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Leveling guide wow 90-100

August 27, 2019 Hello everyone! Today I want to show you some very useful tips for World of Warcraft – it's my huge and thorough Battle for Azeroth Leveling Guide 1-120. If you're doing your Allied races or you're just wondering how to level efficiently, here it is – the fastest options to level in the modern WoW. Get a cup of tea or something like that - you have a lot of information incoming! Leveling speed was severely increased by devs in patch 7.3.5 because the previous system was far too long and annoying. Before that, the progression was slowed to increase the amount of time people will spend raising their characters, taking into account that even some experience buffs were drastically changed. Now, leveling speed is increased by up to 40% for some ranges, and by 22% for level range 20-120 overall. It makes leveling much faster, especially if you've decided to do it now! Here you will find everything that can be interesting or useful in your leveling – you have just found the perfect method to go up a level! General information Before you start your race at the maximum level, you need to take into account a number of aspects: your eagerness, your time, your reasons. Eagerness – to get things done quickly without being morally burned out, you need to want to reach that level for your character. If you have 50 characters, you may find it very frustrating to raise another. If you don't have the right mood or inner energy for this - don't start. Seriously, it saves you nerves and time, just a leveling service or a boost of some sort. Time – if you have two, one or even fewer hours a day to play World of Warcraft, you should also consider getting a boost or abandoning your idea. Such levelling will take a month or more of your time – and you'll probably not be satisfied with the result in the end (if you want FAST leveling, of course). Reasons - you have to be accountable to yourself why do I want this I a different character? If you don't give a clear answer, then you probably don't want that character for sure (and you should reconsider to get a boost token from Blizzard or a leveling service. If you're determined, confident and ready to level up your character - well, then welcome to the world of the fastest levelling you've ever seen (without RAF bonuses, of course). I'll tell you some useful things that can save you leveling time. Extra Experience Sources Heirlooms: Most Powerful Bonus Experience Source. You should easily acquire heirlooms of all kinds, except rings. If you didn't play during the Warlords of Draenor, or if you don't have a last level shipyard in your garrison - don't bother, it will take a lot of time. A full heirloom gear gives more than 50% of the extra experience. Heirloom items with Critical Strike are the best - you want everyone dead in a few swings or casters casters Redistribution. Enchants: Get all possible or available enchants- bonus effects of enchanted will allow you to kill monsters even faster. Recruit a friend: Recruit a friend and inviting your friend into a group provides an additional 50% experience. It's an ultimate way to speed up your leveling – if you have a friend who can or wants to play World of Warcraft, it's your best choice. I highly recommend it, it is superior! Rest Zone: Leave your protégé in an Inn or in an Inn-like (try to read this sentence quickly, it sounds nice) place to get the well-tested Bonus. To define whether you are resting, check your hero portrait and find a ZZZ bar instead of level image. If you still see your current level, then you are not in the residual zone. Experience Potions: Elixir of the Rapid Mind and Elixir of ancient knowledge are two extremely rare items with unique experience fanatic. In case you want to find them on your server (and even more - afford them), you also use them. But seriously, I don't recommend it - it's too expensive as hell. The excessive potion of accelerated learning should be used while you are in Draenor. Don't forget to buy it from your garrison quartermaster. It can be used at level 91 to 99, and it will allow you to pass through Warlords of Draenor in a day. Draught of Ten Lands is an item from Battle for Azeroth with a 10% experience buff with an hour-long duration. Good thing. War Mode: Activate the war mode as quickly as possible in your talent menu. It gives you 10% to 30% bonus experience, it depends on your faction. For Alliance, it's almost a must-have! Nevertheless, you are attacked by Hordies or Alliance and killed. Yes, there is an 'anti-gank system' that allows all players to have a chance against players of a higher level, but I don't think it is that useful. In the case of factional deficiency (Alliance, it's our case), you get a temporary call to use weapons with enabled War Mode. Darkmoon Faire: it appears every month and has two options of experience buffs. You have to use the carousel to get the WHEEL! buff for 10% extra experience with an hour duration. There's also the Darkmoon Top Hat that you get by playing a few games that also gives you a 10% bonus experience buff for a week. However, it is quite debatable – getting these buffs can take longer than actually doing some quests. Insightful Rubellite: You also use an Insightful Rubellite for your items with sockets for an additional 5% experience. Guild Bonuses It's very useful to look for guilds that focus on alts or toons, especially if you're not new to World of Warcraft. Also try to find random people who join you in your leveling process - it doesn't matter, it will eventually take the 120 level or finish after 30 seconds - leveling in a group is always faster. Guild perks: there are a number of guild perks that you find useful while leveling - faster mount speed, short hearth cooldown, and so on. Useful tips Capacious bags: I always buy giant bags for my characters, although it won't improve my leveling. At least you don't sell grey waste items that often! Mount Speed: Always use your mount - learn the driving skills as fast as you. Food: Buy some food and drink to reduce your idle periods between fights and quests. Hearthstone: Always tie your stone to the nearest Inn when you change your quest zone. Goblin Glider Kit: it can be useful to go to some places if you don't fly, but you handle it easily without it – it's just your choice, it's not that important, really. Professions Appeals won't help you significantly, but they will have significant chunks of experience at some point. Consider choosing Herbalism and Mining – it's the perfect appeal combination during your leveling. Later you will be able to sell your ore and herbs and earn some gold, and besides that, you will also get some free experience. Don't hunt ore and herbs while levelling - just choose everything on your way. Leveling with such a technique is worth while, especially at some levels achieved. Don't forget this if you collect something during such levelling: Sky Golem: Famous mount. Allows you to take items and communicate with objects without disassembling. Monel-Hardened Stirrups: the same effect as the Golem, but it has a duration of 2 hours. Coarse leather barding: prevents daze debuff when hit on a mount. Enchant Stones - Kul Tiran Herbalism /Enchant Gloves - Kul Tiran Mining: Makes herb or ore collecting really faster. Addons Azeroth Autopilot (my personal number one) It's the best leveling addon I've ever seen. No, literally! The author of this guide ended all his Allied races only with the help of Azeroth Autopilot. ☺ It's very simple and convenient, and it's the top-tier solution among leveling mods! Azeroth Autopilot shows you optimized quest pad and which quests should generally be taken, speeding up your leveling significantly. Azeroth Autopilot is almost mandatory for those trying to get the fastest results in the shortest period of time. Azeroth Autopilot, by the way, has some other very useful features – such as auto-repair, car-selling trash items and so on. 100% quality, super levelling guaranteed! Legion Invasion Addon This addon just informs you about the next Demonic Invasion on Broken Isles. Invasions give you plenty of experience for levels ranging from 100 to 110 - a single invasion can provide you with enough experience for 1-2 full levels. Handy notes collectors-style addon. It shows you all the treasures on your map. Don't forget to install all Handy Notes extensions (modules?) for all extensions! Dungeon Leveling (15+) You start doing Nwo. Obviously, to save your leveling time, you need to complete each dungeon only once. Each dungeon run sometimes gives you a serious number of quests - take them all, they are very simple and useful. Always do only random dungeons - there is a huge experience to get after the completion of the dungeon. Also note that for some level ranges (e.g. 1-60) this 'random dungeon queue' bonus is sometimes equal to a whole level! Use dungeon queue when possible. The best option for Dungeon 'farm' is to visit any dungeon only once, and then keep searching while queuing for the following cases. The group finder usually sends you to a place you haven't visited yet. If you have a full heirloom set equipped, you'll reach 60 long before you visit all the vanilla dungeons (if you're queuing your stuff while you're in the dungeon queue, of course). You should also know that instances differ, especially in the beginning. Some are much better than others because long dungeons take time, while others are almost a one-shot style. There are also dungeons that have few tasks, while others have many of them. In theory, the perfect dungeon has different quests and is relatively fast, without multiple zones or floors. A good point to save your time - if you go to the tiered or giant body, especially that you're already done, leave. It saves you time and nerves - you get a leaver debuff, which prevents immediate queues, but you get more benefit from quests during this debuff. Believe me, it works. But on the other hand, some cases are very short and simple (Stormwind Stockade, Razoren Kraul, Sunken Temple and so on), so it can still be a good run if you're here several times. PvP & PvP Battlegrounds It's also an option if you prefer PvP over PvE in general. You'll get some experience for your first random battlefield. But it only works if you win, yes. Nevertheless, such leveling should be diluted with standard leveling and by herbs and farm ore, because you will wait long minutes (sometimes - really long) waiting for the next battlefield. If you decide to level up with PvP, consider getting a defending champion – a famous Gurubashi Arena PvP item. It increases your battlefield XP by 50%, which can give you a serious leveling speed advantage in some PvP series. Vanilla You won't miss Vanilla, so let's see the beginning of your path. Nowadays, all the zones are large, and as far as the Vanilla is concerned, all the zones here scale up to level 60. WoW Leveling 1 – 20 If you're not an Allied Race, you'll get your 15 to 20 levels in your safe start zone. Such places have a large number of simple and small quests, which you will do in no time. 1 to 20 a few hours if you are a complete beginner in World of Warcraft. On level 20, don't forget to be the first Skill. WoW Leveling 21-60 Entire Kalimdor and the Eastern Kingdoms are now open to you. Almost all areas are good and convenient, but consider the next one for the smoothest walkthrough. Eastern Kingdoms Leveling 21-60 Westfall Redridge Mountains Duskwood Stranglethorn Kalimdor Leveling 21-60 Southern Barrens Dustwallow Marsh Needles Thousand Tanarisi Un'goro Crater Silithus Outland and Northrend If you're not tired of red (Red... red everywhere!) Hellfire Peninsula in Burning Crusade, you move on. As for me and all the new players out there - skip Burning Crusade, you get there later. The expansion itself is really bad in terms of quest locations and quest chains - it's not worth it. If you choose TB over WotLK, you will simply slow down your leveling. And don't forget to learn to fly (it's crucial!) because it will increase your search speed tremendously! You still have to choose where you want to level in - either Outland or Northrend. But still, I strongly propose to choose Northrend - just believe my expertise. The areas are less time consuming than Outland ones by any means, but it's just my preference, I guess. You can still use the dungeon queue here to get extra experience chunks. You stay here until 80 - after this level, you should immediately go the next extensions. Alternative Path 60 – 80 You have some problems with the 60 to 80 range and may be looking for other options. Currently, our only other options for those are 60 to 80 range gathering and battlefields. A battlefield win grants 60% of a level experience requirement at 58-79 range. If you believe you can win most of the time, you may find this option valuable for your progression. A battlefield loss (an ordinary thing as for me, I honestly, it happens all the time) only gives a 15-20% of a level. In connection with that, you will be waiting in PvP queues – continue your search or collecting herbs/ore anyway. Collecting herbs or ore can bring you a nice amount of experience. It's the same in every zone, but you probably focus on Sholazar Basin (Northrend) or Zangarmarsh (Outland), because most creatures there are neutral and have a good placement – you get tons of herbs and ore and that you take easily to level. In theory, you should have about a level with every hour spent on such an activity. Cataclysm and Mists or Pandaria Choose after hitting level 80 between Cataclysm or Mists or Pandaria. Unlike previous expansion, really choose everything you want - because both options are absolutely good. Some players prefer Cataclysm, some players prefer Mists or Pandaria, and some even prefer a mix of both extensions! In Cataclysm you should probably pay attention to Hyjal and Vashjiir, and in Mists of Pandaria, you jade forest and the Kun-Lai Summit. These locations are his Best places to play until you level 90. In Pandaria, use your previously installed (you haven't forgotten about my recommendations, have you?) Handy notes - Pandaria Module for an extra free experience - just collect different treasures and you're good! By the way, note this continent and its lore - it's beautiful! Dive deep into the river of wisdom and calm your soul in these spiritualized places, travel! Pandaria can give you more than you think. Believe me, I know. As for Cataclysm, remember that all its zones have their portals in your main city (Stormwind and Orgimmar!) Warlords of Draenor Draenor... It's good if you level an alt and finish Draenor Pathfinder. If you're not flying in Warlords of Draenor, you just need to spend more time on this expansion. Nothing serious, but it will slow you down for a while. With flying unlocked in Warlords or Draenor, it will only take a few hours to get through the entire expansion! You'll complete it within a day, literally - I tested it myself and I was able to do that without obstacles. Personally, I've done it several times recently (yes, allied races, you name it) and I'm glad I completed my flying in Draenor back those days. Your future alt leveling will fly incredibly faster with this expansion - so, if you know your (or at least there's a realistic probability) level of your other characters here - get that Draenor Pathfinder thing, seriously. It's totally worth it. Mixing quests and great local tasks, while flying around and collecting treasures will shorten your indwelling here ten times. Even if you don't fly in Warlords of Draenor, don't forget to install the Warlords of Draenor Handy Notes Module! In the case of unlocked flies just fly and pick up all the treasures you see on your map - free experience everywhere! But you should also know, that some treasures are not worth it - they can be located in a deep cave, hang out in a remote area, surrounded by packs of monsters or have an internal mini-event that will take your time. And your time is valuable! So in case you realize you're spending more than one or two minutes per treasure – forget it, it's not helpful for your leveling. Just skip these and continue searching or searching for other treasures - there are plenty of them in every Warlords or Draenor location. You don't have to collect all the treasures in a particular zone - just take the most convenient and easy to get. As for my personal experience, you will only have three zones at your 90-100 level range – your Warlords of Draenor starting zone (they vary by faction), Gorgrond, and, in some very rare cases, Spires or Arak. Same applies to bonus targets - some are really fast, while others are quite long or have some special special! You probably don't have to do all the bonus goals, but in my case I've completed them all. Oh, and another very important thing! Don't forget to get an excessive potion of accelerated learning from your garrison! A free (yes, for some garrison resources, but you have that) 20% extra stock experience, which effect lasts even after you die. Excellent! Range 100 to 101 lasted only 10-15 minutes - I've collected some treasures and completed some initial quests. The whole level range 90-100 was completed in less than 8 hours - even though I played completely in a relaxed state. Bonus goals combined with some questing and estimating gave me the most intense experience boost I've ever seen in terms of casual fast leveling. Legion Leveling in this section is also very fast, even though it may not seem that at the beginning. Once you've upgraded your heirlooms all the way to 110, you'll do it even faster. As far as I'm concerned, I'm always too poor for upgraded heirlooms, so I did it without them. Legion Invasions are a huge experience boost and you always get at least one level or almost two just from an invasion! Here you must use Invasion Timer to know the exact time of the next invasion on Broken Isles. In Legion, you'll also find the same local goals in the zone you're playing in, but it's not worth too, because it also gives you a serious amount of experience. And ending all zone quests, you will find a dungeon quest that also rewards you with a huge experience lump. As for the Broken Isles in general, you choose every area you prefer - you'll do everything with the same speed in each, they're all well balanced. In general, a level takes 45-60 minutes if you own full Heirlooms, all leveling in Legion should be really fast for you. If you ask the author of this guide, where does he begin, the answer will be Azsuna. Why? I love elves spirits, this premonition of impending storm and naga threat... and Runas the Shamed. This man is one of my favorite characters in World of Warcraft, and his sentences about Zarknar are pure gold. And every time I finish his search line, I'm standing there during his final moments. It's pure epic, guys. That's the character we all deserve! ('Presses F). When I'm done with Azsuna, I'm going to Highmountain, and if I'm not 110 behind, I'm going to do some duties in Val'sharah. Battle for Azeroth Finally you are in Kul-Tiras or Zandalari! Your power ascending is almost complete, hero! Struggle to level Azeroth, in my opinion, is one of the most interesting of all Azeroth - I really enjoyed every location and its story, even after doing them several times. If you want some extra experience bonus, you get insightful Rubellite and use war Bonuses. Continue using your Azeroth Autopilot - it will make things much faster. Faster, Battle for Azeroth expansion. I suggest you stop only because dungeons here won't have that effect in terms of saving our time. Also use Handy Notes Treasures here. It will mark all the BfA treasures on your map - just plunder most of these treasures while searching. If this character is your first, you'll also need all the major storylines completed in each zone, as well as those outriggers for the 7th Legion (Alliance) or the Honorbound (Horde). This allows you to use your Pathfinder, part one. And of course you are prepared for the Pathfinder, part two! Personally, I wasn't prepared for it - Nazjatar and Mechagon just killed my brain in the beginning, so much gravel there was... You go to any area you want, but there is an order that is perhaps slightly efficient than others: Kul-Tiras: Drustwar &t; Tiragarde Sound &t; no difference&Zandalari: Vol'dun &t; Zuldazar &t; no difference All Battle for Azeroth quests are soluble by all classes. If you have a hard (you don't kill some elite goal of the first attempt) just wait for other champions (if there are some leveling players around you), or participate in this quest via group finder (green eye icon). Don't wait too long for that to happen. We want your maximum level as soon as possible, don't we? Complete Battle for Azeroth dungeons ONLY when you get the right dungeon quest at the end of your current storyline. Otherwise, BfA dungeons are a huge waste of time in terms of fast and efficient leveling. Honorable mention Timewalk Farm If you now have an active timewalk event, take part in it – it's a whole way to level up. About twenty runs give you your desired 120 level (if you have 110 at the moment). Island Expedition Farm Try some islands and see for yourself how much experience you get. Unfortunately, they were nerfed (or should I say fixed) some time ago, and you no longer use the locked experience character in your group. There is a Set Sail task that can be completed once a week - it gives you 100k+ experience. Occupations 110-120 Herbs and ore collection will be no better than classic searching. But it's a good option to distract yourself from your current activities and earn some gold – you'll be collecting modern ore and herbs that will be 100% sold on your AH. With a equipped bonus, a level takes about two hours - but you earn 10-25k gold per hour, just in case you need it badly. Raids They should be mentioned here, too, but I personally don't even bother to do them. They are in no way comparable to Legion Invasion. But yes, if there is a raid nearby, it is still some free experience. My sincere congratulations on reaching level 120! You did it! I hope said that you will discover hidden fun and mysteries of the Battle of Azeroth - it is a good extension, even though it has some drawbacks for sure. Stay calm and keep playing. You now have all the leveling expertise you need. Enjoy World of Warcraft - and we'll see you in Azeroth! Azeroth!

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