

Leveling Tips And Secrets

3 Powerful Tips And Secrets Articles

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Article#1

Mists Of Pandaria Secrets - A WoW Leveling Guide

By [Emily Jeffer](#)

These days games are not restricted to a particular age but with enhanced graphics and increased difficulty level these games are even played by people of elderly age. There are some levels in any game that has a special difficulty level for which it takes days to win over. WoW leveling guide is one such guide manual that helps you with finishing up the game 1 to 80 levels in a short span of a week.

WoW (world of warcraft) guide works amazingly and allows you to make a mind full play with games like Mists Of Pandaria Secrets. Mist of Pandaria is an excellent game that requires only a computer system to play the game on and the installation setup. With initial and easy to do installation you can begin with a game play.

The game can be reached to its highest level with an ease as it delivers speed, letting you level from 1 to 80 in 5-7 day. This guide joins you in your game as a MOD/add on and is right on the screen with you in the whole time. Due to this you don't suffer with switching screens and follow the game easily. Simply install the leveling guide, and start going about leveling as quickly as possible.

As the game proceeds with this guide every quest, you need to complete is tracked and updated for you and that too automatically. Every thing is nearly done for you and you don't need to even think of clicking a button to make things done for you while playing Mists of Pandaria Secrets.

It is more than just a guide as it delivers a class guide, a profession guide, a gold guide and even a spec guide for each class. This is an enhanced new addition that makes it different from other leveling guides.

There are various of leveling guides that are there like Zygor Guide and Joanna's Wow Guide. You have to be particular as when you go for it as there are others also available in market. A good WOW Leveling guide must contain the fastest path.

After or while following this guide you must see improvements to your leveling time on WOW. You can come close to expert level and would require quite a few sleepless nights. If you get a good wow guide you can level fast and it can actually give you more enjoyment from the game as you will have a good idea of where to go and what to do next. This guides gives you an overall idea about the game that eases the way to play game more better in a more expert way.

For more information, visit [Mists of Pandaria Secrets](#).

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Article#2

World of Warcraft Leveling Zone

By [Chris K Young](#)

Leveling up quickly and efficiently in the World of Warcraft is one of the most important skills you will develop in the game. In addition to understanding the basics of leveling up, knowing where the Warcraft Leveling Zones are located is key to success in WOW.

The list below contains Warcraft Leveling Zones for all levels.

Eastern Kingdoms:

Dun Morogh (1-10 Gnome & Dwarf starting zone)

Elwynn Forest (1-10 Human starting zone)

Eversong Woods (1-10 Blood Elf starting zone)

Tirisfal Glades (1-10 Undead starting zone)

Gilneas (1-12 Worgen starting zone)

Westfall (10-15 Alliance)

Ghostlands (10-20 Horde)

Loch Modan (10-20 Alliance)

Silverpine Forest (10-20 Horde)

Redridge Mountains (15-20 Alliance)

Duskwood (20-25 Alliance)

Hillsbrad Foothills (20-25 Horde)

Wetlands (20-25 Alliance)

Arathi Highlands (25-30)
Northern Stranglethorn (25-30)
Alterac Mountains (30-40)
The Hinterlands (30-35)
Cape of Stranglethorn (30-35)
Western Plaguelands (35-40)
Eastern Plaguelands (40-45)
Badlands (45-48)
Searing Gorge (48-50)
Burning Steppes (50-52)
Swamp of Sorrows (52-54)
The Blasted Lands (54-58)
The Scarlet Enclave (55-58 Death Knight starting zone)
Twilight Highlands (84+)

Kalimdor:

Azuremyst Isle (1-10 Draenei starting zone)
Durotar (1-10 Orc & Troll starting zone)
Mulgore (1-10 Tauren starting zone)
Teldrassil (1-10 Night Elf starting zone)
Bloodmyst Isle (10-20 Alliance)
Darkshore (10-20 Alliance)
Azshara (10-20 Horde)
Northern Barrens (10-20 Horde)
Ashenvale (20-25)
Stonetalon Mountains (25-30)
Desolace (30-35)
Southern Barrens (30-35)
Dustwallow Marsh (35-40)
Feralas (35-40)
Thousand Needles (40-45)
Tanaris (45-50)
Felwood (45-50)
Un'goro Crater (50-55)
Winterspring (50-55)
Silithus (55-60)
Mount Hyjal (80+)
Uldum (83+)

Outland:

Hellfire Peninsula (58-63)
Zangarmarsh (60-64)
Terokkar Forest (62-65)
Nagrand (64-67)

Blade's Edge Mountains (65-68)
Netherstorm (67-70)
Shadowmoon Valley (67-70)

Northrend:

Borean Tundra (68-72)
Howling Fjord (68-72)
Dragonblight (71-74)
Grizzly Hills (73-75)
Zul'Drak (74-77)
Sholazar Basin (76-78)
Storm Peaks (76-80)
Icecrown (77-80)

Once you have reached level 80 and have activated the Cataclysm expansion package, you will be ready to Quest and explore the new areas of Cataclysm. Below is a list of new Warcraft Leveling Zones you can pick from while leveling up to the newest level limit of 85.

Mount Hyjal

Starting from level 80, you are able to choose between Questing in either Mount Hyjal or Vashj'ir. Mount Hyjal Quests provide reputation points with the Guargians of Hyjal. These points will gain you access to improved gear and a tabard.

Vashj'ir

Located underwater off the coast of Stormwind, the Vashj'ir Quest line becomes available at level 80 (same as Mount Hyjal). This quest is especially difficult as the Quests within this zone are completed underwater. After completing the first few Quests, you will receive underwater breathing and faster movement speed. Farther into the Quest you will received a Seahorse Mount to travel quickly underwater while in Vashj'ir. Some quests in this area will give reputation with the Earthen Ring.

Deephholm

Located in the elemental plane, Deephholm becomes available to Quest at level 82. After completing all Quests in Deephholm, you will gain access to the Therazane Daily Quest Hub and Quartermaster.

Uldum

Starting at level 83, you will begin the Uldum Quest line, located west of Tanaris. You will have access to the Ramkahen Quartermaster immediately, as well as one daily quest. The second daily quest opens up after completing all of the Quests in Uldum.

Twilight Highlands

At level 84 the Twilight Highlands Quest is open to you. Completing all of the Quests in Twilight Highlands opens Dragonmaw/Wildhammer daily quests. The Crucible of Carnage, a 5 man Ring of Blood style quest line, is available to all level 84-85 characters in Highlands.

Leveling up takes patience and skill. With this basic Warcraft Leveling Zone guide, you will be able to level up faster than all of your friends.

If you truly wish to master World of Warcraft, you MUST download the [Free Guide to WOW Leveling](#).

Go to this site immediately to download your FREE Leveling Guide: <http://leveling4warcraft.com>

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Article#3

WoW Pandaria Leveling Guide

By [Mason S Ordonez](#)

When it comes to MMORPGs (Massively Multiplayer Online Roleplaying Games), there are two main character progression designs, which is either by leveling up or by maxing out skills. World of Warcraft have always been about leveling up. This is no different for the latest upcoming Mists of Pandaria expansion. With new zones, dungeons and raid content that comes with the WoW MoP expansion, the leveling competition to be the first to hit the new level cap when the gates to Azeroth open once again, is inevitable.

Mists of Pandaria features a total of six new leveling zones for levels 85 to 90. Level 85 characters can easily jump on the leveling bandwagon to gather in experience points and quickly hit level 86 within the lush Jade Forest. From level 86 through 88, the new suitable leveling zones are none other than the Valley of the Four Winds and the Krasarang Wilds. Then from level 88 through 89, the Kun Lai Summit and finally for the last two levels from 89 to 90, the Dread Wastes and Townlong Steppes are revealed.

Within the Jade Forest leveling zone, gamers would find the Temple of the Jade Serpent, a level 85 to 86 dungeon that features four bosses. Moving onto the next zone, Valley of the Four Winds, Pandaria dwellers would engage in the Stormstout Brewery which is a three-boss dungeon. The area itself is depicted as an open field of green and gold - in other words, an agricultural area with farms, marketplaces, fields and plains. On the other hand, the Krasarang

Wilds, also a level 86 to 88 leveling zone, is found at the southern most parts of Pandaria and is home to the vicious Mogu. The area itself is depicted as more gloomy, dark and dangerous.

The next two leveling zones in the World of Warcraft Mists of Pandaria expansion are found on the top-most peak of Pandaria mountains and a battle-fueled wall. On the Kun-Lai Summit, gamers would find the beautiful Temple of the Tiger and a good level of remnants of hostility from the mantid's rampage at the Townlong Steppes.

Finally, the last two leveling zones, Dread Wastes and Vale of Eternal Blossoms are depicted as dark, gloomy with evil lingering in the air and as a beautiful area hidden by mountains with an air of mystical power. All in all, it is without doubt that Blizzard would surprise fans with all the new content within each leveling zone and the beauty of Pandaria itself.

The article writer looks forward to playing the Monk class when the WoW Mists of Pandaria expansion is officially released. For now, he continues to read-up on updates about the game and contribute his knowledge of the expansion at various community sites, on topics such as [leveling up in Pandaria](#) as well as gameplay and the new [WoW Pandaria zones](#).

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