

The Leveling Guide.

Created by Puss In Boots

"I myself have used this guide, and made character after character untill I have stumbled across the perfect way of leveling. I just would like to aid you in the realms of Shimplar. I would also like to add that this CAN NOT be accurate, nor can any other, because you get speacil mobs and masteries different to everyone else. This guide will only guide you to level 100."

Notes:

Race: Angel.

Enigma's, Veteran's and Fanatic's: Attack at your own risk, you may die, but it may give you that extra Armor Mastery :p

Gold/Banking: For the First 6 levels I personally would Advise you to bank every 50gold, after that your choice.

Spells: Do I use one or two? I myself will use one, unless I state otherwise during the guide.

Health: My health is low and there are no rubies, shall I use Arcane? No. Just go down a mob untill you level, or untill you can get a ruby.

PKing: Try to keep PKing to a small amount, so you don't make enemies, well not until you can run to Ta'lorn. :o

Drops/Quests: Yes, do quests, sell drops, or keep them all you'll do with this guide is jump a few steps. If you see a beggar like me *cough* asking for the gems, don't post the PM in chat. Don't complain or bring the subject into chat, it only causes arguements. Just use the /Pignore \$Player Name\$ command that has been provided.

Purchase of gems: Yes you can buy gems with the gold you earn, but if you do, you'll have to make some sacrifices on items to stick to the guide. Shall I buy a Ruby*, or a Bloodrock*? I personally would pick Ruby*, read the manual, and find out why.

<http://www.shimplar.com/manual.htm#Gems>

A few words: This guide I created is made exactly to an Angels stats increase etc, this WILL work with any other race, it is just a method, that WILL work with Trolls, Goblins, Elves, Dark Elves, Humans, Gargoyles and Giants. Basically your stats should be around the ones shown during the guide. I would like point out one last time, this IS ONLY a method, my method, so you don't have to use it if you don't want, and there will be no need to criticize it, or bash it. At the bottom, there is my method to mastery training, which I know for a FACT works. ;) I would also like to say, I use Fire spells, you may want to use a different kind, or maybe be a fighting angel, but that is your choice. I like to use Fire so I am able to some nice Mythics that you'll feel the benefit from. You also might do different stats to me, for sheild puposes. ;) But this is the whole point of this guide, you trust me and not your instinct or your twinked items. :o

Now for the main guide!

Step one: Make the Character :p

Step two: Sell: Weapon you are given to start with to the shop, then buy an IC 0 Fire spell and start to kill Skeletons. Raise your NTL to 200.

Step three: So, you've leveled, omg, wow, darn! Well move up to Giant Rats (Level 2).

Step four: Level 4, wow, you should now have JUST over 200 NTL, so now buy a new spell (IC 1). Now you ask, what stat now? Well, raise your VIT to 150. You should now be killing Wild Dogs.

Step five: Your level 6 now. Yes I do know, because I know all. O.o... Your VIT should be 184, now buy IC 1 Armor and now make you NTL and WIS the same. Level 6, I struggled with this level, but level 7 will be easier, you should be killing Zombies right now. ;)

Step six: Level 9, buy two IC 0 Shields. If you feel that you can move up to Huge Owls at level 10, then do so.

Step seven: Your level 10 now, your stats should now be; STR: 55 DEX: 88 NTL: 315 WIS: 310 VIT: 232. At level 14 Raise VIT ONCE!!

Step eight: Wow, your 10 levels away from chatting, you'll probably will talk about crap, so I'll let you stay at level 15. :p.. Buy IC 2 Fire spell x1 and IC 2 Armor, sell your old items, then go to the wilderness...

Step nine: Your level 20, your stats should be; STR: 105 DEX: 168 NTL: 665 WIS: 660 VIT: 402. Don't upgrade your items, start to kill Goblin Berserker's. If you can't kill them, then move down.

Step ten: Level 25 huh? Don't ding 25 because I don't want to hear it. :p ... Now attempt to kill Harrowing Wraith's, if not, move down one.

Step eleven: Now your level 29, grats, and no it's not time to ding. Now get to the bank get your gold and buy one IC 5 Fire, and IC 3 Armor, smash your old gear.

Step twelve: STATS CHECK... STR: 155 DEX: 248 NTL: 1,015 WIS: 1,060 VIT: 522. If they don't match, then start again. O.o

Step thirteen: I've just killed a Goblin Warlord, but it left me with 140 health plus I tried with two spells on. At level 35 it is optimal, buy another IC 5 Fire spell and use it, still killing Harrowing Wraith's. If YOU feel that one spell is better then it's upto you.

Step fourteen: Now your level 40? Your stats should be STR: 255 DEX: 328 NTL: 1,365 WIS: 1,410 VIT: 642. Now upgrade your armor which should be IC 4. Step fifteenth: Grats on level 50, please no dinging... :p Time for a STATS check, STR: 305 DEX: 458 NTL: 1,765 WIS: 1,710 VIT: 762. No upgrades yet, just carry on clicking, or chatting, if your chatting I get the advantage :o.

Step sixteen: I'm now at level 58, and my stats are ready for my upgrade of items, I have found a Jade* which has given me better gold for items, but you may be luckier. STATS: STR: 345 DEX: 522 NTL: 2,035 WIS: 2,040 VIT: 858. Now withdraw some gold and buy; IC 10 Fire x2 and IC 5 Armor. Sell your old gear and carry on clicking.

Step seventeen: Level 61, wow, your doing good. You should be now killing Orcish Spirit Caller's, but I wouldn't totally rely on killing them, unless you've had a fair amount of Armour Masteries.

Step Eighteen: Grats on level 70, now, your stats should be the following; STR: 405 DEX: 618 NTL: 2,465 WIS: 2,510 VIT 1,002, now, carry on clicking, chatting etc.

Step nineteen: You can ding 74 now, just don't over do it. You should now have VIT: 1,050, if that is correct you should now get some gold and buy IC 7 Armor. You don't need to upgrade your spell(s)... Now get clicking! Your doing well. At level 75+ I would try killing Barbarian Fleshripper's, but sometimes they can kill, or maybe leave you with a little health, but if you kill them, it's all good!

Step twenty: Now, you should be level 80 and your stats should read: STR: 455 DEX: 698 NTL: 2,865 WIS: 2,860 VIT: 1,122. They should match, now, what stat should I increase you ask? Well raise your VIT untill it is VIT: 2,238 when this is matching with your vit you should be level 98. But before that, you'll hit level 87 and your VIT should read, VIT: 1,556, this should be enough to upgrade to IC 10 Armor, then smash your old armor, and continue to level to level 98. After leve 98 you should raise NOTHING but WIS, it should be simple enough for you. And just keep the WIS in the ratio of 2:3 of the NTL. :)

So, my guide is complete, the reason for not having double WIS was because if you look at the enemies stats, there not that high. So I made the WIS just enough to hit them, and because you can't afford Demon Fangs, or Dragon Fangs, you need to hit hard, so the NTL is high to meet the power. It will also allow you to equip IC 15's at level 100. Now, it's just common sence. You just save gold, kill people, and buy items, the key tool is... Patience.

Mastery Training.

Mastery Training, this is one thing I know for a fact that works. This is my perfect setup:

Zone: Fluffy Forest.

Level: 150 - 200

Equipment: GS I Demon Fang*/Frozen Tear***, GS I Demon Fang***/Ruby*** Ghost Armor IV Dual Frozen Tear** IC 0 Heals with Black Pearl** x2, and you need to have used my guide. But I had Max Armor before level 150, and I got the equip by PKing, killing myself before leveling so that my gold built up. But I made another character, and the masteries spammed me. :) But many other people have thier way.**

To Max your spell, just level with 2 IC 0 spells with bp*s in them. :)**