

Derek's Speed-Leveling Guide Bonus #3

My Leveling Data Manuscript!

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The leveling tips inside of this guide are very important to your **Time Played** and overall leveling speeds. The tips here are in no specific order but I encourage you to read through this whole guide and incorporate these strategies. I guarantee using these strategies alone will increase your leveling speed rapidly!

Think of it just like the professional NASCAR racers. The drivers whole goal is to shave a few seconds off of each lap. This should be you're mindset as you read through these strategies and use them in your play-style. If you shave seconds off of multiple area's of your game time.. you will level quicker JUST from that.

Professions

Professions will be on of your greatest downfalls when it comes to leveling speed. The one and only profession you should get is **First Aid**. Every profession (this includes gathering professions) will only slow you down. Any time spent away from killing mobs, or completing quest objectives will scar your overall leveling speed.

Since bandages save us so much time out on the battlefield, I try to make as many bandages or build up my first aid when the game provides me time. I like to do this when I'm: waiting for a boat to come, waiting for a quest mob to spawn, or if worst comes to worst I do it while I'm inside of an INN (this way I'm atleast building **restedEXP**)

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The Auction House

STAY AWAY! Spending time looking at vendor items or Auction House items slows you down. NEVER stop at the Auction House to scan for items. There are occasions where you will actually need to buy things from the AH. These include quest items or gear upgrades. The next tip will show you how to do this quickly, efficiently and without messing up your **Time Played**.

Make A Mule

Your biggest time saver is a mule character. (*This is just a level 1 character that you put inside the main city that has both an Auction House and a Mailbox*). Simply put, a mule runs back and forth between the Auction House and your mailbox. This character acts as a middle man between your main character and every selling option. This gives you an unlimited amount of item slots.

When you are out questing or grinding and your backpack fills up, you will mail everything to your mule. (Except for items you would usually vendor, just vendor those.)

You can leave everything in the mailbox (this is what I do). This way when you need something like extra cloth for bandages, you simply log onto your mule character,

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open the mail and hit "Return" it send it back to your main character INSTANTLY! Don't worry about forgetting about items in the mailbox, if the timer runs out, it will automatically send it back to your main character.

Use your mule to buy and sell everything on the Auction House and to refill your main with any goods he might need.

I also like to use **Ctmod's Mail Mod**. (Check the Addon's section for this).

Bag Space & Loot Filter

When you are out questing you want to have as much bagspace as possible to hold potions, scrolls, quest items, arrows, poisons, bullets, reagents, bandages, food, water, and then finally all the loot you're actually going to pick up! (You see how much stuff you will be carrying!?)

If you are on a new server then you will want to upgrade your bags as soon as the tailors are able to make them. You can very easily keep tabs on players who are ranking their tailoring quickly. Offer them a large amount of cloth (since you will have a surplus). They will gladly make it for free because you are helping them level their profession.

If you are not on a new server, you should upgrade your bags as soon as you have

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enough gold. I try to get full 16 slot bags as soon as possible. The more bag space you have the more time you can spend questing or grinding.

I also like to use **LootFilter** when questing. (Check the Addon's section for this).

Down Time

Character downtime is the time spent **eating, drinking, walking**..etc. This is basically anytime spent not killing or questing. This is one of the biggest downfalls for players. This doesn't seem like a mistake while you are playing, you are usually too caught up in chatting or planning which mobs to kill next.

Just like my comparison with a racer, just think about the math involved in downtime. If you spend 15-30 seconds between each 4-5 kills, you are killing yourself with downtime. Here are some tips on improving downtime:

- Check your talent Spec. Make sure you are using the correct leveling spec as provided in the character's section.
- Use Scrolls, or any buffs from food.
- Get the most up to date food/water. They update every ten levels. 5/15/25/35 etc. Each time you upgrade just vendor the rest of your old food. It's usually far out of use.
- Use First Aid. This will keep most characters going long enough to not even worry about food. (Minus healing classes).

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During Downtime

Unfortunately no matter what you do sometimes you will have downtime. So when you are eating/drinking, the best thing to do is to do so inside of a corpse. On PvP servers this is crucial because usually it hides your body totally, and gives you a few more seconds to react if someone is coming to gank you!

Potions, Scrolls, Flasks...

There are plenty of items you can use to increase your killing speed or your hitpoints to stay alive longer. Make sure you check the auction house (on your mule) for potions , scrolls, and flasks. These will all give good buffs to your character to make your grinding sessions and questing go much quicker.

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Grouping (optional/temporary)

This is optional only because it has it's benefits but it also has it's downfall. If your server is crowded it may benefit you. When you are in a group it automatically drops the amount of experience you get per kill. However this still could benefit you if you are killing a boss mob, or a mob that is on a re-spawn timer. Instead of fighting for the mobs in the area, invite them to a group and you will get it done twice as fast, and without waiting for re-spawns! This does not mean intentionally looking for a group. This should only be **temporary** to clear out a quest and move on. Don't run around questing in a group, this will **dramatically** slow your leveling speed down.

Cool Downs

Please use them! I have coached so many players that don't ever use any of their cool downs! This is one of the biggest mistakes you can make and you can do it so easily. The basic thought behind cool downs is the fear of "needing" them at a later time. When in reality you rarely ever do. A cool down is any spell/ability that has a timer on it after you use it. These are your most effective spells, and can upgrade your leveling speed instantly.

To monitor cooldown times I use Cooldown Count (Check the Addon's section for this).

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Gear (Twinks) vs. No Gear

It has been argued both ways on gear. I have tried it, when it comes to gearing up a character from 1-70. I spent thousands of gold twinking out a character from 1-70, then tried it with minimum upgrades, and they came out to be near the same time **/played** at the end (The time difference was in about 4 hours over all). I always like to upgrade my weapons every time I see an upgrade. This makes it much easier on killing/grinding.

If you have plenty of gold to spend on your character, then I would do so because it does save time. But I would not take time out of my leveling plan to run instances just to gear up. This is not efficient at all.

Deaths

The biggest drop in leveling speed is deaths. When you die, and you have to take time out of your questing to run back to your corpse, this KILLS your speed of leveling. Playing it safe may seem slower, but if you lower your deaths you increase your leveling speed.

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Always Plan Ahead

While you are killing, or questing, make sure you look ahead. Always look to the next mob you are going to kill. On top of this make sure you look at the next quest you are going to do, this makes it much easier when you actually go to do that next quest. (This will also set you up to get to that next quest spot quicker). If you plan ahead and you are constantly looking out, you will eliminate chances of death, and it will make your next moves much easier.

Battlegrounds

Much like the Auction house **STAY AWAY**. I absolutely love pvp. But there is a time and place for everything. It's much quicker to level up to 70, and then do all your pvp to get your gear. You get more honor and the queue's are usually quicker at level 70. If you want to level quickly then stay away from battlegrounds. I know how fun it is but it's a valley of time loss.

Hearthstone's and Rested Experience.

As you will see in the step-by-step guide we strategically use our hearthstones to minimize traveling time. When you log out make sure you are inside of an in to pick up Rested experience while you are away. Even if you plan to log out for a few hours, it's still important to pick up rested experience while you are away.

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