

Derek's Speed-Leveling Guide Bonus #2

Power Leveling through 1-70! (Fastest Pathway to 70)



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The Method – Overview

This speed leveling method comes from a style of leveling used in Diablo II: LOD.

In this game basically what you would do is have a higher level character “rush” you through the game. After you completed certain objectives then you would go back through and have that character repeatedly kill the “right” mobs for you to give you the perfect amount of experience for the quickest leveling. In Diablo II: LOD, it was pretty much the only way to level efficiently.

We took this concept and applied it to World of Warcraft and we noticed we had great results from doing so. Again this is 100% legal, if not abused. I personally have used it, and I have had friends use this method.

HOWEVER NOTE: This does not guarantee that blizzard will ALWAYS allow this. Since it is a form of “power leveling” they may change their TOS or add rules to the game that make this illegal. So please use this with caution.

If they ever change it without you knowing, they will **::warn::** you first. You will not lose your account for doing this.

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So I told you that this method is not for everyone, here are the reasons:

You need:

A) A level 70 character that you own on a separate account, AND have the ability to run two wow programs at the same time, or have two computers to run the games on.

B) You need a level 70 friend who is willing to power leveling you through instances.

C) You need to “hire” some level 70's to run you through the instances.

Here's how the method works:

You have a high level character (70 is the best because they will do this the quickest), run you through the correct instances, or the right grinding spots from 1-60.

In this method you will notice that your experience PER KILL is nerfed. Meaning you lose experience per kill.. however they will be killing so many mobs, at such a quick rate that this is still the fastest leveling method to date.

Derek's Speed-Leveling Guide Bonus #2

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Here's your routes:

Alliance:

1-10: You have to quest through this part solo, so use my guide from 1-10. This will get you from 1-10 the quickest and ready for your first dungeons.

10-15: The Deamines Powerleveling

15-20: The Stockades Powerleveling

20-35: The Scarlet Monestary (Library until 25, 25-35 is Armory/Cath Runs)

35-45: Zul'Farrak

45-58: Scholomance/Stratholme

58-61/62: AOE Grinding in the Dark Portal (Need a Mage or Paladin)

Derek's Speed-Leveling Guide Bonus #2

Power Leveling through 1-70! (Fastest Pathway to 70)

Horde:

1-8: Use my speed leveling guide for this portion of the horde. You can't level quicker then soloing the quests for this area.

8-12: Rage Fire Chasm

12-17: Wailing Caverns

17-20: Razorfen Kraul / Black Fathom Depths

20-35: The Scarlet Monestary (Library until 25, 25-35 is Armory/Cath Runs)

35-45: Uldaman, Zul'Farrak, Maraudon

45-58: Maraudon. Scholomance/Stratholme

58-61/62: AOE Grinding in the Dark Portal (Need a Mage or Paladin)

(Next page for tips)

Derek's Speed-Leveling Guide Bonus #2

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Tips for using this method:

Note: This method is still in “Beta” mode. These tips will be updated, changed, and altered as time goes by. We are still testing and tweaking this method.

Not every class is made to be used in this power leveling method. Whether you are paying someone to do it for you, or you are using a level 70 character you will want to find these characters. I listed them in order from greatest to least.

1. Paladin
2. Mage
3. Warrior
4. Rogue
5. Hunter

For the paladin you want him to be Protection spec so he can grab a large amount of mobs and AOE them at the same time. Mages I prefer Frost Spec as they can pull the largest amount of mobs and they are the best with Mana.

Pull Large Packs of Mobs

In order for this method to work you HAVE to pull large packs of mobs, or if you are using a warrior/rogue/hunter they have to quickly burn through mobs. This is why I prefer a Mage or a paladin because they have the ability to AOE.

Derek's Speed-Leveling Guide Bonus #2

Power Leveling through 1-70! (Fastest Pathway to 70)

Watch your EXP bar, not your exp per kill

You have to remember, if you are doing this correctly that you are plowing through mobs. Don't let the exp per kill freak you out.

Lag FAR Behind

You are going to be EXTREMELY under leveled to even be inside of instances. Usually 1-5 hits are going to kill you depending on your class and gear. You should let your power-leveler stay far ahead of you. As long as you are still getting exp per kill you will be fine. Don't be anxious to loot. Let your power-leveler start the next pack of mobs before you run up to loot the previous pack of dead mobs.

Hiring this work out

This is not the easiest thing in the world to do. First off you are trying to get two low played classes. Secondly you are narrowing it down even further to try and get the competent ones that actually realize you are SPEEDING through these instances.

Your first question:

How do I get enough gold for this? You are going to need a few gold to get started with this method. But once you get going you will realize that this is actually a gold method in itself!

Through my testing on separate servers I was able to pay around 4-5g per run of the low level instances, 8-10g per run in the mid-level dungeons (SM,ZF,Maur) and 15-20g per run in the higher level/AOE runs.

Derek's Speed-Leveling Guide Bonus #2

Power Leveling through 1-70! (Fastest Pathway to 70)

You might be freaking out because this seems like a lot of gold. But it's not the case. When you go on these runs you simply tell them that you want all the loot. You put the loot on Free-For-All (by right clicking on your picture, and Group Loot option.) After you have that set, just loot all the mobs as they are killing. This will give you something to do too!

Let's work together:

Since this idea is not main-stream yet there are very few of us who have access to this! Let's work together and fine-tune/critique this strategy.

I am setting up a special e-mail FOR THIS METHOD ONLY. You can send your e-mails with idea's to critique this method here:

PLmethod@levelfaster.com