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Wow orc leveling guide

First, pick your class and game version (Era, WotLK, or SoM). In Valley of Trials, complete these steps: 1. Accept "Your Place In The World" from Ruzan. 2. Turn it in at The Den entrance to get "Cutting Teeth". 3. Get Vile Familiars by killing/looting them. 4. Die and resurrect to obtain your Imp as a Warlock. 5. Complete "Cutting Teeth" by killing Mottled Boars. 6. Kill Sarkoth, then turn it in for the next quest. 7. Turn in "Cutting Teeth" and "Sarkoth", then get resupplied with Rough Arrows. 8. Complete quests from your class trainer (Mage, Shaman, Priest, Rogue, or Hunter). Make sure to follow these steps correctly and you'll be able to obtain new spells and abilities! Get new spells/abilities from your class trainer, like Hunter, who can get it by turning in "Simple Parchment/Tablet" next to the Warrior Trainer. Also, pick up "Galgar's Cactus Apple Surprise" near the cooking area and resupply with Rough Arrows. East a bit, accept "Lazy Peons" (requires lvl 3). Pick up more Cactus Apples, kill/loot Scorpion Workers, use Foreman's Blackjack item on Lazy Peons, and kill Vile Familiars outside cave. Turn in "Galgar's Cactus Apple Surprise", resupply, then turn in "Sting of the Scorpion" at The Den entrance. Shaman can get level 4 spells/abilities by accepting "Call of Earth" just outside The Den. Warlock and Priest also get new spells/abilities from their trainers. Outside by the wagon, accept "Burning Blade Medallion". N/A Hunter gets new spells/abilities near you on rug. Turn in "Lazy Peons", accept "Thazz'ril's Pick". Go north inside cave, do "Call of Earth", "Burning Blade Medallion" and "Thazz'ril's Pick". kill Yarrog Baneshadow and loot it. Then go to Thazz'ril's Pick, loot it. Grind in cave until level 5, then use Heartstone to return to Valley of Trials. Turn in "Burning Blade Medallion", accept "Report to Sen'jin Village". Priest can get "In Favor of Spirituality" near Priest Trainer. Shaman goes south and accepts next part, then turns into Hidden Path At Spirit Rock, use Earth Sapa quest item on the big grey stone, then interact with the elemental to complete "Call of Earth" quest. Return to the starting point and turn in "Call of Earth" at Shaman Trainer #17a to obtain Stoneskin Totem. Once you've acquired the Totem, proceed east and turn in "Thazz'ril's Pick" quest at a nearby location marked as #10 on the map. As you exit the starting noob zone, head east along the path for further guidance on leveling up your Warrior character in WoW Classic. Learning macros and professions early on makes leveling a lot easier. Check out our guide for more info: Warriors Macros Guide, Warriors Addons Guide. It's best to learn First Aid quickly for easy self-healing. Skinning, Herbalism, and Mining are good primary professions as they let you make extra gold or gather materials. Leveling Engineering can also be helpful since its crafts allow soloing quests that would have had to wait later. While leveling, use high-damage weapons and gear with Strength/Agility for more damage. High Stamina/Armor is also important so you can kill more enemies before resting. Early on, Spirit is crucial for regeneration speeds but becomes less relevant by level 30. Focus on buying food, crafting bandages, and using potions to keep yourself healthy instead. Every class has key quests that help them gear up and learn new abilities. For Warriors, these include Defensive Stance, Taunt at level 10, Berserker Stance, Intercept, and Whirlwind Axe all by level 30. Our Warrior Quests Guide details everything. The best weapon for leveling is your main priority as it has the most impact on your damage output. Dual-wielding is not recommended due to hit and glancing blow limitations that lower your damage while lacking max-level gear. Using Unbridled Wrath Instead of Booming Voice Consider using the talent Unbridled Wrath to generate extra rage for increased damage output. Choose high-damage one-handers to pair with this talent. For tanking, utilize a one-hander and shield, such as Meteor Shard or Whirlwind Axe, and combine it with Commander's Crest. Level 30 Weapon Option Whirlwind Axe is the top choice at Level 30, offering excellent damage output. Even if obtained later, it remains viable until Level 60. Dungeon-Leveling Recommendations Acquire Corpsemaker from Razorfen Kraul and Ravager from Scarlet Monastery: Armory to secure high-level weapons that will serve well for an extended period. Tank and Dual-Wielding Options Sword of Omen and Vanquisher's Sword can be obtained through specific quests, making them suitable options for tanking and dual-wielding Warriors. Combine these with Aegis of the Scarlet Commander for enhanced protection. Alternative Quest Reward Thrash Blade offers superior damage output compared to Resurgence Rod but requires taking an alternative quest. Humans are a solid choice when it comes to weapons, especially with Sword Specialization granting +5 weapon skill when using swords from their racial tree. This extra edge can make a big difference against high-level foes by increasing accuracy. Swords are the clear winner in this category, outshining Maces which have weaker specialization and are often tailored for caster classes. Maces, while decent for Humans, pale in comparison to Swords and aren't as effective in PvE. Some Maces are even designed with caster classes in mind, making them less ideal for Warriors. Staves, similar to Maces, lack Arms talent specialization but share many characteristics. They're often two-handed and geared towards casters, though there are a few notable exceptions like Crescent Staff and Resurgence Rod that you should keep an eye out for at level 60. Polearms, another two-handed option, have decent specialization but the selection is limited in the game, making them more of a niche choice for Warriors. Daggers may seem like a bad fit due to their fast attack speeds, but they actually excel as tanking weapons thanks to steady Rage generation and quick dump of extra Rage with Heroic Strike. Fist Weapons are few and far between for Warriors, so if you're lucky enough to find one, such as Vilerend Slicer, go ahead and use it. Crossbows offer a ranged option but primarily serve as stat sticks, allowing for pulling from a distance with the added benefit of increased stats on Blackcrow. Bows also make great ranged options, particularly while leveling due to the abundance of green Bows with useful stats. Guns aren't as common but bring similar benefits to the table, though keep in mind they require bullets instead of arrows. Thrown Weapons don't grant any stats and are consumed upon use, making them less desirable except for pulling enemies from a distance. Shields may not be a traditional weapon, but they occupy a slot and significantly boost defensive capabilities by increasing armor and often carrying other useful stats. You need to improve your defensive skills in certain situations, especially when you're running away from enemies you can't defeat. Warrior Weapon Trainers Warriors start with one-handed swords, axes, or maces depending on their race. They know some weapon skills from the start but require training in others. They are proficient in daggers and unarmed combat. Other weapon skills need to be learned from weapon masters located in different areas of the game world. Weapon Masters Darnassus (around 57,46) Fist Weapons, Staves, Bows, Thrown Weapons, Daggers Ironforge (around 62,89) Guns, Axes, Maces, Fist Weapons, Crossbows, Thrown Weapons, Daggers Stormwind (around 57,57) Crossbows, Swords, Polearms, Staves, Daggers Orgrimmar (around 81,19) Bows, Thrown Weapons, Axes, Staves, Fist Weapons, Daggers Thunder Bluff (41,62) Guns, Maces, Staves Undercity (57,32) Crossbows, Swords, Polearms, Daggers Most weapon skills can be learned at level 10, with polearms trained at level 20. Even the best low-level weapons will quickly become outdated, so don't waste too much time searching for them unless you're creating a twink character or enjoy the hunt! - Updated guide on Fury talent build, including order of talent selection and explanations for best choices. - Updated Arms recommended build with new talent order and explanations for the best options. - Expanded information on dungeon leveling with multiple characters, including recommendations for certain weapons. - Corrected typo in Charge and Rend's unlock levels. - Added best dungeon leveling talent spec, Corpsemaker and Ravager as suitable weapons, and guidance against Whirlwind Axe. - Introduced melee cleave dungeon leveling section and notes on Thunder Clap. - Included useful questing guides to aid players. - Provided information on Sunder Armor usage during DPS leveling. - Corrected minor typo in Pummel and leveling slider.

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