

# WoW Midnight Game-Guide by BlazingBoost

**Last update: April 2026 (WIP)**

This guide is aimed at players who have a good understanding of MMORPG games. It will explain how World of Warcraft works and what's the core knowledge you need in order to support services.

If you are currently active in the game and know everything about it, this guide is still a necessary step as it will definitely teach you something, especially how and what Blazingboost operates within the WoW boosting industry.

Other than merging the most important information & recent game mechanics you must know to sell services, this guide will also explain what we sell, how, and why.

Occasionally, the guide may contain references to "Destiny 2", the game that most of our operators currently know best (they are using this guide to strengthen their WoW knowledge). Alternatively, it may contain references to concepts that are pretty obvious to our operators already (example: why does boosting exist). This is because this guide is also written for potential future candidates who have played WoW 10 years ago and want to join us now - so they are not even aware that WoW boosting is a thing in ecommerce.

**Note:** the guide will NOT go into useless details that are not required for the job.

As a first example, we do not require you to know that Class X requires some specific gear stats to optimize their performance in Raids (a Destiny 2 example can be knowing the real godroll of an exotic weapon). However, you must know the name of the current raid, how many bosses it has, how gear drops from raids, and how we sell those products.

## **General Requirements:**

- after studying the game guide, you will have to study the support guide. The latter will have some overlaps with the game guide but it will focus on how to type, which concepts to use to maximize sales of a specific service, and more. Therefore, even if there are a few matching points, you should read the two guides SEPARATELY and not think that one replaces the other.
- as you study this guide, you should familiarize yourself with the website and scout through all categories and check at least a few services per category, reading them from their specific product page.
- not receiving any questions can be a red flag. We expect you to ask something.

## **Required Gaming Knowledge for you to understand this guide**

- What is a 'character' in a MMORPG account
- Concept of 'gear', 'equipment', 'quests', 'rewards'
- Concept of 'Classes' and their specializations
- What is 'Leveling'
- What is a 'dungeon' and a 'raid'
- What is PvP / PvE
- What is an NPC
- What is 'Reputation' with a faction in an MMORPG
- What is a 'PvP ladder'
- The concept of "instanced content"
- The concept of patch cycles & raid / dungeons / content release

## Introduction

WoW is a PC MMORPG game. It is played in "REGIONS":

- EU
- US
- CHINA / TAIWAN
- KOREA

The game is NOT CROSS-REGION, so US players cannot play with EU players and so on. We have separate boosting teams for each region, or, the same boosting teams simply have EU and US accounts (so they must buy the game twice, pay two subscriptions, have two characters, etc).

We do not operate in China / Korean servers at all.

Each region has "REALMS or SERVERS". These are virtual places where players can play. They are completely parallel versions of the same game. This concept does NOT EXIST IN DESTINY.

As an example, you can be in the same spot on Realm #1 and not see your friend who is in the same spot in Realm #2.

Realms have FANTASY NAMES that usually correspond to famous characters, or places, in the game. Imagine if a Marvel MMORPG had a realm named "Thor". That's the concept.

Realms can all sustain around 40k players (probably), but some are more populated than others. Some realms may have 10k active players, some 39k, some 2k, some are literally dead (Blizzard tends to prune realms that die, or merge them with other realms).

The game as a whole has two different factions:

- Horde
- Alliance

These generally cannot play together and are at war with each other. Once you make a character, you must choose the Faction -> Race -> Class (example: Alliance, Human, Paladin). Alliance characters cannot directly interact with Horde characters and if they meet each other in the open world, they can kill each other.

However, the rules may be different across REALMS. In "PvP Realms", you can always fight each other. In "PvE Realms", you can opt in and out from PvP.

As a summary, someone could say:

"I play on US region, on the Tichondrius realm, Alliance, as Human Paladin".

US = region

Tichondrius = realm / server (it's the name of a NPC in the game)

Alliance = faction

Human = race

Paladin = class

You do not need to fully understand this, but, unfortunately you must be aware of these concepts because of WoW Classic's existence. In fact, realms and factions are almost irrelevant in the live version of WoW. This is great as we can complete boosts for Horde characters by using Alliance boosters and so on; the only relevant limitation is EU vs US region for Retail.

However, for Classic, realm+faction are still very relevant as they hinder our supply a lot. Sometimes we can have a booster who can complete a service on realm X but the customer is on realm Y, so we literally can't complete the order. Our website tries to warn customers ahead of time when they buy products that can't be completed (for now) on a certain realm.

## Expansions & Account Licenses

### WoW Versions / Expansions list / birth of Classic

WoW was originally released in 2004 and had many expansions.

***You do not need to fully memorize the names that will follow, but you must learn the***

### ***concepts that sustain an expansion.***

The expansion names are:

World of Warcraft (also named Vanilla WoW, the most original one ever)

WoW TBC (The Burning Crusade)

WoW WOTLK (Wrath of the Lich King)

WoW Cata (Cataclysm)

WoW MoP (Mists of Pandaria)

WoW WoD (Warlords of Draenor)

WoW Legion

WoW BFA (Battle for Azeroth)

WoW SL (Shadowlands)

WoW DF (Dragonflight)

WoW TWW (The War Within)

**WoW MIDNIGHT - CURRENT**

In each expansion they've raised the level cap..created new systems..introduced mounts, titles, achievements, and so on. Usually many things from previous expansions get totally scrapped, so you don't have to know systems from the past. Contrary to Destiny, old expansions' content is usually **TOTALLY IRRELEVANT**. You don't have old raids to run.

Only what's "recent" matters, from the **CURRENT** expansion.

However, past expansions' content can be good for collectionists (such as Mounts for example). We do have services related to farming or collecting things that were released 10 years ago!

### **Moving forward, you must understand the following **VERY** well:**

In 2019, Blizzard released the concept of "WoW Classic", restarting the whole WoW expansion journey since 2004 (with a quicker release schedule). Here you basically re-started from level 1, so you had to make new characters and start anew. This is literally a **PARALLEL VERSION OF THE GAME**. In the Game launcher, you can choose which 'version of the game' you want to play.

As of August 2024, the WoW Classic version of the game is in Cataclysm. So we're reliving the 3rd Expansion, it's as if we are in 2011 actually. Consider it a sort of time machine.

On the other hand, the "original timeline" that is today in Midnight is called **WOW RETAIL**. So if someone today says 'Yea I'm playing Retail' it means they are playing the 'common' and 'standard' path of the expansions.

In the meanwhile, Blizzard launched other spin-off versions of WoW Classic too (since 2019),

that you can access when you log on WoW Classic:

**WoW Classic Era** -> when the Classic game moved forward to TBC in 2020 (the 1st expansion), it was possible to freeze your characters and have them forever in the Classic Era, as if it's 2006 forever for them. We sell services for this version of the game but they will be very rare.

**WoW Classic Hardcore** -> it's the classic version where you die and you have to remake your character. We sell services for this version of the game. They may be somewhat popular, sometimes. For masochists.

**WoW Classic Season of Discovery (SOD)** -> it's the classic version of the game where they refactored a lot of content, added new systems. It's a sort of mix between Classic and Retail from certain perspectives. **This IS POPULAR WITH SALES AND SERVICES. SoD has had 'phases' so far, where each phase has released revamped versions of old content. As of right now, SoD is in "Phase 4", at max level, with the first raids the game ever had. Let's say it is currently stuck in 2005, with many similarities to Classic Era.**

The main difference between all of these versions of the game is the core "philosophy" behind the roleplaying aspect.

The old version of the game (Classic) was easier, it was a big grind, and required lots more cooperation between players. Nowadays, players play it for the:

- nostalgia
- cause they're not so good at the game but think to be good by clearing content that has guides and videos online for more than 10 years
- fun, as Classic was indeed pretty fun back then

Surprisingly, LOTS OF PEOPLE play it so the market here is BIG. **The playerbase is PRETTY OLD SO THEY ARE DAD GAMERS WITH MONEY AND NO TIME -> THEY NEED HELP WITH GRINDS -> ACCOUNT SHARING STUFF HERE IS VERY COMMON TO BE SOLD.**

The Retail version of the game is the harder one, faster, with more mechanics, higher skill cap, and the most competitive indeed.

To play Retail, you need:

- the current expansion (one-time-cost)
- a subscription (monthly), which includes all the content the game has to offer up to the previous expansion

Whenever a new expansion comes, the subscription will absorb the content of the expansion that just ended. Therefore, up to July 2024, you needed to have bought Dragonflight to play Dragonflight. In August, with The War Within being released, you could play Dragonflight without having bought Dragonflight. Too bad that most players would never play Dragonflight content

anymore because they're progressing within the timeline!

However, the benefit is that if you are a solo player, you're a collector, you like to get all mounts in the game etc, in theory with the single subscription cost you have just gained access to all Dragonflight collectibles (mounts etc) just by 'waiting' because the subscription has absorbed Dragonflight content too. You're just one expansion behind, basically, but it's like living under a rock. You're not really playing Retail if you're one expansion behind really.

Another totally different story is CLASSIC. To play Classic, you only need a SUBSCRIPTION, you do NOT NEED TO BUY PAST EXPANSIONS. You don't have to buy 'Cataclysm' again, for example! Rest assured that Blizzard still tries to monetize Classic expansions by letting you buy things on their store, but it's only cosmetics.

Therefore, there are some players that only have x1 subscription and they:

- play Classic
- collect stuff on Retail by lagging 1 expansion behind.

This is a way for certain dad gamers to enjoy WoW. And they can be our customers.

## Licenses

To play WoW, the most basic thing you need is a subscription (13€ per month). That's what gives you access to WoW Classic, at least, or to all the expansions (except the most recent) on Retail.

To have a subscription, you must make an account, also named as "WoW Account" or "Battle.Net" account.

*Battle net was the previous infrastructure they were using, it was basically an app / launcher that had all Blizzard games, and even Destiny, which used to be on the Battle Net launcher. As time went by, they discontinued Battle Net and simply named it "Blizzard App", but everyone still calls it Battle Net after all.*

Therefore, you need a Battle Net account. Each account can have "WOW LICENSES".

Licenses are sub-accounts that are used for more people to play on the same account, or for you to play WoW on OTHER REGIONS.

Usually, they are named: "WoW 1".. "WoW 2.." and onwards. Each sub-account has its own subscription & must require expansions!

Example: two brothers may want to play WoW together. They can choose to do so on the same

Battle Net account, playing WoW on EU Regions, both of them playing on WoW 1 and WoW 2, paying two separate subscriptions. THEY CAN PLAY SIMULTANEOUSLY.

Another example is one person having x1 Battle Net account but playing WoW 1 on EU, and WoW 2 on US.

But why would the two brothers play x1 Battle Net account with two sub licenses, rather than having THEIR OWN BATTLE NET ACCOUNT? After all, they're still paying twice (26€ per month), so, why stay on the same 'global' Battle net account? The most common answer is:

- collectibles
- bans. So this is pretty damn relevant for our boosting industry!

In fact, many rewards you get in game can be "BATTLE NET ACCOUNT BOUND". If you make a character on WoW 2 (the sub-license on the same Battle net account), it will have **some of the rewards that you have earned on WoW 1 before**. It means the two brothers can somewhat share the rewards they have earned while playing on their own, on two separate accounts. Imagine earning a nice mount on WoW 2. It's gonna be available also on WoW 1 for the brother.

However, this matters the most with BANS. Usually, if you are caught doing something against the game's rules, you are banned on THE WOW SUB LICENSE WHERE YOU HAVE COMMITTED THE INFRACTION. So, you may be banned on WoW 2 only! WoW 1 is not banned. By buying a WoW 1 subscription (or WoW 3, or WoW 4..it's infinite) you're actually not gonna lose all the progress you had earned on WoW 2.

Note that a ban still sucks because Battle Net rewards are scarce, a lot of things are WoW-Account (so WoW 1) specific, or Character-specific. So if you have a very strong Paladin on WoW 1, fully geared, with high PvP ratings etc, being banned means that you gotta start from scratch on WoW 2. But, you won't have lost ALL the achievements, you're not totally in the mud. Achievements matter a lot in the game as they allow you to be invited and join groups.

This is why bans in this game are somewhat "tolerable".

What hurts the most is when your ban is BATTLE NET WIDE. In that case, all of your WoW 1 2 3 4 licenses get banned. If that's the case, you probably have to make a totally new account as your whole Battle Net is 'flagged' forever (unless you plan to never breach the Terms of Service anymore). Anyways, being banned on your whole Battle net acc is pretty rare and means you're a sort of WoW criminal with many repeated offenses.

**IMPORTANT:** an unique license can be used to play Retail & Classic. If you pay WoW for 13€ per month, you can play Classic SoD, Classic Era, Classic Cataclysm, Retail (Midnight if you also bought the most recent expansion). So, that 13€ gives you access to A LOT of content. If you are banned, you can't play on anything anymore!

## More Details on Bans & Industry State

Blizzard's ToS are the following:

- you can't account share
- you can't pay with real money for any in-game help, of any kind
- you cannot buy gold from 3rd party sources

Therefore, even Selfplay / Coaching services for money are not permitted, given there is gameplay included. Coaching without playing with someone is ok (example: live spectating). Blizzard is angry against any form of RMT (real money trading). In Destiny 2, Bungie has never said anything against Sherpas. So, WoW is harsher when it comes to offenses that it may want to punish.

Gold is the in-game currency that you can also **BUY FROM BLIZZARD'S STORE at a fixed rate of 20€ per "X amount of gold" they decide on their own in order to control the economy and inflation within the game world.** They literally act as a sort of Federal reserve or European central bank.

Therefore, buying gold from 3rd party sources (example: a website) is not permitted, as you're directly competing with Blizzard, usually at a lower price than the amount of gold they'd give you with the Token.

But where is all of this gold from, when bought from 3rd party websites? It depends. It can be:

- a) earned legitimately, by playing the game
- b) farmed with bots

Usually, when a player who earns gold normally sells that gold, the ban risk is super low. That's why the industry exists. There are 'legit gold sellers' that earn that gold safely, they ask for more money, but the ban risk is low. After all, players can exchange gold and do transactions...how will Blizzard know that there was real money involved? If done carefully, you can do this infinitely. Many top players do it like this. That's why "maximizing gold farming (done by hand)" video guides etc exist. It can be a business.

On the other hand, Bots that farm gold are doing legitimate actions (example: killing mobs, harvesting minerals or herbs in the game to sell later), but they're doing it with a software / script. That's the problem.

So, "botted gold" is considered illegal, and it's the unsafest type of gold to sell (usually at a lower price) that generally causes bans.

How do you get caught?

- a) bots that farm gold can be tracked with Blizzard's anti cheat systems
- b) that gold can be 'traced'
- c) that gold must end into someone's account when it gets bought, right?

So if player X does a gold transfer (in-game) to player Y, and player X earned that gold by using a bot, then when the gold transfer is executed, X will get perma banned, Y may be banned for 1 week..30 days...3 months...

This is the 'nice' thing. Blizzard's bans are hardly ever permanent for customers. You're encouraged to come back to the game. Boosters' or gold sellers punishments are harsher, but they just make a new account to start making money again.

**NOTE: as said above, if you are banned on WoW 1, you can't play any other game with that license, until the ban expires. So, a ban actually does suck.**

This is why some 'rich' players pay TWO subscriptions and break Terms of Services (ToS) on WoW 1, but then play it safe on WoW 2..so if they are banned on WoW 1, they can play on WoW 2 while the ban expires.

### **Why is all of this information relevant for you to know, as a WoW operator at Blazing?**

- a) customers will say "my character is on WoW 1" in their post purchase information
- b) customers will say "my classic leveling boost is for my character on realm X on WoW 2, on US region servers (the server is Tichondrius)"
- c) if a customer gets banned, fully understanding these systems is crucial because you may have to give them solutions with this knowledge. There are ignorant customers who don't know all these intricacies behind WoW licenses etc.
- d) we are a company that gives these suggestions proactively. This is what makes us special.

**Telling a customer "Look, we know Classic leveling and gold is risky and can be banned. That means you may lose access to your WoW Retail license too. If you really want it and budget isn't an issue with you, we suggest you play Classic on WoW 2, and Retail on WoW 1. So you can take some risks on WoW 2 and if something happens (we'll do our best to mitigate that), you can play on WoW 1 in the meanwhile and enjoy the Battle Net wide rewards" is something that you need to be able to do, even on the Livechat, especially if the guy is from Norway, for example.**

The topic of bans on Classic is pretty relevant because the WoW Classic version of the game does not support the WoW Token (which means you can't buy gold from Blizzard for Classic), so

many Classic customers buy gold, and sometimes get banned.

Lastly, remember: even customers may get perma bans if they keep breaking the rules and getting banned.

## Core Differences between Classic and Retail

Retail has been streamlined as much as possible, allowing people to play together as much as possible.

In fact:

- a) you can play with people across different realms. This was impossible for many years.
- b) players of different factions can now play together.

The boosting industry has evolved tremendously when this was introduced. A team of boosters on realm X, playing Alliance, can now boost someone who plays Horde on realm Y. The supply-demand was able to meet each other a lot easier, and the industry thrived.

In Midnight, even the hardest version of raids (called Mythic raids, which you can compare to Master raids in Destiny) can now be completed cross-realm and cross-faction. Boosting just got even easier for high-prestige services!

On the other hand, on CLASSIC, this has NOT HAPPENED YET, because the game is indeed in its OWN TIMELINE where these features HAD NOT BEEN RELEASED YET.

This is why some services (ones that require a lot of boosters, for example, or Selfplays in general) on Classic are HARDER TO ORGANISE or can mostly be completed ON BIG POPULAR REALMS.

The only exception is PvP on Cataclysm Classic: it was made cross-realm, but not cross-faction yet.

These differences make our services built in a different way according to the version of the game they are made for. Some services may have the same name even, but they correspond to a different version of the game and have different rules and prices due to supply being limited on certain realms etc.

# Full Analysis on the industry

On Retail, the focus is completely on the end-game experience. 99.99% of the game “that matters” is available when you are max level. On Retail, this is Level 90 with Midnight.

In Classic, endgame probably corresponds to 60-70% of the game. In fact, leveling takes a lot longer, it's harder, it's very grindy, and does bring lots of sales for customers who want to level up a new character. In each Classic version of the game, the max level is different. You do not need to know which level it is for now, just keep in mind the general idea.

## The concept of 'boosting'

People are busy gamers, they need help, you know the story.

The services we offer on Retail are predominantly about increasing the character's **item level**, which is the main character progression feature.

Item level alone isn't determinant of how good the character is, but it is enough to get you into pugs (pick-up groups, random groups found in the LFG tool of the game, or more).

There isn't a single best way to gear up. It's a combination of everything that the game offers (raids, dungeons, etc)

We obviously sell everything that you can do to gear up, alongside cosmetic rewards or alike.

The reason why these services are bought is simple: earning item level, gear, rewards etc requires time.

Every single week, there is an in-game weekly reset (Tuesday for US, and Wednesday for EU servers). This means every week, activities are repeatable, granting customers more loot, and giving us more sales opportunities.

Gamers are getting older and have responsibilities, hence why investing some money on a video game (it is a hobby) is slowly losing its stigma, especially while e-commerce thrives and these services are available to be bought from professional sources.

Last but not least, as you earn gear, you can push certain ratings / scores in the game that are determined by your performance in completing certain content.

Example: Your Arena PvP rating. You don't really buy that from Blazingboost because you need gear, but because you want the mount awarded to people who get a high arena rating (*usually this is the Gladiator mount, or the Vicious Saddle mount - start learning these words!*), or

because you want people to think you're good, or because you want to have good achievements so that you can be invited by good players and have a good time when you apply to play with them.

In fact, many of our customers have talent but they lack the team mates, so they buy a boost to get decent / high rating and then play on their own with other players who have a higher rating. This sometimes has nothing to do with gear at all.

## The supply

Boosts are completed by a lot of different entities.

- "Generic" Single players.

They usually take care of 'farming' orders for leveling, reputation, questing, or similar.

- Organizations or Groups.

Most of these groups are represented by one or two players that we communicate with.

However, they have a structure of 5 to 30 people behind them (if not even more) to complete raids and dungeons. The leader takes care of their team members.

- Pro 'single' players

This is usually the case for Arena services where we are in touch with the single pro that has been to tournaments or earned the highest possible PvP achievements in the game.

No matter the 'size' of the team, each boosting 'entity' is represented by a 'Booster Account / Booster ID'.

## Types of services:

The 4 main categorizations of services we sell in WoW are:

**Selfplay, Coaching, Piloted, Delivery, Mentoring(NEW)**

Not all of them are 'boosts'. In fact, all **boosting** services are generally completed in **two** ways:

- Play with someone and earn a reward = SELFPLAY
- Get someone to log on your account (account sharing) = PILOT

Remember, in World of Warcraft, the vocabulary is as follows:

**Account Sharing service** = Pilot ("RECOVERY" , the Destiny 2 term, is NEVER used!)

**Non-account-sharing service** = Selfplay or “Coaching” in some occasions (explained later)

However, the WoW RMT (real money trading) industry also has ‘deliveries’. This is the third type of service. Deliveries are not related to ‘boosting’ but they are still a gaming service, related to the **delivery** of something to a customer.

Mentoring is something relatively new that we wanted to offer in one of our spin off projects, but it has already been experimented in the past on Blazingboost.com itself.

## Piloted services

As previously mentioned, they involve account-sharing: the booster logs into the customers’ account, and works on the service.

Keep in mind that Piloted services can entail the booster actually finding random people to finish off the service, or just playing it solo, (assuming that it’s a solo task), or he might have a team, or friends that will help him out.

Examples:

- Leveling service completed by a solo booster. He just logs in and plays.
- Dungeon or Raid service completed in pilot. In these cases, it’s very likely that the booster has a team of friends that will complete the service with him. If the booster logs in and finds a team in the LFG tool or Tradechat, he’s generally breaking our rules UNLESS the service specifically entails this possibility OR the booster has permission (some services are always completed by finding random people in the game to do X activity, but the customers are too lazy to even do that).

This is different compared to Destiny 2. In destiny it is pretty normal for piloted boosters to find team mates in LFG for group content. In WoW, this is NOT TOLERATED, THE STANDARD IS HIGHER. Piloted boosters doing “dungeons” MUST HAVE A TEAM.

If you ever end up assigning a Piloted service of ‘high’ level (a hard dungeon or similar), especially if the order is urgent, you should make sure the booster plays with a reliable team even if the cost is slightly higher for us. While it is early to explain these concepts to you, we try to earn as much as possible by paying boosters the amount they ‘deserve’ and making a good cut but NOT at the loss of quality.

Generally speaking, Piloted services have this stigma of ‘account being hacked’ or ‘account being stolen’, or similar. In 2024, these paranoias are a bit non-existent because Blizzard can

help you get your account back in 99,99% of cases.

The real problems are BANS/SUSPENSIONS. Account sharing is punished more than Selfplay services and some companies like Blizzard are happy to issue bans. While account sharing services are not as dangerous as selling/buying gold or hacking/using a bot, they still pose a risk. **The support guide will explain to you what is risky and what is not risky as you have to know that when convincing a customer to buy on the chat + you have to know which 'safer' service to redirect the customer to.**

To keep customers safe, boosters must use a VPN (IP change to synchronize to the customer's account).

Up to 2022, we used our software named 'Safecarry', which was a glorified VPN, it wasn't anything spectacular. These tools reduce risks even more but a ban can always be behind the corner if Blizzard decides to track hardware, motherboard, etc, or follow similar identification measures. So, unfortunately, you can consider any sort of protection a placebo.

Still, it's never good to scare customers that much. The risks are not that high and when you send a customer away because he's maybe going to get banned, we are losing him probably forever + we are losing the advertising cost to get him on our website in the first place.

**You will be taught and you must learn how to use the right words to stay transparent saying that there is a risk but STILL generate a sale.**

**New: in 2024, it appears a new type of program has been used for Pilots: "Parsec", which russian competitors name as 'Remote Access' or 'Remote Selfplay' on their website. It's something similar to Teamviewer. We are looking to implement it too.**

If anyone will ever ask you about Safecarry, you can simply say the truth: it was a strong VPN, we discontinued it because it wasn't making a huge difference anymore, so for now it is simply out of order. A standard VPN or Parsec is equally as fine.

## Selfplay services

They are the exact opposite: they involve **NO ACCOUNT SHARING**. The quality of Selfplay services has made Blazingboost stand out in the past years and should be considered as a part of our brand identity. Selfplay services should **ALWAYS** be recommended to the customers, as something that is completely safe if the recommended procedures are observed: faking social interactions in game, not chatting in-game about buying a boost etc.

These concepts are relevant for WoW, because Blizzard is able to ban for Selfplays too.

In destiny 2, Bungie has never banned for a Sherpa order, but in WoW it has happened. That's why this is a topic of concern for WoW.

However, there are ways not to get caught and there are services that are actually 'impossible' to get detected as there are no obvious rules being broken. This is the case with almost every

Selfplay service we sell.

The only drawback is that Selfplay services are a bit more expensive. Then again, the market has evolved in this direction particularly because of Russian boosters. They learned English (most of them) and became quite professional, so they can offer a very high-quality service at a low price. Most of our workforce is from those countries and there's no shame in that. The market evolved and we are working with the GOOD people out of that environment.

## Coaching services

Coaching is slightly different from Selfplay as it is usually hourly work with real professionals from rich countries based (and not 'reward' based) and it costs more. The higher cost allows us to employ from these countries too (Scandinavians, Americans, or alike) that win World Championships. The best of the best.

The goal of Coaching services is to play with pros who will also TEACH the customer how to play and let him improve. The service experience is just different.

Coaching services are most popular in PvP.

All of our boosters are handpicked, chosen carefully and tested before they can touch a customer's account or get a service assigned (at least in 99% of cases). Our standard is VERY high. Our reputation is actually unmatched - if you join Blazingboost you will be working with the oldest and leading website for WoW services.

Our Trustpilot (we use it actively since January 2018):

<https://www.trustpilot.com/review/blazingboost.com>

You will represent our company.

Every word you will say will matter and you will be accepted if you respect our high standards.

## Delivery services

In general, these are completed by a specific person or team in the company, unless said otherwise or organized in a 'global' company system.

More details will be added on this as we restructure our Delivery services in 2024.

## Mentoring services (NEW) or 'Training Plans'

These are the services we have built / planned for Blazingpro, our spin-off project.

They:

- a) are 100% compliant with any game's ToS (in this case, Blizzard's)
- b) are considered "white" services, not "grey"
- c) in Blizzard's sense, they do not include any form of gameplay with your assigned pro, because that's also against the rules and considered 'RMT' (real money trading) for Blizzard.

In short, they are considered "PURE COACHING". Unfortunately in the WoW industry there's a vocabulary mixup, as Blazing originally called the 'Hourly Arena Coaching' service the activity where 1 or 2 pro players would \*\* TEACH AND PLAY \*\* with the customer, getting him as high as possible (without result guarantees).

In other games instead, 'Coaching' doesn't include gameplay. So there's an actual mixup. The solution is to use the "with gameplay" or "without gameplay" suffix, so that we can not get confused, or simply call them 'MENTORING' services as that's a term that fits everything better. A mentor is someone who will 'help you reach your goals' without breaking the rules, giving you homework, live-spectating you, telling you where to improve, fixing your interface / addons and stuff like that.

A 'coach', in our website systems, is someone who will PLAY ARENAS WITH YOU.

Note: we also have 'PvE coaching' where the pro is not going to do Raids or Dungeons with you...so, PvE coaching, is in reality "white" because there's no gameplay.

The truth is, it is all confusing, and it even changes according to the PvP or PvE side of things.

Probably, on Blazing our Training Plans Mentoring services will have a bit of a twist and break the ToS a little bit (the least possible) to make them more interesting, because after all customers do want to PLAY with the pro.

Example: Training Plan in Dungeons (PvE) -> your mentor will also do dungeons with you on the way, or bring a friend to play with you. Something like that may happen.

Lastly, the industry has changed for PvP since the release of 'Solo Shuffle' (Solo queue 3v3) in 2022: lots of people play it and you cannot queue with someone, of course. That's why in that case we will have PvP Training Plans with a mentor that will not break the ToS because it's just impossible to break them in the first place.

It's confusing but you'll understand more as you read the guide & as you will see the products on the website.

## Types of providers

Many different types of people offer Boosting or Coaching or Delivery services in the industry. Namely: websites, forums (with people posting on threads), private boosters, Gold Boosting Communities (GBC).

### **Websites:**

There are quite some websites that offer WoW (or other games') services professionally. We do not have the 'best' boosters just because we are named Blazingboost. Many good boosters work for different websites. We are not special for the sake of being special. Our strongest point is the customer support, the English requirement, the customer care, and the attention to detail. Using concepts such as "we are the best company with the best boosters and quality" could be true but those very good boosters are probably offering their services elsewhere too, and customers do not care about these self-glorifying words. You will learn how to discuss this topic through the Support guide.

### **Forums:**

There are forums where 'independent' booster organizations offer their services. These shops do not have a website, their site is a Google spreadsheet, a Discord account, or a forum thread with the services they offer and the prices (probably with a decently looking thread design). They are not to be taken too seriously but they do exist, as they do try (or pretend) to offer the service seriously. It's just that they do it on a very small scale and are inevitably supposed to die sooner or later - no real advertisement, no structure, no plans for the future.

### **Private Boosters:**

Many good boosters work privately with their own 'reputation' and Paypal accounts. This is usually the case for high-end players who are at the top of the PvP ladder and get contacted in-game. The full size of the private-boosting environment probably equals 60% of the size of the websites+forums market (at least in some sectors), but they are not a threat either. Even worse than forums, they have no real future and it's easy to be scammed by 'private' boosters with zero guarantees or reviews.

### **Gold Boosting Communities:**

Boosting for gold is openly allowed by Blizzard. Gold can be bought via the WoW token. Hypocrisy level beyond the roof, yes, but that's the harsh truth.

Gold boosting communities (aka GBC) are Discord organizations with players/leaders that pretend to run a real website but the reality is different. Their website, in most cases, is literally a

Discord server. Gold communities were banned and made against ToS during Shadowlands, however boosting for gold was still allowed - as long as it was offered by players or teams and not gold communities.

We never trash talk the competition, be it a gold community or a competitor website, but gold boosting communities are peculiar as they claim not to engage in RMT, pretending to be 'clean and compliant with the game's rules' - it's all false, which is probably why they were removed from the game in the first place.

Unfortunately, the boosters providing services for gold are our **main competition** and we cannot ignore them. We cannot do much other than match their prices. Our markets are different but they also overlap. There are some customers who prefer to buy in gold because 'e-commerce with real money on a game can be a scam!'; some who think that for gold it could be a scam; and some who will just compare the prices and go to whoever is cheaper. In fact, you can buy 100k gold for 20€ on the Blizzard store, and a dungeon boost costs 200k gold, Blazingboost must sell it at 39€ or similar or we will lose the market.

It's hard to tell how many gold communities there are. 95% of them are indeed selling gold to their private customers too.

This is not a bother for us, but it is important for you to know the real nature of their work. You will sometimes get chats about 'gold prices' and 'gold communities'; not often, but it can happen. That's why we want you to know how to react and how to answer.

Remember, the issue is that Blizzard profits from their 'business model' because of gold being bought in their store by customers, so they encourage gold boosts.

Also, there are communities that really do try to offer a professional service and they actually manage to do so. That's why talking about 'gold boosting being a scam' is not necessarily true. They can offer a quality service.

Then again, they do have a very weak spot: no real customer support. It's a hobby for most people that work there, if something goes wrong there is no Paypal or Credit Card chargeback protection. You do not really get your gold back if something goes wrong. There are no clear and legally binding 'rules'. There are also a lot of impersonators that will actually scam for gold - trade chat or the 'services' in-game channel introduced in 2023 is a jungle.

They are just an annoyance but, as previously said, they are very important to keep in mind for our pricing strategies.

Our biggest strength 'against' them is that we do this as an actual job, with a real website, with real legal guarantees and consumer rights. In any case, we are not at war against them or anything like that, so their existence is not really a 'problem'. It's just a different kind of competition.

## Our Services Structure / Templates

### Service-structure on the website

We sell a lot of services with the 'Simple Service' system. It's usually a box inside a page with information, prices, delivery time, FAQs, and more. Exactly the same as on any e-commerce website.

'Bar' services are usually related to a specific and 'large' part of the game, where customers can choose a value or more values on the bar.

Example: a bar from 0 to 2000 points with a selector. The customer can choose from 500 to 900 or from 1500 to 1550, etc. We have prices and delivery time for each combination.

'Calendar' services have a specific 'time' at which they will be completed. This is usually the case for raids, and customers can choose the time they prefer and the raid run that fits them the most (loot trading rules, Region/Faction, time of the run, Pilot, or Selfplay).

The result for all 3 types of services is obvious, as the customer will be sent to a page where he will insert his information (Email / Discord / Armory Link or Password if the service entails account sharing).

### The usual 'Extra options'

For most services, customers can usually choose to pay for Extra Options, available on the right side of our service page on Desktop PCs, and just a bit lower (vertically) when browsing on mobile.

Extra options allow us to:

- a) cross sell more products with a discount
- b) allow the customer to really customize what he's buying
- c) allow the customer to add more priority or speed to their order, with the most famous options being named 'Express' or 'Priority', which gives extra speed to their order. Faster boosters will be contacted and the delivery time (also known as ETA i.e. Estimated Time of Arrival) is shortened.

Example: 14 days ETA for 1-60 WoW Classic Leveling can be shortened to 10 Days with 'Express'.

### Service Request, Admin Panel Requests, on-spot support deals

We love flexibility and we must ensure customers can get what they want, as much as possible, by making custom deals during our support interactions. However, we try to streamline the matter as much as possible, to keep things under control.

This is why we have systems for customers to send us requests, you can also generate 'custom requests' for our boosters to see and send an application for, or sometimes you'll have to create 'custom hidden service links' ('Fee payments' is how we call them) to let the customer add 20€ cause, for example, he wants to add Express to his existing order.

## Core Game Systems

WoW is a very complex game (as complex as Destiny) when it comes to all of its systems and details, but it has easier concepts to master to be effective in supporting its services.

### Levels

Each character you create has a level. The max level has been 120 in the past, but then there was a 'level squish' not to make the numbers skyrocket; there was a point when you logged in and your level 120 was suddenly level 50! And now it's going up again...

As of the Midnight, the maximum Level will be 90. 99.9% of WoW's core gameplay loop happens at max level, so people are going to naturally want to get there as soon as possible. Leveling can be done by completing quests, running dungeons or farming mobs. Just very common stuff for an MMORPG. As you level up, you gain talents and ways to customize your character further.

Characters in WoW can be your "main" or "alt". That's the game vocabulary. The main character is simply the one you play the most. The alt is a 'secondary' character, but that's just your own categorisation as a player, it doesn't really matter for us as Blazingboost. A customer can buy a service for his alt or for his main and we must treat it the same, of course.

### Classes & Gear / Equipment system

Classes in WoW work the same as in any other RPG; each one has its own **unique gameplay**, **skills**, **customizable Talents** and **Specializations** which allow them to fit into one of the three party roles, those being **Healer**, **Tank** or **DPS**. Some classes can fill all roles by changing specialization, some other classes are ONLY DPS (example: Warlocks. They can only deal dps so they are a purely DPS class, even if they have 3 specializations).

Each character has certain gear slots, similarly to Destiny. Helm; necklace; shoulders; chest; gloves; bracers; belt; boots; leggings; rings; trinkets; cloak; weapons.

In these slots, you equip gear that you obtain by playing the game. Each piece of gear you get through the game has:

**a) stats** (example: +150 Critical Strike..+200 Intellect..+100 Stamina...+50 Strength..)

**b) armor type** (example: Plate), with the exception of off-items like neck, cloak, rings, trinkets, that are neutral and don't have an armor type

**c) an "item level"**, that you can somewhat compare to Destiny's power level.

However, in Destiny your character level comes from the addition of all the power levels of your items. In WoW, your level is just a stand alone number (level 90 being the highest in Midnight).

**If an item has got more item level, it means that by default it will have better stats.**

Example: Plate Gloves of ilvl 100 will have +50 stamina..+30 intellect..+20 crit rating.

Plate gloves of 120 ilvl will probably have +63 stamina, +35 intellect, +25 crit rating.

There are times where you want lower ilvl gear and it's still stronger than the one you have now, but that's only for certain rare situations where a lower ilvl item has extra bonuses or things that your class needs the most. You don't really need to care about this.

The average item level across all of your items determines your 'global item level'. Example: level 90 paladin with 120 item level if you have 120 ilvl gear in every slot.

**We do sell a purely "Item level" service oriented to just gaining gear, just like in Destiny with Power Level. Our booster(s) will do all necessary PvE content to get you to a certain average item level.**

**However, DO NOT MIX THE VOCABULARY.:**

**In WoW the concept of 'power level' is instead referring to the LEVEL OF YOUR CHARACTER. So:**

**a) 'power leveling boost' in WoW is about reaching level 80**

**b) 'power leveling boost' in Destiny is about gearing up**

**c) 'gear boost' or 'item level boost' in WoW is about gearing up.**

**Having a high iLvl is a requirement for getting into certain bits of endgame content.**

**People buy boosts to have a higher ilvl so they will be invited by people when they want to play.**

**Armor Type** matters to us the most as we sell several services that involve **Gear Trading**, which will be explained later.

As of **Midnight**, there are currently **13 playable classes in WoW**, which according to their Armor Type, are:

- **Mail Armor Users** (Evoker, Hunter, Shaman) ;
- **Plate Armor Users** (Paladin, Warrior, Death Knight) ;
- **Leather Armor Users** (Rogue, Demon Hunter, Monk, Druid) and
- **Cloth Armor Users** (Mage, Priest, Warlock)

All of these classes can have different specializations and roles, as said above. Players can freely swap across specializations just by a few clicks in their character management in the game.

Example: Paladins wear plate armor. They can play Healer (“Holy” specialization), DPS (“Retribution” specialization), or Tank (“Protection” specialization).

Warriors also wear plate. For the purpose of our services, a Warrior can be a ‘gear trader’ for a Paladin because they share the same armor type. If the Warrior (our booster) gets some plate loot, he can TRADE IT TO THE PALADIN CUSTOMER. This is why this stuff is important for you!

As years went by, the gearing system changed many times. In Midnight, many classes and specializations can share the SAME ITEMS, but almost all items gain different stats according to the class / spec you are currently playing. We can consider them ‘smart items’. [the only exception can be Trinkets, as some of those are purely DPS / Tank / Healer oriented and they cannot be used across all roles].

This is a crucial concept for some of our services. It was built this way so that a player that is generally a Healer can swap to DPS and have most of his gear still usable as DPS too, without having to build another full set of gear. A Paladin Healer is going to wear Plate armor with +Intellect, but when he swaps to DPS, that same item will have +Strength instead. This is why a Paladin customer who joins one of our raid boosts could want a DPS Trinket...maybe he also DPSES sometimes!

And that’s

\ why Warrior, a primarily strength-oriented class, can be a trader even for a Holy Paladin.

>YOU DO NOT NEED TO MEMORIZE ALL OF THESE COMBINATIONS. YOU WILL GROW INTO THEM OVER TIME, BUT YOU NEED TO AT LEAST UNDERSTAND THAT CERTAIN CLASSES ARE A GOOD ‘COMBINATION’ WITH SOME OTHERS BECAUSE THEY CAN USE THE SAME ITEMS, SO THOSE CLASSES ARE USED BY OUR BOOSTERS TO FUNNEL GEAR TO CUSTOMERS THAT CAN USE THAT LOOT<.

This level of freedom between swapping roles, gear being usable between more roles, is not the case on WoW Classic Cataclysm or SoD as those are older versions of the game. In Classic, players need to earn gear sets multiple times for every role they want to fulfill, hence why the game is indeed grinder, less alt-friendly, etc.

## Loot Determination

**Here comes the most complex part of this game guide & our services nature: the actual way for the game to determine your gear drops.**

Seeing as each class has a specific type of **Armor** and **Weapon(s)** they can use, the game must have a way to dictate which kind of loot you'll get when you complete an activity.

The complexity is that this CHANGES BETWEEN EACH TYPE OF ACTIVITY. AS WE SELL BOOSTS IN EACH ACTIVITY TYPE, YOU HAVE TO KNOW HOW IT WORKS, CAUSE IT'S LITERALLY ONE OF THE MOST COMMON COMPLAINTS GAME-RELATED YOU CAN GET ON SUPPORT.

Example: "hey I am a paladin, i wear plate, i bought a dungeon boost and i did not get traded that ring to me that i can use for my dps specialization". **This will happen and you must know how it works so you can offer a solution to the customer (thankfully, the boosters know everything, so you don't have to know every small detail to start with).**

### The Most Basic System:

For example, when completing Heroic or Mythic Dungeons, each boss has a 'loot pool'. This pool can contain:

- plate gloves
- cloth belt
- dagger weapon
- DPS trinket
- healing trinket

Each party member has a chance to randomly get an item **they can actually use. A Rogue won't be getting a Cloth belt, the same way a Warlock won't be getting Plate gear.**

Due to this system, it happens that certain bosses just don't drop anything 'for your class'!

### For Mythic+ Dungeons:

In other activities (such as "Mythic+ dungeons"), you do not get loot for each boss, but you get something at the end of the dungeon. Every dungeon must give you something for every class, as the game is built so that every content has meaning for every player. In that case, the 'end dungeon chest of loot' will grant something to players for sure. So, if there's x5 players doing a dungeon and they are 5 plate wearers, the game will give them Plate loot (alongside rings, cloaks, off-set things not strictly connected to plate).

### For Raids

In Raids, instead, the system was changed very recently. The game now grants loot according to how many players were doing the raid for the first time in that week, and the loot is 'GLOBAL

AND RANDOM'. So, you may drop 10 bows even if you do not have Hunters in the raid. Or 10 leather items even if you have a raid full of Paladins (which is possible as paladins can all tank, dps, and heal, so you may have 5 healer paladins, 2 tank paladins, 10 dps paladins).

### **New Gear Upgrade System (since Dragonflight, The War Within, and currently Midnight).**

The game tries to give you a way to improve your gear even if you have completed weaker content.

Example: content X drops gear of item level 500. That same content, at higher difficulty (see it like Master Nightfalls and GM Nightfalls), drops item level 520.

The game gives you a way to increase that 500 ilvl item to 525, so 'a bit higher' than the 520 ilvl loot you'd get from doing the higher difficulty content. It's a way for weaker players to catch up and 'slowly' overcome harder content with gear. As you can imagine, if someone is only able to complete things at low difficulty, they can overcome stronger difficulties with better gear. If after **a month (so, it's a bit slow)** they have all of their gear 'upgraded to 525', then they will have a good chance of completing content that would give them "530" maybe..that then they can upgrade to 540... to push content that drops 545! There is a cap of this of course, but yeah, hamster on a wheel sort of thing.

**THIS IS NOT IMPORTANT FOR YOU. JUST KNOW THAT IT EXISTS AND WE HAVE SERVICES TO FARM THE MATERIALS TO DO THIS GEAR UPGRADE.**

The "tracks" where your item is placed into (and can be upgraded through) have different names, according to the **original strength of the item**.

Explorer -> Adventurer -> Veteran -> Champion -> Hero -> Myth

As you can imagine, items on the Myth upgrade track drop from the hardest content in the game. You need to know this as customers may say "Yeah I need that X activity cause it drops Myth path items". You simply need to connect in your head the fact that those items will have the potential of being upgraded to the highest possible item level in the game; or, someone may say that he wants items of the "Champion" path - probably he's looking for something a bit average, for a cheaper price.

Example with names (connected to the previous example in the previous page):: that 500 ilvl item could be on the Adventurer track and you bring it up to 525..then if you get the 520 item, that will be on the Veteran track...

To upgrade items, you need Expansion-locked **upgrade currency / resources**, which for

Midnight is called **Dawncrests**.

**You can get a set amount of Crests per week.**

**There are 4 types of Crests. You need the appropriate type according to the track you're updating the item through.**

**You do not need to memorize the names, but they are:**

**Weathered -> Carved -> Harbinger -> Gilded**

**As you can imagine, the system works in tandem. For example, MYTH TRACK items need GILDED CRESTS. Gilded crests obviously drop from the same content that grants you the Myth track item to begin with. They are connected, but you don't have a lot of Gilded Crests per week, which is what makes the system artificially slow, aimed at 'worse' players that are given a chance to catch up over time.**

Basically, to make another Destiny 2 example, if you want to upgrade something to be almost as strong as GM Nightfall loot, you need to get that item from Master nightfalls, and you need to keep completing Master Nightfalls to get the appropriate type of Crest...you can't do Legend ones! Maybe Legend ones will be ok to get weaker crests, that you can use to upgrade weaker gear on a previous track.

## **Tier Sets & Tokens**

This is a specific type of loot that you must be aware about. It is CRUCIAL in every season.

In general, tier sets are commonly composed of helm/legs/chest/gloves/shoulders, so the 'main' gear pieces. They are basically connected to the same tier, usually from the same source, and grant bonuses.

Example: The Raid Armor set will grant you a bonus if you have 2 pieces, then another bonus with 4 pieces. (Example: your Ability X will deal +10% damage every 5 times you use it).

This means the game encourages you to 'put together' gear from the same source, if a Tier set exists from that source indeed, as your character will be stronger from wearing gear of that Tier Set.

Tier sets are class & spec based. So ALL CLASSES AND SPECS have their set bonuses that Blizzard updates every season.

How to get tier gear:

- a) complete raids and drop armor pieces that indeed belong to a tier (example: “Gloves of random whatever of this Tier”.
- b) complete raids and drop “TIER TOKENS”.

Tier tokens are an interesting concept: they allow you to BUY YOUR DESIRED TIER PIECE FROM A VENDOR, but they are SHARED WITH CLASSES IN A PRETTY RANDOM SYSTEM AND AREN'T CONNECTED TO GEAR TYPE.

c) Using the catalyst:

The Catalyst system lets you convert a piece of armor to corresponding raid armor. If you convert a piece of armor that is on a tier slot(so head, shoulders, chest, gloves and legs), you get a tier set. Catalyst may change the secondary stats on the item and make it a tier set piece if it's on a correct slot, but it does not change that item's item level, upgrade track, tertiary stats and sockets.

See here:

Token	Armor	Midnight Currency Name	Classes
Dreadful	Cloth	Voidwoven Unraveled Nullcore	Priest, Mage, Warlock
Mystic	Leather	Voidcured Unraveled Nullcore	Rogue, Monk, Druid, Demon Hunter
Venerated	Mail	Voidcast Unraveled Nullcore	Hunter, Shaman, Evoker
Zenith	Plate	Voidforged Unraveled Nullcore	Warrior, Paladin, Death Knight

With the release of Midnight, these tier tokens class groups have been reworked into Armor types, so that same armor type wearers will be rolling against each other, instead of having to share a tier piece with a paladin, as a priest for example. It's a change to simplify the loot rules, and it allows us to ignore the tier token conflicts which we used to have. Now we can freely get a customer into an Armor&Token Priority raid run without worrying too much about tier token conflicts (will be explained in detail later on).

**Note: these tokens exist for players to 'target' the exact piece they're missing in order to get the bonus, so to reduce RNG and to give more player agency**

## Professions

In RPG fashion, your character can learn up to 2 primary professions, and all secondary professions.

Primary professions (max 2 per character) can be of gathering or crafting type:

Gathering = mining, herbalism, skinning

Crafting = blacksmithing, engineering, alchemy, leatherworking, tailoring

Secondary professions (you can get all of them) are Archeology, Fishing, First Aid, Cooking.

We offer boosting services for these. Some of them require your character to go around and mine around the world (= the perfect grindy account sharing service), some others require you to 'craft potions' (to become a good alchemist, for example) which means you may need a lot of materials to craft all of those potions. Materials can just be bought from the Auction House (in-game platform where you can buy and sell stuff, peer-to-peer, across players). In that case, we may either:

a) sell gold to the customer

b) sell a 'profession kit' (we send him all the materials he needs to level up a profession)

## Content Categorization

The game is HUGE, and we sell almost everything in it. Every type of content will be analysed more in depth through the guide. However, this paragraph helps you with the MOST BASIC KNOWLEDGE you need so that you will not get lost through this guide as you keep reading forward.

## PvE:

### Dungeons = 5 men content

Dungeons can have many difficulties.

**Normal** -> Super easy. Can be spammed.

**Heroic** -> Easy. Can be spammed.

**Mythic 0** -> Challenging at the start of a new season, but then becomes trivial as people gear up. Can be done once per day.

**Mythic+** -> difficulty that scales up infinitely. The mobs hit harder, there is a timer, etc. This is the most popular PvE 5 men activity. Can be spammed. The amount of dungeons you complete, at the highest mythic+ difficulty, grant you your 'Mythic+ score' for the season.

The game has TONS of dungeons introduced with every expansion; but every season, only few of them are empowered as “Mythic+” difficulty (usually 8).

## **Raids = flexible content**

Raids are flexible because the mobs / bosses scale up and down in hp and damage according to your raid size. So, a small group of friends can raid just as much as a big one. The smallest raid group must start from at least 7 raiders.

Difficulties:

**LFR** = looking for raid, super easy, for total noobs, you just join a group and kill everything to see the content. Up to 30 players can partake. Can be spammed but you get loot only once per week.

**Normal** = Easy, up to 30 players can partake. Can be spammed but you get loot only once per week.

**Heroic** = Medium difficulty, up to 30 players can partake. Can be spammed but you get loot only once per week.

**Mythic** = Hardest difficulty, this is fixed raid content for 20 players. Can only be done once per week and you can only get loot once per week (you can't spam Mythic raids).

**Specifically, the bigger the raid size and the bigger the amount of 'unsaved' raiders, the more loot can drop from raids. 5 unsaved raiders guarantee x1 item to drop from each boss.**

This system matters a lot because it's the core of our PvE sales. “Unsaved raiders” are players who haven't cleared the raid yet that week, in that difficulty, SO THEY ALLOW BOSSES TO DROP GEAR AND THEY CAN HELP WITH GEAR TRADING.

## **PvP:**

### **World PvP**

Almost irrelevant for us, it means fighting against enemies of the opposite faction throughout the world. We may sell some achievements or currencies related to doing world pvp.

### **Random Battlegrounds**

These are pvp maps where you fight against the enemy faction with an objective. Example: Warsong Gulch -> Capture the flag map (10vs10).

### **Duels**

1v1 stuff you can do anywhere in the world, irrelevant for us

## **2v2 & 3v3 - IMPORTANT**

These are called arenas. You can queue with all players, of any faction, on any realm, and battle enemy teams in 2v2 or 3v3. You get 'arena rating' as you win, and your rating gives you title / mount rewards.

You generally need PvP gear to fight in PvP, which you buy by using 'Honor' and 'Conquest points'. You earn Honor and Conquest by doing all forms of PvP.

In CLASSIC, Arenas do not always exist. They are available in Mists of Pandaria and TBC Anniversary realms, but not in SoD or Classic Era. And, in Mists of Pandaria, they are NOT cross-faction, only cross-realm! In TBC Anniversary realms, (as of season 1), they are neither cross-realm nor cross-faction, so players have to share both realm AND faction to be able to play arenas together.

## **SOLO SHUFFLE (3V3) - IMPORTANT**

In Dragonflight (2 expansions ago), Blizzard introduced 'Solo Queue'. It's a 3v3 game mode which lasts around 10-12mins, because all team combinations fight against each other, ensuring that all combos are played out with each healer healing each available DPS:

Example: Warrior, Mage, Warlock, Rogue, Holy Paladin (Healer), Resto Druid (Healer).

The game will play 6 matches where the Holy Paladin & Resto Druid will always be against each other, but the DPS will be in all sorts of combinations with each of the healers.

You generally gain rating if you win at least 4 matches out of 6.

Solo shuffle has almost replaced standard 3v3 because you do not need a team, it's easier / faster to play it, etc. However, DPS players have very long queue times. This will be explained later.

THIS DOES NOT EXIST IN CLASSIC.

## **Rated Battlegrounds - IMPORTANT**

This is a 10v10 rated version of Random Battlegrounds (Warsong Gulch)

The most important reward in RBG's is "Hero of the Horde/Alliance" which is an achievement for being in the top 0.1% of the rating ladder.

## **BATTLEGROUND BLITZ - IMPORTANT**

Solo or duo queue version of Rated Battlegrounds with 7 players instead of 10 and slightly different game rules.

It has been VERY popular with its release in The War Within, and still going very strong in Midnight as well.

## Achievements / Titles

You can consider achievements similar to 'triumphs' in Destiny 2. For doing stuff, you gain achievements.

Some achievements are part of meta-groups of achievements (= Seals) and grant you bigger rewards, such as:

- Titles
- Mounts

Certain mounts and titles are 'seasonal' (seasons are explained below). This means they are similar in template / source, but change every season.

For example, through Arenas (PvP), you can get the so-called "Rank 1" title, which has the season name and 'Gladiator' at the end. Example: "Vengeful Gladiator" can be the title reward from a specific season for being at the top of the PvP ladder, and "Wrathful Gladiator" can be the title reward from another season. Jointly, you'd also have a Wrathful Gladiator Mount and a Vengeful Gladiator mount (the mounts can be similar but are essentially from the same source, but in a different season).

## Mounts

There are tons of mounts in the game, which are rewards you get from doing all kinds of content. We sell mounts either through a specific mount-service, or through the activity you need to complete to get that mount. It's essentially the same.

## Seasons

Each major patch comes with its own **Season**, which:

- a) changes the pool of dungeons that are "empowered" to be part of the Mythic+ dungeon pool rotation (explained later more in depth)
- b) introduces a new raid (usually)
- c) resets all ratings and ladders (pve, pvp, etc)
- d) adds a higher gear ceiling
- e) introduces new mounts / achievements / title rewards
- f) makes everything a bit harder for the 'hamster on a wheel' concept (example: a Mythic0 dungeon can be challenging again just because a new season has started, for a week)

IMPORTANT: START GETTING USED TO THE MOST IMPORTANT VOCABULARY FOR SEASONAL STUFF THAT CUSTOMERS COME BACK TO BUY EVERY SEASON:

- Getting **enough Mythic+ score during a season will award you with Keystone Conqueror and then Keystone Master and then Keystone Hero. This awards you the most common PvE seasonal rewards from Mythic+ dungeons.** one of the **most sought after PvE achievements in the game.** Reaching **2500** will earn you **Keystone Hero**, and reaching the **top 0.1% of all players in your region earns you a unique seasonal achievement, title and feat of strength.** In Dragonflight, this title / achievement was called '{Season Name} Hero', usually considered as the "Mythic+ Rank 1 title".
- Clearing the seasonal **Raid on Heroic Difficulty** gives you the sought after '**Ahead of the Curve**' achievement, while clearing it on **Mythic** gives you '**Cutting Edge**', both of which come with serious prestige, alongside a mount and title. Having **AOTC (Curve)** is often **a prerequisite for getting invited into HC groups**, so lots of players are going to want to get theirs right from the get-go.
- **Completing Rated Arenas, Battlegrounds or Solo Shuffle** with a certain rating will give you an **array of achievements**, with numerous cutoffs throughout the ladder. The rewards are titles such as: Challenger, Rival, Duelist, Elite, Gladiator, {Season Name} Gladiator, Legend, {Season Name} Legend. Some of these titles last only for a season, some others are permanent and you can show them off forever.

### SUMMARY OF KEY VOCABULARY OF REWARDS PEOPLE WILL ASK FOR A LOT:

**"Curve"** = achievement for killing the raid end boss of the current raid in Heroic difficulty. Usually also grants a mount, but not always.

**"Cutting Edge"** = achievement for killing the raid end boss of the current raid in Mythic difficulty. Usually also grants a title.

**"Keystone Hero", "Keystone Master", "Keystone Conqueror"** = 3 achievements for getting Mythic+ rating. Usually also grants titles and mounts on the way, seasonal.

**"Rank 1 Mythic+ (Hero title)"** = achievement for also being in the top 0.1% of the Mythic+ ladder. The title lasts forever, and it contains the season name. Example: Dreaming Hero..

**"Gladiator" + Title + Mount** = achievement for getting 50 wins above 2300 3v3 rating. The Gladiator title lasts for 1 season.

**"Legend" + Title + Pennant (some stupid toy on your back)** = achievement for getting 100 wins above 2300 Solo Shuffle rating. The Legend title lasts for 1 season.

**"Rank 1 3v3" + Title** = achievement for also being at the top 0.1% of the 3v3 ladder. The title lasts forever, and it contains the season name. Example: Vengeful Gladiator.

**"Rank 1 Solo Shuffle" + Title** = achievement for also being at the top 0.1% of the Solo Shuffle ladder for your specific Spec (it's spec based! Top 0.1% of holy paladins...top 0.1% of Frost mages...get the title). The title lasts forever, and it contains the season name. Example:

Obsidian Legend.

**Vicious Saddle mount** = mount you get from doing 'a lot' of PvP. Changes every season.

**"Strategist" + Title** = achievement for getting 25 wins above 2300 Battleground Blitz rating.

The Strategist title lasts for 1 season

**"Rank 1 Battleground Blitz" + Title** = achievement for also being at the top 0.1% of the BGB

ladder. The title lasts forever, and it contains the season name. Example: Forged Warlord.

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We sell ALL OF THIS STUFF.

Transmog

This is a system that allows you to change the appearance of your gear, to other gear you've already earned in the past, or for "elite" armor looks.

Example: when going up the PvP ladder, you get your 'Elite Transmog' for the season, which you can use forever. Being able to use that gear shows that you've been high rated some time ago.

We sell transmogs indirectly through the activities that reward a specific set or item.

## The Trading Post

This is the perfect system for all WoW players to never unsub and play every month.

This is a sort of 'in-game shop' in main cities where you can buy cosmetics, mounts, transmogs, with a currency named 'Tender'. You get tender every month through different activities.

Examples:

-> Kill 10 raid bosses = you get 100 tender

-> Earn 5000 honor points = you get 200 tender

The stuff you can buy at the shop CHANGES EVERY MONTH AND MAY NOT COME BACK FOR A LONG TIME, and the rewards are generally pretty good!

You do not want to miss out, so you're always gonna log in and get your 1000 tender and then let you buy the cosmetics you want. You may also not buy anything and stack your tender in case you want to buy more stuff in a future month where you like more rewards.

Now, sometimes you may not have the time or patience to do those easy activities for the 1000 monthly tender, so Blazingboost comes here to the rescue. We plan to have a custom Tender service every month with the monthly activities.

## Your Main Focus

So, what do most players do in this game, what do we help them with specifically? Which means, what do YOU need to learn and understand the most?

1. Leveling up. The max level in Midnight is 90. In other versions of the game, the max level can be 60, 70 or 90 as well..  
Leveling is generally very easy, even in Classic, as Blizzard kinda keeps reducing the xp required by adding catch up mechanics.

The only exception would be “Hardcore Classic”, where leveling up is slow, difficult, and high-value (you can’t die)

2. Complete quests, gain reputations with in-game factions, grind certain activities to improve your character’s aesthetics. These are easy farming services that just require you to know that they exist on the website.
3. Increase their own item level by completing dungeons and raids. You really need to learn this stuff.
4. Mythic+ runs of higher difficulty for e-peen purposes. You really must understand Mythic+ concepts and our service rules.
5. PvP activities for gear or for fun (and e-peen). PvP doesn’t really bring us a lot of money as prices are average to low, and boosters’ costs are high. But it is a very important ‘prestige’ aspect of our website that nurtures the Blazingboost ecosystem. Want a world champion to teach you how to play arenas or to play with you? It’s possible. If that happens, you’re more encouraged to buy Leveling or a big expensive mount and stuff like that.

Contrary to Destiny, you do not need to memorize a lot of “names” or activities connected to specific gear. WoW is a lot simpler in terms of vocabulary and in-game “connections”, but it is more advanced in the SERVICE SYSTEMS that Blazing invented and that the competition has copied through the years.

For example, in Destiny you need to know that there is a “Weekly GM Nightfalls weapon” or a “Weekly Trials Weapon” or that specific type of Red Border weapon that is farmable from that raid when it’s in rotation, OR the Adept weapon that drops from that challenge that is

spammable for that specific raid when in rotation..bla bla. Basically, Destiny is clunky.

WoW is simpler but has a lot more depth in terms of product building. Imagine if you had to learn / study more concepts like the “x1 Sherpa Pro” in Destiny trials, as opposed to the Sherpa result guarantee. That’s a SERVICE SYSTEM, and it’s important that:

- a) you learn them for all the hottest products
- b) you are able to explain them in a simple way to customers when required
- c) you are able to ‘teach’ these systems (or impose our policies) to boosters

Everything must be VERY TRANSPARENT on the website for this reason.

## Deep Analysis of Hot Products

This area of the guide covers:

- THE MOST IMPORTANT WOW PRODUCTS
- HOW BLAZING SELLS THEM
- WHAT YOU NEED TO KNOW WHEN DEALING WITH THESE PRODUCTS

The “Support” guide will be fully dedicated to how to SELL these and how to SOLVE PROBLEMS related to these services.

## Mythic+ dungeons

Each end-game WoW dungeon exists in multiple difficulties.

Normal -> Heroic -> Mythic -> Mythic+

The concept is simple, as dungeons get harder according to the difficulty you decide to complete them at.

However, Mythic+ is particular as it’s a dungeon mode that scales up the difficulty infinitely. A Mythic+10 dungeon is technically 10 times harder than a Mythic standard dungeon (the mobs have more hp, deal more damage, etc).

Dungeons at Mythic+ difficulty have a TIMER. Completing the dungeon before or after the timer ends will vary the rewards you get from completing the dungeon itself.

Of course, a Mythic+5 dungeon is harder than a Mythic+2 dungeon but easier than a Mythic+10.

To participate in Mythic+ dungeons, you must earn a 'Keystone' by completing a Mythic dungeon (also referred to as Mythic+0 usually). After earning the keystone, you can insert it inside a sort of column/totem on the ground and the difficulty will go up (mobs will hit harder, they will have more health points, etc).

Remember that the keystone can be usable only in ONE of the available dungeons in the game, which is why it is important for you to know the dungeon names available in the game.

Example with old dungeon names that any of you may find familiar for whatever reason:

**Deadmines, Scarlet Monastery, Stockades.**

After completing Stockades at Mythic+0 difficulty, you get a Keystone in your bags. This keystone will only be usable in ONE dungeon which is picked RANDOMLY by the game, allowing you to complete it at Mythic+2 difficulty (Mythic+1 literally doesn't exist for some reason, it just jumps straight to 2).

For example, you may get a Deadmines+2 Keystone.

After completing Deadmines+2, the keystone is 'updated' by one, two, or three levels according to how fast you completed the dungeon (Deadmines).

As previously said, the dungeon has a timer that can be beaten at three different "speeds". The concept is simple, if you complete a 40min timer dungeon in 10 minutes, you completed that very quickly - therefore, your next keystone deserves to be higher than a team that gets the dungeon done in 39 minutes and 50 seconds.

For example, If you complete dungeon Deadmines at Mythic+2 difficulty VERY quickly, you may get a Mythic+5 keystone for Scarlet Monastery. The next dungeon is random of course, but you can always know the level of the next keystone according to how quickly you are clearing the dungeon.

The 'speed' at which you complete a mythic+ dungeon is usually referred to as 'chesting', if within the timer.

*{This is because up to some years ago you would also get more gear for clearing the dungeon more quickly, with extra chests of loot. This is not the case anymore but the term remained the same}*

"Today I 3 chested a m+7 Deadmines and got a Stockades+10". This is a common phrase.

In fact, the term "m+ keys" is very much used, alongside the name of the dungeon the key is tied to.

More examples:

"I want a deadmines+13 how much is it"

"I want a m+15 any key with 2 chests please"

Players can also fail to meet the dungeon timer. If you do not complete the key within the timer, it will be downgraded by -1 for a different dungeon. This is usually defined as 'depleting'.

**Example:**

"I bought a m+12 stockades today and your team depleted it, i want a refund".

The result here would be that the key would be reduced to another dungeon for M+11.

**(IMPORTANT NOTE: to deplete the key and get a keystone with the SAME dungeon, players have to leave the dungeon without killing the last boss. This is often done by boosters if a customer buys a Stockades +7 but they have a Stockades +10. Otherwise, if you 'complete' the dungeon but fail to meet the timer, the key will have a new dungeon)**

If the key from the example (Stockades M+12) had been completed normally instead, it would have rewarded a key for any other dungeon to complete at M+13 (one chest).

If the party was a bit faster, it would reward a key for another dungeon to be completed at M+14 (two chests).

If the party was really fast, the reward would be a key for another dungeon to be completed at M+15 (three chest).

**In general, you have to understand that customers are usually very angry if they buy a key and it gets depleted.**

**The only alternative is when they willfully buy a key for it not to be done within the timer: this is cheaper, boosters can play worse, but this is logical for the gearing system. In fact, for now all you have to memorize is that we do sell "No Timer" dungeons.**

Now, the game has A LOT of dungeons after so many damn years! However, only EIGHT per Season have the Mythic+ mode enabled. Usually, 4 are from the current expansion, and 4 are 'old dungeons' from old expansions.

As of Season 1 of the Midnight, the dungeons that support the Mythic+ mode are the following: **Maisara Caverns, Magister's Terrace, Nexus Point Xenas, Windrunner Spire, Skyreach, Pit of Saron, Seat of the Triumvirate and Algeth'ar Academy.**

**The fact that the dungeons rotate every season grants an extra incentive for players to always get them completed each season at M+10 due to the rewards system (explained later)**

**Important note:**

If a player has got a keystone, all the other party members can participate in the dungeon. For example, a strong player with a Mythic+15 keystone can start a dungeon 15 times harder than usual with four players that are in very bad gear.

If you think about it, this should let you understand the concept behind 'boosting' these dungeons.

For more basic information on how M+ works, you can read here:

<https://www.wowhead.com/mythic-keystones-and-dungeons-guide>

## Rewards from Mythic+

### 1) Gear

This is the obvious reward out of completing dungeons.

You get better gear with the increased difficulty (so, higher "plus" number), and also more items can drop from increased difficulties.

In Midnight, the highest possible reward will be capped at Mythic+10 (even if you can complete keys beyond Mythic+10).

A Mythic+10 dungeon will drop better gear than a Mythic+8 dungeon.

A Mythic+7 dungeon will drop better gear than a Mythic+5 dungeon.

A Mythic+3 dungeon will drop better gear than a Mythic (or Mythic+0) dungeon.

A Mythic dungeon will drop better gear than a Heroic dungeon.

However, the items that can drop out of each specific are THE SAME if you clear the same dungeon..it's just that they will be stronger if that dungeon was cleared at a higher difficulty! For example, dungeon X can drop a certain sword, of a certain item level. If you complete the dungeon at M+10 or M+5, you'll get the same sword. But getting it from clearing a M+10 will definitely give you a better version of THAT SAME SWORD.

This gear will be dropped at the end of each dungeon inside a chest that appears once the last boss has been defeated. This is usually referred to as an 'end dungeon chest'. [Remember, as said above, the old "2 cheating" or "3 chesting" vocabulary was using cause if you were faster, you had more chests of loot. Now this was removed, but you can still be very fast and gain other benefits - just not more gear].

**IMPORTANT:** If the key is **depleted**, it means you completed the dungeon, but you didn't do it within the timer. In this case, the amount of gear and ilvl reward is still the same. It's just that the game won't give you a way to progress further by granting you a higher level key. So your

'punishment' for missing the timer is that you cannot push towards even better gear.

## 2) Crests

**Earlier in the guide, we covered this subject. Remember: Crests** are the new system that Blizzard invented for upgrading gear. Every single gear piece in the game is on an **upgrade track**. You can upgrade gear through its track (consider it like a sort of growing system) with 'Crests' and Gold, i.e. currency / resource you need to improve your gear.

**There are various types of tracks, and each track dictates how far that piece of gear can be upgraded to.**

Gear that drops in Mythic +7 will be on a higher upgrade track than gear that drops in a +3. So, gear dropping from Mythic+7 can be upgraded further than gear that drops in a M+3.

The current upgrade tracks are the following as of Midnight Season 1:

- **Adventurer** (220 ilvl gear that can be upgraded to 237ilvl)
- **Veteran** (233ilvl gear that can be upgraded to 250ilvl)
- **Champion** (246ilvl gear that can be upgraded to 263ilvl)
- **Hero** (259ilvl gear that can be upgraded to 276ilvl)
- **Myth** (272 gear that can be upgraded to 289ilvl)

The most relevant tracks that you should really know about are **Hero and Myth for Mythic+**, as **that's what we end up selling the most**. They are the most common terms you may hear if this subject ever comes up during your work.

**Hero track** items drop from mythic+6 and higher keys at the end of dungeon chest. So, as you can spam Mythic+ dungeons during the week, the best type of gear you can get will be of Hero Track. Customers may say that they want keys from M+6 and onwards for Hero track gear. But...by doing that, they'll also get a Myth track item! Let's discover how.

Firstly, you should know that **Myth track** items drop from MYTHIC RAIDING (hardest raid difficulty. Blizzard considers Raid to be more hardcore than Mythic+ because raids require more players, so highest difficulty raids grant better gear than Mythic+ dungeons of the highest difficulty) *{note: it can be argued that Mythic raids are easier than Mythic+ crazy tryhard teams who push up to M+20 and further, but that's a niche topic, especially because the first bosses of Mythic raids are actually easy. Players who complete M+10 dungeons will always easily kill the first bosses of a Mythic raid}*

However, Blizzard gives players who complete Mythic+ content a possibility to also get Myth track items. How? By getting those items ONCE PER WEEK from the so called "Great Vault", if you complete +10 or higher Mythic+ keys during the week.

The Great Vault will be explained later, but it's a simple system that grants you gear ONCE PER WEEK, on the reset day. You go into a sort of bank, click on this Vault, and it gives you gear once per week indeed.

This means that by completing a M+10 during the week, you can get items on the Hero track. They're strong, but not the best. However, once per week the Vault will give you a Myth track item instead.

Still, one of the main purposes of Mythic+ dungeon spamming during the week, besides getting Hero track gear (it's still pretty good!), is farming for CRESTS that you need to upgrade gear as you get it.

As said above in the guide, customers mostly want Hero and Myth gear, so the 2 last tracks. They require Runed and Gilded Harbinger Crests. So those are the terms you'll hear the most.

- Runed crests drop from +4 to +8 mythic keystones and Heroic Raid, they are used to upgrade Hero track gear.
- Gilded Crests drop from +9 and higher mythic keystone and Mythic Raid as well as the last two bosses on Heroic Raid. They are used to upgrade Myth track gear to the highest ilvl (currently 289 as of Season 1 of Midnight).

### **3) Mythic+ score (old 'raider.io' score)**

In the Legion expansion (released in 2016), a new website named 'Raider.io' was created. It gave, and still gives, a score to each player according to the highest difficulty key that each dungeon has been completed at. Blizzard also added their own in-game system that provides the same score, however players still mainly use raider.io as it provides a full history of mythic+ dungeons for each player, not just the score number itself.

Completing a key beyond +10 can make sense to get a higher score, which is why people even push +20 dungeons regardless of the gear rewards being literally IDENTICAL to completing a M+10. It's literally an e-peen / challenge sort of thing. Also, by having really high score, you may be in the top 0.1% of the ladder, granting you the Mythic+ Rank 1 in-game title.

To join good groups, you need to have a high raider.io score on your own character, otherwise you will simply not be invited. The LFG environment is pretty toxic, as good players may not be invited just because they haven't done enough dungeons (yet) and they are stuck in the endless loop of not being invited because they don't have the score, which causes them not to get the score itself.

Therefore, by completing high dungeons, you gain Mythic+ in-game score, or Raider.io score (they are pretty equivalent)

Each season, the score is wiped to zero. Therefore, people push M+ dungeons every single season for gear, score, and connected rewards (see below)

#### 4) Titles and Mount

- Obtaining 2000 Mythic plus score awards you the 'Keystone Master' achievement. This rewards the seasonal Mythic+ mount.
- Obtaining 2500 Mythic+ score awards you the 'Keystone Hero' achievement. This grants you Teleports to all 8 dungeons that were part of the Mythic+ rotation in the season you got Keystone Hero into.
- Obtaining 3000 Mythic+ Score awards Keystone Legend achievement. This rewards another seasonal mythic+ mount.
- Obtaining 3400 Mythic+ Score awards Keystone Myth achievement. This rewards another seasonal mythic+ mount.
- Being in the 1% of mythic+ players at the end of the season based on raider.io/m+ score rewards Umbral Champion title and a seasonal mount (the title changes each season)
- Being in the 0.1% of mythic+ players at the end of the season based on raider.io/m+ score also rewards the "Umbral Hero" title (the title changes each season)

#### 5) The Great Vault - Weekly Chest

The Great Vault is a weekly reward system that provides you with a choice of higher item level items that are better than what you can farm everyday during the week. The great vault has 6 options that are divided into three rows: Raid / Mythic+ / World Content and Delves. You can only choose 1 item from the vault per week so having as many options as possible is in every player's best interest to have a better range of choices.

This is how the great vault <https://prnt.sc/cf5hovliUjK7> looks in the game. The reward from each section is based on your highest completed content of that activity in the week. In order to complete the vault, you would need to do the following for each slot:

- Kill 2 Raid Bosses / Kill 4 Raid Bosses / Kill 6 Raid Bosses
- Complete 1 m+ Dungeon / Complete 4 m+ Dungeons / Complete 8 m+ Dungeons
- Complete 2 Delves / Complete 4 Delves / Complete 8 Delves

As said in the paragraphs above, completing Mythic+10 dungeons can give you MYTH TRACK gear to take from the Great Vault, even if that same content was giving you HERO track gear during the week! Interestingly enough, this is the case even if you complete the Mythic+10 WITHOUT THE TIMER (Depleted). Blizzard just wants to help players. That's why some customers may buy the M+10 no timer run service = it's for a guaranteed x1 Myth track item to get from the Vault.

How do we sell dungeons at Blazing?

### 1) Heroic / Mythic dungeons

We usually sell dungeons from Heroic difficulty and onwards (Normal is too easy, anyone can do it). Heroic and Mythic (or Mythic+0) dungeons are generally sold at the start of an expansion, but as time goes by they become trivial and after 1-2 months the launch, the FULL focus goes on Mythic+ dungeons. We just sell them as 'simple' services, with some extra options to allow more customisation

Mythic+0 dungeons are extremely important in the 2-3 week window before the season starts, and M+ is opened. During this time, M+0 gear is BiS (best in slot)!

Heroic / Mythic+0 dungeons are usually available in our Dungeons section, moved according to the convenience of the website's design or other reasons.

You can find that autonomously - remember you must know where we sell everything on the site.

### 2) Mythic+ Dungeons

Mythic+ dungeons are one of our main selling points in the whole website, hence why we have a dedicated page / category for that.

Customers can:

- choose the key difficulty (from 2 to 10, raised to +13 and beyond when possible in case customers are after Raider.io higher score).

- choose the dungeon. This adds an extra cost as we need to be lucky to find a Mythic+ boosting team that has a key of that dungeon, at that difficulty.

Example: a customer buying a Deadmines Mythic+15 on US is a pretty specific request, and all of our US Mythic+ teams must be contacted to see if any of their team members has got that specific key.

- choose the amount of Gear Traders (= boosters who will trade gear to the customers! This mechanics exists in WoW, but not in Destiny of course)

- choose more dungeons with discounts

- choose the ROLE the customer wants to play (as healer or tank, the cost is +30% cause those are primary roles and boosters want to be compensated for not being able to cover the two 'serious' roles of any boost)

- anything else to customize their service

The service is mainly sold here:

<https://blazingboost.com/wow-boost/mythicboost/buy-now>

The prices change according to the customer being from EU / US, requiring a service with account sharing or in Selfplay, or wanting the key to be timed or not.

As previously said, there are a lot of options beneath the dropdown as the customer can customize his order furthermore. Please start reading the options to familiarize with them.

### 3) Rent a Team (Hourly Based)

This service is designed to let customers be able to focus more on improving, rather than reaching a certain goal, eg. time a +13 key. By purchasing this service, the customer opts in for a learning experience paid HOURLY where he will play with a top team. They'll also learn how to play their class in the dungeon (some coaching is naturally included as they play).

Much like PvP Arena Coaching, choosing Rent a Team will allow the customer to try to do the HIGHEST possible keys. Timing keys is not guaranteed here, as the customer is buying 'time'.

### 4) Mythic+ with Gear Trading

When purchasing M+ with the traders extra options, this adds extra difficulty to the boosting team by restricting and limiting the composition they have to play.

This is because a 'gear trader' is considered a booster who plays with the SAME ARMOR TYPE AS THE CUSTOMER.

A mage customer can have a Warlock booster act as his trader.

Seeing as different classes have different armor types, and the Mythic+ meta prefers certain classes, you can imagine that some customers wanting a lot of traders of a specific gear type can influence a lot the dungeon composition, and the way in which the boost will have to be completed.

Also, certain armor types literally are not used in the game for certain roles. For example, there is no Tank class that wears mail or cloth. And not all boosters may have all classes of all armor types to meet all requests of any customer. So if a customer wants a lot of Cloth traders, he needs a boosting team that regularly plays with Cloth DPS classes. It just makes the service harder to assign. With plate, it's easier, as many strong classes use Plate and most Mythic+ teams boost with that.

When the patch progresses, we usually enable +3 or even +4 traders (for leather and plate). +4 traders is only possible for Leather and Plate because there's no tanks who wear cloth and/or mail armor indeed.

The traders (boosters) have to be able to trade **every single item** that drops for them. This is the case if the booster has enough item level in all slots in order to be able to trade loot. For Mythic+, in fact, there's this strange rule: a booster that has 500 ilvl items cannot trade to a customer a 510 item that drops for him. He must have a 510 or higher item already, in order to trade that 510 to the customer. That's why our boosters, before being able to do Gear Trading runs in Mythic+, need to gear up on their own a little.

If, for whatever reason, they are not able to, the run is considered to be failed and the customer is entitled to another free run. However, that is not to say that the customer will be able to **use** every item that drops for the traders (boosters).

For example (you don't have to fully understand this, as it's about 'class specializations'): the customer is a Balance Druid (Leather). The team brought 2 rogue traders. One of them loots a mace, the other one a dagger -- neither of these items are usable by a druid. Alternatively, a trinket with +Agility drops for the rogue trader; the item **can** be traded to the customer, but he might not find it too useful if he is not interested in playing Feral/Guardian.

## **5) Packages & Discounts**

Fairly straightforward, but the idea is that once the customer is in the group, the boosters find it more profitable to simply keep going -- it's better to do 3 dungeons with the same guy in the group, than having to leave the group -> greet new customer -> invite him -> wait for him to get ready, etc. That's why we often have things like "10 Mythic+10 at price of 6", similar to GM Nightfalls offers.

This means we alternate some bundles and special offers to keep it interesting and fresh for the customers. This also depends on what our boosters are able to offer.

For example: we have a few good Raiding guilds that can do the whole stack of PvE services -- whenever they're ready to start selling this en large, we can enable a discount for M+/Heroic Raids together.

## **6) Specific Trinkets and Items that drop from Mythic+ dungeons**

These items are Best-in-Slot (BiS) for certain classes/specs for various game modes -- one item may be BiS in Arena, but not in M+. Another item is BiS in M+, but not in Raids, etc. We have a service for specific dungeon trinkets as those are the most sought after specific items, however we will get a lot of requests for specific loot and we need to be able to arrange them. The boosting team will just run the customer in the given dungeon (this can also apply to Raids) as many times as needed. There are no clear rules about the number of traders here, but it is in the boosting team's interest that they do as few runs as possible to increase their efficiency. They will in fact bring traders and use the most advanced loot trading tactics. This will be explained in the 'More Details on Loot Trading' stand alone chapter below.

These items are usually BiS, and should be recommended to customers who are not looking to gear up an alt from scratch, but already have some gear and are just looking to further optimize their characters.

You can find it here <https://blazingboost.com/wow-boost/dungeon-trinket-farm/buy-now>

# Raids

- Much like dungeons, raids have more difficulties: LFR-> Normal -> Heroic -> Mythic.
- We do not sell LFR raids, which stands for 'Looking for Raid'. It's the easiest mode that people can just join on their own, with a random pool of people they'll be paired up with. It's just not boostable.
- Normal and Heroic Raids are flexible in size and the difficulty scales according to the number of people in the raid; between 10 and 30 raid members are allowed. With more raid members, the raid damage is higher, the bosses have more hp, etc.
- All raids can be completed through players on different realms and different factions. If I am on the 'Kazzak' realm and I play Alliance, I can do a Heroic raid with John, on another realm, even if he plays Horde, by typing "/invite John-Stormrage". We will meet each other in the raid instance. It will work. This is pretty new (since 1-2 years).
- You can expect that Normal raids are not purchased beyond the first two or three weeks after the release of a raid tier, simply because they become too easy. In fact, after a few weeks, we sell Heroic A LOT. Mythic ramps up a bit later, and will always cost a lot more than Heroic. Usually, it evolves like this:
  - a) Normal services cost around 100€ for two weeks and plummet down to 10€ very quickly
  - b) heroic services start from 200-300€ and take some time to go to 15-20€
  - c) mythic raid services start from 1000€ and never go below 500-600€ even at the end of the patch, but are not bought so much cause they are expensive
- Mythic raids are only limited to 20 players in the raid group and they can be only done once per week as opposed to Normal/Heroic raids which can be spammed even if you don't receive loot multiple times

## 1. Loot System: Need/Greed

### Core concepts:

- 1. Loot can drop in raids once per week for your character**
- 2. on Normal and Heroic difficulty you can kill the bosses as many times as want but only get loot from them once, after getting loot once you are considered "saved" for that boss.**
- 3. Being Saved for a boss means that you can't get loot from it until the next weekly reset.**

4. When loot drops from a boss, everyone who is not saved has the possibility to roll on loot with a few options. The ones you care about are “Need” or Greed/Pass/Transmog.
5. Need rolls have higher priority, but you can only need for items for your class/spec. The game detects this. If you are a Healer paladin, you cannot NEED items that your class/spec can’t use.
6. The amount of gear that drops from a boss in the raid is based upon how many players there are who are eligible for loot, so players that are not saved. X1 player that is unsaved means +20% chance of an item dropping from each boss.
7. Therefore, x5 unsaved players means x1 guaranteed item.  
**MORE UNSAVED PLAYERS = MORE LOOT DROPS. That’s why customers want to PAY FOR RAID RUNS DONE WITH MANY UNSAVED PLAYERS.**
8. The unsaved players can be **OUR BOOSTERS**, or other customers! Some boosters are so damn good that they can clear a raid with 30 players (so, lots of dmg / hp on the raid bosses) with 15 boosters. All saved, of course. The other 15 are all customers, who are all paying for x3 items guaranteed per boss. This is possible because the 15 boosters are so good that they can carry their weight even if the 15 customers are all bad and die after 10 seconds of each boss.

{Write ‘Onyxia’ to your tutor and to Gerry and/or in the HR initial recruitment conference to show that you are reading this guide}

## 2. Raid Loot Rules in Midnight

The loot distribution system is very different across WoW Retail (Midnight) and Classic.

In Classic, you drop loot from bosses, and with the “Master Loot” raid system, the raid leader can ‘assign loot’ to customers through a panel / popup in the game’s UI. It means the raid leader decides which loot the customer gets, according to what (randomly) dropped from the raid. If the customer pays for a lot of loot, obviously our raid leader booster must grant lots of loot.

In Midnight instead, “Master Loot” does not exist anymore. The raid loot system was changed various times in the past years, and right now it works as such:

- the game now grants loot according to how many players were doing the raid for the first time in that week, and the loot is ‘**GLOBAL AND RANDOM**’. So, you may drop 10 bows even if you do not have Hunters in the raid. Or 10 leather items even if you have a raid full of Paladins (which is possible as paladins can all tank, dps, and heal, so you may have 5 healer paladins, 2 tank paladins, 10 dps paladins..but they do not wear Leather!
- all unsaved raiders can roll need/greed on the items that drop from each boss

Consequently, these are the hot topics to face:

1. Customers may roll on loot and “steal” loot from other customers if they win the roll. This is

because it can't be the raid leader granting loot to WHO PAID FOR IT. That's why there are service systems to minimize these problems.

2. Customers want to join raid boosting groups where there's enough unsaved players, so that they can get more loot. Realistically, no customer wants to join a raid boost with just himself being unsaved, with a 20% chance of getting x1 item per boss. He'll ask for a refund immediately unless the order is granting him a specific achievement (example: Heroic last boss Kill, you buy that for the Curve achievement, not for the loot - explained below)

### 3. How are these services sold at Blazingboost?

#### - **Raid Calendar**

Through our calendar, we can guarantee customers that a certain type of raid run will occur at time X on day Y.

Our boosting teams / guilds / organizations can be given specific access to the Calendar on their booster account, allowing them to use a new/specific page on their booster account indeed, where they can 'post their runs'. To do so, they must:

- choose the raid
- choose the region (EU / US)
- choose the raid difficulty (Normal / Heroic / Mythic)
- choose the raid mode they support (Selfplay or Pilot -> the customer chooses which mode he wants)
- choose any raid mode extra options (+Coaching for Selfplay and +Stream for Pilot, the customer can add them optionally if the raid supports those extra options)
- choose the service type (Loot Sharing or Premium Loot run - explained soon)
- choose how many unsaved raiders they can offer in that run (this influences the price)

We setup the prices for all of these raid services from our admin panel, and the boosters post a run.

However, they can also apply a discount of up to 20% on the raid cost, for max 10 times per 48 hours, on runs that will start within 30 minutes. This is because we don't want them to discount the raid runs all the time, so with this system we allow them to add discounts last minute in case they have extra spots, sometimes.

In any case, our Raid Calendar page allows a customer to go on our calendar and find a Voidspire Full Heroic Clear in Selfplay at 20.00 on EU, for example (Voidspire Palace is one of the raids from in Season 1, we also have Raid Bundles there for all 3 Season 1 raids)

If he purchases that raid run, the order will be automatically assigned to the boosting organization that posted that raid on the calendar.

Each run also has a button 'ASK THE RAID LEADER' which opens a specific chat on the BlazingChat software with the booster account (= "Raid leader") that posted the run, allowing

the customer and booster to talk before the purchase occurs. This can help a lot in case of doubts to solve about the raid run.

#### - “Simple Services” in our Raids category on the website

Customers can also just order a raid boost, with the same settings above, but WITHOUT booking a specific day / time. In that case, we will offer customers a schedule in chat, after chatting with our guilds.

Our simple services mirror all the settings that booster can use to post their raid runs. It's just that we need to find a booster that matches what the customer bought, as opposed to customers buying the offers/runs already setup by boosters.

Generally speaking, customers should **always** be encouraged to make their purchase on the raid calendar, and preferably at 30min in advance, before the start of the raid. This is much easier to assign (the service is automatically assigned, in fact).

To put things into perspective, we sometimes need 10 minutes to reply on a busy evening. This is a problem that we must solve as we want 5mins waits AT MOST, hence why you are here reading this guide and hopefully joining our team!

## 4. Our Raid Service Types

### 4.1 Loot Sharing Raids

This is the simplest but very effective type of Raid boost. The customer gets the cheapest price, and during the service, he will gain gear depending on his luck, **as he will roll against other customers.**

As you can imagine, more unsaved customers will count as a source of loot (that 20% chance per raider)! This was explained at point #8 or the 'Loot System' paragraph.

Customers will purchase Loot Sharing raids at any point of the week as they may have not cleared the raid yet, in that weekly reset.

Boosters who have already cleared the raid will be able to boost Loot Sharing runs as the main goal is completing the raid for the customer, and not trading him any loot. He will get his own loot after all, generated from the presence of other customers in the raid.

This means that Loot Sharing runs are logical when there's lots of customers in them. We must always maximize sales for these types of raids, as they make sense only when there's indeed a lot of customers, who all pay a lower price -> the raid boosting organisation makes a lot of money even if all of their boosting characters are Saved already.

What's the benefit of Loot Sharing runs for customers?

a) a generally cheap way to get some 'essential' upgrades done: there are usually some BiS items from the raid: weapons, items with some special effects, trinkets, etc. The customer has to make sure that they're not locked out, which means that they are 'unsaved' on that weekly reset, so that they can actually loot the items from the bosses. Also, the customer needs a bit of luck, as he will roll against other customers.

Therefore, Loot Sharing raids make sense across the whole patch, as customers buy those just to have a chance at winning something, every week

b) filling the Great Vault! Even if a customer gets no loot from the raid cause he's unlucky and other customers win rolls, the customer will still have a guaranteed loot reward through the Great Vault.

c) achievements from the raid, such as AOTC, "Ahead of the Curve" (Curve kill) achievement which is a reward for killing the last boss on Heroic. It later helps customers get into pugs, and the achievement is prestigious for a little while. This is why we offer the option of the last boss heroic kill only.

**Note: in all of our Loot Sharing runs, boosters do NOT ROLL (if they are not saved for whatever reason). They just PASS.**

## 4.2 Premium Loot Raids

These are the type of runs where BOOSTERS are UNSAVED. So, each week, boosters usually complete x1 Premium loot raid run per character. This is why Premium Loot runs are SCARCE compared to Loot Sharing runs.

The goal of these runs is to maximize loot for the customer, removing any bad luck chances / customers 'stealing' loot from each other just because they are lucky with rolls.

Blazing offers Premium Loot runs in two core systems:

### **Full Gear Monopoly - VERY EXPENSIVE - ONE CUSTOMER PAYS FOR EVERYTHING**

If someone purchases a Full Gear Monopoly raid run, this means that he will literally be the **ONLY** customer in the raid. On top of that he can choose the amount of unsaved raiders up to 26. This is the best option we have for someone that just wants to gear up ASAP and is willing to spend the money to do it.

With 26 unsaved raiders he will receive 5-6 items per boss, obviously there will be items that he can't use which is why we allow Monopoly customers to bring their friend(s) as well if they want to (usually 3 max, agreed with the raid leader).

That way he can make use of the items the customer doesn't need and we might get ourselves a new customer in the process as well. Any arguments between the 'friends' is not our problem (imagine if the friend of the customer steals loot or from him or something like that).

## Armor & Token Priority (ATP Run) - QUITE EXPENSIVE

In Midnight, Armor and Token Priority got changed. Unlike in previous expansions, Armors now share the same Token, meaning, for example, that a Mage shares a Token with Warlock and Priest:

Mage, Priest, Warlock	Alnwoven
Demon Hunter, Druid, Monk, Rogue	Alncured
Evoker, Hunter, Shaman	Alncast
Death Knight, Paladin, Warrior	Alnforged

This made runs way easier to schedule. Your standard type of gear is always guaranteed in this runs: Chest, Leg, Helmet, Glove, Wrist, Shoes, Belt. You have to roll against up to 3 others on Trinkets, Necks, Rings, Cloak and Weapon.

### EXTRA SYSTEMS THAT FOR NOW ARE “PAUSED / SCRAPPED”:

As of november 2024, we are not able to impose too many of our own systems in the industry. We start by adapting, and once we can influence the market again as we used to, we will impose our own creative ideas. This is what we would like to do in the near future:

1. Differentiate between Armor priority, and Token priority runs. For example, a customer would like to be the only plate wearer, but he doesn't care about tier sets. He could be a Paladin that just doesn't want Death Knights or Warriors in the raid. This could give him a lower price
2. We want to guarantee some items to customers. Example: a customer could pay for 3 guaranteed items for +25%, which means we'd boost him again until he has those 3 items.
3. Customers could pay for “Friendly Rollers”, i.e. boosters who will roll to help them in Loot Sharing runs, or also in Premium Loot runs for offsets/trinkets.

### 4.3 Heroic Curve Kills (it's an abbreviation of the full achievement name, Ahead of the Curve, available once per season from the seasonal last raid boss in Heroic)

These are last boss kills in Heroic difficulty. They last a few minutes and are done in bulk, similar to full loot sharing runs, but they just target the last boss. They are completed in Loot Sharing mode, always, even if boosters can post Premium Loot runs of just the last boss if they are crazy enough on the Raid Calendar (will just never happen). This is because boosters do not want to 'waste' their save by getting saved on the last boss, just for a customer paying a Heroic last boss kill...it means they couldn't do a full run for a full ATP run or Loot monopoly.

These runs have a special mention in the guide because they're just popular, many people want

them, they are great for Cross Sales on support too if you notice that a customer doesn't have the Curve achievement on his in-game profile.

**Note:** for Normal mode, 'Curve kills' don't exist, they are just named Last Boss kills because there is no achievement from Normal mode. For Mythic, the equivalent could be 'Cutting Edge' kill because the achievement is indeed 'Cutting Edge' rather than 'Ahead of the Curve'.

## 4.4 Mythic Boosts

Mythic raid boosts deserve their special paragraph because:

- a)** Mythic is hard. It is not very boostable until a lot of weeks into the new patch/season.
- b)** however, at the start of a season, the first or second boss are boostable even from the 1st or 2nd week, because those bosses are easy.
- c)** Mythic can be cleared only ONCE PER WEEK from each character. Contrarily to Normal / Heroic, you literally CANNOT DO THE RAID AGAIN. On Normal and Heroic you can spam the raid a million times per week without getting loot, but in Mythic you just can't. You can only kill each boss ONCE.
- d)** the last boss kill, in Mythic, grants a better achievement: "Cutting Edge" (instead of 'Ahead of the Curve'), which grants a title and it's a more prestigious achievement.
- e)** Last boss kills also drop a mount (x3 mounts per boss kill usually).

All of our Mythic raid boosts automatically include the last boss mount given to the customer. Why? Because boosters start boosting the last boss mythic kill only when they have all got the mount already for themselves (haha, nerds!) so there is never a situation where they don't want to give the mount to the customer. This means that there just isn't an instance where we can let customers pay less for not wanting the mount.

If you want a Mythic last boss kill, you're paying for the kill+cutting edge achievement+mount +title, period. Everything altogether.

**e1)** The only alternative can be Mythic full GEAR services where the raid team boosts the customer until he has the best gear in the game. In this case, the whole service is a package deal, and it could happen that a customer is being boosted on a Mythic raid while not getting the mount - probably because someone else is gonna get it instead (another customer, maybe). This is not really your problem on the support job.

**f)** all Mythic raid boosts also exist in Loot Sharing or Premium Loot. However, guilds just do Premium Loot runs all the time. Even if x2 paladins could join the same Mythic run, making it a Loot Sharing run, it seems boosters just don't let it happen. This is likely because each mythic raiding group has x1 weekly lockout, so they maximize their money by doing Premium Loot runs instead.

## More Details on Loot Trading (for M+ and Raids)

This paragraph aims to reinforce your knowledge and helps you a bit with the questions you may get from customers, anticipating what the Support Guide will teach you.

What is Loot Trading or Gear Trading? It's the possibility of passing loot that you dropped to other people in your group. This is possible in Mythic+ and Raids.

However:

a) in **raids**, even if possible, we literally do not use this system. All of our boosters NEVER roll on loot, because on Loot Sharing there are customers fighting it out between themselves, whereas in Premium Loot runs, we solve the issue at the root by minimizing loot conflicts between customers.

Note: if we introduce Friendly Rollers, then yes, our boosters would influence the odds by also rolling on OFFSET ITEMS, and passing loot to customers who paid for the rollers.

The reason why this is not doable right now is that a customer paying an ATP run price would be subject to being matched with other 'richer' customers who paid for Friendly Rollers. In short, in ATP Premium Loot runs of TODAY, all customers accept that they have up to a 25% chance (if there's 3 more customers due to the x4 max customers rule in ATP runs) to win trinkets/offset gear. If one customer is richer and also adds 10 friendly rollers when ordering his boost, the other 3 will be very very pissed.... Because due to a richer customer, they now have like a 5% chance to get Offsets. That's why we can't use this system, unless we are able to let 'standard' customers pay LESS to balance the fact that they'll have less chances of winning offsets. Maybe a sort of retroactive credit refund could be considered....

b) in **Mythic+**, loot trading is the core logic of "Mythic+ runs with traders" (very popular service). The loot rules are different from raids - there is no fear of dropping Bows even if there are no Hunters in the group. So, you just have items appear in your bags (you don't have to roll). When boosters have items appear in their bags, they will trade that loot to customers. You must understand this! Friendly Rollers are never a topic for Mythic+. Just don't make this mix.

Let's reinforce your knowledge further with some FAQs:

### **What is Armor Type and why is it relevant for us?**

Whenever we sell a gear trading service in Mythic+, we are giving customers a boosting team that has characters with the same ARMOR TYPE as the customer, and not by stacking characters of the same class.

That means that if we get a Cloth customer, we will grant him Cloth boosters who can drop Cloth loot. If a Mage pays for gear trading in Mythic+, he will receive loot from warlocks, priests, and other mages. Not necessarily just from other Mages.

*However, we always try to encourage boosters to bring as many players of the same class as possible, especially for Mythic+ runs. Having traders of the same class can be better / more beneficial for class-specific gear. It's just not a rule, except for very niche cases like for Demon Hunters who are the only CLASS who can drop 'Warglaives' (a type of weapon). In that case, probably, a Service Request is the best way to handle the order.*

*Also, sometimes boosters give an extra trader for free if their team composition allows it, or maybe they trade 'some' items if the customer can still use them by chance.*

About **RAIDS**: If in the future we will ever introduce Friendly Rollers, it will also not be boosters of the same customer's class.

### **What is the Loot Specialization? Do items have a specific 'stat' that we need to worry about?**

This paragraph helps you with some borderline cases that will probably be delegated to more experienced operators - but you need to start from somewhere.

As written before, other than standard types of gear, such as 'Chest / Legs / Helmet / Gloves / Wrists' that have an armor type, there are other gear slots that are disconnected from that system.

This is the case for Trinkets, Rings, Neck, Weapons. They can be traded regardless of armor type -- only the MAIN stat is important on this loot, such as "intellect", for example. Items such as Rings, Necks and Cloaks are the same across every class in the game, so they can drop for anyone, and be traded to anyone.

Therefore, if a Holy paladin wants a 1 hand healing weapon with intellect, it could be traded by other Plate Holy Paladins, Mail Elemental Shaman, Leather Balance Druid, and any Cloth user. The common denominator is that they must be classes or SPECIALIZATIONS who use intellect, because in the fantasy setting, intellect is used for spellcasters. So...not Warriors, because they don't use intellect, so they will not even ever drop loot that has intellect on it.

**Important note:** in the game, the same class could have a different main stat according to the specialization. A druid may be playing tank and have Agility as main stat, but he could choose Balance, shoot laser beams from his hands, and then he needs Intellect for that.

How does that work for our boosting services? Well, the druid can play Tank but choose Balance Loot Specialization, dropping Balance items with INTELLECT! Loot specialization is simply chosen with a right-click on the player's portrait. Very easy and it allows us to build the perfect Gear Trading Mythic+ teams for customers.

These are all tricks that boosters use to maximize gear trading systems whenever there is a service bought with Gear Trading.

In fact, a customer may come to our website and ask for dungeons with traders. Maybe he wants that because he really wants a Healing trinket, but he will not get that if his traders are warriors. That's why the boosting team could bring a TANK DRUID who sets RESTORATION as loot specialization, allowing him to also drop the Healing trinket, or an Enhancement Shaman that sets himself as HEALER SPECIALIZATION too to have a chance to get the Healing trinket and trade it to the customer.

When is this stuff relevant for you? Not so often. The reality is that the customer may just buy the Mythic+ gear trading without even mentioning that he wants the Healing trinket.

However...

1. He could write it in the order note
2. He could make a Service Request for that trinket that has Intellect on it, so someone in the support team must know how to deal with that
3. He could buy a specific Trinket Farming service (we actually have it here <https://blazingboost.com/wow-boost/dungeon-trinket-farm/buy-now> )

It's just that these are niche services where you don't really need to know how boosters complete them if everything is done normally. (example: Trinket farming from Mythic+ is completed in the exact way that was just described...it's not like we do the dungeon with 5 healers! Boosters just bring classes that have a loot specialization as Healer too because they can also heal in the game, so boosters will do the service with a good team comp that makes sense for what the customer is ordering. They do this automatically, you don't even have to ask them to do it. But if there's a problem and the customer complains, you may have to analyze what's going on).

### Let's do some chat examples

**In this case, the customer is a Demon Hunter and he wants Warglaives, which funnily enough are a niche case because ONLY DEMON HUNTERS CAN USE WARGLAIVES. It's literally the ONLY EXCEPTION to 'bringing classes, and not armor types'.**

**Customer:** Hi Blazingboost. I want to buy a Selfplay M+10 with 2 traders. Can you explain how this works?

**Blazing Support:** Hey! Of course. Once you make your purchase ...We'll start looking for a suitable team for you immediately. Once the order is assigned to a team, we'll create a chat with them. Your traders will be of your armor type, and when possible, they will adapt their Loot specialization to your choice, so they can perhaps loot some Weapons or Trinkets.

**Customer:** But I am a DH, and I want the Warglaives from The Necrotic Wake? (random dungeon example)

**Blazing Support:** Oh, I see. Well, consider that the Warglaive drop chance is relatively low, and you would get a lot of the other gear from other traders/drops. Unfortunately, we cannot promise to get you a stack of DH traders, but we'll do our best so that at least one of your traders is a DH. If you're interested in this specific item only, and nothing else, you could make a Service Request and our manager will make sure to arrange this service for you, ensuring that there are up to 4 Demon Hunters in the team (x1 tank, and x3 DPS) ! :)

### **The loot trading rules summary:**

- In raids, our boosters do not trade loot because they do not even roll to begin with.
- in mythic+ runs, the core logic is trading items. However, our boosters must have an item of the same / higher item level in order to trade loot. This simply means they will need a little time to be able to boost once a new patch is out, as they need to gear up themselves first.
- our Mythic+ teams use 'intelligent' strats and gear trading systems to maximize customers' happiness. Out of goodwill, sometimes, they trade loot for free even if the customer didn't pay for it. This means the customer will come back and ask for that team again. For this purpose, sometimes, when possible, boosting teams will add an 'extra' trader (or 'half a trader')

### **Conclusive Mythic+ example:**

A customer purchases a Mythic+10 Selfplay Timed run with Gear Trading (2 Traders). He plays a Fury Warrior so he needs Plate traders.

The group composition the boosting team brings is:

Guardian Druid (Leather),  
Holy Paladin (Plate),  
Frost Death Knight (Plate),  
and Rogue (Leather)

The customer is entitled to only the loot from his two traders: Holy Paladin and Frost Death Knight. They have Plate, so it is ok. 2 traders are available.

However, suppose The Guardian druid gets a Strength trinket drop -> he is NOT obliged to trade it, but we would of course encourage the trade to make the customers happy. If the paladin was after a healing trinket, the Druid could also change his loot specialization to Restoration. The druid would be serving as "half an extra trader"

The booster teams should be familiar with these concepts, and they should really be criticized if

they don't follow these tips to make customers happier. The only cases where the boosters could be justified not to trade are:

- the item they dropped is not 'reserved' for the customer due to what he bought and the booster can use it for his offspec or for his alternative gearset that he needs for a serious reason
- the item would only be good for the CUSTOMER'S OFFSPEC.

It's important to clear the boundary of good faith and good RNG and what the customer is actually entitled to; in other words, what makes the service complete or incomplete. However, a completed service can also be completed with a bonus to make the customer happier, especially if the boosters do not lose anything from it.

## Gold

As opposed to the past we are selling Gold now too in 2024.

This is fairly straightforward. We have specific boosting teams that have a supply of gold and they complete these services. Some others, are just 'Gold Sellers'

In Midnight, Gold Trading is not restricted by anything besides Region, this is why we just have EU and US gold services.

In Classic, there are still 'Realm' and 'Faction' restrictions, hence why our services and supply concepts are a bit more complex there.

*Also, players can buy gold from Blizzard themselves, it's called the WoW Token. Blizzard implemented this as a way for players to play the game by using gold to buy game time instead of real money.*

*You buy the Token with money on the store, and you can:*

- a) use it for 1 month of gametime*
- b) convert it into 15\$ Blizzard Credit balance*
- c) sell it in the Auction House for gold*

*A and B do not matter for us. C matters, because if you got the token for 20\$ and then you sell it in game for 200.000 gold coins to another player, you effectively just bought Gold from Blizzard. In exchange, the Token buyer who maybe had 200.000 gold coins farmed in game legitimately, can play WoW for free without spending money.*

In any case, if Blizzard can let you get 200k gold for 20€, there are 3rd party websites (such as Blazingboost) where maybe you get 300k gold for 20€.

Gold selling is risky and customers/boosters can get banned for it. But this depends on a lot of factors. How much gold is the customer buying, is the gold being farmed by bots and thus is it "tainted" and not safe? Regardless of the facts we cannot guarantee that gold purchases will

ever be safe because it's just impossible to predict when or if Blizzard decides to ban someone for it.

We do gold trades in a few different ways. The main and easiest ways to get it done is through trading face to face, or by sending an in-game mail through the Mailbox/post system in the game. Another way is to deposit the gold in a "Guild Bank" and inviting the customer in the Guild so he can take the gold from there.

We generally create a conference for the customer and the booster, they agree on the delivery system that works the best - or the delivery may be chosen by the customer in the order purchasing process, if our management decides to allow that choice earlier on.

Lastly, we are theorizing a system to let the customer act like a booster in game, by doing a very easy dungeon, and then being paid by the Gold seller for it. It's just a way to "create a social interaction/transaction" that is legit as per the game's rules.

## PvP

### **Currencies**

PvP activities in the game involve currencies like "Honor Points", "Conquest Points", and "Bloody Tokens". We sell them by farming PvP activities. If you see an order like this, you don't have to know much: just assign it to a Farming booster who also has a passion for PvP.

### **Arena System**

Arena is the competitive environment of World of Warcraft, related to PvP of course. It is 'instanced' PvP as it does not happen in the open world.

The Arena system has the following arena modes:

- Solo Shuffle (solo queue)
- Rated Arena 2v2
- Rated Arena 3v3
- Arena Skirmishes -> random unranked games that have almost zero values. This is basically not a service and sometimes our boosters may complete some Skirmishes in case a specific service requires some pvp currency that can come from that activity (very rare and irrelevant cases).

Each player has got his own 'rating' for 2v2 and his own 'rating' for 3v3. 'Arena Teams' were deleted as a concept in 2014.

As you play and win games, you gain Arena Rating, which ranks you up and grants you different rewards.

Another element is the 'MMR' (matchmaking rating) which is not strictly related to the 'rating'.

Example:

Imagine a 3v3 team with two players at 2000 personal rating. Another player is at 1000 rating. This is a very clear example of a boost. This team will have a MMR of around 1500-1600, which is the average of the three player's personal rating. Therefore, they will meet teams from around that MMR.

Up to Battle for Azeroth you used to get gear by just winning arenas, randomly in your bags; there used to be a great vault slot for pvp as well. But now in Midnight, you can purchase PvP Gear with Honor, Conquest and Bloody Tokens.

- Honor points are gained by doing any instanced pvp activity or weekly quests. Honor is used to purchase PvP gear. This is pretty much entry level gear for PvP, mostly relevant at the start of a season before everyone gets Conquest gear.
- Conquest points are gained by doing instanced pvp content or the weekly pvp quests. This is the best PvP gear you can buy and there is a weekly cap to how many conquest points you can get. The conquest cap increases by 500 each week. During a PvP season, we extend the Conquest Points Bar service length cause our boosters can indeed farm more Conquest Points as the season progresses! This system exists so that hardcore PvPers won't get a full set of gear right away in the first few days.
- Bloody Tokens are world pvp currency that you gain by doing world pvp, pvp world quests and weekly quests. This gear is slightly better than Honor gear so it's worth getting while there is a Conquest cap. You may see these sold at the start of a PvP Season.

### **Rating Brackets & Reward System for Solo Shuffle, 2v2 and 3v3:**

Arena rewards in WoW are granted according to your Personal Rating. Certain rating thresholds grant you a "Rank", titles, and other rewards.

n/a or Unranked: for noobs from 0 to 1400 rating.

Combatant: 1400–1599 rating = Part of Elite PvP set transmog at 1400

Challenger: 1600–1799 rating = More parts of the Elite PvP set transmog at 1600

Rival: 1800–2099. = Full PvP set transmog and PvP Enchant Transmog (Weapon Illusion) at 1950

Duelist: 2100–2299 = PvP Cloak Transmog at 2100

Elite: 2300+ = Elite Tabard at 2300

After reaching this rating, you gain the title Combatant / Challenger / Rival / Duelist / Elite to use RIGHT AWAY during the season and the gear transmog rewards.

Many players buy rating boosts in PvP just to get the full Transmog set , as it's seasonal and you can't get it anymore once the season ends.

Lastly, as you play PvP and win games above 1000 rating, you gain the seasonal PvP "common" mount, filling a progress bar. This is named the 'Seasonal PvP Vicious Saddle mount'. If you fill the bar over and over as you really play PvP a lot in a season, you will get a neutral 'Vicious Saddle', that you can use to buy the common PvP mount from previous seasons. This is why these mounts are somewhat considered common, as they are released x1 per season, but you can get them retroactively.

You can earn these rewards by playing EITHER 2v2/3v3/Solo Shuffle.

#### Solo Shuffle Specific Rewards:

**Legend** = win 100 games in Solo Shuffle while being in the Elite Bracket (2300+). This rewards the 'Legend' title, which you can keep until the season ends.

**Rank 1 Legend** = finish the PvP season in the top 0.1% of players based on rating in Solo Shuffle. This rewards a permanent Rank 1 Title that changes each season.

#### 3v3 Specific Rewards:

**Gladiator** = win 50 games while being in the Elite bracket (2300+).

The reward is a title 'Gladiator' that lasts until the season ends, and the permanent **Gladiator mount**. Each season, the mount changes.

**Rank 1 Gladiator** = finish the PvP season in the top 0.1% rankings of the 3v3 brackets (usually around 200 players in Europe and US servers get this, for ratings above 3200 etc), assuming 150 wins have been completed during the season.

The reward is the permanent **Rank 1 Gladiator Title**.

#### The most desired rewards are:

- The Elite pvp set with the Rival title (at 1800 in any bracket)
- The PvP enchant/weapon illusion (1950 in any bracket)
- Legend Title from Solo Shuffle 100 wins above 2300
- Gladiator temporary title and permanent mount (50 wins above 2300 in 3v3). This is usually the highest reward for most customers, as it's very hard but still quite 'realistic' to get for various customers who have a decent arena experience and skill.

Rank 1 is very rare and belongs to competent/actually good arena customers. Costs a lot, it's complicated, and we do advertise it as something 'possible' but not to really rely upon.

## **PvP Gearing System**

PvP Gear can be used in PvE, and can be upgraded through Crests  
However, it's just weak due to weird scaling systems.

Having a high PvP rating will grant you gear that you still need to upgrade and that will be weaker than easy Mythic+. It just does not make sense.

In fact, PvP gear is just important for PvP purposes: once you wear it, there's a strange equalization happening in PvP instances, with all Conquest PvP gear being normalized across all players. It's a pretty strange system, you don't have to know much about it.

However, to be completely geared for PvP purposes, there are certain mechanics that a PvPer must follow, applying certain 'gear embellishments', getting 'sockets' on PvP gear, and stuff like that.

## **How are these services sold at Blazingboost?**

### **Rating Boost in Solo Shuffle, 2v2 and 3v3**

On our website, you can find the Solo Shuffle, 2v2 or 3v3 rating bar. Customers can choose a Pilot or Selfplay boost from a certain value to another desired value (example: 1500->1850).

Piloted boosts are discouraged because of the suspension/ban risk. These services have a high attention from Blizzard as they just check the whole 2v2 and 3v3 bracket from time to time, being able to analyze IP addresses, hardware used, keybinds/addons. We still sell them as Blizzard usually does not delete the rewards alongside the suspension and the suspension is not 100% certain, but we are honest and say that customers shouldn't expect to stay totally clean if they buy such a service. That's why we suggest SELFPLAY as an alternative.

There is an exception here for Solo Shuffle: since it's a solo queue activity it has to be done piloted, unless the customer gets live spectated and coached to become a better player and push on his own.

Selfplay boosts, as you should know, do not involve account sharing and are considered 100% safe. They are always encouraged (on the website, and from our customer support). For example, a customer can choose to buy from 1600 to 1800 without sharing his account, and he will be paired with 1 pro or 2 pros (if it's 2v2 or 3v3) to get him to that rating. Customers can choose to go on voice with our pros if they want, for free, for Selfplay boosts (This is encouraged for better results).

It must be said that in 2022 bans for Selfplay services also came, which is why we closed the Wow section. In 2024, the situation is calmer. You will be taught how to discuss this subject with customers through the Support Guide. In fact, the new super safe and guaranteed system is "Training Plans", explained below.

For all PvP services where the customer interacts directly with boosters (selfplay / coaching / training plan), the customer can also choose to play with different levels of players.

(Rank 1 boosters, Tournament boosters, and Celebrity boosters. This 'differentiation' of skill is more relevant for the next paragraph, but keep it in mind)

- The result, however, is never guaranteed. It would be stupid to do so.

Some customers buy 0->2100 (2100 can be quite hard especially at the start of the season; before the ratings inflate and the very good tournament players etc go up in rating, you risk to meet amazing players at low rating) and they have NEVER played PvP before. It is unrealistic to force a booster to play FOREVER until that customer gets to 2100. It may just NEVER happen. Therefore, all Selfplay arena rating boosts are gated by time, so a specific rating range will be limited by a certain amount of hours.

For example, a 1800-2000 rating boost would be considered to be completed after 2 hours of play, no matter the outcome.

**Arena Selfplay services end when the time has elapsed or the targeted rating has been reached. That's the rule. The service is not hourly based but it has a time component too, that's the logic.**

This is actually a good deal for the customer because the boosters are motivated to finish the service quickly, instead of dragging it out. They get paid THE SAME no matter how long it takes, so the boosters will ALWAYS give their best to get it done as soon as possible (within the time limit). It is basically a gamble for the boosters.

Keep in mind that the limit for Selfplay arena boosts is **2100**, as this system may just not work beyond 2100. Our 2v2 and 3v3 Arena bars simply stop at 2100. It's not possible to go beyond that.

That's because we do not force boosters to 'gamble' (hoping that the customer is good) for ratings that are generally difficult for most customers. This 'rating targeted service' with a time limit is acceptable for ratings that are relatively easy for 90% of customers.

For Selfplay Arena services, voice communication is not compulsory (the customer chooses if he wants to go on voice or not) and the boosters are obliged to give some basic tips to win games, but they do not really have to EXPLAIN A LOT to the customer. It's just a way to get the most basic PvP rewards and that's it.

Generally speaking, these are concepts that you must understand and have in your head as it DOES happen that a customer doesn't get to his rating and the time is over. We try to warn them 500 times that there is a time limit but start realizing this: customers do not read. They do not care. They buy and want things quickly and they get surprised whenever something doesn't go their way, getting angry with the seller as a result.

Note: it is possible to add some more time, at a discounted price, once the time has elapsed.

You will learn in the Support guide how to approach this concept, but generally speaking, you can say that our coaches/boosters are professionals, with 5-10+ years of experience, that they're some of the most insane, legendary players in the world. That's not even a lie. It's 100%

true. So most customers have very good chances of getting to their rating as the boosters take it seriously and it's often their main source of income.

However, it is smart to mention, in an intelligent way, that there is a time limit.

Example:

A customer says that he has reached 1900 rating with bad partners in LFG and he really wants 2100. The perfect answer would be:

"Well if you got to that rating with your own hands, it's clear that with better partners you can get to 2100. We cannot always guarantee any result but it's very reasonable to think that within a few hours you can get there with our pros. They are among the best players in the world so 2100 should be very easy - just be prepared to participate and give your best as they cannot 2v3 every match at 2100 :)"

This sort of message says that it's not guaranteed, it lets him maybe understand that they can't play forever and that he has to contribute. However, it's a very 'encouraging' message. This is going to be crucial for your SALESMAN SKILLS on the job.

## **Hourly Coaching & comparison/differentiation with Selfplay services**

Play with Pros - Hourly Coaching is the life and blood of the PvP section: it is both an entry-level service, and a high-end service. It all depends on how much the customer is willing to spend, and how much he starts enjoying playing with our coaches. Blazingboost has built its reputation with this service, and each interested customer should be introduced to Coaching with a degree of reverence for the service, the customer, the coaches, and Blazingboost.

Voice communication is always guaranteed.

In this section, the booster is called 'coach' because he also has to EXPLAIN how PvP works, give tips, and help the customer to let him become a better player. This is while they are PLAYING ARENAS TOGETHER. The service goal, experience and objective is just very different even if gameplay is involved.

Here, the customer buys HOURS, and not 'rating'. So for example, if in Selfplay Arena the customer would buy 1600->1800 with a 2 hours of time limit, in the Coaching section the customer would buy "2 hours" of time. The prices are different because the service goal and experience is different.

The coaching service could end at 1780 rating or at 1820 - it doesn't matter.

The Selfplay service would end at 1800 or when the two hours have elapsed.

Returning customers are assured of the quality of service and don't need much convincing, but first time customers should be introduced to these services with care and patience.

There are three tiers of Coaching that one may purchase:

- Rank 1 Level Coaching
- Tournament Pro Level Coaching
- Celebrity Pro Level Coaching

While this is also a concept for Arena Selfplay services, Coaching gives more 'relevance' to the skill level of the coaches.

On the Arena Selfplay page you can select the level of players with a checkbox (extra option, similar to 'Express') at the bottom of the page; but with Coaching, we push this concept a lot more.

### Rank 1 Coaches

Generally speaking, any player who has at least one Rank 1 title (from a recent season) is eligible to become a coach. Most of these coaches are actually Multi-R1, but they are evaluated as per their current performance and ability, not from some years ago at their peak. Rank 1 coaches are generally capable of carrying almost anyone to Gladiator range, but they may have more or fewer difficulties getting there.

Not all of them have great English, not all of them can multiclass - it's an entry-level service. Some of them are just here so they can help with low rating Selfplay boosts, but generally speaking, they're all very good. Some R1 coaches might even play at Tournament Pro, even close to Celebrity Pro level, but they'll stay in the R1 bracket because of their poor English, or a class that's not good at boosting. Keep in mind that when purchasing R1 coaching, the customer may actually get a Tournament level pro, it's not all set in stone -- we offer and promise great service and satisfaction, and it can vary a bit because sometimes a Tournament player can have time to complete lower-paid orders (at R1 level). This basically gives a free gift/free upgrade to the customer, but it's not guaranteed.

To really have an exceptional experience, customers should purchase "Tournament Level Pro".

### Tournament Level Pros

Tournament Level Pros are a couple of steps ahead of the Rank 1 coaches. Essentially, a Tournament Level pro is a god of the game. Compared to the R1 coach, who struggled hard to earn his title, a Tournament Level pro casually gets a Rank 1 title from any season he plays half-seriously. On top of that, they competed in tournaments at some point and they generally have very recognizable names. Some coaches may not be as famous, but they're just insane at the game and have performed consistently for seasons and seasons at the very highest level. They can usually play different classes and give more coaching to the customer.

A Tournament Player that plays Holy Paladin will very likely know A LOT about all healers in the game. A rank 1 Holy Paladin may know how it works of course but he probably doesn't know a lot of tricks and detailed tips.

Be enthusiastic about Tournament Level pros. If you feel like the customer will surely buy R1 coaching, try to sell them an upgrade: they are very insane at the game.

## Celebrity Pro

Most Tournament Level Pro coaches are Celebrity Pro's as well, but when purchasing 'Tournament Level pro', it's a bit of a coin flip whether they're going to get a flashy name. Here, it is guaranteed. When selling the Celebrity Pro tier, you are not only selling the hours, the rating, and the customer support at Blazingboost, you are selling the experience with the Celebrity Coach; it is very much like getting an autograph or someone that is THAT GREAT. You usually expect a Celebrity Coach to be RIGHT NOW at the top of the Arena ladder, for everyone to see; or maybe he just participated in a tournament yesterday and won a lot of matches.

For organizational purposes, it can happen that a Rank 1 player completes a Tournament order, or a Tournament order completes a Celebrity one. This is a very rare occurrence but it can happen, assuming we KNOW that the coach 'deserves' the upgrade and will perform very well.

### **Hourly coaching (with a Rank 1 booster, Tournament, or Celebrity) can be bought for:**

"2v2"; "3v3"; "One Pro for your 3v3 Team", for "Personal Teacher", and "Road to Gladiator."

**One pro** = imagine two customers that need a third in their team. Very simple.

**Personal Teacher** = no arena gameplay is included, but the customer and the pro can go through interface, addons, analyze arena games that were recorded before, etc. They just talk on Discord (voice included).

**2v2** = the customer hires one pro

**3v3** = the customer hires two pros

## **Road to Gladiator bundle**

Road to Gladiator is something invented by Blazingboost. It's a great system that works very very well.

It contains:

- 12 hours of coaching in 3v3. The goal is to get Gladiator.
- 2 hours of "Personal Teacher".

If the customer does not want the Personal Teacher, he can get 13 hours of 3v3 instead.

Customers can also make their 12+2 hours package a bit bigger, extending it through options on our Road to Gladiator page.

The reason why personal Teacher is included is because some customers start losing games on 2200-2300 and not keeping up - that's when it's good to talk with a Personal Teacher of their class to teach them what to do to win on 2300.

This bundle is designed for virtually anyone who is able to hit 1800 to be transformed into a Gladiator level player.

The service is a MIX of Selfplay and Coaching. In fact, even if the customer will actually get COACHED, the service will be over once Gladiator has been reached. So if the customer gets Gladiator in 8 hours, the service is over.

The price is a bit higher compared to standard 12 hours of 3v3 and 2 hours of Personal Teacher with Rank 1s, because the coaches have the 'extra' obligation to tailor the service for the customer's needs when getting Gladiator. This means avoiding to play against teams that will be an automatic loss...or more. The coaches have to do a little more than 'usual', so to say.

Note: this service does NOT include the so-called "MMR Drop" anymore, as it can cause a ban. Here is how it worked in the past:

As Gladiator is earned once you win 50 games above 2300 PERSONAL RATING, the customer could be on 2300 but his coaches could be on 1500...therefore, they can meet players at 1800! Farming the 50 wins is the most troublesome part as by winning and winning you risk to face players at 2700. However, with this trick the customer can do his wins vs low rated players. To get this done, the coaches periodically lose games on purpose with other random players and then go back to playing with the customer. The customer retains his rating through the whole process. Well, unfortunately this system was detected by Blizzard some years ago, so doing a MMR drop now can make a Selfplay service unsafe.

This is a very delicate topic you have to study in the Support Guide later, because in 2022, Road to Gladiator in Selfplay/Coaching was banned A LOT. It's one of the reasons why we closed our WoW section in 2022, to reopen it in 2024. Today, going back to customers and telling them Road to Glad (or R2G) is super safe, can be a bit contradictory. We need to give some context and explain the newest safe alternative: "Training Plans".

**To conclude, of course, it is impossible to truly guarantee success in any sort of service where the customer has to contribute, but Road to Gladiator has had up to 95% success rate (or even higher, not a lie), depending on the season.  
All that it takes is some good gear, willingness to learn and improve, and patience.**

## **Training Plans ("Mentorships")**

This is a new addition from Blazing in 2024 that does not exist in the industry yet.

Our goal with these services is to offer training to really let players improve. This is achieved by structuring the product in 'steps', giving customers 'homework to use the knowledge they just gained', and similar.

Unfortunately some customers buy Selfplay with their minds totally AFK; some others, even if they buy Coaching, are not really learning much as they are just focusing on playing along with great players.

Therefore, our Training Plans are tailored to let the customer fully learn, giving them a target goal, and an hourly limit.

In the WoW PvP industry, the term 'COACHING' is controversial because it actually includes you playing with the pro player. In other games, like in League of Legends, usually Coaching is considered to be spectating / analyzing videos and so on.

To avoid this confusion, we just created a new term for the learning aspect of this new product: mentoring, mentorships, training plans, done by our mentors. Mentoring is done WITHOUT gameplay.

**Our Training Plans will work as such (they will evolve for sure in 2026 - 2027 according to what will work best, so in the points below you can see a bit of a brainstorming of the formulas we are experimenting with:**

1. As a customer, you can hire someone to watch you play, watch your videos, etc, until you reach a certain goal. As said above, Training Plans can have an hourly limit, but with a TARGET. This makes them very similar to Road to Gladiator.

2. They can have just an amount of hours, without any specific target. Example: 15 hours of coaching, but structured with 'homework' as branded in a smart way to make them more interesting.

2.1 They COULD also have a min X hours, and max Y hours. This is another system that brings it closer to Road to Gladiator.

3. They can be a mix of Coaching with gameplay, and Mentoring without gameplay. If built like this, the product would be a bit greyline, because it has a part that could breach the game ToS (selfplay / coaching with gameplay is still in exchange of money, which is RMT = real money trading = could be bannable). As we are a boosting site though, it isn't so scandalous that we also insert some RMT activities in Training Plans

4. They are similar to bundles, but they are built in a way to make you learn. For example, you could buy the 'Master the Arenas' training plan where our mentor will:

- assess your skill after watching you play for 30 mins
- let you learn how to play Solo Shuffle on your own at 1600 rating
- then play some 2v2 with you to hone your skills some more and maybe reach 1700 there as a sort of boost (this is the part that makes the plan "grey" as it has gameplay)
- then go back to Solo Shuffle and watch you live until you get 1800 rating

And stuff like that.

4.1 In some cases, a mentor can spectate / coach you and your friends. So if you want to get

Gladiator, rather than hiring 2 pro coaches who play with you for a lot of hours until you get Gladiator, you could have a Tournament winner or very famous person that is watching you and your friends play live, or giving you guys 'homework', until you get to a certain goal.

4.2 Sometimes, we can also MATCH CUSTOMERS TOGETHER after they 'Apply' for a Mentorship.

5. We plan to pay our Mentors more when the Plan is successful. This means our mentors have a REAL reason to share knowledge and let the customer succeed. This can be achieved by adding a +5% payment to the coach at the end of the plan, OR by paying the coach the same in case the plan is structured in min 10 hours and max 20 hours (example). So, if the customer reaches the goal in 13 hours, it means the service is over, and the pro gets paid fully anyways. This is also a way to pay more in case of success! It's basically the same as Road To Gladiator.

**What's the benefit of Training Plans? In general, they are "white" service.**

**There is no breach of Terms of Service. They are 100000% safe FOR SURE. They do not break ANY rule, if there is no gameplay in WoW between the customer and the pro. In Destiny, it wouldn't be an issue because Sherpa/Selfplays are allowed, but in WoW they actually aren't... therefore, the fact that Blazing plans to include some gameplay, in SOME plans, puts us into the grey zone - but it shall be negligible.**

**And, this still shows that Blazing wants to innovate and offer an alternative to what we considered 100% safe up to 2022. Back then, we thought that Coaching/Selfplay arena boosting was safe because Blizzard never banned even if it was against the rule. And then they changed their mind and banned a lot.**

**Sure, Road to Gladiator / Coaching / Selfplay seems safe 'again' now because Blizzard (or let's say Microsoft at this point) calmed down in 2023-2024 with bans (right after we stopped lol), but now we are coming back with our previous products but also ANOTHER new type of service, the Mentorship/Training plan. This means we are innovating, we have something else to suggest, so if someone wants to be super damn safe, a Mentorship is perfect, especially if they wanna learn too.**

**So, let's summarize:**

**a) Selfplay arena boosting = you buy from X to Y rating, within a time limit, where you learn just a bit. This is not causing bans, but it COULD.**

**b) Hourly coaching = you buy X amount of hours, and plays arenas, while learning a lot. This is not causing bans, but it COULD.**

**c) Road to gladiator bundle = X amount of hours, but the service is over if you get Gladiator earlier. So this makes the service more similar to a Selfplay arena boost, but with more learning included. This is not causing bans, but it COULD.**

**d) Training Plan / Mentorship = X amount of hours fully focused on learning. The service is a glorified Coaching concept but it's structured to make you learn, with 'homework and steps' that make sense for a training plan indeed. To distinguish this from Coaching and to avoid vocabulary issue, we call our pros 'Mentors', who are giving you a 'Training Plan or Mentorship'. These products can be tainted and brought back into the Grey Zone if they have Gameplay for € (not allowed in WoW), but that part will be small, and we could also ask customers to skip it if they wanna be 101% safe.**

**d1) Some training plans will be 101% white by default cause it's impossible to play with the customer. For example, a training plan in Solo Queue just can't have gameplay with the pro, cause it's solo queue indeed, unless the pro & customer queue at the same time at 3 AM and play together..but that would be called wintrading, so let's avoid that.**

**We plan to create PvE training plans too.**

Service Type	Gameplay Involved	Main Purpose	Payment Model	Teaching Level	Key Characteristics
Training Plans	✗ No	Theoretical learning	Fixed (plan-based)	Very high	Purely educational, no gameplay, fully safe
Personal Teacher	✗ No	1-on-1 teaching	Hourly	Very high	Individual sessions, no gameplay, fully safe
Selfplay Rating Boost	✓ Yes	Fast rating gain (up to ~2100)	Rating-based	Low	Minimal coaching, focused on reaching target rating quickly
Coaching	✓ Yes	Improve skill while playing	Hourly	Medium-High	Played together, often with voice, more educational than boost
Road To Gladiator	✓ Yes (mostly)	Long-term improvement + high rating	Package deal	High	Mix of coaching hours + some personal teacher sessions

## Piloted Gladiator boost

It's been mentioned that piloted boosts are not recommended.

This is emphasized manifold when the goal of the piloted boost is PvP rating. And it gets worse when the PvP rating is high enough to grant a hot reward like Gladiator.

Blizzard does not take this lightly, and will issue a suspension and remove the rewards without blinking. Nevertheless, some customers feel incapable or don't have the time for Selfplay.

As an operator, you have to:

- Suggest Selfplay all the time, for any service, in general, when possible.
- For pvp, you can always recommend Selfplay 2v2 or 3v3 boosts up to 2100. As explained above, here the customer will learn "something" (not so much) and get his rating.
- If customers want to learn at ANY RATING, suggest Coaching. Even if they are on 1500, if

they mention that they wanna focus on LEARNING, then Hourly Coaching is the answer.

- If customers want rating above 2100, the only service is Coaching anyways, even if they don't want to learn. This is because we cap our Selfplay arena boosts at 2100.

- If they want Gladiator and have some basic experience in arenas, Road to Gladiator is pretty amazing.

- You could bring up Mentorships / Training Plans

Unfortunately Selfplay/Coaching orders cost more than Pilots but there is no alternative. The 100% safety + the possibility of playing with your own hands alongside great players does have an extra cost and there's no solution to that.

**If they do not have the time to play, or they are just 'bad players', then they could buy a Pilot but they should beware of suspension risks. Strangely enough, sometimes Blizzard does not ban. It's completely random and unexplainable. That's why there is still supply & demand for Piloted Gladiator 3v3 boosts.**

**The same can be said for Piloted Legend in Solo Shuffle.**

**Note: Gladiator PvP boosts are handled by specific operators in the company, although you need to be able to talk about them and monitor them.**

### **Title Guarantee (for Gladiator / Rank 1) - potential way of being safer**

For this service, one of our boosters will create a new account and get Gladiator or Rank 1 there on a fresh character. Once he has earned the title/mount, he will deliver the whole account to the customer. Basically, the customer is ordering an account. This can be still tracked by Blizzard, but the chance of being caught is lower.

The negative aspect is that customers will have to pay the WoW subscription on a second account to play that character. It's not for everyone, hence why if someone even goes for this system, it's likely for them to order a RANK 1 3V3 / RANK 1 LEGEND character to begin with (a lot more expensive).

In general, this is a very delicate and elite service that is paid after a specific deal with our support, who has to find a dedicated PvPer to do it.

As of November 2024, we are streamlining the process and deciding if Title Guarantee services should be 'public' on the site, or hidden.

## **Rated Battlegrounds & Battleground Blitz**

### **Random & Epic Battlegrounds**

Random Battlegrounds are another form of PvP besides Arena, they are basically large PvP maps that can be 6v6/10v10/15v15 depending on which one you are doing.

Each different map has an objective that both teams are competing for. Example: Warsong Gulch is a classic Capture the Flag map, where both teams try to capture each other's flag. The team that captures 3 flags first wins the game.

Random Battlegrounds are just a quick queue similar to the dungeon finder and arena skirmishes, there is not really a competitive aspect to them and their main purpose is Honor Farming or just fun.

Epic Battlegrounds are pretty much the same except they are "EPIC" which just means that it's a larger map, with more players up to 40v40 at times. They usually involve vehicles and the main objective is to destroy the enemy's base or kill their Leader. Similarly to random battlegrounds these are done mainly for the purpose of farming honor.

### **Rated Battlegrounds (RBGs)**

Rated Battlegrounds are the main competitive mode for battlegrounds, they are similar in nature to random battlegrounds but here you queue with a full premade team. As you can imagine doing these with a full premade team makes them highly competitive.

Rated Battlegrounds have the same rating system as Arenas do, with different PvP Titles.

At 2300 rating, you get Grand Marshal or High Warlord (according to your character being Alliance or Horde).

The main problem with RBGs is the scarcity of players in the game that actually play this form of PvP. The queue times are long, and the prices are quite high.

### **Battleground Blitz (Solo/Duo Queue)**

Battleground Blitz is the new battleground mode added in The War Within. It's basically the Solo Shuffle equivalent for Battlegrounds. You can queue up solo or with 1 other person.

Battleground Blitz is the most popular way to do battlegrounds at the moment since players just enjoy pressing a button and being queued up for Rated PvP content.

The duo queue for Battleground Blitz is something that we sell, allowing:

- a) two healers
- b) one healer and a DPS
- c) one healer and a Tank

To queue up together. So, two DPS can't queue up together.

## **Hero of the Horde/Alliance**

This is the RBG specific achievement that customers will ask you for. It's basically the Rank 1 equivalent for rated battlegrounds. You need to be in the top 0.1% of RBG players to receive this. In the game vocabulary, this is usually named 'HOTA/HOTH' (hero of the alliance, hero of the horde).

## **Strategist/Warlord/Marshal**

Strategist is basically the equivalent of 'Gladiator' from arenas, you get it by achieving 25 wins past elite rank (2300+) in Battleground Blitz.

The seasonal Rank 1 titles in Blitz are named Warlord for Horde and Marshal for Alliance. For example in season 1 of Midnight the title is Galactic Warlord/Marshal. The title lasts forever like all Rank 1 PvP titles.

## **Delves**

Delves - a new PvE mode added in the War Within designed for players that like playing Solo, acting as a repeatable Outdoor Activity that can be completed by anywhere from one lone player, up to a group of five. If entered alone, the rest of one's party will be filled out by NPCs. Delves are meant to be role-agnostic, meaning they can be run regardless of one's spec or party role. Like M+ Dungeons, Delves will have tiers, going all the way up to 11. The higher the tier, the better the loot they'll reward, up to and including gear on par with the loot you'd get from a +5 Mythic. Completing enough Delves to fill out the Great Vault will award Heroic track gear, which is on par with drops from average Mythic+ dungeons and Heroic Raids. Delves will also be tracked separately from other content, meaning you can get additional options for the Great Vault in Midnight as well.

Each tier will also have a minimum required ilvl to enter.

Delves will also award a currency called Voidlight Marl, which will allow you to buy transmogs, toys, pets and other collectibles, alongside other miscellaneous currencies that do the same thing. Similarly to Anime Powers in Torghast from the Shadowlands expansion, Delves will have Delve Boons, which give you bonuses for the duration of that Delve.

As of **Midnight's first season**, there will be **10 Delves** scattered throughout the new zones, those being:

- **Collegiate Calamity**
- **The Darkway**
- **Shadow Enclave**
- **Atal'Aman**
- **Twilight Crypts**
- **Grudge Pit**

- **Gulf of Memory**
- **Shadowguard Point**
- **Sunkiller Sanctum**
- **Parhelion Plaza**

## **Bountiful Delves**

Each day, at the daily reset, 1 delve from each Midnight zone(so 4 delves in total) will be selected as Bountiful Delves. You can easily see which delve is bountiful by checking your map -they'll be shining gold. **These bountiful delves will have an additional chest called "Bountiful coffer" at the end of the delve alongside with the 2 chests you have at the end of every delve, but those normal chests will be "upgraded" too and you can unlock them without coffer keys.** You can unlock the additional chest with Bountiful coffer keys that you can get by doing virtually any weekly activity(weekly chest, each zones' own weekly quests etc.

You can get 1000 reputation for each TWW faction per week through these coffers, as well as:

- Radiant Echos that are used as currency for Worldsoul Event to get more bountiful coffer keys
- Up to 603 ilvl Gear
- 2 runed crests when you complete +8 or higher delves

Also, blue chests(the ones that do not require a coffer key to unlock) will have a higher chance to drop a "map" item that upon consumption they'll award a better item at the end of next delve regardless of if it's bountiful or not.

If you get the map from a tier 8 delve or above, you'll obtain a 610 gear that is on Heroic Track at the end of the next tier 8 delve or above. This is currently the highest item level you can obtain through delves aside from weekly Great Vault.

## **Delve Companion**

In Delves, each season an NPC that you can level and equip with different skills accompanies you. They're called Delve Companions and for Season 1, the Delve Companion is **Brann Bronzebeard, a dwarf. This is important as there's a service named 'Brann Leveling'..**

At the beginning of the delve and at the checkpoint, you can choose:

Combat Role / Combat Curio / Utility Curio [you don't have to learn this]

For your companion and customize them however you want. They can be a healer that buffs you or they can deal damage along you, while you opt to tank mobs.

Brann has 60 levels, in the first few levels he unlocks all of his abilities and then starting with level 11, he starts getting 5% damage and healing increase for each level he gains. While up until level 15 Brann gains experience from every Delve you do, starting from level 15; **Brann only gets experience from the Bountiful Delves you do, so it's limited to 4 delves per day.** But, since Brann is account wide, **you can do bountiful delves on your other characters and get a lot of XP per day.**

## **Zekvir's Lair**

Zekvir's Lair is a special Delve that you get access to, after clearing **Tier 8 delve with lives remaining.** This way, you unlock the first difficulty "?". The second difficulty, "??" unlocks after completing a **Tier 10 delve with lives remaining.** Killing Zek'vir in his lair on any difficulty awards you with "Nemesis" achievement. You also get "Zekvir's Raptorial Spine" transmog after beating him.

But if you manage to kill Zek'vir on "??" difficulty, you get "Hunting the Hunter" achievement and if you manage to kill him alone on "??" difficulty, you get "Let Me Solo Him" achievements. "Let Me Solo Him" unlocks a special Void appearance for the new customizable mount, Delver's Drigible.

While killing Zek'vir on "?" difficulty is relatively easy for geared characters, killing him solo on "??" difficulty still requires decent gameplay and clever usage of your skills.

While clearing "?" and getting "Nemesis" and clearing "??" and getting "Hunting the Hunter" achievements can be sold in selfplay, "Let Me Solo Him" achievement requires completing the delve solo, therefore it's only possible to sell it in piloted mode.

## **The Great Vault**

You have to understand what the Vault is, properly, cause it can be one of the reasons why customers will complain the most, or a hot topic for them. They may say things like:

"Yeah I'm buying this for the vault"

"If you don't do the service by tonight, I'll miss out on the Vault"

In the past, this system was called 'weekly chest'. Don't be confused, it's the Vault now.

The key concept of the weekly chest has always been guaranteed gear obtained PER WEEK according to how the character performed in the game in the previous week. The gear from the Weekly Chest is usually the HIGHEST possible gear the game can offer.

The Great Vault was introduced to solve the random factor in the weekly chests from previous expansions, that gave ONE item (per chest), totally randomly, taken out of the available PvP or PvE loot in the game. Many players would not need that single random item that the chest gave

them. A player doing 50 Mythic+ dungeons would get one guaranteed item, exactly the same as a player who did just one Mythic+.

The Great Vault solves all of this.

**It offers players to choose ONE ITEM out of potentially NINE items. (earlier it was two items out of two chests. Now it's always ONE item out of more choices according to how much you have done in the previous week)**

Each activity will offer a choice, for the customer, up to three items per activity:

- Up to three Mythic+ items
- Up to three Raid items
- Up to three Delve/World Content items

**This is what it looks like in game:** <https://prnt.sc/EMjSq4Bq9cz2>

The player can always choose ONE out of potentially nine.

In order to get to NINE, the customer must do a lot of content.

The QUALITY of these items depends on the DIFFICULTY used to complete that content.

In fact, the principle is simple: how many m+ dungeons have you done? How high was the key that you did for all of those runs?

This will determine the amount of Mythic+ items to choose from (up to 3) and their item level.

For Delves, the questions are: how many Delves have you completed? What was their level when you completed them?

For Raids, the questions are: how many bosses out of the most recent raid have you killed? What was the difficulty (normal/heroic/mythic)?

**Example:**

A player clearing the WHOLE Nerub-Ar Palace raid at MYTHIC difficulty will be able to choose one out of three items, and all of those three items will be of Mythic level.

The same principles apply for Mythic+ and Delves.

If you defeat 2 raid bosses on Mythic difficulty and the other 6 in Normal difficulty, then you will be able to choose from a Mythic quality piece of PvE gear and two normal ones. However, if in that same week you also completed four tier 8 delves, then you would also have 3 delve slots to choose an item from.

The more a player does, the more choices he will have. Of course, if he performed a lot better in m+ than in raids, the player may not choose raid items.

Imagine a player doing 8x +10 dungeons and then completing the full raid on Normal. Sure, he will be able to choose one item out of six, but the raid items will be a lot worse than the m+ ones, simply because he completed the raid at a very easy difficulty.

As previously said, the system also mixes itself: if the player completes 3 bosses on Heroic and 5 on Mythic (imagine a raid with 8 bosses), then he will have one Heroic item level piece in the Great Vault to choose from, and two Mythic ones.

Every player who wants to improve their gear invests a certain amount of time on a weekly basis. For their mains, they may strive to clear all of the 3 main progression objective points

**You have to understand the system so you can know:**

- a) how to explain customers why they should get X amount of boosts in a specific row**
- b) how to give customers a compensation in case something goes wrong**

Examples:

A customer asks you: *“How much should I do for my weekly chest??? Should I do 1, 4, 10 dungeons??? Should I clear the raid???”*.

If you had the time to write a very long answer (you will not), you could write something like this:

“Clearing the Heroic raid every week is a great starting point! There’s a lot of good gear in there, and it’s a good place to earn your tier sets. Beyond that, getting a weekly M+10 done is great value for your Great Vault, but you should also consider getting 4x M+10 keys done, especially if you need some of the items from the dungeons.

Finally, if you enjoy Delves, getting 8 delves completed for the week will help add more options to your vault with little effort.“

This is a long answer that would have to be the result of a CONVERSATION (and not one single long message), but you can get the point.

{Write ‘Sylvanas’ to any senior/manager you are in touch with to show that you are reading this guide}

## **Item Level boosts**

**Item level boosts** are piloted and generally not recommended if account sharing is risky in that moment of the patch / expansion (this varies as Blizzard sometimes cares, and sometimes doesn’t at all), though nevertheless it is a viable solution for people who don’t want to go through Selfplay, don’t have the time, or don’t want to participate in the dungeons.

Usually we don’t allow a very high item level boost on our Item Level bar service, cause the highest loot requires to farm the hardest raids in the game and boosters who complete that

content simply prefer to complete the raid and that's it, rather than being responsible for reaching a global item level for the customer. Still, exceptions apply. You can just find what we're selling on the site in a given moment, especially because our PvE top boosters may decline a "200 ilvl boost" but they will gladly complete a "Full Mythic Gear" service. It's a bit contradictory, we'll try to solve this in time.

Anyways, for Item Level boosts, the booster chooses how to best perform the boost, but it's a mix of M+, and solo content, and sometimes raids. The customers need to select a starting point for the boost, for example: they are currently at the item level of 180, want an item level of 205: the value for this boost must be 180->205. The starting point and the ending point both influence the price of the boost.

**Important: in Midnight, gearing up is quite slow. Any content simply gives less loot than usual and upgrades require more crests than in previous expansions. Still, this service is good as it 'guarantees' a certain item level reward. However, due to the potential suspension risk for piloted services, it is best to suggest a Selfplay Raid / Mythic+ run to gear up, if the customer just wants Gear.**

## **Mounts/BMAH/TCG items/Farming(Other)**

### **Mounts**

Characters can ride mounts to go faster in the world.

The source of mounts is just huge:

- you can buy them from vendors in game
- you can earn them by farming certain activities
- you can get them from doing difficult content (automatically awarded to your character)
- you can get them if a rare mob spawns (you may have to camp a location for days and days)

An example is the 'Time Lost Proto Drake' from the WotLK expansion (from 2008). Our boosters will be online and catch the drake, pull it, keep it in combat and wait until the customer logs on and tags it to get the mount. That's the usual system for these mounts. People still buy it today.

In general, mount services will be easy for you to understand by reading the service description on the website.

### **BMAH**

BMAH is short for Black Market Auction House, and it is an actual auction house in the game, located in Dalaran. It's different from the regular auction house: players don't get to post their auctions, they can only bid on the available items which are some of the unobtainable pets, mounts and items, such as Tier 3 -- the most popular transmog set in the entire game, now unobtainable (Old Naxxramas raid gear from Vanilla WoW, expired since 2006). Each BMAH is different for each realm.

These services are not too popular, but if a serious buyer shows up, it's crucial that he is

retained -- he could leave thousands on the website.  
These services are often by our Service Request team.

### **TCG Mounts**

Certain mounts are obtained by inserting codes in the game; these codes come from scratching cards in real life from the 'trading card game' that was made for WoW many years ago. Some of these codes are still around.

If someone asks about them, you should inform Gerry - usually we can find a code if a customer wants to buy a mount, or we may have services up only with the mounts we have in stock.

### **Farming Services (or other)**

The perfect example of a farming service is LEVELING, but you can expect a specific paragraph about that in Midnight-specific part of this guide.

Alternatively, other examples can be reputation, or completing an X amount of quests / storylines to complete a long quest chain, etc.

These generally include account sharing but are of very low risk.

The best seller out of all Farming services has usually been the "Flying" quest requirements (get X reputation with Y factions, complete all the quests in the continent, etc). The achievements that allow a player to fly are usually called 'Pathfinder'.

Another example are Allied Races and unlocking them. (Allied Races are basically a different version of a current available race, there's Tauren and Highmountain Tauren. The difference is Highmountain Tauren have cooler antlers..)

We can also occasionally sell some other services from previous expansions. Such as mounts, pets and reputation.

## **Accounts**

We no longer provide Accounts on the website but we used to sell them and have a separate completely dedicated department that specifically dealt with Accounts.

In case someone wants to buy an account, send them to Service Request. Maybe one of our operators can make something happen.

## Service Request

<https://blazingboost.com/wow-boost/customservice> Self explanatory. Open the page and try to understand what it is about.

Important: do not overuse this system. Forcing customers to send a request adds an annoying step for them and it adds waiting time. If you can solve his question or if the standard support can help him, DO NOT SEND HIM TO SERVICE REQUEST.

However, Service Requests are great to let the customer formalise his request in our database, so we are sure it won't get lost. You have to find the right balance.

## The War Within Specifics

The War Within was released in August 2024.

### **Delves:**

Delves are new instanced content that blizzard added in the war within. They can be done solo or with a group of up to 5 players. There are 13 different delves and their difficulty ranges from tier 1 to tier 11.

The maximum gear reward from the end of the delve and for the great vault caps at Tier 8, which means anything above tier 8 is just for achievements.

Delves were relevant at the start of the season but as the season progresses they just fall behind Mythic+ in terms of gear.

### **Hero Talents:**

Hero talents are a new addition to classes in the War Within, they are basically an extra specialization. Every single class has three different Hero Talent specs to choose from. The only exceptions are Demon Hunter (which has 2) and Druid (which has 4).

Example:

Warrior has Slayer, Mountain Thane and Colossus as its three hero talent trees. But not every spec can choose any of them, each spec can choose between two hero talent trees.

Fury warriors can be either Mountain Thane or Slayer. (They cannot be Colossus)

Arms warriors can be either Slayer or Colossus. (They cannot be Mountain Thane)

Prot warriors can be either Mountain Thane or Colossus. (They cannot be Slayer).

### **Warbands:**

The biggest change and the number one marketing tool they used for The War

Within is Warbands. Warbands is basically a fancy way of saying that almost everything in the game is Account Wide now. You can transfer gold/gear through your characters easier, realms are pretty much a non factor in the game now. There is Warbound until Equipped gear drops, you can simply play your main and just get gear that you can use on alts. Reputation and Achievements as well as certain quests are also account wide, which means you can complete them on multiple characters if you want. There is a new bank which is called the Warband Bank, it's basically just a bank that is used by your entire WoW account.

## **Refunds**

Generally speaking this paragraph simply gives an overview of when and how Blazingboost issues refunds, alongside a little guide on how to behave in case you have to face such a request. It is unrealistic for you to fully know our refund rules at this stage, especially because this is usually something that the Discord support takes care of, and not you on the Live Chat. However, we want you to have an understanding of how it generally works, as it can impact your answers on the Live Chat too.

Firstly, you have to look at our Terms and Conditions to have a precise overview on refunds. You can find them on the left side of the site at 'Company'.

Here are our generic refund rules though.

1) If the order has not started yet, the customer has the legal right to ask for a refund within 14 days of his purchase for any reason. He doesn't even need to explain why.

2) In our terms and conditions (that every customer agrees with when buying), we explain that for Blazingboost the 'service start' does not include the manual start of the service but also the organization of the procedure by the support team + the assignment of the service.

Example:

- any order is bought. After 5 minutes, the customer asks for a refund. We can't say no.
- a service is bought. We discuss with the customer the details on who he wants us to contact alongside many other details. Basically, we invest time on his request and we try to arrange it with actual time consuming input by any supporter of the company. Technically, the service has already started and we are not obliged to refund anymore. This is very delicate as for many customers this doesn't really seem like a 'service start' but it's worth mentioning if needed. It depends on how they react, if they are angry or toxic customers. Some will understand, some will not. That may change our decision to refund or not.
- a raid service has been bought through the Browse section, we have offered the customer 3

schedules, he accepts one and he is put in conference with the boosters. Even if the raid has not started yet (maybe it's in two days), the service has already started. That's something we are pretty strict upon.

- a Coaching service is bought in the morning and in the evening we have assigned it. There cannot be a cash refund anymore. If he asked in the afternoon, we couldn't have said no unless we had offered him a lot of options and he denied etc etc.

3) If the service doubles the ETA, we will always be obliged to refund for the part of the service that wasn't done yet.

In the last coaching example, if we have already assigned the order then the refund could be done if days go by without our coaches showing up or proposing a schedule to refund etc.

3.1) If the service surpasses the ETA but it's not been doubled yet, that doesn't qualify for a refund, but mostly for a compensation or gift for the future.

Compensations can be extra credit on the website, discount codes for the future, or partial cash refunds.

4) If we have not found a booster and there was no real work or organization, we have to refund if the customer asks.

Remember: refunds are not really a 'money loss' in itself, but also a 'damage' to our ratio of positive transactions for our credit card processors and Paypal. A refund of 5€ equals a refund of 10000€. That's why we try to avoid them unless necessary.

In some exceptional cases, we offer partial cash and partial points refund (60% cash and 40% points) as this doesn't harm our ratio as much.

The Refunds topic will be explained to you in depth through a Youtube video.

## **Few Numbers from today and how gearing up works** **(April 2026 Updated)**

Once reaching level 90, players obviously have to gear up.

Blizzard time-gates activities in order not to cause gear inflation for players.

The current gear people are mostly playing on is 265-275 item level (Four weeks into the season).

Once you reach level 90, you are around 250-255 item level with leveling gear from quests. This

obviously doesn't allow you to do anything.

The best way for customers to gear up at the moment is to farm Mythic+7 or higher dungeons for Hero Track Gear (259 ilvl gear that can be upgraded to 276). As well as +8 or higher dungeons for Gilded Crests that are used to craft 285 crafted items (usually weapons early in the season and embellished items later on), and upgrades above 276 ilvl.

Another good option for PvE gearing is Heroic Raid, heroic raids will provide very good items and most importantly TIER SETS. Tier sets are essential for your character to be playable, their power gain is simply too high to ignore. Keep in mind that if someone really wants to gear up you can suggest a Full Loot Monopoly Heroic Raid, we have runs every week and you can check for them on the calendar or ask our Raid Manager (Schnurri) to find a spot for you.

When it comes to PvP there are only 3 relevant currencies. You can buy PvP gear with Honor, Bloody Tokens and Conquest. You can suggest an Honor Farm first to get the base PvP gear, then follow it up with Conquest as that is the endgame PvP gear.

### **The Current Raids and Dungeons (Season 1 Midnight):**

The current raids are:

Voidspire

- Emperor Averzian
- Vorasius
- Fallen-King Salhadaar
- Vaelgor & Ezzorak
- Lightblinded Vanguard
- Crown of the Cosmos

Dreamrift

- Chimaerus the Undreamt God

March on Quel'Danas

- Belo'ren, Child of Al'ar
- Midnight Falls

When someone purchases a 6/9 run, they are basically buying the 6 bosses of Voidspire. When someone buys 9/9 then it would be all three raids. We sell these as standalone services and runs on the calendar, either bundled up together or separated per raid.

The current Mythic+ Dungeons in Rotation are the following:

- Magisters'Terrace
- Maisara Caverns
- Nexus-Point Xanas
- Windrunner Spire
- Algeth'ar Academy
- Pit of Saron

- Seat of the Triumvirate
- Skyreach

{Write 'Windrunner' to any senior/manager you are in touch with to show that you are reading this guide}

## **Concluding Thoughts**

This guide should help you understand how the game works today and what are the philosophies behind this market.

We are more than aware that this guide has not taught you how all of our policies work, or how to chat with our customers. That's for later, through the Support guide! It will be ESSENTIAL for you to ALSO become a supporter in this game.

Knowing the game is crucial but we also value A LOT your Support skills, salesman skills, English level, and more. The Support guide will be given to you later.

In regard to this game guide, we expect questions - it is not realistic to understand everything right away with just one read (unless you are a very active player right now). We also suggest you read this AT LEAST TWICE. Take notes, treat it like a University exam if needed. Take it seriously. Our standard is high.

Once you are ready, we will let you take our quizzes.

**There are 3:**

- a) Generic WoW Quiz**
- b) PvP Oriented**
- c) PvE Oriented**

These quizzes will fully focus on the content of this guide. We obviously understand you will complete the quiz with the guide opened, but it is okay for us if you are able to navigate this guide in the first place; and rest assured that the questions are open ended, and they will allow us to understand if you really understood the guide or not.

**TIP: CHECK THE WEBSITE OUT! We do not expect you to know every single page and link on the website, but taking the quiz without having checked our Arena Selfplay / Arena Coaching / Road to**

## **Gladiator page, or the Mythic+ bar, the Item Level gearing page, Raid Calendar page, is a bad idea.**

Good luck!

### **Last Minute News (April 2026)**

With the reset on April 21st/22nd, the new patch launched a new Bonus Roll system, this is serving as a replacement for the Turbo-Boost event and Dinars from previous seasons in The War Within.

In order to unlock this system, you have to do a weekly questline with Decimus in the Voidstorm. The quests have a catch up mechanic however so they can be caught up within a day. They require you to bring him x3 items that drop from any raid boss, bountiful delve cache or mythic+ chest at the end of a dungeon.

Once unlocked, you will be able to receive x2 Nebulous Voidcores per week. The below picture shows how these can be exchanged for Myth track gear from either Raid or Mythic+.

The main concept here is that you cannot get multiple of the same item. This means that if you use your bonus rolls on a Raid Boss or Dungeon for a specific trinket, even if you get incredibly unlucky you will eventually get the trinket by process of elimination.

Each Raid Boss or Dungeon has a specific loot pool which means that you have all of the information as to what you can get every time you Bonus Roll. If you want to guarantee that you receive the Gaze of the Alnseer trinket from Dreamrift, you will eventually receive it by process of elimination. The boss drops the trinket + 2-3 armor items. Each week you can roll and receive one of the items, even in the most unlucky scenario, you will receive the trinket eventually at the end.

- This lets customers target Specific Bosses and items, if someone is looking to get a specific item you can offer them the option to keep rekillng the boss and using their bonus rolls instead of a Full Monopoly Run which might not even drop any loot for him.
- People will also need to farm their voidcores of the week, any service they buy from us which includes Raid Bosses/Dungeons/Delves will award them voidcores and not just great vault progress.

Of course this doesn't mean we stop selling Loot Monopoly Runs, they are still very valuable and a fast way to gear up, however we are only selling them as Full Raid Runs and not just x1 boss (Dreamrift being the exception).

It is also very important that if a customer has a note for Piloted services where he doesn't want the booster to use his bonus rolls or maybe he does want them to use it. Make sure this is clearly said to the booster so we can avoid any issues of boosters using bonus rolls thinking oh he needs items from here.

Raid loot requires x2 Nebulous Voidcores since the boss loot pools are smaller, while dungeons require x1 Nebulous Voidcore to roll for an item. The items are the ones in the lootpool for the dungeon or boss you are rolling for.

There is a cap on nebulous voidcores, currently the cap is 2 as it just released but it will be increased by 2 per week as the season progresses.

You can also earn additional voidcores from the great vault if you have nothing better to choose. These will not count towards the weekly cap and are just extra rolls per week that you can accumulate.

**Visual Representation on the next page ↓**

## Patch 12.0.5

### New System: Nebulous Voidcores (Bonus Rolls)

#### BUY

Buy 2 Nebulous Voidcores (Bonus Rolls) per week from Decimus (in Voidstorm Hub)  
The cap increases by 2 each week



#### BONUS BONUS

You can buy an extra Nebulous Voidcore from Vaultkeeper Elysa for 6 Thalassian Tokens of Merit (Vault Bad Luck Protection)  
This does NOT count towards your weekly cap



#### SPEND

Beat a Bountiful Delve, Prey Hunt, Mythic+ or Raid boss and decide whether to bonus roll  
Raid bosses, due to smaller loot pools, require TWO (2) Nebulous Voidcores per bonus roll



#### LOOT IS

- 1 - Removed from the loot table for future bonus rolls on that boss/dun/etc. per difficulty level (you won't get duplicates if you use it again on that difficulty)
- 2 - VAULT quality (i.e. M10+ will give myth track gear)
- 3 - Awarded based on your current loot specialization
- 4 - Because of M+/etc larger loot tables than Raid Bosses, you're more likely to get a piece you don't need. Hence, the lower cost