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# WOW Power Leveling Concepts:

Gain a "Power Leveler Mentality"  
Fast and Simple.



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## Introduction: What is this Guide NOT?

When players talk about WOW Leveling Guides, they usually refer to a specific type of Leveling Guide: a quest guide.

Because the most effective way to gain experience in WOW is through Quest completions, Leveling guides usually focus on different ways of assisting the player in getting quests done. The "older" Leveling Guides were actually written text files (Much like this guide) and as time went by they evolved into on line leveling guides (Leveling sites) that provided information regarding quest locations, fast questing routes etc.

The latest developments were In Game Addons that are used 100% inside the game, and offer directions in the forms of arrow and other graphical means to direct you to the next task at hand.



This Guide is NOT like any of the guides mentioned.

This guide is **not** about Questing at all. This guide (or any other written guide) can not offer

anything new to the table in terms of quest time speeding, compared to in game leveling addons. Therefore If what you seek is a "Quest Guide" You are better off getting a product aimed at this purpose (I have added a leveling guide review section in the end of this document).

The [Best Leveling Guides](#) offer Task lists and Arrows in Game.

Ok, so now that we've established what this guide is **NOT**, It's time to find out what this guide **IS** about:

## What is this guide about?

While Leveling in WOW, players activities can be separated into two main groups:

Roughly 80% questing and 20% all the rest.

Because questing takes so much of the time spent on leveling, we can understand why all "traditional" Leveling Guides focus on that activity. If we want to cut our leveling time by 15%, it is much easier to cut the time down from the 80% then to do so from the 20%.

However, that doesn't mean it is not POSSIBLE to cut down from the 20% as well, and so far I have yet to read any Leveling Guide seriously discussing this topic.

Weather you are assisting yourself with a Leveling Guide or not, there are certain SIMPLE RULES, certain BEHAVIOURS and CONCEPTS that if you follow by, you can dramatically REDUCE your leveling time, and this is exactly what this Guide is all about.

That means that this short and simple leveling guide will be effective to you whether you decide to assist yourself with a "proper" leveling guide or not, because this guide is about anything BUT questing.

This is the POWER LEVELING CONCEPTS GUIDE, and to start off we need to realize how leveling in wow is SUPPOSED TO BE.



## How is "Proper" leveling in WOW supposed to be?

There are many things to do while leveling in WOW. You can do quests (Obviously), you can grind (kill) mobs, and explore new unknown territories.

There are countless activities you can take part in, right from very low levels. You can find a group and go do an instance; you can initiate World PVP events and encounters (If you are on a PVP realm).

You can improve your trading skills, be it primary, like skinning, blacksmithing and engineering or secondary like fishing and cooking.

You can challenge yourself with fierce monsters, and overcome great obstacles. You can test the limits of your class and see how many mobs a time you can kill.

The leveling experience can be extremely varied and constantly changing: You can switch specs and toy around with your class to find out your favorite specialization. You can try out weird talent combos that players rarely test.

All of these things symbolize what we all love about WOW, and what makes WOW such a great game: the endless possibilities, the unlimited options, and the great freedom of running around in a fantasy world.

Proper leveling in WOW was designed to be thrilling, exciting and offer various way of keeping you interested.

**Proper leveling in WOW is all about ENJOYING THE RIDE.**

Unfortunately, Power Leveling is not about any of these goals.

Power Leveling has one, and only one, goal. And this is to get to Endgame as fast as possible.

There for, when you start power leveling, it can easily be the opposite of "proper" leveling, which is: (take a deep breath)

- **One dimensional,**
- **Repetitive,**
- **And just plain BORING.**

Now, that doesn't mean you will not be having fun at all along the way. A lot of players actually enjoy the process, but you should not go in there in the same state of mind of a "regular player". The "regular player" state of mind is that of a new player that just made his first character, and he is expecting to **be entertained**.

When power leveling you are **not expecting be entertained**.

**Power leveling is all about GETTING THE JOB DONE.**

Now, It is not an accident the word "Job" is in there, because the attitude you should have towards power leveling is like that of waking up and going to work: It will be nice if you are able to have fun at your work place, but the first priority should be doing what you are paid to do, and that's the bottom line.



No one is expecting to **be entertained** at work, and no one should expect to be entertained when they power level.

I am aware of the fact that a lot of the readers of this guide might find it a bit depressing, but that's just the way it is. If you are interested in end game only, if you

don't like leveling for the second time, and if you do not enjoy the ride, but you DO want to get to the end of it... well then, you should do whatever it takes to get to the finish line.

And as we all know, blizzard had made their fair effort to make the road L-O-N-G.

So now that we've cleared that out of the way, we can continue on to the next level.

## "Power Leveling Record Breakers" and you.

Every once in a while you may hear about a certain player who managed to break the leveling time record from 1 to endgame.

Power Leveling Record Breakers manage to finish the whole leveling process very fast, and their leveling methods are extreme examples of how to treat leveling as a task, and not as an entertainment.

A few examples of what Record Breakers do:

- Ask friends to stand on key spots and summon them from place to place so that they would not need to run anywhere.
- "Abuse" Rest bonus system: Some record breakers play only with "rest bonus" blue bar, that awards double experience from mob killing. That means they play for a short time, around an hour, then log for a few days or a whole week, come back, play for a little while, log out for a few days, and so on.
- Group up with a higher level friend to help them storm through quests, or "tag" the mobs by attacking them, and then let their friends (which are ungrouped) finish off the mobs for them.

**Do not try to compare your leveling speed with Record Breakers.**

As you can imagine, trying to break a leveling record takes an effort of a group of people, and not just a single player. What's more: it can sometimes take MONTHS of pre-planning to organize everything that is needed to coordinate such an operation, and you probably can't (and shouldn't want to) put all this effort just to get to endgame.

After all, on paper they may have made it to endgame in X days, but in reality they've put months into the leveling process, only it wasn't added to the "/played" time.

Nonetheless, Record breakers are a good example, even if extreme, of what you should switch your mode of thinking to when trying to power level your character: It isn't about entertaining; it's just a job that needs to be done.

## A Little about Grinding.



Power Leveling is all about changing the way you think and the way you look at the game, and for that I would like to discuss Grinding for a bit.

Grinding is a term referring to a player who stands in the same area for hours, repetitively killing the same mobs over and over again as they respawn in the same area.

This can be done for several purposes: getting a drop needed from the mobs (like a rare pet or other trade item), making gold, and sometimes even for leveling.

Grinding all the way to endgame was a lot more common on earlier times in WOW, but since the experience gained threw

quests got a high boost in patches, it became "less effective" way of leveling and a lot of people abandoned it.

However less effective, this method of action portraits the essence of "getting the job done" mentality we need to acquire as power levelers.

- **Grinding is Repetitive:**

The player keeps doing the same thing over and over again.

- **Grinding is a technical thing:**

You do the same order of actions again and again because you are fighting the same mobs over and over again. There are even illegal Programs that can take control over your character and make it grind without you playing at all. This action is against the terms of use of WOW and can get your account permanently banned.

- **Grinding Requires almost no Thinking:**

Because you keep doing the same thing over and over again, you become "automatic". Some players grind while watching TV, some grind while eating and so on.

- **Grinding is extremely time efficient, because you have 0 "time waters".**

While not giving the best over all results at leveling, the grinding itself is a

mode where every second you play, you do something involved in grinding, and there isn't a single moment when you're not doing SOMETHING to promote your grind. You can fight, eat, drink, heal up, or whatever, but these are ALL tasks related to GRINDING.

As You will see in the following pages, you will need to adapt all these behaviors to your leveling process.

# "The Big Grind."

If I needed to sum up the power leveling experience in a sentence this would be it:

**Power Leveling = Experience Grinding.**

And that's because much like Mobs grinding where EVERY SECOND is devoted to doing SOMETHING to progress the grind session, in power leveling EVERY SECOND is devoted to doing SOMETHING to progress leveling.

:

**The most important thing in Power Leveling is getting the highest rate of XP / Hour possible.**

You see, WOW leveling is full of time wasters. Originally, those time wasters were put there by designers to make a richer leveling and gaming experience, as well as increase the duration of game play, so that blizzard can make more money out of each players subscription.

When you're power leveling you want to avoid time wasters at all costs.

Top Time wasters:

- **Running around from quest to quest:**

This may be the number 1 time waster in game. When you run around between quests you are literally paying blizzard for doing nothing. This is to be avoided at all costs.

- **Dying and Corpse Running.**

Many people consider Dying to be an integral un-avoidable part of the game. Truth is you are not only ABLE to avoid it, but you HAVE to avoid it. Corps running is a HUGE time waster, and if you die on a bad spot this could easily lead to multiple corpse runnings.

- **Doing Hard Quests.**

A lot of players feel the need to complete every quest they get. A lot of time this result in Dying (Time waster). Even if not, it usually just takes too much time to complete the quest, thus making it a bad usage of time (bad XP/ Hour).

- **Killing the wrong mobs while grinding.**

Just like quests, some mobs are just not worth the time it takes to kill them. Many times these mobs are too hard for your level or your skills, thus result in death and a corpse run.

Elite killing is a lot of fun, but a HUGE time waster. Usually, unless needed to finish a quest that gives very high XP back, I would recommend forgetting about elites all together while power leveling.

If you manage to reduce the time "/played" on those time wasters to almost 0% then you will be able to see immediate improvement in your over all leveling time.

The big question is:

## HOW?

All the things I listed seem like unavoidable parts of the game, right? I mean, how can you possibly avoid running? How can you avoid Dying?

That's what I will discuss in the next few pages.



# Questing Vs Grinding: The bigger picture.

When talking about leveling, players constantly compare Questing with Grinding: which activity makes more experience? Which one is best for leveling? Etc.

Even I, If you recall, mentioned that in game patches Blizzard made questing reward better experience, thus making it preferable method over grinding. While doing so I separated Questing from Grinding, as if those were completely different things.



But now I want to look at questing and grinding from another perspective.

What is grinding?  
Grinding is basically 100% mob killing.

What is questing?  
Questing is actually an act of .... Mob killing as well.

You see, it doesn't matter what kind of a quest it is,

99% of all quests will involve some kind of mob killing. It can be a pure "Kill X number of mobs", it can be to kill a mob leader, it can be getting a certain drop from mobs, and even the collecting quests usually involve killing the mobs around the items you need to collect.

Because people don't realize that grinding and questing have a lot in common, they try to separate the two. They don't realize that:

**There isn't any "Questing Vs Grinding" Dilemma because QUESTING is just a fancier name for GRINDING.**

The only difference is that quests require you to kill specific mobs, at a specific location, while grinding is just killing in general, thus making Questing just a more specific way to Grind.

In addition, Quests MAKE YOU TRAVEL from the quest giver to where the quest should be done, and back. And we've established that traveling is a time waster.

These facts should directly effect your time management while Power Leveling.

# Time Management

Let's talk about how people manage their time while playing.

Questing, as discussed before, is basically made out of 2 activities: Running (from and to the quest giver), and mob killing. It is true that when you get a mount you don't have to "run", but I want to put that aside for a while, and let's assume you don't have a mount yet.

A lot of players will distribute their time as follows when they play from one level to another:



As you can see, in such a time management, there is a clear separation of running, questing and grinding.

The player will usually start off by picking up quests, Run to a quest's location (usually traveling there on a road) do the quest (kill mobs) run to another quest location (while trying to avoid anything on the way), do the quest, and so on.

Eventually the player will get close enough to the next level to grind a bit, and then go on.

As you can see, the main problem with this division is that it involves a LOT of running around. And running does NOT contribute to leveling.

The solution is simple. We need to TURN the running into another activity that DOES contribute to leveling, and that it... grinding!

We basically want the time management chart to look like this:

## A Single Level Time Management - B



In this Diagram you can see that 100% of the time is dedicated to activities that progress the leveling process. Therefore, when you manage your time this way you will be constantly killing different mobs, when "occasionally" you will get a bonus from killing mobs required for a quest.



# How to turn running into grinding?

Turning running into grinding is simple if you follow these simple rules:

## 1. Do not travel on main roads.

Roads are there to help player AVOID mobs, which is the opposite of what we want to do. Therefore, when running to a quest avoid running on roads. Try to walk in a straight line to your destination.

It is even easier when you have a leveling addon because then you will have an arrow pointing in the direction of your quest- try to just follow it in a straight line to your Destination, and to ignore the roads on the way, this can't get any simpler.



When using [Leveling Guide Addon](#) Just go straight with the arrow, ignoring roads.

Two Main Exceptions are:

- If the mobs off the road are too difficult to kill, thus result in either corpse running or a bad XP/ Hour.
- If the mobs off the road are grey (will not give XP).

## 2. On your way to the destination KILL EVERYTHING IN YOUR WAY.

That doesn't mean you should start killing every mob you see, but every mob that stands in your direct path should DIE.

## 3. Do Not Ignore Mobs you "mis-pull"

A lot of player ignore the mobs that they accidentally mis-pulled (mobs that attack you without your intention to fight them). But you want to kill mobs as much as possible, so what's the problem here?

Instead of ignoring them, kill them. Look at it as an easier way of pulling because you did not need to put the effort in pulling them in the first place.

Plus, trying to ignore them or run away from them results a lot of times in a bigger mis-pull of other mobs, which leads to death and yet another corpse tun time waster.

4. **When needing to kill a specific type of mob in an area full of mobs, do not ignore other mobs.**

For instance, if you need to kill Razormane defenders, and they are being patrols around by Razormane hunters, do NOT try to avoid the hunters. Just kill them all. It will give you better XP/ Hour ratio, and will make sure you will not be suddenly mis-pulling a hunter while killing a defender which might lead to a time consuming corpse run.

Basically, a lot of players have "kill as little as possible" attitude when questing, and you should want to adapt a "kill as much as possible" attitude.

5. **Become a Killing machine.**

Imagine you are thirstily for blood. You're hungry for mobs flesh, and you can't wait to kill as many as possible. LOOK FOR THEM, don't run from them. BE HAPPY you to kill them, DON'T BE LAZY. Mobs are YOUR BEST FRIENDS because they GET YOU CLOSER TO YOUR DESTINATION.

Remember:

QUESTING is just a fancier name to GRINDING...

Then just GRIND.

GRIND!

GRIND!!!

## Do not challenge yourself

Leveling in WOW can be a very challenging thing, but unfortunately, "challenging" usually means also "time consuming".

When you power level yourself to 70 you need to be on a non stop leveling action, and there is no room for challenges. Well, maybe a challenge might be to patiently do all you need to do without dying of boredom, but that's the only challenge you should have.

If you find yourself dying, if you find yourself in difficult situations, then you're doing it wrong.

For example, if you try to do a certain quest, and you feel like you're struggling to finish it, just pass it. If you know that a certain quest will require you to fight mobs of a specific kind you have difficulties fighting (for example, some find it more difficult to fight ranged mobs) it's perfectly ok to just skip that specific quest.

This all might sound a bit sad, but it's true; if it's a challenge, you must be doing something wrong.



# Grinding Properly.

## Having the right spec.

Since we've learned that questing is actually grinding in disguise, and since you will be grinding your way from one quest to another, it's essential to know how to grind well.

First and Foremost, you need to have the right grinding spec. Every class has one, and you should find out what your class grinding spec is. This Guide is not about classes, so I will not go deeply into that here, but in general, grinding specs include talents that are aimed to regenerate your life/ mana/ rage/ energy and runic power.

You can also identify pure grinding and leveling talents by the words "...When killing an opponent that generates experience or honor..."

These talents are aimed at assisting you to continue from one mob to another with as little downtime as possible, and they are usually activated for a few seconds after you land the killing blow, or until you make the first strike on the next opponent.

You can find more specific class tips on [Wow-Guides-noW.com](http://Wow-Guides-noW.com)

## Grinding the right mobs.

Obviously, when you grind mobs for questing or between quests, you can't really be picky, you kill whatever is on your way.

However, from time to time you will bump into a group of mobs that you find extremely easy (and fast!) to kill. You discover that you can get a really good XP/ Hours ratio. In that case:

### **Do a Grind Stop.**

There is nothing wrong with staying for a while in a certain spot for a non stop grind, if you see the mobs are dropping quickly, and you get a good XP/ Hour ratio.

For instance, when I level a rogue, I often find a group of caster mobs that:

- A. Drop down really fast
- B. Give good XP
- C. They are barely able to scratch me and so:
- D. I have 0 downtime, I don't need to bandage, and I hop very fast from one mob to the other.

## Be extremely careful when grinding Humanoid.

They tend to run off and alarm other mobs, so you get ganged and die. Save some sort of burst or movement speed debuff for when they get low on life so that you avoid this slowing down scenario all together.

## Use all your resources:

This might seem like a strange thing to talk about in relation to leveling speed, but so many players don't realize the impact of not using resources to the fullest.

By resources I'm referring to two main sections:

### Consumables:

This section includes all pots, scrolls and other temporary buffs you come across as you level. A lot of players are "saving" them for when would "need them" more.

That's a mistake.

In leveling you constantly gain more power, and constantly switch zones. A good buff now might become almost useless in few hour play. You should not be afraid to use potions, especially health potion when you are near death (corpse runs, remembers?).

Use scrolls as soon as you get them (don't use multiple scrolls of the same buff at the same time though, these will not stack).

In the world of leveling there is only one good time for buffing, and that time is: "Now!"

### Cool Downs:

Every class has some sort of cool down abilities that can speed up the grinding process. Examples for such Cool downs are: Sprint, innervate, elementals summoning and so on.

A lot of players reserve these cool downs because they are afraid they will need them in a more critical time.

That's a mistake.

Use your cool downs as often as you can. If you discover you need your cool downs to survive, you are probably playing it wrong in the first place, because as we've mentioned before, power leveling should NOT BE CHALLENGING.

Using your Cool Downs to speed up the leveling process is your first priority.

## Assist yourself with a main:

Main characters can dramatically increase the leveling speed of your Alt. Do not hesitate to spend money on potions (Especially health potions!) for emergencies. If your leveling Alt is missing on reagents let the main buy it (mains are usually 90% of the times in main cities anyways) and send it Via mail.

If you don't have a Main and this is the first character you level on the server, Make an Alt at level one, and let it "station" on a main city. That way whenever you need something from the city, you can log in the level 1 character and send the stuff threw mail.

A lot of players have this level 1 character "parked" near a bank, that's why these Alts are usually called "bank" alts.



## Conclusion

Power leveling is 80% choosing the right questing order and knowing where the quests are, and 20% knowing what to do the rest of the time. This Guide will help you take those 20% and narrow them down as much as possible.

As for the rest 80%, On the next page you will be able to find more info on my [Most recommended leveling guide](#), that I am personally using, and that I think is an excellent product. On a side note, you can also find my [most recommended Gold Guide](#).

I hope you manage to level your character safe and sound (and Fast!) to Endgame.

Yours, Todd.

P.S.

I would be very happy if you could take a moment and send any feedback regarding this Guide to [contact@wow-guides-now.com](mailto:contact@wow-guides-now.com) as I intend to write more free guides and any feedback will help me in the future.

If you would like to receive the future free guides straight to your mail, and receive other updates and info you can [join my Newsletter](#).

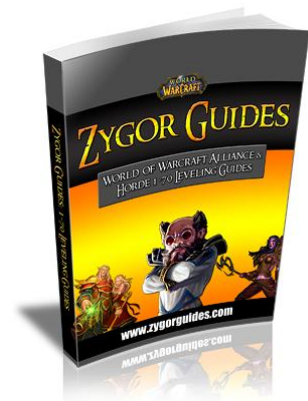
## Most recommended Leveling Guide:

[Zygor's Guide](#) is probably the best leveling guide on the market, and it is in fact a Leveling Guide Addon, meaning it is 100% inside the game, so you don't need to Alt+Tab anywhere during your play time, in order to benefit from it.

It's goal is to lead you through the leveling process by locating the next quest you need to do, and point you to it with arrows on the screen, and dots on your mini maps.

In addition this leveling guide will open a task list telling you when to hearth, when to switch zones and so on, allowing you to focus 100% on leveling, with 0 downtimes.

Feel free to [check it out for more details](#).



[Zygor's Guide](#)



[Zygor's Guide](#) task list on the left of the character, and the arrow pointing to the next Destination.

## Most recommended Gold Guide:

Making Gold in WOW can be annoying task, that consumes too much of your playing time. Threw the years players have developed many methods and addons to help you make gold faster.

If you feel you could use a boost to your Gold Making capabilities, I recommend [Warcraft Millionaire Gold Guide](#). This Gold Guide is very rich in images and illustration that help you understand what you should do. Contrary to some other gold guides, this is a very high quality product, with crystal clear explanations, background info, and extremely useful tips and strategies that anyone can benefit from (I know I do!).

A lot of players buy gold from gold sellers over and over again, which is a shame considering they could just make a one time investment in this great product, and be able to generate the gold themselves easy and simple.

Feel Free to [check it out and learn more](#).



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