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Planning on jumping into Shadowlands and looking for a WoW leveling guide? The level squish that arrived with World of Warcraft: Shadowlands (opens in new tab) has reduced the maximum level from 120 to 60. And along with that massive change, WoW's latest expansion has completely overhauled the leveling process for characters between level 1-50. The good news is that it now takes much less time to reach current Shadowlands content than it would have done without the level squish. It's not just the fact that there are fewer levels to grind overall—the new leveling experience gives you a choice of the content you want to play through to get to level 50. This new system was first introduced with the WoW 9.0.1 pre-patch (opens in new tab), but if you've just recently returned to the MMO to start your adventure into the Shadowlands, this WoW leveling guide shows you the most efficient way to get to level 50. WoW leveling guide: Get from level 1-50 fast! 10New characters start at level one for the basic array of races, or level 10 for allied races. Creating a new allied-race character requires you to reach max level on another character and complete a quest line specific to that race. At level one, brand-new WoW players are sent by default to Exile's Reach, the excellent new-player starting experience on a self-contained island. Players who have other leveled-up characters have a choice between Exile's Reach or the traditional leveling area for their new character's race. Hint: The correct choice is always Exile's Reach. The island is a well-paced and engaging adventure that packs ten levels into an hour or two of your time. 10.50At level 10, both experienced players and new ones are given the starting quests for the latest Battle for Azeroth expansion. If you choose to follow them, they'll lead you to the islands of Kul Tiras and Zandalar, where you'll see the most recent chapter of WoW's history. These more modern questlines are ideal for new players, as transitioning from them to Shadowlands zones for levels 50-60 will be relatively seamless. For veteran players who have seen BfA, your options are even more interesting. All players can swap to whatever expansion they like to level in using Chromie, the time-travelling gnome-dragon. Chromie is located in Stormwind near the Stormwind Embassy for Alliance players, while Horde players will find him in Orgrimmar near the Orgrimmar Embassy. Talking with Chromie gives you a choice of all the previous Warcraft expansions. Each will take you from 10-50, or you can choose to jump around between them. (Image credit: Blizzard)Choosing an expansionWhich expansion should you choose? To some degree, that depends on your priorities. You start in these zones as a tiny level 10 with the slow ground-mount riding skill. You pick up the epic riding skill at 20 and flying at 30 (with no special attunements required for any expansion's zones). This means you're going to be moving slowly for a while. If you're determined to level quickly, Warriors of Draenor or Legion offer great quest density, meaning you don't have to run far and therefore tend to level faster. Legion's also a terrific expansion in terms of story and zone design. But Battle for Azeroth isn't terrible for quest density either (particularly the Drustvar zone for Alliance and Nazmir for Horde) while offering the most-modern combination of quest mechanics and story integration. If you just want to get lost in the story and meander for 40 levels, consider Wrath of the Lich King, which packs some of the best lore in the game into a single expansion, but can be slow to level in. Or try the underrated Mists of Pandaria, which has a sedate leveling style and easygoing quest progression reminiscent of the Pandaren race it introduced. The Burning Crusade and Cataclysm both involve tons of running, disjointed story lines and antiquated mechanics, so unless you're nostalgic for those zones' experience from your first time around, it's best to avoid them now. Based on personal experience, it takes about twice the amount of time to level through The Burning Crusade compared to Warriors. Most expansions (except BC) will take you somewhere between 12 and 16 hours to complete if you're not speed-running; the fastest speedrunners currently take about 3.5-4 hours to get to level 50. (Image credit: Blizzard)Dungeons or quests?It's still viable to level exclusively through dungeons rather than questing. You'll get 2-3 levels per dungeon you run depending on quests. There are two too key caveats, however. First, if your character doesn't have a tank or healing specialization, you'll want to find someone who does to group with as the queues for damage players can be lengthy. Second, you'll want to be careful of the expansion you select to level in, because unless queues are ridiculously long (prompting the game to offer you other dungeons as options), you're limited to your leveling expansion for the dungeons you choose from. This is important, because some dungeons offer quests inside for much better experience, and some do not. If you're not party-syncing with other players (see below), you'll want to jump around the expansions that offer dungeon quests to maximize your experience. Avoid Warriors of Draenor, Legion and Battle for Azeroth, as they offer few or no quests in leveling dungeons. Heirlooms and leveling speed itemsHeirlooms were recently overhauled, no longer providing bonus experience while leveling. Instead, they offer other combat and quality of life bonuses. Because they level with you, it's a convenient way to avoid having to examine or wear leveling items still work in the expansion where they were originally collected, but they are typically only good for secondary (alt) characters. Draught of Ten Lands, for instance, works in Battle for Azeroth, but requires you to have a maximum-level main character to buy them. Leveling with friends (Image credit: Blizzard)One of the best ways to maximize your leveling speed is to group up with other people, using the game's Party Sync feature to synchronize quests and run dungeons. As long as you incorporate a new player periodically and sync with them, you'll all be able to repeat dungeons and re-do those quests for full experience. To use Party Sync, open your quest log and click the Party Sync button in the lower right corner. Party Sync can be buggy, so be sure to un-sync before inviting a new character to the group, while also checking everyone is out of instances, vehicles, flight paths and other scenarios that make them busy before re-syncing. Nonetheless, if you're willing to put up with the quirks, Party Sync is a quick way to get the job done. It's also tons of fun since you're leveling with friends, and isn't that ultimately what an MMO like World of Warcraft is all about? The guide will take you across the best alliance quests in the most efficient way (Broken up into zones), which will allow you to level up quickly. Now with progress tracking thanks to Jack Ryan Cartographer will allow you to follow the coordinates used throughout this guide. Welcome to Wowhead's Classic WoW General Alliance Leveling Guide! In this guide, we will talk about when and where to level with an Alliance character to ensure that you are leveling efficiently. Keep in mind that this guide is intended to be general; more extensive leveling guides can be found near the bottom of this guide. For every 10 levels, there are generally a few optimal zones to choose from which are outlined at the top of the section. Each sub-section will detail the level range and location on Kalimdor or the Eastern Kingdoms and include information detailing why players may or may not choose to level in that given zone. The maps will highlight the zone's main quest hubs (if any), and bullet points below the map will highlight the zone's dungeons, terrain, Transit (zeppelins, boats, flight paths, etc), and notable quest rewards. The full list of dungeon quests can be found in the Leveling: List of Classic Dungeon Quests guide by Cielos. If you have your route set out, but want more tips on playing your class from 1-60, check out our Classic WoW Leveling Guides. These guides will explain the best talent builds and the best questing zones, to improve your leveling time, available weapon skills, best stats, and more. We also have tips for when should you go by spells and which spells to buy, which is a key part to get your mount as fast as possible. Besides that, we have recommendations on the best leveling gear, what pieces to aim for while leveling and more to ensure you reach level 60 quickly. DruidHunterMagePaladin (Alliance Only)PriestRogueShaman (Horde Only)WarlockWarriorFor the first 10 levels, only a handful of zones are available. Typically Dwarf and Gnome players will level in Dun Morogh, Human players will level in Elwynn Forest, and Night Elf players will level in Teldrassil. The Deeprun Tram connects both Stormwind City and Ironforge, allowing players to travel between them fairly easily. Night Elf players are not as fortunate due to how remote their starting zone is. Elwynn Forest is a level 1-10 zone in south central Eastern Kingdoms, and the starting zone for Human players. Most of the quests will originate from Northshire and Goldshire. NorthshireGoldshireDungeons: N/APvP: Encounters are not likely until Darkmoon Faire is implemented in Phase 3. Dun Morogh is a level 1-10 zone in central Eastern Kingdoms, and the starting zone for Dwarf players and Gnome players. Most of the quests will originate from Colldridge Valley, Kharanos, Brennal Village, and Go'Bolar Quarry. Colldridge ValleyKharanosBrennal VillageGo'Bolar QuarryDungeons: Gnomeregan is located on the west side of the zone. The quests for Gnomeregan are outlined here. PvP: Encounters are likely around the entrance to Gnomeregan, as Horde players can teleport there from Booty Bay. Teldrassil is a level 1-10 zone in off the coast of Kalimdor in the northwest, and the starting zone for Night Elf players. Most of the quests will originate from Shadowgl, Dolanaar, and The Oracle Glade. ShadowglDolanaarThe Oracle GladeDungeons: N/APvP: Incredibly unlikely. In the 10-20 level range, a few more zones become accessible. Generally Westfall is the optimal zone to quest in, although grinding in Darkshore is a solid alternative. Redridge Mountains is recommended once you get closer to level 20. By design, Human players are intended to go from Elwynn Forest to Westfall, Dwarf/Gnome players are intended to go from Dun Morogh to Loch Modan, and Night Elf players are intended to go from Teldrassil to Darkshore. Westfall is a level 10-20 zone in southwest Eastern Kingdoms. Most of the quests will originate from Sentinel Hill. Sentinel HillDungeons: The Deadmines is located in the southwest below Moonbrook. The quests for the Deadmines are outlined here. PvP: Not likely. Loch Modan is a level 10-20 zone in central Eastern Kingdoms. Most of the quests will originate from Thelsamar. ThelsamarDungeons: N/APvP: Not likely, although Horde players may travel through Loch Modan to get to Badlands. Darkshore is a level 10-20 zone in northwest Kalimdor. Most of the quests will originate from Auberdine. AuberdineTransit: The flight path is located in Auberdine. In addition, the boats in Auberdine allow players to travel to Lakeshire. LakeshireDungeons: N/APvP: Uneven and narrow, but easy to navigate. Mob Density: High in Ameth'Aran, Bashal'Aran, Notable Quest RewardsThe Tower of Althalax rewards Clergy Ring or Staff of the Purifier. Supplies to Auberdine rewards Everglow Lantern or Chestplate of Kor. The Fragments Within rewards Briarsteel Shortsword, Curvewood Dagger, or Oakthrust Staff. WANTED: Murkdeep! rewards Timberland Armguards, Ridgeback Bracers, or Breakwater Girdle. Bashal'Aran rewards Explorer's Vest, Vagabond Leggings, or Elven Wand. Dungeons: N/APvP: Not likely. Redridge Mountains is a level 15-25 zone in central Eastern Kingdoms. Most of the quests will originate from Lakeshire. LakeshireDungeons: N/APvP: Horde players can choose to inhabit Redridge due to it being a Contested zone, or higher level players may travel through the zone to get to Burning Steppes. In the 20-30 level range, players will find themselves going to several different zones depending on which quests become available. Hillsbrad Foothills and Ashenvale become available in the early 20's and offers numerous quests, although these zones are known to be a hotbed for world PvP action (Hillsbrad more so than Ashenvale). Wetlands and Duskwold are viable alternatives to Hillsbrad and Ashenvale. Stonetalon Mountains only offers a handful of quests near level 30. By design, Night Elf players are intended to go from Darkshore to Ashenvale. Human players are intended to go to Redridge Mountains and Duskwold, and Dwarf/Gnome players are intended to go to Wetlands. Ashenvale is a level 19-30 zone in north central Kalimdor. Most of the quests will originate from Astranaar. AstranaarDungeons: Blackfathom Deeps (intended for level 24+ players) is located in the northwest by the coast. The quests for Blackfathom Deeps are outlined here. PvP: Ashenvale is a notorious zone for world PvP. Grouping up whenever possible is advised. Stonetalon Mountains is a level 15-25 zone in west central Kalimdor. Most of the quests will originate from Stonetalon Peak. Stonetalon PeakDungeons: N/APvP: As previously mentioned the main road is a bottleneck in many areas, so PvP encounters are more likely. Less so in the southern portion of the zone, although the odds increase the further north you go. Watch for higher level enemy players traveling to Desolace. Wetlands is a level 20-30 zone in central Eastern Kingdoms. Most of the quests will originate from Menethil Harbor and Dun Modr. Menethil HarborDun ModrDungeons: N/APvP: Unlikely, although Horde players may travel through this zone from Arathi Highlands. Duskwold is a level 20-30 zone in south Eastern Kingdoms. Most of the quests will originate from Darkshire. DarkshireDungeons: N/APvP: Likely, as players may trickle in from Northern Stranglethorn. Hillsbrad Foothills is a level 20-30 zone in northern Eastern Kingdoms. Most of the quests will originate from Southshore. SouthshoreTransit: The flight path is located in Southshore. Terrain: Hillsbrad is relatively flat, with some changes in elevation closer to Alterac Mountains and near the coast. Overall this zone is easy to navigate and traverse. Mob Density: Hostile mobs tend to be fairly spread out, although lower level players should steer clear of the yeti cave in the center of the zone, as well as the plateaus leading up to Alterac Mountains, due to the presence of higher level mobs. Notable Quest Rewards Costly Menace rewards Shepherd's Girdle or Shepherd's Gloves. Bartolo's Yeti Fur Cloak rewards Yeti Fur Cloak. Dungeons: N/APvP: Hillsbrad is a very notorious world PvP zone. Group up whenever possible. For this level range, there are a number of zones to choose from which can vary depending on if you're playing on a PvP server or a PvE server. Northern Stranglethorn has a handful of quests and can take you all the way through this level range, although it is a notorious war zone on PvP servers. The next best zone would be Arathi Highlands as more quests open up in the early to mid 30's, which is also true for Desolace. In the mid to late 30's players will ideally go to Thousand Needles, Desolace, and/or Dustwallow Marsh as more quests become available there. Northern Stranglethorn is a level 30-45 zone in southern Eastern Kingdoms. Most of the quests will originate from Booty Bay. Nesingwary's Expedition, and the Rebel Camp. Booty BayNesingwary's ExpeditionRebel CampDungeons: N/APvP: Stranglethorn Vale is one of the most notorious world PvP zones, earning names such as STVietnam. Grouping up is almost mandatory. Thousand Needles is a level 25-35 zone in central southern Kalimdor. Most of the quests will originate from the Shimmering Flats. Dungeons: N/APvP: It is more difficult to avoid enemy players as the zone is more compact, so PvP encounters are slightly more likely. Be wary of higher level players traveling to and/or Feralas. Desolace is a level 30-40 zone in west central Kalimdor. Most of the quests will originate from Nijel's Point. Nijel's PointDungeons: Maraudon is located on the west side of the zone. The quests for Maraudon are outlined here. PvP: PvP encounters are somewhat uncommon due to the zone's lower popularity until players are high enough level to run Maraudon. Be wary of higher level players traveling to Feralas. Arathi Highlands is a level 30-40 zone in north central Eastern Kingdoms. Most of the quests will originate from Refuge Pointe. Refuge PointeDungeons: N/APvP: Many quests overlap between factions, so PvP encounters are pretty common. The mobs at Go'Shek Farm are also Horde friendly, but Alliance hostile. Dustwallow Marsh is a level 35-45 zone in southeast Kalimdor. Most of the quests will originate from Theramore Isle. Theramore IsleDungeons: N/APvP: There is a higher likelihood of encountering higher level players in this zone due to the presence of Onyxia's Lair in the south. For this level range, there are many zones to choose from and it is not uncommon to travel to several of them. Feralas and Northern Stranglethorn offer the most quests ranging from the early to mid 40's, although a handful of early 40's quests can be found in Badlands, Swamp of Sorrows, and Tanaris. Around the mid 40's, it becomes feasible to level in The Hinterlands and Searing Gorge. Searing Gorge is especially important due to the zone's small size and density of quests. In the later 40's Blasted Lands and Un'Goro Crater become viable, options. Un'Goro Crater being the optimal choice. A few other quests will lead you to Azshara, although I personally avoid the zone due to its very rough terrain. Badlands is a level 35-45 zone in east central Eastern Kingdoms. Most of the quests will originate from Hammerite's Digsite and the Valley of Fangs. Valley of FangsHammerite's DigsiteDungeons: Uldaman is located by the northern entrance to the zone. The quests for Uldaman are outlined here. PvP: Encounters are somewhat likely. Be wary of enemy players traveling through this zone to get to Searing Gorge. Be wary of elite mobs that roam the coastline, as well as the elite ogres near the Mosh'Ogg Ogre Mound, and the high level elite trolls near Zul'Gurub. Booty BayDungeons: N/APvP: Stranglethorn Vale is one of the most notorious world PvP zones, earning names such as STVietnam. Once Zul'Gurub becomes accessible in Phase 5, expect to encounter higher level players in this zone more frequently. Grouping up is almost mandatory. Tanaris is a level 40-50 zone in southeastern Kalimdor. Most of the quests will originate from Gadgetzan and Steamwheede Port. GadgetzanSteamwheede PortDungeons: Zul'Farrak is located in the northwest area of the zone. The quests for Zul'Farrak are outlined here. PvP: Encounters are likely due to overlapping quests, and players traveling to Zul'Farrak or Un'Goro Crater. The Hinterlands is a level 40-50 zone in northeast Eastern Kingdoms. Most of the quests will originate from Aerie Peak. Aerie PeakDungeons: N/APvP: Encounters are less likely, as Horde players tend to occupy the eastern half of the zone. Feralas is a level 40-50 zone in southwest Kalimdor. Most of the quests will originate from Feathermoon Stronghold. Feathermoon StrongholdDungeons: Dire Maul is located around the center of the zone. The quests for Dire Maul are outlined here. PvP: Encounters are somewhat likely until Phase 2, at which point they will become far more common. Searing Gorge is a level 43-50 zone in central Eastern Kingdoms. Most of the quests will originate from Thorium Point. Thorium PointDungeons: N/A, all of the dungeons are in Blackrock Mountain. PvP: Very likely due to the small size of the zone, and due to the high number of players traveling to Blackrock Mountain for various dungeons and raids. For this level range, it's recommended to quest in Blasted Lands, Un'Goro Crater, and Felwood (which can be started in the late 40's). Western Plaguelands is also a great zone to quest in due to its abundance of quests. Once you're in the mid 50's, quest in Eastern Plaguelands and Winterspring. Once Phase 5 is implemented, Silithus becomes an option as well. While there are some quests in Azshara, there really aren't enough to make it worthwhile beyond the Hydraxian Waterlords quests. Blasted Lands is a level 47-55 zone in southeast Eastern Kingdoms. Most of the quests will originate from Nethergarde Keep, the Bloodmaqi, Kum'isha the Collector. BloodmaqiKum'isha the CollectorDungeons: N/APvP: Other players will likely be farming the consumables mentioned above, as well as the elites in the Tainted Scar for the Eye of Shadow. More players will come through the zone once Phase 2 is implemented to kill the world boss Lord Kazzak. Un'Goro Crater is a level 48-55 zone in south Kalimdor. Most of the quests will originate from Marshal's Refuge. Marshal's RefugeDungeons: N/APvP: Running into enemy players is very likely due to the number of optimal farming locations in this zone, and the importance of farming Devilsaur Leather. Players will also travel through this zone to get to Silithus. Azshara is a level 48-55 zone in northeast Kalimdor. Most of the quests will originate from the zones. Talrendis PointTransit: The flight path is located in Talrendis Point on the west side of the zone. Terrain: The terrain in Azshara is very rough and mountainous, especially around the Ruins of Eldarath. The cliffs surrounding the bay and coasts are exceptionally difficult to navigate around, and the zone changes elevation quite frequently. For this reason alone I don't recommend leveling here. Mob Density: Moderate, mobs are scattered everywhere and elites roam through the zone. Notable Quest RewardsNADungeons: N/APvP: Encounters are unlikely until Phase 2 when Azuregos becomes available, as there isn't much of an incentive to quest in this zone. There are some optimal farming locations that players may frequent, but that's about it. Felwood is a level 48-55 zone in northern Kalimdor. Most of the quests will originate from the Emerald Sanctuary, Bloodvenom Post, and Timbermaw Hold. Emerald SanctuaryFalconbranch GladeTimbermaw HoldDungeons: N/APvP: Encounters are likely due to the compact nature of the zone, the unique consumables that can be acquired (such as Runn Tum Tuber, and the Timbermaw Hold reputation grind in the northeast). Winterspring is a level 55-60 zone in northeast Kalimdor. Most of the quests will originate from Everlook. EverlookDungeons: N/APvP: Encounters are very likely due to the zone's popularity - optimal farming locations, the Onyxia attunement quest, and the demons in the south. Burning Steppes is a level 50-59 zone in central Eastern Kingdoms. Most of the quests will originate from Morgan's Vigil. Morgan's VigilTransit: The flight path is located in Morgan's Vigil. Terrain: Rugged and mountainous. Mob Density: High in Dreadmaul Rock, Blackrock Stronghold, and Ruins of Thaurissan. Notable Quest RewardsN/A, quests just give experienceDungeons: N/A, dungeons are located in Blackrock Mountain. PvP: Likely as players will be farming in this zone or traveling to/from Blackrock Mountain. Western Plaguelands is a level 50-60 zone in northern Eastern Kingdoms. Most of the quests will originate from Chillwind Camp. Chillwind CampDungeons: ScholomanceOLD is located on Caer Darrow. The quests for Scholomance are outlined here. PvP: Encounters are likely due to the faction towns being relatively close to each other, and a lot of quests overlap. Be wary of players traveling through the zone to get to ScholomanceOLD or Eastern Plaguelands. Eastern Plaguelands is a level 55-60 zone in northeast Eastern Kingdoms. Most of the quests will originate from Tirion Fordring and Light's Hope Chapel. Tirion FordringLight's Hope ChapelTransit: The flight path is located in Light's Hope Chapel. Terrain: The terrain in this zone changes frequently; in some areas it can be somewhat flat and easily traversable, and in others there are deep ravines. Depending on where you're at, it can be difficult to navigate through the zone. Mob Density: Moderately high, and just about everything is hostile. In addition, be cautious of the Crimson Courier and their elite entourage that patrol the roads. Notable Quest RewardsThe Scarlet Oracle, Demetria rewards Gorewood Bow, Stormrager, or Sacred Protector. The Corpulent One rewards Ichor Splitter, Skullstone Hammer, or Sarah's Guide. When Smokey Sings, I Get Violent rewards Smokey's Explosive Launcher or Smokey's Fireshooter, in addition to Moist Towlette and Smokey's Drape. The Battle of Darrowshire rewards Tea with Sugar. Dungeons: Stratholme (intended for level 58+ players) is located in the north. The quests for Stratholme are outlined here. PvP: Encounters are very likely, especially once Phase 6 is implemented. Grouping up is highly recommended. Silithus is a level 55-60 zone in southwest Kalimdor. Most of the quests will originate from Cenarion Hold. Cenarion HoldDungeons: N/APvP: PvP encounters are very likely, especially after Phase 5 has been implemented. Contested farming locations, the presence of two raid dungeons in the south, and the Silithyst PvP system effectively promotes world PvP. Grouping up is recommended. For more detailed leveling guides, I would recommend checking out Joana's World, Joana/FuriousPaul is a video game speedrunner that has achieved several speedrunning/speed-leveling accolades in World of Warcraft. For a more streamlined leveling guide, I would also recommend the CWL 1-60 Leveling Guide module created by Navak and Egregious on classicWoW.live. The guides in this module supply information based on the chosen faction, group size, race, and class. In regards to AddOns, I would recommend Questie due to its accuracy and simplicity. I have been playing World of Warcraft since December of 2004, with a majority of my time being from the Classic, Burning Crusade, and Wrath of the Lich King expansions as an Orc Rogue on the US Gilneas realm. I had previously worked at Blizzard Entertainment as a Game Master from April 2015 to December 2018, where I often found myself creating internal articles for my coworkers to use (some of which became external articles for players to use). As a result, I figured this skillset would be useful for creating guides about the game that I grew up with and love. If any information in this guide is missing or incorrect, feel free to leave a detailed comment below. I frequently re-review my guides looking for areas that can be improved, so any constructive feedback is appreciated.

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