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Wow classic leveling guide alliance

1. Class Leveling Guides on Icy Veins Although this is a general leveling guide, we have dedicated leveling guides for all WoW Classic classes. Druid Leveling Hunter Guide Leveling Guide Mage Leveling Guide Paladin Leveling Guide Priest Leveling Guide Rogue Leveling Shaman Leveling Guide Warlock Leveling Warrior Leveling Guide 2. The recommended Questing Route Guide Guideline is an add-on that allows you to easily follow a written online equalization guide, along with tracking task objectives and an arrow pointing toward the next location, as well as notes from the world map about the next steps and their location. There are many guides available for download at Guideline's Guidelist. We now use the Sage Guide to level the alliance and sevenleaves to level the Horde. Finally, if you prefer a written guide, we recommend Nightfall's Guide for attention to search details, maps and optimized routes, and it's also free! 3. Alignment Methods: Questing and/or Dungeons There are two basic leveling methods: questing and dungeons. If your goal is to reach level 60 as fast as possible, the dungeons will be faster, especially if you don't have experience in the questing process. Questing can also be effective, but some classes are better than others, and can easily get side-tracked. On the other hand, questing allows you to do other things, such as competitions and PvP, while leveling up, which can be both enjoyable and help you set yourself to play at level 60. There are pros and cons of each, which will be discussed below. Keep in mind that although you can stick to only one strategy, you don't need to. Dungeon mixing and questing can be a great way to keep things interesting while leveling up and allow you to pick up dungeon gear while getting the benefits of questing as well. 4. Grinding Dungeons Dungeon can be an extremely powerful source of experience in WoW Classic. With a group of 5 players, you can clear through examples for fast and efficient XP, while getting dungeon drops that will almost certainly be upgrades over the hardware you might have with questing. The dungeon grinding experience is so good that when you're done well, you can do it as early as level 13 (Horde only) up to 60 without stopping at quests. While this will result in great XP/hour and hardware, there are some real drawbacks. Grinding a dungeon can be effective, but you become dependent on the group. If you don't have a set of 5 people who plan to go together most of the way, then you're going to be dependent on finding people to dungeon with in-game. Most servers have chat looking for groups and a world where you can find players for dungeons, but it can be difficult to find people who want to play on the same schedule as you. If you end up need to find new people every 1-2 dungeon cleans, then XP/hour will drop drastically. In WoW Classic you will have to run to the dungeon yourself unless you have the Sorcerer's Sorcerer can summon, which means that most of the time you wait for them. If you start a Zul'Farrak group and your last member is looking in the Arathi Highlands when they join, it may take 15-20 minutes or longer for them to sail around the world to join you in Tanaris. For the fastest possible leveling, you'll have a consistent group to run with to ensure minimal downtime. Another potential problem with grinding dungeons is that you become isolated from the world for a long time. While this can be great on PvP servers (to avoid being killed by players) and to avoid congestion on large population domains, there are some drawbacks. It is almost impossible to keep most of the competitions aligned as you do dungeons, which means you'll have to wait up to 60 to level them up. The big selling point of the WoW Classic is the community and the open world that grinding dungeons can take away, forcing you to interact with only a few people of your choice and keeping you in small isolated areas. But again, it's a more personal preference issue and shouldn't discourage you from trying it if you want. The difference between efficient and inefficient dungeon groups is enough to make grinding dungeons better or worse than searching for xp per hour. For the best possible experience benefits, there are two types of meta groups. If you're mostly leveling out by doing dungeons, you can use the Hakurai Dungeon Alignment Guide guide! 4.1. Cleft outright the first type of meta dungeon grinding group is known as melee cleft. This group is made possible by one class: Warriors. Warriors use rage to deal large amounts of melee damage and gain access to Sweeping Strikes, Cleave, and Whirlwind skills that allow them to deal very high damage from 2-3 targets at a time. Short-circuit split groups are built around Warriors and are designed to pull small, controlled groups of enemies at a fast pace with little or no downtime. This is possible because warriors use rage, so they don't have to regenerate mana between strokes. They are also naturally durable and can tank, being in their normal DPS configuration without any problem. With many warriors, your healer can focus on naturally regenerating a lot of mana, doing mostly effective healing of only occasional drinks. First of all, the goal of this group style is to minimize downtime. If you're always pulling, it means you're always killing enemies, which means you're always earning XP. This is the most common type of group because comp constraints are much milder. The best version of this kompa is 4 Warriors and 1 Shaman / Paladin, but you can exchange 1-2 warriors for hunters, rogues or really any DPS without much problem. Mana users, such as Mages, will not be as good at this style of comp, though, due to frequent pulling, which means that they had to spend a lot of time drinking and not dealing any damage. For healers, shamans and Paladins are the best because of their powerful buffs that they bring for in addition to effective treatment and regeneration of mana. Priests and druidzi are capable of life, but they are not so good. Finally, weapon upgrades are crucial for this group. Knowing important weapons, which belong on the way to the 60, is crucial, especially for many melee weapons. For specific improvements, check out the classic alignment guide for your class. Spell Cleave Another type of meta dungeon grinding group is known as cleft spells. While melee spreads are built around Warriors, spell spreads are built around mages. Mages receive a Blizzard spell, along with the Improved Blizzard talent, which together allows them to keep many enemies slow while dealing the best AoE damage in the game. Mages and Sorcerers use a lot of mana to deal damage, but they also have access to strong AoE spells. Instead of using a large amount of mana to kill 1-2 targets, you can use a little more mana to kill more than 10 targets at once, and then take a break to recover before you do it again. This type of group is a high risk, high reward; after the correct execution, it will give you the best XP/hour of every possible activity in the game. However, to get as much PD/hour you need to do extremely large pulls, which can also be very dangerous. Dying even once in a dungeon can quickly turn this into an inefficient strategy. The biggest challenge in being a good cleft spell is setting your pulls. You can have your tank run to pick up a lot of enemies, but they will take a lot of damage, and potentially either die or cause the healer to pull out the aggro when you heal the tank. The best way to pull is to use the Sorcerer and the Priest. Sorcerers is Kilrogga's eye spell, which summons a floating eye that can move and control during the channel. The priest then uses Power Word: Eye Shield, and the Sorcerer maneuvers his eye around through each pack of enemies you want to draw. Eventually, enemies will kill the eye and all will return to the Sorcerer. This safely pulls out many enemies and allows the tank to sit in front of the Sorcerer, collecting them all when they come. Once all are grouped together, Mages and Sorcerers can start using their AoE and quickly kill the group. Since they will all be heavily slowed down, the tank can get them back, and the goal is to kill them before they start running away or start killing the wheels. The only difficult requirement for this type of group is at least 2 Mages. Mages are the main source of damage and slowdowns needed to kill large groups. Absolutely the best comp to run is a warrior tank, 2 Mages, 1 Sorcerer and 1 Priest. This allows you to make the sorcerers and priests described above, a warrior to the tank if necessary (especially for bosses) and 2 Mages and 1 Sorcerer for Aoe. Although you can replace in other DPS, they won't be as good, and magicians will just have to do more damage to make up for it. One Mage can work with, but your damage Be too low for the types of pulls that make it effective, and the slows will only be a little lacking. 4.3. Pathing Although you may be tempted to make any new dungeon as soon as possible, it can be extremely inefficient due to the travel time between dungeons. If your goal is the best XP/hour possible, it will be better to stick to fewer dungeons for an extended period of time. This is a list of the most powerful dungeons that you should do for the best XP/hour, and the levels that should be in them. Another option than you might want is quest running dungeons. Most dungeons have quests available that you can complete in dungeons, some of which give you great rewards. Dungeons like Uldaman and Maraudon are not worth breeding for a long time compared to others, but you may want to complete one series just to complete all available quests. When you are level 40 and you have your grip, it becomes much more profitable because traveling is easier. By the way, while split spell groups are not hardware-dependent, split groups in melee are. Warriors especially benefit tremendously from weapon upgrades, so routing around getting warriors specific upgrades can be a great idea, especially if you're in a group with multiple Warriors. 4.3.1. The Alliance as an Alliance, the earliest dungeon you will have access to, is Deadmires. You should wait until level 16 to start this, which means you will need to quest to level up until then. However, if you're performing a spell split group, you can wait until level 20, because that's when mages will get Blizzard. These level ranges are more guidelines than hard rules and you can safely add or remove a level from most of them. As a general rule, you should always wander on the side of caution, and do lower-level dungeons rather than higher level dungeons if you're not sure. One of the first things you want to do at level 60 is to start collecting BiS equipment before the rally. Most of the items you want don't require level 60 to use them, so if you want, you can start breeding dungeons like Scholomance and Stratholme at level 58 to start being the better equipment you'll be using in 60. Check out the BiS pre-rally list in class guides for a complete list of tools you should look for on your farm. 4.3.2. The Horde As a Horde, the earliest dungeon you will have access to, is the Ragefire Abyss. You should wait until level 11 to start this, which means you will have to quest to level up until then. At level 11, you can grow the first half of the dungeon, but you will want to wait until 13 to try to make the second half. These level ranges are more guidelines than hard rules and you can safely add or remove a level from most of them. As a general rule, you should always wander on the side of the and make lower-level dungeons rather than higher level dungeons if you're not sure. One of the first things you want to do at level 60 is to start collecting pre-raid pre-raid Run. Most of the items you want don't require level 60 to use them, so if you want, you can start breeding dungeons like Scholomance and Stratholme at level 58 to start being the better equipment you'll be using in 60. Check out the BiS pre-rally list in class guides for a complete list of tools you should look for on your farm. 5. Questing Questing is the default and most common way to align in WoW Classic. You can play on a schedule, there is always something to do and you are not dependent on anyone else if you are questing solo. If you don't have a set group for grinding dungeons, it can easily be more efficient and minimize downtime. Your time spent searching can be divided into three basic parts: combat, regeneration and travel time. Combat is the time you take to kill enemies, recovery is downtime while recovering mana or health between killing enemies, and the journey is when you need to move between tasks or zones. Many people focus solely on optimizing combat times, but the most effective players will focus on optimizing their time as a whole. This often means focusing on increasing regeneration speed instead of increasing damage, so the Spirit is an incredibly good leveling statistic for most classes. Some classes, however, benefit more than others because classes like Hunters don't need regeneration as much as a warrior can during a quest. Check out the class alignment guides to see what's best for your class. Groups Contrary to popular belief, grouping can be a really great way to search. Is it worth grouping it down to personal preference and kill speed while solo. First of all, aligning with a friend can be much more enjoyable than playing solo, so don't hesitate to do what's most enjoyable for you. If all you care about is performance, then you need to look at the killing rates. Most classes use much pairing in a duet or group, but some less than others. Hunters, for example, already have one of the fastest kill rates in a solo game, so putting them in a duet will only slow down their XP/hour compared to being solo for the most part. Warriors also have an excellent kill rate alone, but giving them a duo partner who can refund or heal allows them to focus solely on damage, which can significantly increase their kill count, making them a great class for duets. To find out if it's worth it or not, you need to know how XP affects groups. Let's start with the assumption that you will kill the enemy, and this enemy will award 100 XP for killing. The following list shows how much each player would earn by killing this enemy in different groups. Solo: 100 XP Two: 50 XP per person Three: ~39 XP per person Four: ~33 XP per person Five: ~XP per person To determine if grouping is beneficial, you need to compare the XP reduction you can get to the increased kill speed of the group. For many players, safety and The increase in the speed of being with the group ends up being more beneficial than playing solo. It is worth noting that this affects only the XP stakes for killing enemies and will not affect the XP of your quest. Grouping can also be better because you can get things done faster, but sometimes it can get worse if you don't have too many tasks or if the area has a low mafia density, which means the homicide rate won't be as high as it could be. Finally, grouping can sometimes be worse if you and your group have different playback schedules. Clinging to someone's schedule can limit your game time, which can slow you down by simply questing yourself. The answer is different for each player and it's up to you to decide if the grouping is worth it. 5.2. Grinding If you just go through the zones doing exactly what you need for each task, you will eventually run out of tasks before level 60. There simply are not enough tasks available, especially in the 50+ to be able to only align. This is one of the reasons why throwing some dungeons running in can be beneficial because it helps bridge the XP gap that you're sure to hit in some zones. The main thing that you will need to practice is grinding. Grinding in this case means killing enemies over and over again with as little downtime as possible for as much XP/hour as possible. Some grinding sites with the right enemies are so good that they can be better than even questing. Although you do not need to sit in one place and grind for hours at the end (although you can), it is better to do is get into the habit of grinding while running between tasks. While traveling, simply kill any enemy you see along the way. Travel time is one of the biggest problems in leveling out, as this is the only time you're not working on getting more experience at this point. Grinding while traveling helps mitigate this, especially at lower levels, where each class can automatically attack enemies to kill them. Sufficient grinding will help you earn enough XP for the completed zone and make it easier to switch from zone to zone, ensuring that you are at the right level. 5.3. Zone Order Having a route planned in advance for the zones you want to go to, or even going so far as to know what tasks you want to perform, is the main way to make people more effective in leveling. The more precise the route, the faster the alignment will be. It's a long journey from 1-60 though and knowing everything you do is unrealistic without years of practice. For most players, the best compromise is to know the order in which you should enter the zones. When changing zones, there is no hard or quick rule when to change. As general guidelines, you should complete effective task chains in the current zone (kill tasks) and move to the next zone usually 1-2 levels minimum requirement. For example, going to Stranglethorn Vale at level 30 will be much harder than going for 32. It is almost generally more efficient to content at a faster rate, as opposed to taking content at a higher level at a slower pace. That being said, again, these are not hard rules, and you can choose to add or remove a level from each of these ranges without much problem. 5.3.1. Start zones Each class has a start zone which is classified as 1-10. Try to get at least level 11, preferably level 12 before moving on to the next zone. If you complete your search with sanding, this should not be a problem. In addition to each class that has a start zone, each class also has a secondary zone to immediately move to the one adjacent to their start zones. They are listed below. It is worth noting that after the start zone you can choose to go to any other zone you want. Although your additional zone will be the least travelable, you can still choose a different zone if it means grouping with a friend, or even if you prefer that zone. Race Starting zone Secondary Zone Night Elf Teldrassil (1-10) Darkshore (10-20) Dwarf and Gnome Dun Morogh (1-10) Loch Modan (10-20) Human Elwynn Forest (1-10) Westfall (10-20) Orc and Troll Dun Morogh (1-10) Barrens (10-25) Tauren Mulgore (1-10) Barrens (10-25) Undead Glades Tristful (1-10) Silverpine Forest (10-20) 5.3.2. Alliance Starting Zone (1-12) Additional Zone of Your Choice (12-21) Ashenvale (21-25) or Redridge Mountains (21-25) Dusk (25-29) Menhill Harbor (29-32) Stranglethorn Vale (32-35) Hillsbrad Foothills (35-37) or Desolace (35-36) Arathi Highlands (37-39) Stranglethorn Vale (39-41) Swamp of Sorrows (41-42) Ta naris (42-45) Feralas (45-47) Basin (47-48) Tanaris (48-49) Blown Up Lands (49-50) Sear Gorge (50-51) Un Crater Goro (51-54) Felwood (54-55) Winterspring (55-56) Western Plaguelands (56-57) Eastern Plaguelands (57-59) Winterspring (59-60) 5.3.3. Horde Starting Zone (1-12) Barrens (12-20) Stonetalon Mountains (20-21) Ashenvale (21-22) South Barroom (22-23) Hillsbrad Foothills (23-24) Stonetalon Mountains (24-25) South Barrens and Thousand Needles (25-27) Ashenvale (26-27) Stonetalon Mountains (27-28) Thousand Needles (28-29) Hillsbrad Foothills (29-30) Arathi Highland (30-31) Thousand Needles (31-32) Desolace (32-34) Suffocating Vale (34-37) Arathi Highlands (37-39) Suffocating Vale (39-41) Swamp of Sorrows (41-42) Tanaris (42-45) Feralas (45-47) HintLands (47-48) Tanaris (48-49) Blown Up Lands (49-50) Sear Gorge (50-51) UnGoro Crater (51-54) Felwood (54-55) Winterspring (55-56) Western Scourge (56-57) Eastern Scourge (57-59) Winterspring (59-60) 5.4. The quest to avoid the leveling path above is the overall route and is not designed for you to complete any zone in each zone. The best idea is to focus on more efficient tasks, especially killing tasks, as well as on many tasks that can be completed in a small area. On a PvP server, tasks that lead to zones mainly by the opposing faction, can be potentially bad because you are more Elite missions will also be much more difficult to kill in PvP, and you'll almost certainly need a group to complete them if you choose to do so. Finally, missions that take you through a zone for a specific task are often not worth it unless they give you a significant reward (e.g. weapon upgrade) or take you to a new task center. 6. General tips Having a route is important, but knowing some basic time-saving strategies is also useful. Here are some general tips that can improve performance during leveling. 6.1. Leveling breaks take a long time, so it's easy to think that breaks may not be of general importance. But in the process of leveling even many small breaks can add up to hours of lost time. It's unrealistic to never take a break while leveling, but you can be strategic about them to improve your performance. Flight routes are a great way to travel between zones and, most importantly, they don't require you to make any contribution when your character flies. This is a great time to go to the bathroom, get food, or do everything you need to do. Some zones are also relatively flat and can be run in a straight line over long distances. Auto-run is dangerous to do unattended, but can be used to form a run in the direction while you step away for a minute. To start automatically, Num Lock is the default key binding. 6.2. Equipment and consumables Some classes use equipment more than others. For traffickers with physical injuries, weapon upgrades are extremely important. For commentators who can use wands, wands are also extremely important due to their high DPS and zero mana usage. Check out the class guides for specific upgrades because knowing when and where to get good weapon upgrades can greatly increase your kill speed. While you won't use or have access to many buff consumables when leveling up, food and water will be very important. If you try to passively regenerate health and health, your recovery time will be absurdly long, especially at higher levels. You should keep eating on you at all times, and if you are a Mana user, you should keep the water on you as well. Befriending a Mage who can create them is a great way to save gold, but you can also buy it from a seller. 6.3. Mount Getting mount at level 40 is one of the best purchases you'll make. Mounts increase movement speed by 60% while driving, saving you plenty of time traveling just running. Mounts cost a total of \$90 per mount and training, which means you'll want to save as much as possible up to level 40. The best way to do this is to sell all unwanted items to the seller, posting valuable such as fabrics, jewels and ores at the auction house, and limiting the number of skills you train. You should only focus on training valuable skills from your class trainers, because many of them are not necessary for alignment. For complete lists of what you need to train, see the class alignment guides. 6.4. Trainers When aligning alignment You should visit the various trainers. The two most important trainers that you will need to visit are the masters of weapons and class trainers. 6.4.1. Weapon Master weapons are extremely important to most classes and you will want to have access to all potential weapon upgrades. By default, you'll know how to use 1-2 weapons when you create your character. To learn how to use more weapons, you need to visit the masters of weapons in big cities and train in new weapons. Learning to use a new weapon costs 10 silver each, but is absolutely worth the investment when you have the money available. Weapon Master Location Weapon Skills available Darnassus (about 57-46) Daggers, Fist Weapons, Slaves, Bows, Thrown Ironforge Weapons (about 62-89) Guns, Axes, Maces, Fist Weapons, Daggers, Crossbows, Thrown Stormwind Weapons (about 57-57) Crossbows, Daggers, Swords, Pole Weapons, Orgnimmr Staves (approx. 81-19) Bows, Dropped Weapons, Axes, Staves, Daggers, Thunder Bluff Fist Guns (41, 62) Guns, Maces, Staves Undercity (57-32) Crossbows, Daggers, Swords, Polearms 6.4.2. Class trainers As you level up, you will get access to more skills. Each level level, you will have new skills or skill ranks available for training in your trainer's class. Class trainers are located in large cities and some smaller cities around the world, including start zones. Training is important because it is one way to gain power as you gain power. Increases damage and heals your spells. Keep in mind that in big cities there will be every class coach like Undercity not about the druid coach. Talk to city guards to see if your class coach is in this city or if you need tips for anything. 6.5. Competitions While competitions can slow you down during leveling, they are extremely important at level 60 and can be worth the investment time. Skinning, mining, and greening specifically may be worth it because you travel the world like this and you can level them up as you go. Competitions such as blacksmithing, leather work and tailoring can also be ideal for creating armor upgrades during a level. You can choose any profession you want, but consider whether you want to spend time getting up during the level or if you prefer to rush to 60 without worrying about them. 6.5.1. First aid, while leveling professions is generally optional when leveling, first aid is not. First Aid allows you to use the fabric you receive from killing enemies to create bandages that are mana-free way to heal quickly. It is a secondary profession, which means that it does not count to two vacancies in the primary profession. You should absolutely keep it up to date while leveling up and you will get good use of the bandages. For more information, see our first aid guide. 6.6. Add-ons many add-ons that can help while questing, but the only one that is required is Questie. By default, there are no task, task, turn-ins or locations will be displayed on the map. Questie will put them all on the map and is crucial to ensuring that you always know where to go. 7. Changelog 14 September 2019: Page added. Show more Show less

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