



World of Warcraft Pro

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Jame's Horde Leveling Guide - Chapter I (21-31)

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Chapter I (21-30) - Journey from the Barrens to the Thousand Needles

Introduction

This guide starts at level 21. However I strongly recommend you follow [Hosho's Barrens leveling guide](#) as soon as you hit level 13. That's one level higher than what Hosho recommends in his guide, but I recommend you start it at level 13, it will be easier to do the difficult parts of his guide, and you should be level 21 at the end of his guide then, which is the level I want you to reach before you start with my guide. It is your task to reach level 13 on your own and it shouldn't be a problem, the main reason why I don't want to start a guide at level 1 is because:

1. It's not really needed
2. Depending on your race/class choice you will start from different areas so covering them all would be a mess.

This guide is optimized for **FAST** leveling with a **minimum of grinding sessions**. Quests are important, they give rewards and faction and are less boring than pure grinding, BUT sometimes some quests are really a time waste and we will be skipping those and replacing them by good grinding spots when it is necessary. Some people say that grinding is always faster than questing, this is true in theory when you don't know which quests to take and which to avoid, and what is the best order to do them. With this guide, questing will be very efficient and much better than pure grinding. Follow each instruction carefully and you will see for yourself. The quest choices and order to do them are optimal so that you run as few as possible while doing the most possible and then turning several quests at the same time. This guide will be very useful for both veteran and novice players. I try to keep the amount of information as short as possible. So even the guide itself is optimized for the minimum reading possible, to save time! Let's get started immediately then! Everything described in this guide can be done solo (besides when I say otherwise). You can of course follow this guide while duoing, grouping, it's not a problem, it works too.

Basic rules

- While traveling, **kill everything that is on your way** and gives experience (Yellow mobs preferably, but greens are ok if they are just 3-4 levels below you, not more).
- **Spend your talent points so you do the most damage possible**. (e.g: Priest should specialize in Shadow Talents, Warriors in Arms/Fury, Rogues Combat/Assassination, etc).
- **Don't waste your time trying to find groups for questing**, you can solo everything that is described in this guide. Only group with someone when it's not gonna be a waste of time (e.g: meeting the person at the other end of the map to show him the way to where your quest is, that is a waste of time)
- Try to always **log out in an Inn or in one of the major cities** when you take a break.
- If I don't mention a quest, it means I consider it a waste of time, so **don't take it thinking I forgot a quest here and there**, I didn't. Also don't abandon a quest unless I say you should.
- Sometimes I will be making lists of quest you should have before starting with an area, that doesn't mean I will list the whole quest log, **JUST** the quests that interest us for the moment.
- When I say you should bind (make an Inn your home location) somewhere it's for a good reason, and it will save you much time. **Don't change your home location until I say so**.

Useful Addons

- **Titan panel**: It is a great addon with many useful features. But mostly because I use locations in my guide with coordinates (X,Y), and Titan Panel shows these coordinates. It also shows your average **XP/Hour rate** among other things.
- **Quickloot**: Looting faster = time saving.
- **MozzFullWorldMap**: An Addon that completes all the missing parts of your in game maps (which you didn't explore yet).

Side Note: *In case you don't know how to install add-ons, make a folder called Interface in your World of Warcraft directory (if it doesn't exist already). Then you open it and create a folder called Addons inside the Interface folder (if it doesn't exist already). Now every Addon you want to install goes directly into the Addon folder. For example you download and unzip Titan Panel, you drag the folder called TITAN PANEL (not Interface or Addons) into the new Addon folder you created. You restart World of Warcraft completely and it should be working.*

If it isn't you might need to log out to your login screen and click on "Addons" in the left lower corner. Tick the box that says "Load out of date Addons". Relaunch WoW.

Shopping List:

- Deadly Blunderbuss (will be needed at level 26 for a quest). Buy it at the Auction House or bring the materials to an Engineer and ask him kindly to craft it for you.

The Guide:

Level 21

1. If you followed hoshos's guide, you should be **level 21** now, and in [Orgrimmar](#) or [Camp Taurajo](#). If you are in Orgrimmar, bind in Orgrimmar now before you do anything else. If you can get a group to the Wailing Caverns, do it, it's a nice little instance and the main quest rewards are really good for this level. If you can't get a group, don't waste your time, just fly to [Camp Taurajo](#) and let's get going with the guide!
2. In Camp Taurajo, get the quest [\[20\] Cry of the Thunderhawk](#), get out of Camp Taurajo and look for a **Thunderhawk**, there are easy to find all around the camp, kill them until you get **Thunderhawk Wings**. Go back to Camp Taurajo, turn the quest in and get the quest [\[20\] The Ashenvale Hunt](#). Hearthstone to [Orgrimmar](#), or fly there and set your hearthstone there. It's very important that your hearthstone is set to Orgrimmar, will save us a lot of time.
3. If you haven't turned in [\[19\] Samophlange Manual](#) and/or haven't learned your new skills yet, do that. [\[19\] Samophlange Manual](#) is turned in at **Rilli Greasygob** in the Valley of Honor, in the engineer house.
4. Once you are ready to go again, fly to [Splintertree Post \(Ashenvale\)](#), you should have the flight path if you followed Hoshos's barrens guide. In Splintertree Post, turn in [\[20\] The Ashenvale Hunt](#) and talk to the same NPC again, get the quest named **The Ashenvale Hunt** again and complete it. This enables you to do 3 hunting quests, which we will be doing soon.
5. Fly to the [Zoram Outpost](#), get the following quests [\[19\] Naga at the Zoram Strand](#), ignore the other quests for now. Now comes a grinding session, for those who went to Wailing Caverns there will be very few grinding to do or no grinding at all if they are already 22. Grind on the **Nagas** and the **crabs** at the Zoram Strand until you hit **level 22**. They are easy kills, perfect for your level and this area is very rarely crowded. To open the clam shells faster use **[Shift + Right Click]** on them. If you find any [Shredder Operating Manual](#) pages, keep them.

Level 22

1. For those who were 22 before the grinding session, you still need to kill Nagas until you have **20 Wrathtail Heads**. Once that is done, go back to Zoram Outpost and turn in [\[19\] Nagas at the Zoram Strand](#).
2. Hearthstone to [Orgrimmar](#) and get your new skills, sell / repair, restock food / drink and buy some healing potions. Put your [Shredder Operating Manual](#) pages in the bank.
Get out of Orgrimmar and take the Zeppelin to [the Undercity](#). For those who never took the Zeppelin, just go left when coming out of Orgrimmar, you'll find a tower with two goblins atop, talk to them to know which of the Zeppelins goes to the Undercity (the other one goes to Grom'Gol, in Stranglethorn Vale, a level 30+ zone).
3. Get off the Zeppelin in Tirisfal Glades and go to the Undercity if you don't have the flight path (that will most likely be the case if you aren't an Undead). Once you have the Undercity flight path, get out and follow the road west. Follow it until you enter Silverpine Forest. In Silverpine follow the road until you reach a fork at *(51,36)*, go west here and get the flight path at the [Sepulcher](#), also get the quests [\[20\] Journey to Hillsbrad Foothills](#) from Apothecary Renferrel and [\[21\] Beren's Peril](#) from Shadow Priest Allister. Get back on the road, go south and follow the road until you are approximately at *(58,77)*, at this point go northeast to [Beren's Peril](#), stay close to the mountain which should be on your left hand, kill any **Dalaran** dude in your way. You'll quickly find a narrow path towards the mountain at *(60,74)*, go this way and you'll find the entrance to a cave as well as **Ravenclaw Drudgers** and **Guardians**, kill 6 of each to complete [\[21\] Beren's Peril](#).
4. When done, get back on the road, go east until you enter [Hillsbrad Foothills](#).
In Hillsbrad Foothills, follow the road, you'll quickly come across a guard tower to your right, get the quest [\[20\] Time to Strike](#) from Deathstalker Lesh there. Then get back on the road and keep going east until you get to another guard tower and a crossroad *(57,36)*, go north to [Tarren Mill](#). In Tarren Mill get the flight path, turn in the 2 quests we had and get the following quests:

[\[22\] Elixir of Suffering](#)

[\[24\] Elixir of Pain](#)

[\[24\] Battle of Hillsbrad](#)

[\[22\] The Rescue](#)

[\[22\] WANTED: Syndicate Personel \(from the poster infront of the church\)](#)

[\[28\] Dangerous! \(from the poster infront of the inn\)](#)



- Head east/southeast, from now on kill every **bear** and **spider** you see on your way. You should soon find **Durnholde Keep**, the main entrance is on the south side of it at (76,46), go there. Inside the keep, clear the way over the bridge, then follow the small path up and then left. To the right you should see an orc npc in the distance named **Thog'thar**, he's chained and needs a key to escape. You will have to find **Jailor Marigen** and kill him to get the key. Start killing everything in the area until you find Jailor Marigen, loot the key and free Thog'thar, you just need to right click the iron ball.

You should also find **Jailor Eston** in the area to get the key for the other prisoner, Drull, but if Jailor Eston isn't there he is probably in one of the houses on the lower level of the fortress, and we're going there now.

Once you are sure that Jailor Eston isn't in the area (or have already found and killed him), move back down to the bridge and past it, if you look to your left and down you should see a few wooden houses in the lower court. Follow the ledge until the end and jump down there carefully and start clearing the way to the wooden houses carefully, watch out, mobs run away here. **Drull**, the 2nd prisoner, is in one of the two wooden houses. Free him and then get out and start killing everything on your way until you complete **[22] Wanted: Syndicate Personnel**.

We're gonna stay in Durnholde Keep until we hit **level 23** as well. It's a good spot, there's plenty of mobs, they die fast and respawn fast, drop cloth and money.

Level 23

- Get out of Durnholde Keep and start going back towards Tarren Mill, kill as much **bears** and **spiders** as possible on your way. Keep doing that until you complete the quest **[22] Elixir of Suffering**. This might take a while, the **Creeper's Ichor** is kinda rare. When done, go back to Tarren Mill and turn in the 3 quests. Take the follow up from **[22] Elixir of Suffering**, and turn in the quest at the little frog named "umpi" right next to the Apothecary. Restock food/drink, sell junk, repair (there's a weaponsmith on the other side of the field south of tarren mill).
- Head west towards the **Hillsbrad Fields**, kill every **Starving Mountain Lion** you find on your way, don't worry if you don't get the **10 lion blood**, we'll finish this quest on the way back. We'll first focus on the field which is to the northeast, you should see a small house, a tower-like structure and a medium sized house which looks like a barn. Before you start killing stuff, be mindful that every of those humanoids run in fear, so use **snare** abilities like hamstring when they get low on health.
- Clear the way around the small house and inside you should find **Farmer Getz**, kill him (If Farmer Getz is not in his house, he's either in the field right next to it or in the barn). Then go northwest towards the next field, next to this field you'll find a medium sized house, with a dog named **Stanley** in front of it. Clear the way inside this house and on the 2nd floor you'll find **Farmer Ray**, kill him (Farmer Ray can also be found on the first floor of his house, and also around it and in the field next to it). Now just go out and start killing **Hillsbrad Farmers** and **Farmhands** in the fields until you have the **[24] Battle of Hillsbrad** quest finished. Avoid Hillsbrad Footmen, they might be too difficult for your level.
- Once that is done, head east back to Tarren Mill, and kill as much **Starving Mountain Lions** as you need to finish the quest **[24] Elixir of Pain**. Go back to Tarren Mill, turn in **[24] Battle of Hillsbrad**, get the follow up **[25] Battle of Hillsbrad**. Turn in **[24] Elixir of Pain** and get the follow up. Now a new quest should be available to you from Deathguard Samsa, **[25] Souvenirs of Death**.
- Head back to the Hillsbrad Fields, to the house next to the northern field with the dog **Stanley** in front. Make sure you are full health before turning in the quest to Stanley. Kill Stanley once he transforms, you get 1100 xp or so just for killing him. Now we're gonna head to the southern field, there are many **Hillsbrad Peasants** in it and also **Farmer Kalaba**. Kill **15 Peasants** and **Farmer Kalaba**, be careful with runners. If anyone else is killing those peasants you should group up, as they don't respawn that fast, better not fight over them.
- Once done with the 15 peasants go grind until you are about 1 bubble (about 1500xp) away from lvl 24, if you aren't that close already. Go grind on the northern fields, they are easier. Don't bother finishing **[25] Souvenirs of Death**, we'll do that when we come back to Hillsbrad in a couple of levels.

Go back to Tarren Mill, turn in **[25] Battle of Hillsbrad**, get the follow up **[26] Battle of Hillsbrad**. Get the new quest from Apothecary Lydon, **[28] Elixir of Agony. Grats on lvl 24.**

Level 24

- Take a bat ride to **the Sepulcher**, turn in **[21] Beren's Peril**. Hearthstone to **Ogrimmar**. Learn new skills, check the Auction House, we're gonna

need that **Deadly Blunderbuss** soon. It's also time to upgrade to bigger bags, 12 slots at least if you can afford them.

- Time to go back to **Ashenvale**, go to the bank and get all the Shredder Manual pages you have. First fly to Splintertree post, get the following quests:
 - [26] **Satyr Horns**
 - [25] **Stonetalon Standstill**

Get out of the village, southwest until the guard tower where you will find more quests:

- [24] **Ashenvale Outrunners**
- [27] **Warsong Supplies**

- Follow the road a bit further southwest, to the left you should see a small encampment, get the quest [30] **The Lost Pages**. Now you can bind chapters together when you have the right pages, it will free some bag space.
- Go back to Splintertree Post and fly to **Zoram'Gar Outpost**.



Take the quest [23] **Vorsha the Lasher** from Muglash, he'll walk to the strand, follow him. He'll stop on a small island with a brazier atop. Click the brazier when he tells you to do so and get ready for 3 waves of monsters, you don't have time to loot in between the waves, you just have enough time to drink/eat:

- 1st wave: 3 Nagas**, they are green to you so not so hard, but it's still 3. Let Muglash tank one while you kill them one by one. Muglash is level 25 and can easily take one or two on his own. Try to save your long cooldown abilities and potions for the last wave if possible. As soon as the 3 nagas are defeated, eat/drink fast before the 2nd wave.
- 2nd wave: 3 nagas** again, one of them will be a naga priestess, kill that one first and try to interrupt her heals or you'll be in trouble. Use potion/long cooldown abilities if you have to but try to keep it for the next wave. Let Muglash tank as much as possible again. eat / drink fast right after the nagas are dead.
- 3rd wave:** a level 22 **Hydra** named **Vorsha** will spawn and attack you, the hydra hits rather hard for a level 22, so use everything you got. If you die don't release, Muglash should be able to finish off the hydra if you did enough damage to it before dying. Wait until you get the **(complete)** message, then release and run back to your corpse, go to Zoram Outpost and turn in the quest. Get the quests [24] **Between a Rock and a Thistlefur** and [24] **Troll Charms**.

- Time for a little walk, go to **Thistlefur Village (30,45)**, follow the path shown on map.

Kill **Furlbog Avengers** and **Shamans** until you complete the first quest, then go north following the path inside the village and pass the wooden gate, then a bit further along the path you'll see a stone arch if you face north. Go through this arch and you'll soon find the entrance to a cave. Enter the cave and explore it, kill stuff in there until you find 8 **Troll Charms**, which are in Troll Chests you can find scattered everywhere in the cave.



There is also an escort quest in the cave but it's too hard if you are solo. If you're not solo then go ahead and do the escort, it's a nice little exp boost.

- Once you have 8 troll charms, get out of the cave and head back to Zoram'Gar outpost. Turn in the 2 quests, don't get the follow up.

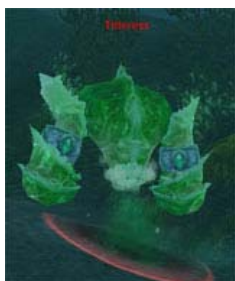
Fly to **Splintertree Post**.

Start of XP Rate (This means that from here on I start to measure the XP over time rate with the Titan-Panel addon):

- Go directly south of Splintertree Post, and on the other side of the road there's an area with Rotting Slimes, that's where you'll hunt for a while, but it's **Ashenvale Outrunners** you must find, and they are *stealthed*. Go around looking for them, kill a few slimes in the way. They shouldn't be hard to find, use TAB key while running around to find them, they are mostly next to trees anyway.
- Once you are done with the [24] **Ashenvale Outrunner** quest, go west to (68,75), you should see an orc named Torek, with 3 raiders. DON'T take the quest now, just remember where he is, go further east on the other side of the road you should find a path to Silverwing Outpost (66,73). Kill all the nightelves on the path and inside the house, as soon as this is done, sprint back to Torek and start his quest. The way being clear, he'll directly run to the house. When inside 4 elves will spawn - let the orcs tank them and focus on one, **Torrek must survive so kill as fast as you can**, and use all the abilities / Consumables you have.
Note: If you are a healer this should be easy, you can heal the NPCs.
Even if you die you'll still get the complete message if torrek survives and wins the battle, so don't release immediately if you die. If you fail the quest just wait for the NPCs to respawn and try again, it took me 2 tries to get it down with the first character I did it.
- Now you should be pretty close to level 25 (if you're not close, it means you are not killing enough stuff on your way) so we are gonna grind on the **night elves** at the silverwing outpost until level 25. There are plenty of them all around the house as well.

Level 25

- Go west across the river, and further west until you hit **Mysral Lake** (52,70). Start killing **Befouled Elementals** there, be very careful with your breath as they like to frost nova you while you are under water, so stay close to the surface as much as you can and pull them with a long range attack. Besides killing **12 Befouled Water Elementals** you must also find and kill **Tideress**, a level 27 elemental who roams from the island in the middle of the lake to the eastern tip of the lake.



He's slightly bigger than other elementals and is green instead of blue. Make sure you get him solo and have your cooldowns up or at least a potion ready. On Tideress' corpse you will find a **Befouled Water Globe**, right click it to start the quest [27] **The Befouled Element**.

- Go to the island in the middle of Mysral Lake and walk around the gazebo structure until you get the objective complete message for [25] **Stonetalon Standstill**. Kill the remaining **Befouled Water Elementals** you need to complete the quest and then head to the western tip of the lake.
- Now we're gonna look for a named lvl 25 bear named **Ursangous**, just go to the spot shown on map (40,65). Ursangous always roams around this area, so just kill bears and stags while waiting for him to show up. Kill him and loot his paw. Right click the paw to start a quest.
- Now go east then slightly northeast (be careful to stay away from **Silverwing Refuge's Guards**) until you reach **Greenpaw Village**. Kill all the furlbogs on your way until you get a **Logging Rope** for the quest [27] **Warsong Supplies**, that's if you don't have it already. In any case, grind until those 2 objectives are met:
 - Get the logging rope
 - Have at least 5 bubbles in level 25.
- Once that is done, get back on the road to Splintertree Post and turn in the quests:
 - [23] **Ashenvale Outrunners**
 - [24] **Torek's Assault**
 - [24] **Ursangous's Paw**
 - [25] **Stonetalon Standstill**
 - [27] **The Befouled Element** and get the follow up [27] **Je'Neu of the Earthen Ring**.
- Fly to **Zoram'Gar Outpost**. Turn in the quest [27] **Je'neu of the Earthen Ring**. Hearthstone to **Orgrimmar**.

End of XP rate.

Experience(XP) Info	
Time played this session:	58m 46s
XP gained this session:	21431
XP/hr this session:	21875

Sell/repair, check the auction house. Buy the shredder pages you miss (if you still miss any), they go for 15-20s buyout usually, and sell the extras.

Note: Be careful to bind your chapters before you put extra pages on sale, because let's say you have page 8 on sale at the auction house you won't be able to bind chapter 2 (page 5,6,7), since the game will try to use the page you have at the auction house instead of the one in your backpack.

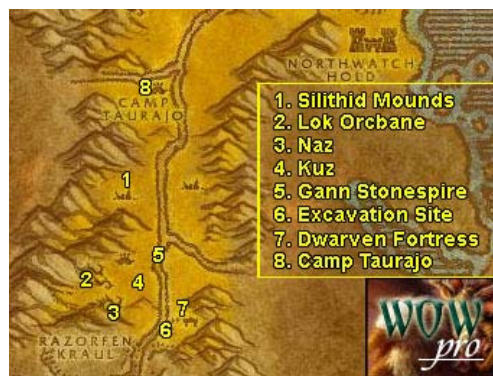
Also check for a Deadly Blunderbuss, we're gonna need it soon, if you can't buy it, find an engineer who will do it for you, bring him the materials and give him a tip. Restock food/drink and potions and then fly to the [Crossroads](#), take the quest [\[22\] Egg Hunt](#) then fly to [Camp Taurajo](#).

In Camp Taurajo get the quests:

[\[25\] Betrayal from within](#)

[\[24\] Weapons of Choice](#)

[\[27\] Mahren Skyseer](#)



7. Head south to the field of giants, look for **Silithid Mounds**



clear any bug around it and then click them to gather **Silithis Eggs**. Rinse and repeat until you have **12 eggs**. Then head south staying close to the mountain on your right hand side until you stumble across some quillboar camps. You have to kill **Razormane Warfrenzies**, **Seers** and **Stalkers** until you get a **wand**, a **shield** and a **backstabber**. (The stalkers are stealthed but shouldn't be hard to find at your level). Warfrenzies drop the shield, Seers drop the wand and Stalkers drop the stabber.

8. There's also 4 nameds you must find, the first one is **Lok Orcbane**, and you can find him on top of a slope at $(41,80)$. Kill him and loot his skull. The 2nd one is optional, it's a Thunderhawk named **Wasthe Pawne**.



He roams in between 2 quillboar camps at $(42,80)$, kill it and loot his feather. Right click it to start a quest. If you don't find him immediately just find the other nameds first then come back and grind in the area while looking for him. If after 15 minutes of grinding you still haven't found him, just forget it and move to the next step.

The 3rd one is **Nak**, he's further south in between two mountains $(43,83)$, kill him and loot his skull, be careful with all the stalkers in this area, they tend to add while you are fighting Nak.

The 4th and last one, **Kuz**, roams around the middle camp and a tree with a painted stone at $(45,80)$, kill him and loot his skull.

9. When done with quests [\[25\] Betrayal from within](#) and [\[24\] Weapons of Choice](#), go east until you hit the road. Then follow search the road north and south until you find a tauren npc named Gann Stonespire, he walks up and down this road, from the fork that leads to Dustwallow marsh to Bael Modan, you should find him without problems, get his quest [\[23\] Gann's Reclamation](#) and head southeast to [Bael Modan](#). Enter the excavation site by the slope on the southern side of the site $(46,84)$. Kill **15 Excavators**, **5 Foremans** and **Prospector Khazgorn** who should be at the far end of the excavation site, loot his journal.
10. Head out back to Gann, turn in the quest and get the follow up [\[26\] Revenge of Gann](#). This time head to the **dwarven fortress** which is just north of the excavation site. Kill dwarves there until the following two objectives are complete:
- Complete the [\[26\] Revenge of Gann](#) quest
 - **Be level 26** and have at least 1 bubble of exp in. (Actually grind 2 bubbles if you didn't find the named thunderhawk: Wasthe Pawne)

Level 26

- Once that is done, get back on the road and find Gann, turn in **[26] Revenge of Gann** and get the follow up. Go back to the excavation site, but this time your target is the **Helipad** with the Gyrocopter atop. The Helipad is midway down the slope going to the excavation site (46,85), go up the helipad and right click the Flying Machine to destroy it, then go back to Gann for the last time and turn in the quest.
- Run back to **Camp Taurajo** and turn in the quests:

[24] Weapons of Choice, get the follow up **[29] A New Ore Sample**

[25] Washte Pawne

[25] Betrayal from Within, get the follow up.

Fly to the **Crossroads**, when there turn in:

[22] Egg Hunt

[25] Betrayal from Within

Fly to **Ratchet**, if you don't have that flight path just run there (and get the flight path when you are there). From Ratchet go south along the Merchant coast until you get to the area named the **Tidus Stair**, turn in **[27] Mahren Skyseer** and get the follow up **[27] Isha Awak**.

- Go south along the merchant coast until the Northwatch Hold, take a dive and the **Isha Awak** (some big aquatic dinosaur) should be there underwater at (63,53). It should be an easy kill, loot his heart and run back to Mahren Skyseer, turn in **[27] Isha Awak**.
- Run back to Ratchet, take the boat to **Booty Bay**. In Booty Bay, on the docks you should find a crate named "**Warsong Axe Shipment**" close to Wharfmaster Lozgil, loot it. Then go get the Booty Bay flight path, it's on the top floor of the Inn. Once you have the flight path, hearthstone to **Orgrimmar!**

Sell/Repair, check the auction house for missing shredder pages (you must complete the shredder page quest now before leaving Orgrimmar) and take your **Deadly Blunderbuss** with you. Go learn new skills and restock with consumables. Take about 60 food/drink with you, this will be a long session.

- Fly to **Splintertree Post**.



Turn in the Deadly Blunderbuss at Pixel to get the **Warsong Sawblades**. Then get out of Splintertree Post, go southwest and then further west along the road until you find a small encampment to your left. Turn in **[30] The Lost Pages**. Keep going west on the road, at the first fork go west and at the 2nd fork go west as well until you reach (56,59). At this loc, go north and then right until you stumble across an area with **Laughing Sisters** in it (centaur chicks) (58,55). Start to grind on the Laughing Sisters around this spot, you will soon or later find a named cat, **Shadumbra**. Kill it and loot its head, right click it to start the quest. Then stay in this area and grind on Laughing Sisters until you reach **level 27**.

Level 27

- Get back on the road (avoid Raynewood Retreat's Sentinels carefully though), then go east, stay on the road and then go north until you reach **Satyrnaar** (81,52). Kill **satyrs** there until you finish **[26] Satyr Horns** and also find a **Warsong Oil**, they can be found inside various satyr camps and look like this:



If you are unlucky, you won't find the Oil anywhere in Satyrnaar and will have to go check out [Xavian](#), the other satyr camp just north of Satyrnaar (78,46). To access it you have to get out of Satyrnaar, follow the road west until you hit the river, then follow the river north and you'll find Xavian to your right after a little walk. There should be plenty of Oil in Xavian, so you won't have to stay there long (mobs can be level 30 there so you better get the oil and go away as soon as possible).

- Once you're done, get back on the road south towards [Splintertree Post](#) but we have one last thing to do before going to there, when you reach the fork close to Splintertree, go south to the [Forsaken Camp](#) (75,71). Now you're gonna search around this camp like shown on the map for a level 31 Hyppogryph named **Sharptalon**. Yes you read correctly, it's level 31. We theoretically can't kill that. But there's a trick. So keep killing stuff around the Forsaken Camp and once you spot Sharptalon keep him in sight and wait till he is close enough to the Forsaken Camp, pull him with the lowest aggro spell you have (a simple bow shoot or a rank 1 nuke) and bring him to the Forsaken Camp. Do nothing, let the npcs there aggro it and take it off you. Once they have Sharptalon down to 90% start attacking him again, you must do as much damage as possible but don't use high aggro spells like Earth Shock for example, help them finish it off. You should normally be able to loot him, and get his claw, which starts a quest if you right click it. Sharptalon roams but he always passes by the Forsaken Camp. If you don't manage it the first time its ok, stay in the area, kill **Oozes** and **Elves** while waiting for Sharptalon to respawn (about 10 mins).
- Go back to [Splintertree Post](#), turn in the following quests:

[27] [Shadumbra's Head](#)

[30] [Sharptalon's Claw](#) and now Selani should have a new quest up for you named "**The Hunt Completed**". Turn it in immediately.

[26] [Satyr Horns](#)

Sell junk at Splintertree Post to make bag space cause there's a small grinding session to come.

- Go down the road out of Splintertree Post and turn in the last quest, [27] [Warsong Supplies](#).

Now you should be about 7 bubbles away from lvl 28, we're gonna go back to the [Laughing Sisters Camp](#) and grind them there.

Level 28

- Hearthstone to [Orgrimmar](#). Learn new skills, check the auction house, repair and restock consumables etc.

Get out of Orgrimmar, take the Zepellin to [Undercity](#). From the Undercity fly to [Tarren Mill](#).



Start of XP rate:

- After landing, head west to the [Hillsbrad Fields](#), this time go to the forge house, which is west of the southern field. Kill 4 **Apprentice Blacksmiths** and **Blacksmith Verrington**, he's inside the forge. Once the forge is clear go inside and loot the "**Shipment of Iron**", which looks like a big crate. Once that is done, head back to Tarren Mill, don't forget to kill stuff which is on your way.
- Turn in [26] [Battle of Hillsbrad](#) and get the follow up.

Go back to the Hillsbrad Fields, this time we're gonna go to the **City Hall** (31,42), it's right next to the forge. Clear your way to inside the house, and clear the first 2 rooms. The 3rd room is much trickier to clear solo, you must pull very carefully. First pull the 2 which are on the left inside the room, go back to the first room and hide behind a wall so that the **Councilmen** cannot nuke you from a distance but instead come to you. Kill them both then get back to full health. The next pull will be 3 mobs, and you will prolly need a potion so make sure your timer is ready. You just have to slightly peek into the room and they will aggro you, run back to the first room, hide behind a wall. Kill the Peasant, then the caster, then **Clerk Horrace Whitesteed**. Get back to full health, go to the 3rd room, pull the lone Councilman to the left, he should come solo, hide behind the wall in the 2nd room so that he comes to you. Kill it and get back to full health. Now only **Magistrate Burnside** should be left, kill it and then destroy the **Hillsbrad Proclamation**



and the Town Registry (a big blue book on the floor).

Clear your way out of the house, kill the remaining **Councilmen** you need for the quest, and also look for **Citizen Wilkes** if you haven't killed him already. He wanders to the City Hall and the Forge, so kill stuff around those two areas until you find him. Also complete the **[25] Souvenirs of Death** quest if you haven't already.

- Head back to Tarren Mill, turn in the quests **[26] Battle of Hillsbrad**, get the follow up. Turn in **[25] Souvenirs of Death** as well. Sell/Repair and restock up to 2 stacks of food/drink. Make sure that you've got the follow up of **[28] Elixir of Agony**, from Apothecary Lydon.
- This time we're gonna go to the mines which are just southwest of the Hillsbrad Fields, on the other side of the main road. There are two entrances to the mine, a lower one and an upper one. We'll enter through the lower one (26,58). After a while you'll see a fork, to the left are **Foreman Bonds** and **Miner Hackett**, but for now we're gonna go right and kill the **Hillsbrad Miners** there so that we'll have 9 or 10 kills of those. **Note:** Miner Hackett can spawn at various places in the mine, so if he's not where I said check every other area of the mine, it's a nice place to grind anyway so don't worry if it takes some time to find him.
- Then go back to the fork and this time go towards **Miner Hackett / Foreman Bonds**, you should find the remaining **Hillsbrad Miners** you need on your way to them. Miner Hackett can be pulled solo and is an easy kill, kill him first. Foreman Bonds is a different deal, the problem is that at 20% health he summons 2 dwarves to guard him and it's very unlikely that you can kill all 3. If you are a rogue it's easy, kill Foreman Bonds and then vanish. For other classes, clear the way behind you towards the exit right before engaging Foreman Bonds, finish him fast and then run for the exit, the 2 dwarves will eventually give up on you. If you die it's not that bad, what counts is that you get the kill on Foreman Bonds.
- Anyway, once you have killed **10 Miners, Foreman Bonds** and **Miner Hackett**, get out of the mine and back on the road and follow it eastwards until you cross the bridge over the river which splits the zone in two. Right after the bridge turn south and head this direction until you find a field with **Mudsnout Gnolls** in it (65,60). You have to gather the mushrooms in that field, they're called "**Mudsnout Blossoms**" and look like giant white/blue mushrooms. Gather 6 of them and then go back to Tarren Mill. Turn in the 3 quests and get the 2 follow ups: **[30] Battle of Hillsbrad** and **[28] Elixir of Agony**.

End of XP rate:

Experience(XP) Info	
Time played this session:	1h 25m 19s
XP gained this session:	32247
XP/hr this session:	22676

- Hearthstone to **Orgrimmar** then. Sell/Repair, restock food/drink and consumables.

When you're ready to go again, fly to **Camp Taurajo**. Take the quest **[30] Melor Sends Word**. Go south/southeast until the Great Lift (32,22).



Get the quest [25] [Message to Freewind Post](#) and go down into the [Thousand Needles](#).

Start of XP Rate:

9. Follow the road south a little while and then east, you should soon see a silver arrow on the minimap showing [Freewind Post](#), following it until you reach it, there is a lift to access it on the east side of it.

In Freewind post turn in [25] [Message to Freewind Post](#) and take the follow up [25] [Pacify the Centaur](#). Also take the quests:

[29] [Wanted - Arnak Grimtotem from the Poster next to the Inn.](#)

[26] [Alien Egg](#)

[29] [Wind Rider](#)

10. Also take the new flight path. Get back down off Freewind Post, go northwest until you find the [Centaur Village](#). Kill **centaurs** there until you have the list of [25] [Pacify the Centaur](#) completed. Then go east, stay along the mountain to your left until you find a slope going up at (54,44). Up the slope you'll find a cave, enter it and get the quest [26] [Test of Faith](#) from Dorn Plainstalker. He'll teleport you to the top of a peak, look for two wooden planks and jump off from them. Don't worry you won't die from falling, Leeroy Jenkins watches over you. You should re-appear next to Dorn, turn in the quest and get the follow up [30] [Test of Endurance](#). This should make you ding **level 29**, or you should be very close.

Level 29

1. Now we're gonna look for an [Alien Egg](#)



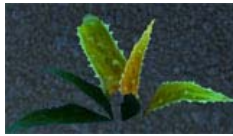
It can be at 3 different spots, and it's always an area crowded by those weird flying serpents. The first one is directly south at (56,50). If it's not there, the next spot is directly south, at the zone wall, you should find a weird hole in the wall, and if you're lucky an Alien Egg close to it at (52,55). If the Egg is not there it will be further west against the zone wall at (38,55). Once you got an Alien Egg, go back to [Freewind Post](#).

2. Turn in [25] [Pacify the Centaur](#), get the follow up [28] [Grimtotem Spying](#)

Turn in [26] [Alien Egg](#), get the follow up [26] [Serpent Wild](#)

Sell/repair, get back up to 2 stacks of food/drink.

3. Get back down off Freewind Post, head west until you reach [Higherch](#) (12,32). Get up there and start killing **Wyverns** while searching for eggs. Keep doing this until you have 10 [Higherch Wyvern Eggs](#). Once you have done that, head to the southeastern corner inside Higherch, you should find a narrow path going up to another plateau, at the end of this plateau you should find a tauren named Pao'Ka with a quest. Take his quest [29] [Homeward Bound](#) and escort him out. It's a pretty simple escort quest, shouldn't be any problem. After you complete the escort, go east to [Whitereach Post](#) (21,32). Turn in the 2 quests you have here and get the follow up [27] [Sacred Fire](#) and get the other quest [30] [Hypercapacitor Gizmo](#).
4. Go directly east to the small lake you can see on the map, called the [Boiling Pool](#) (33,34). Once you are there you must look for plants named [Incendia Agave](#),



they can also be found inside the water.

- When done with that, get out of the lake and to the western side of the big peak marked on the map as "Darkcloud Pinnacle", you'll find a narrow path going up at (31,36). After crossing 3 wooden bridges you'll be on a plateau with 2 choices, east or south. Go south, cross the bridge and you should be on a large plateau with a mini village with a big totem in the middle.

Go to the Northwestern edge of this plateau, where you will find another wooden bridge, cross it and you'll reach a small plateau with a "document chest"



on it, this one contains the [Secret Note #1](#).

Go back to the big plateau, now on the southern side of this plateau enter the main house and inside you should find another "document chest", inside it you'll find the [Secret Note #2](#).

Finally go to the eastern side of this plateau and find another wooden bridge going east, you'll reach a plateau with the last document chest inside a house, this one contains [Secret Note #3](#).

- Now get back on the big plateau, take the northern wooden bridge back to the plateau where we decided to go south last time. This time we are gonna take the wooden bridge going east. We'll reach a plateau with another double bridge choice, we'll choose the one going northeast this time. After crossing the bridge go left, there you should find **Arnak Grimtotem**, you normally should be able to pull him solo if you wait for the right moment, he will have another tauren close to him, so you might pull him with an add but this should still be manageable, use a health potion and long cooldown abilities if needed. Kill Arnak and loot his hoof.
- Next to where you kill Arnak you should see a tauren named Lakota Windsong with a quest [\[29\] Free at Last](#). You must escort her out. It shouldn't be a problem, Lakota is level 30 and does almost fine on her own. The only risk is that 2 extra taurens spawn to ambush her everytime she reaches the middle of a plateau, so you're safer if you pull the static spawns to her before she reaches the middle. Other than that, it's an easy escort. Once you complete it, run back to [Freewind Post](#).
- Turn in all the quests you have, there are no follow ups.

End of XP Rate:

Experience(XP) Info	
Time played this session:	1 h 56 m 2 s
XP gained this session:	41623
XP/hr this session:	21522

Sell/repair, restock food/drink. Now you should be pretty close to level 30 and here is what we're gonna do:

- Go grind on the **Harpies** if you are a melee class. ([Vibrant Plumes](#) sell nicely btw and can be traded in at the Darkmoon Faire for nice rewards)
- If you are a caster and don't like to be silenced, go grind on the **wyverns** at Highperch.

Level 30

- Go to the northwestern part of Thousand Needles, enter [Feralas](#) and get on the road, be careful to stay as far as possible from wolves or bears in Feralas, they are way too high level for us. Follow the road until you reach [Camp Mojache](#). Get the flight path and fly to [Thunder Bluff](#).
- In Thunder Bluff, first go to the western plateau, next to the lift there is a tauren sitting under a tent, named Auld Stonespire, take his quest [\[34\] A Vengeful Fate](#), this is the main quest for the instance [Razorfen Kraul](#) (RFK), and I will soon recommend to do that instance. If you don't want to do it, there will be a rather long grinding session.
- Go to the Hunter Rise (southern plateau), turn in [\[30\] Melor Sends Word](#) and get the follow up [\[30\] Steelsnap](#).
As last thing, go to the elder rise (eastern plateau), turn in [\[27\] Sacred Fire](#) and get the follow up [\[28+\] Arikara](#).

Hearthstone to [Orgrimmar](#), train new skills, check the auction house, sell/repair, restock consumables.

4. Now you have two choices:

- Get a group and do the instance Razorfen Kraul, follow my [Razorfen Kraul Instance Guide](#).
- Grind your way to **level 31**. I recommend two spots, one is the yeti cave west of Tarren Mill in Hillsbrad Foothills, it's a great spot. The other good spot is the **Harpies** in Thousand Needles, this spot is great but might not be so good for casters because the harpies cast silence. So it's up to you, happy instancing or grinding!

Level 31

End of this guide, stay tuned for chapter 2!

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Comments

Congrats!

Sun, 2006-08-27 21:44 — Tarciryan

Looking forward to starting on this, doing it when I come home tonight. My shaman is 23, but I guess it'll catch up on me soon as I'll skip any grinding there is (if any).

I'll update this post continuously if I find something worth mentioning: -)

As we see, good things come to those who wait. Cheers: -)

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Indeed Tarciryan Yes there

Mon, 2006-08-28 10:58 — Jame

Indeed Tarciryan 😊

Yes there is some grinding so it shouldn't be a problem at all to start at 23 😊

Enjoy the guide everyone and please give feedback!

[Login or register](#) to post comments

Great job

Mon, 2006-08-28 12:17 — SnakeVG

I love you for this. I have 4 lvl 60's thanks to your Alliance Guide and now I can play Horde. Thanks and keep up the good work.

[Login or register](#) to post comments

I've read the forums here

Mon, 2006-08-28 13:49 — Wodahs

I've read the forums here for a while, and I had to register just to say:

Jame, thank you for the work you put into these guides. You do excellent work and I know we all look forward to the next chapters. 😊

[Login or register](#) to post comments

Great work!

Mon, 2006-08-28 15:44 — trekloss

If i wasnt so dedicated to my alliance main atm, i would have started a horde right away!

But i got a lvl 21 tauren warrior waiting, so if i ever feel like it, its no problem to test the guide 😊

Anyways, great work and great quality =P

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Happy times are here again

Tue, 2006-08-29 07:59 — malbekh

It will interesting to see how this stacks up. I've had an in between time on Hosho's to this release so the Hunter is now WSG at 29, the Shaman is 26 and the Mage is 22.

I'll pick up the pieces and try to blend them in. It was always interesting to see where you would go for the circuits - I'm kind of surprised you did Eastern Kingdoms, but I trust your judgement so we'll see.

I'll post some comments as I go along if ya don't mind but so far looks like up to your usual high standard.

Thanks to you and Snowflake for getting this out on schedule, the last few weeks musta been tough!!

Back to some well earned sleep boys!!

Nevermind Hellscream EU

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Amazing

Wed, 2006-08-30 19:36 — Phlegathon

Jame-

I found your alliance guide with a 52 pally, and leveled to 60 faster than I did from 45-50! Your guides are amazing and I can't wait to reroll a horde. Thanks so much man, I really appreciate all the time and effort put into this! Hope you had fun making it.

[Login](#) or [register](#) to post comments

big thanks man, your

Thu, 2006-08-31 19:36 — Perudo

big thanks man, your Alliance leveling guide is helping my hunter extremely much and also made me discover loads of quests that i didnt know about.

this horde guide will be great for my shaman and UD mage 🙏

Keep the good work up mate.

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Gonna start with this one

Fri, 2006-09-01 00:23 — Phobios

Gonna start with this one soon after i'm done with the The Barrens one.

This one looks really nice! Cant wait to see you publishing part II, hope you dont let the horde down, since ally got guides from 13-60 already 🙏

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Where is Chapter 2??

Sun, 2006-09-03 21:06 — Kenab

Can anyone tell me where chapter 2 is located??? Im a 37 warlock Horde and looking for some help.

[Login](#) or [register](#) to post comments

Nice Job

Mon, 2006-09-04 07:28 — jaeden

I've used the Alliance guide a couple times, and now levelling a UD mage with this guide. Really excellent resource, thanks a ton!

One point: The Laughing Sisters have a pretty high resistance to at least some schools of magic. It makes them a pretty big pain to grind on as a caster. I had much better success grinding on the Satyrs, especially since mages can remove that annoying curse they have. However, there is a mage quest chain at level 26 that requires you to kill the Laughing Sisters. I would suggest picking up the first part of the quest "Waters of Xavian" from the mage trainer, completing it then heading over to kill the Laughing Sisters (need to kill 12 of them).

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Hey there Jame. Your

Mon, 2006-09-04 14:13 — Methodica

Hey there Jame. Your Alliance guide was an enormous help. I leveled faster than I, and a bunch of other people thought possible. And now, I'm on my horde character! However... I'm at level 28 already, and fast running out of Guide! 🙏 Tragic, I know. So this is me asking for maybe an ETA on the next chapter? Pwetty pwease? 🙏

[Login](#) or [register](#) to post comments

thanks

Tue, 2006-09-05 05:28 — alasdair

Great guide so far 🙏

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Bravo

Tue, 2006-09-05 14:55 — horlicks

You rule Jame. Another excellent guide.

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Thank you

Tue, 2006-09-05 16:45 — shouzama

As usual, excellent job Jame.

You have all my admiration and gratitude for all your guides.

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So Nice

Thu, 2006-09-07 22:08 — Idpagan

This is amazing. I used your guide by reference of a friend who got to 60 faster than I thought possible. He was leveling alliance, but I decided to level a horde character and try out your guide. I am beyond impressed. I have gone from 21-30 in way less than a day gametime. I could never have done that on my own since this is my first horde character.

The format is great, and the quests you chose are wonderful for being fun and fast. I would never be able to continuously grind out a level so these guides are perfect for me. I can't wait till Chapter II and beyond, I really want to get to 60! 😊

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IMBA

Fri, 2006-09-08 23:09 — Piero8105

Imba guide

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Feedback

Mon, 2006-09-11 23:21 — Phobios

At level 26 now, in an uber fast time thanks to this guide!

But, as always, there are some things bothering me 🤔

- 'Then stay in this area and grind on Laughing Sisters until you reach level 27.' <-- Those got some really high resistance against all magic, so as an caster this part really sucks to grind. Went out looking for another grinding spot, didnt found one yet.. stay tuned 😊

- Wasthe Pawne must be Washte Pawne.

- More to come.

****NOTE****

This is ONLY feedback, i do not criticise this guide in anyway. This are just thoughts i think that can improve the guide.

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More feedback

Wed, 2006-09-13 13:05 — Bralder

Great guide, am 31 now on my shaman eagerly awaiting the next part 😊

One thing tho, at the escort quest you said was easy ([29] Homeward Bound) i found a level 32 rare elite, had to get a level 60 to come gank it for me.

To the poster above, i had the same problem with the sisters and i grinded on furbolgs.

Cant wait for the next part 😊

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Keep em coming!

Wed, 2006-09-13 20:49 — betamax

The alliance guide allowed me to fly through levels and hit 60 in no time. I can't wait to do the same on horde side.

GoGo Jame's guide FTW ^__^

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It's just amazing

Mon, 2006-09-18 07:30 — Slyver 313

His guides are soo good and take such an long time to make.
All the investigation and stuff man.
You are the best guide maker!!

Main: LvL 60 NE druid Agrammar.

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Finally

Tue, 2006-09-26 12:50 — Tarciryan

We'll it took me long enough, heh. Finally gotten through, but I can't really give a complete opinion, due to starting at 23 and loads of rested xp I ended up at 32 when the guide was done, and that's before I did RfK:-) lol I skipped all the grinding and all the "kill everything" tactics.

However, the quest circuits are wonderful, and just as effective as on the Alliance guide. You cover large areas to quest in, going from Hillsbrad to Ashenvale to 1k needles (which I reckon is where we will continue in part 2).

Just one thing I thought you could add. Along the mountainside of 1k needles, where u take the great lift, there is a messenger patrolling. He drops a note which starts a quest. You turn it in at whitereach post (where we go anyway), and then have to protect the dude from a 27 and 2 28 if i remember correct. No prob if you let him offtank one and deal with two of them first. Anyways, it was a nice 4.5k xp bonus for me.

Props on this, can't wait for the rest:-)

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Great Guide!

Fri, 2006-09-29 23:26 — danyjr

Great guide Jame! Keep it up mate! 😊

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Nice

Thu, 2006-10-05 12:46 — Bloodbear

WoW, I need to go to the store to get more paper!

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Man, i'm such an idiot...

Fri, 2006-10-06 09:04 — alasdair

In waiting for the 30-40 guide I ...accidently... grinded my way to 40 =\

Now I'm gonna have to wait for that to come out, spend hours on grey mobs, then wait for the 40-50 guide.

smacks forehead

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Easy escort quest not so easy

Mon, 2006-10-09 00:17 — Lethalis

The quest for escorting Pao'Ka out of Highperch would be easy, were it not for the 32(elite) named Wyvern called Heartrazor.

Perhaps he wasn't there when you did this quest, but most definitely was when I tried it!

Lethalis

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Awesome guide

Tue, 2006-10-10 12:54 — Zammy

Very nice guide Jame! Helped me soooo much! Cant wait for chapter 2. BTW, can u give us a rough estimation of when chap 2 is gonna be released?

Zammy lvl 31 mage-Bloodhoof

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awesome guide! any ETA on

Fri, 2006-10-13 05:09 — Wobo

awesome guide! any ETA on the next? im afraid ima get to far ahead(just finished this guide last night, maybe not as fast or well as you seemed to have done it but still pretty damn fast.) because I want to get to 60 asap so I can take care of whatever else before the expansion.

[Login](#) or [register](#) to post comments

Awesome stuff Jame . Cant

Sun, 2006-10-15 00:43 — Bulmz

Awesome stuff Jame . Cant wait for the next installment , i level so fast 🤖

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Question for Jame

Wed, 2006-10-18 05:42 — alasdair

Just a quick question, hopefully you read this and can answer..

To properly use the 40-50 part of the guide, is using 30-40 going to be a pre-requisite? Or will I be able to use it without worrying about quest-chains from the 30-40 part?

Thanks

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