. Run back to Everlook. When you complete a balk, you can deliver it to make it more easy to see how you have, since everyone requires the same elements. Accept all missions from blood to the west elements to kill and collect things in exploited lands. Go to the barn and click Mrs. Will will save you many
clicks and time if you are trying to level. Turn in the passage to Booty Bay, accept the Caravan road. Go west of the city and kill Bellygrub. Turn in Messenger to Darkshire. When you arrive at Feathermoon's swimming beach, it is more than taking the boat. Deliver Kel Theril's ruins and Wildkin is enraged, accept monitoring. This is a bust of escort,
follow Arei and Proté © Galo until you reach the road and complete the escort. Tell the quarry, accept those blown troggs! And the public server. Turn in Raptor Masterly in Nesingwary if he did them, he also delivers the remaining Green Hills pages if he has collected them. In Of more concerns, accept to find the lost guards
and protect the border. When they end with Tigers, Panthers and Crocs they enter the Kurzen camp. In the cave, take the first left and use the Raging road in the center of the small room. Continue to the East to the Chapel of Hope of Light. Deliver the disappeared diploma in Watcher Backus in Northern Road of Darkshire, accept then. Kill some
cultists until you loot the symbol of Ragnaros. Deliver Goblin sponsorship, accept a follow -up. Look for the chief of the boss, patrol from the Southwest Ogre camp to the
small East OGGE camp and then to the middle. Be careful in the cave of body to melee, make a setback. Go to Yeti's cave and kill matriarchs and patriarchs and patriarchs by prostine horns. Flying to Booty Bay, take a boat to trinquet, then fly to Gadgetzan. Return to the Chillwind camp, if you want you can die and take reluctant diseases to arrive at most. It collects
the business of desolace recuperators in the salon of the explorers and the Brassbolts Brothers in the Military Hall. Run back to Feathermoon and Garelo, accept against Hatecest, deliver it and accept the follow -up. Âcepta rise, obsidion! This bass is half hard, you need to fight with two 52 © lite at the same time, if you can't jump. Deliver, it is a
secret for all, omit the follow -up, we take it later since our Bão Squeda record is a complete automatic cashier. Accepting a small small is very ostile in the explorers' salon. Tell yourself directly to the mine and when you climb the slope you will get the creation of exploring. There is also a hidden NPC Goblin on the wall in the elite ogre -called bro â â
â "¢ kin. Buy 4 calm spices of Micha Yance at home closest to the FP (keep 3 for later). Then go to the east and kill the centaurs for the manufacturers of Calvin Klein. "Teehee, funny colors hahaha, this color is the limited gauze
planning to jump to shadowlands and look for a wow leveling guide? In Cortello's riddle in the Raptor cave, he accepts below. After the escort, he goes east to Glaive from Master, when he obtained that chief the Explore use the phial to deliver and accept the next part of the Twilight field. You should have about 15.5. Run to the south to the elf Marvon
in the desert, turn in the sunken temple, accept the stone cup. Continue east to the chapel of the hope of light, be sure to kill everything except the frantic freundos when you arrive there. It is protected by the Lites, so there are two ways to do it. East
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