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This page contains information on World of Warcraft Classic's Leveling Guide for the Warlock class, from level 1 to level 60. This includes information on tips for leveling solo (and with a group), the best talents to specialize in, which skills and spells to purchase - and much more. For more information on leveling, be sure to check out our WoW Classic Horde Leveling Guide and Alliance Leveling Guide to figure out the best places to quest and travel to - and the best places to avoid. Two Alliance races and two Horde races can become a Mage. They are: Humans Gnomes Orcs UndeadLike mages, Gnomes are seen as the more practical pick for Alliance Warlocks, due to their increase intellect for better stats, and Escape Artist helping in PvP, while the Humans Perception is a bit more limited. Both Orc and Undead are great choices for a Warlock, though more of the Orcs racials are rendered useless compared to the Undead as Orc Warlocks can't take advantage of Blood Rage or Axe Specialization, and Undead can still use Will of the Forsaken to great effect in PvP against other Warlocks. Whether you're new to the game, have only played during the expansions since Cataclysm, or are returning to WoW Classic after a long time away, there are many things you should know before diving into the optimal paths for leveling from 1 to 60. The most important thing to remember is that many quality of life changes and streamlined leveling systems are not in place in WoW Classic - quests and rewards aren't always obvious, leveling takes longer, gold is much harder to come by, and it's relatively easy to get overwhelmed when engaging groups of enemies, even for a Warlock with a sturdy demon in tow. As one of World of Warcraft's few "pet" classes, leveling as a Warlock can be relatively laidback and easy even though Warlocks may only use Cloth armor and cannot equip shields. Warlocks have several specializations to choose from, each of which lean into different styles of play. Destruction Warlocks play like Mages, focusing on hard-hitting spells with longer cast times. Affliction Warlocks throw out a series of instant-cast damage-over-time and debuff spells, allowing them increased movement and the ability to damage multiple targets at once. Demonology Warlocks focus on empowering their demonic companions (or sacrificing them for powerful buffs). Below you'll find a few general tips to keep in mind when trying to level as a Warlock: It's All About That Brain - As a casting class, stats are everything. While higher item level weapons will typically come with higher stats, you are safe to ignore weapon damage completely. Typically, two-handed weapons like staves will offer more stamina, while one-handed weapons paired with off-hand items will offer more Intellect and/or secondary stats, leading to stronger damage. When in doubt, equip whatever grants you the highest Intellect or Spell Power, because these stats determine spell damage.Don't Forget Your Wand - Always keep a wand on-hand. Some early Rare-quality wands will do more damage than your spells, so don't be afraid to swing your way to victory!Get Familiar With Your Familiars - Warlocks gain the ability to summon demons at a very early level, and you should always keep a demon summoned (unless you are using Demonic Sacrifice and are running with a group). You'll need to re-summon when you die, so start making the habit of bringing your familiar back when you return to the land of the living. If you are running alone, use your Imp until you complete the Voidwalker quest, then use your large, blueberry-colored friend from that point on.Bring Bandages - Although Warlocks are the most flexible of the casters, due to the Life Tap ability (which reduces or eliminates the need to sit down and drink to recover Mana), you'll be sacrificing some of your health to use it, and you won't always be able to use a Healthstone. Because of this, the First Aid profession will be incredibly helpful. You'll find enough cloth on humanoid enemies to fuel your need (and you can supplement your bandages with Cannibalize if you are Undead).No One Is Safe - Unlike most classes in World of Warcraft, Warlocks needn't be intimidated when they see Elite enemies. With powerful demons at your side to take the damage, and a wide variety of utilitarian spells, Warlocks can harry, debuff, and slowly whittle down even incredibly powerful enemies. Bring enough Soul Shards, resummon your Voidwalker immediately when it dies, and load enemies up with Affliction spells (or use Enslave Demon on Demon-type elites to wreak your own brand of havoc).Roll Deep - It should come as no surprise, but leveling with friends can make life a lot easier, especially if they are a healing or tanking class. While Life Tap means Warlocks are a lot more independent and flexible than other types of casters, having an extra meatshield around always helps. Questing Is King - For your time investment, questing offers the best bang for your buck. Quests regularly dole out powerful items (especially for area-end quests), significant chunks of experience, and reputation with factions (which might unlock special equipment or bonuses not available anywhere else). This is doubly true of Dungeon quests. Make sure to claim every Dungeon quest you find in or around instances, they offer some of the best gear around.Soul Food - While you are journeying across Azoroth, you'll run into many fascinating creatures. Kill them all and use Drain Soul to create Soul Shards, then use those Soul Shards to create Soulstones (which allow you to resurrect yourself upon death) and Healthstones (which can be used as healing potions). Make sure you always have a Soulstone buff and several Healthstones in your inventory (You can also obtain Soul Bags, which are large inventory bags made specifically to hold Soul Shards).Important: There is a "best" way to level when playing a Warlock, and the way is called Affliction.The best leveling specialization for Warlocks is Affliction, full stop. Mana-efficient instant cast abilities (Improved Corruption, Curse of Agony) allow you to maintain mobility, healing abilities (Siphon Life, Drain Health) will reduce downtime and allow you to use Life Tap more aggressively to maintain your Mana pool, and the virtual elimination of cast-time spells means you can effectively engage multiple targets at once. This build gives you access to several instant-cast spells which both add damage and utility to your rotation. It also enhances the already potent skills you'll be using regularly and increases your range while using them. Feel free to play around with the build to suit your playstyle: Start by picking up points in Improved Corruption as it will reduce the cast time of Corruption until it becomes instant-cast at 5 points. This will turn it into one of your most powerful and useful spells, and one you'll against every enemy you'll face. Because spells have a base chance to miss in World of Warcraft Classic, Suppression is the next talent to pick up in Affliction. A resisted spell can mean the difference between life and death in certain situations, so making sure every cast counts is a great way to spend early points. By this point you should know what your rotations and encounters feel like, and you can make a detoured path about whether to continue along the Affliction tree, or dip into Demonology (or so) stalwart companion until you reach Level 10, at which point you'll be able to obtain the quest to obtain the Voidwalker. Once they reach Level 10, Undead Warlocks can pick up "Halgar's Summons" in Brill, then find Halgar in the Mage Quarter in Undercity. The grimoire you are tasked with retrieving can be found just west of the Undercity at a ruined Scarlet Crusade tower. Orc Warlocks can pick up "Gan'rul's Summons" in Razor Hill, then find Gan'rul in Orgrimmar in the Cleft of Shadows. The quest can be completed by obtaining the Tablet of Verga in Skull Rock, located in the northeast region of Durotar. Alliance Warlocks will obtain the "Gakin's Summons" quest from trainers in their respective starting areas, and those quests will lead them to the Stormwind Mage Quarter. Head to Elwynn Forest and kill Surena in Eastvale Logging Camp, then return to Gakin to complete the quest and claim your Voidwalker. Once Level 20 has been reached, Warlocks will be able to obtain the quest for the powerful Succubus. Undead Warlocks can find the Succubus quest in Undercity Mage Quarter. The quest chain, "Devourer of Souls" and "Hearts of the Pure" will lead the player to the southwestern corner of Silverpine Forest to kill Dalin Forgewright and to the northern region of the Wetlands to kill Comar Villard before returning to Undercity to complete the quest. Orc Warlocks must return to the Cleft of Shadows in Orgrimmar to pick up the "Devourer of Souls" quest, which will lead them to The Crossroads in The Barrens, then to the Stonetalon Mountains, and finally to the area surrounding Camp Taurajo. After completing the quest chain, Warlocks will return to Orgrimmar to obtain their Succubus. Alliance Warlocks can pick up "The Binding" in Ironforge before heading to Stormwind. The quest then leads to The Barrens and Ashenvale before looping back to Stormwind, where players will obtain the Succubus. At Level 30, Warlocks can begin the quest chain to summon the caster-killer, the Felhunter. Horde Warlocks will, once again, return to their respective class trainers, where they will obtain the "Seeking Strahad" quest. Travel to the Barrens to find the next part of the quest chain just north of Ratchet, before returning to the Mage Quarter of the Undercity. From there, head to the southwestern region of Hillsbrad Foothills to obtain the Molyb Tome, then to central Thousand Needles to find the Tattered Manuscript in Stonehoof Hold. Return to the Undercity to pick up the next quest, then head to Wetlands to gather the final ingredients from the Dragonmaw, finally returning to Undercity, then Ratchet to complete the quest and claim the Felhunter. Alliance Warlocks will return to Gakin the Darkbinder again to obtain the same "Seeking Strahad" quest. Travel to Ratchet to obtain the "Tome of the Cabal" quest, then back to Ironforge to turn it in. Once that part of the quest is completed, Alliance Warlocks must head to Hillsbrad and Thousand Needles to obtain the same two books, then return to Ironforge to turn it in. On the next branch, head to Wetlands to kill Dragonmaw, then return to Ironforge, then Ratchet to complete the quest and obtain the Felhunter. While other classes will have to scrounge and save to afford a mount, Level 40 Warlocks can simply complete a class quest to obtain their Summon Felsteed spell. As with other class quests, return to your capital city class trainer to pick up the "Summon Felsteed" quest, then return to Ratchet (the same place you met Strahad during the Felhunter quest). Complete Strahad's requirements, then return to complete the quest and acquire your Felsteed. At Level 50, Warlocks will be able to begin the quest chain which awards the most iconic of all Warlock summons: the massive, fiery Infernal. You'll find the starting quest, "What Niby Commands," in central Felwood. Niby will task you with gathering Flawless Fel Essence from demons and dark spellcasters in Azshara, Jaedenar (Felwood), and around the Dark Portal (Blasted Lands). Obtain the essences, return to Felwood and pick up the final quest, then head north to complete it and claim the potent Infernal summon spell. Once they reach Level 60, Warlocks can begin the quest chain to summon the 100% speed mount, the Dreadsteed. Trainers in Orgrimmar and Ironforge will offer the "Mor'zul Bloodbringer" quest, which leads players to the Burning Steppes. Once players have met with Mor'zul near the Altar of Storms, he'll ask them to journey to Winterspring to kill owl beasts and collect their blood. Collect the amount specified, then return to Mor'zul and begin the next leg of the chain. Purchase a Shadowy Potion (and potentially a backup or two) from Mor'zul's companions, then head to Shadow Hold in Felwood where you'll find Lord Banehollow, who will task them with killing Ulathek and acquiring Xorothian Stardust from Ur'dan (for a steep 150 Gold). Return to the Burning Steppes to turn in the quest and begin the next leg of the journey. Accept all the quests from Mor'zul and his associates, then gather the many reagents required to complete the ritual and return to complete the quests (You'll likely need help from Herbalists, Alchemists, Miners, and Enchanters to gather the necessary ingredients). The dark magic crew in Burning Steepes will next task the player with journeying to Scholomance instance in the Western Plaguelands to complete the "Imp Delivery" quest. After gathering all the necessary reagents and ingredients, and completing all the initial quests, the final quest will become available. Mor'zul will give the player the "Dreadsteed of Xoroth" quest. Buy the final three objects from Gorzeeki, then head to Dire Maul's western section in Feralas to complete the quest and obtain the Dreadsteed. Starting at Level 60, Warlocks can begin the quest chain to summon the powerful Doomguard. Travel to the Blasted Lands to the northwestern corner of the Tainted Scar to find Daio the Decrepit. With "The Prison's Bindings" quest in hand, kill satyrs in Dire Maul (found in the Warewood Quarter area). Return and pick up the next quests, which tasks players with killing Hederine demons in Darkwhisper Gorge (Winterspring). After turning that quest in to Daio and picking up the next section, explore the Tainted Scar to find a Doomguard Commander and capture it in the Glowing Crystal Prison, then return to Daio to complete the quest and learn the Ritual of Doom. Warlocks are one of the most eclectic classes in the game (really only second to Druids), so there are a lot of spells and abilities you'll be able to purchase from trainers (or vendors) while you make the journey to Level 60. While many of these abilities can be useful, very few are absolutely essential, so take a look at the following list and make sure to upgrade them at every opportunity. (The fact that Warlocks can obtain an extremely cheap Level 40 mount in the Dreadsteed obviates much of the financial pressure other classes will feel, but this is a great way to save money, regardless.) Although "Corruption" starts out with a cast time, it is still an essential part of the Warlock rotation. Once it becomes instant, it will become even more valuable, so always train Corruption to the highest degree possible. While there are other useful curses in the Warlock repertoire, "Curse of Agony" will be cast on virtually every enemy, so you'll want to have the most powerful version at all times. "Siphon Life" is an essential skill for Affliction Warlocks, given that it both heals and deals damage. Always upgrade it. Always. While "Shadow Bolt" isn't part of the normal Affliction Warlock rotation, it can be a useful filler spell and once you obtain the Nightfall talent, Nightfall procs will ensure you'll be throwing these potent shadow spells regularly. It isn't as necessary to upgrade as spells like Corruption, Curse of Agony, and Siphon Life, but you'll want to keep it topped off after obtaining Nightfall. Alongside the healing of Siphon Life and Drain Health, and skills like Summon Healthstone and Soulstone, "Demon Armor" is a powerful defensive spell which makes Warlocks a bit more sturdy. Since your cloth robes won't offer significant defense on their own, keep Demon Armor upgraded to stay as tough as possible. Speaking of Healthstones, "Create Healthstone" is an essential skill for Warlocks, and those they travel with. Healthstones have a somewhat significant cooldown, so always upgrade this spell (and take the Demonology talents to improve efficacy by 20%) to make the most of every evil cookie you eat. While I wouldn't necessarily call Soulstones a "lifesaver" (given that you can't even use one unless you are dead already), "Create Soulstone" is a powerful spell, and Shamans are the only other class in the game that can come back from the dark beyond on their own. Unlike Shamans, however, Warlocks can spread the love around, creating horcruxes for valuable party members to prevent death from sticking. Keep this upgraded to cause your Soulstones to bring the dead back with more health and mana, something your healer will certainly appreciate when they die in the heat of battle. Warlocks are unique among casters in that they can freely exchange Health for Mana, and vice versa. "Life Tap" is a game changer and, whether you are first awakening to your dark powers or fighting Onyxia in her lair, you'll be using it frequently. To make sure you always get the best benefit from each use, keep it upgraded. "Drain Soul" is the way Warlocks create Soul Shards, an essential reagent for all manner of spells from Create Healthstone and Create Soulstone to demon summoning. Because of this, you'll use it to kill foes frequently. Keeping this skill up to date means you can quickly dispatch enemies, get the shard, and move on.While Warlocks don't have any specialized roles they can fulfill in groups (beyond DPS), and they don't bring any group-wide stat buffs (unlike Druids, Mages, and others), they do have some unique utility which make them a welcome sight in groups. Warlocks have the ability to Summon people to their location, create Healthstones to distribute to the party, and Soulstone the healer (which prevents players from being forced to run back to their bodies after a full-party wipe). With Curse of Tongues, Curse of Weakness, and Curse of Elements, Warlocks can specifically target troublesome enemies, allowing them to be focus-fired by other DPS classes or minimized as threats. Apart from this utility, Warlocks are an excellent source of low-threat damage (Affliction), high-priority target focusing and burst damage (Destruction), and even additional group flexibility through Voidwalker or Warlock off-tanking (Demonology). If the group is being overwhelmed, a well-timed Fear can give the healer time to cast one last spell to save the tank, a Voidwalker "Taunt" can do the same, and Succubus' charm can temporarily remove enemy units from the battle. Which professions should you choose for your Warlock? Well, it largely depends on what you plan to do. If you want to fight other players and primarily engage in PVP, Mining and Engineering are excellent choices. The bizarre equipment available to Engineers will allow you to ensnare or stun your opponents (making up for the Warlock's lack of mobility options), charm them, deal extra damage, launch yourself across fighting arenas, and even open locks. If you plan on challenging difficult endgame raids, Tailoring and Enchanting is an ideal choice. This choice is common to all cloth-wearing classes, as high-level Tailoring allows the player to craft powerful Epic equipment, and Enchanting allows the player to enhance that equipment with powerful stat buffs. If you want to make a ton of money, with little investment, pick up Herbalism and Mining. These professions require virtually no crafting, so you can simply gather herbs and ore, then sell them on the Auction House for a tidy profit. Herbs are required to make Alchemy potions for end-game raids, and Mining is used by both Engineers and Blacksmiths, so there will always be demand. Enchanting is also an excellent money-maker, but you'll need to work harder to level up your skill to make the most of this profession. Class Guides DruidHunterMagePaladinPriestRogueShamanWarlockWarriorWoW Classic Shaman Leveling GuideWoW Classic Warrior Leveling Guide

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