

World of Warcraft Hunter Guide

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Table of Contents

1.	Introduction	1
2.	Getting Started	2
2.1.	The Hunter Races	2
2.1.1.	Night Elf.....	2
2.1.2.	Dwarf.....	3
2.1.3.	Tauren.....	3
2.1.4.	Orc	4
2.1.5.	Troll	5
2.2.	General Class Information.....	5
2.2.1.	Auto-Shot	5
2.2.2.	Stings	6
2.2.3.	Pet.....	6
2.2.4.	Tracking.....	6
2.2.5.	Aspects.....	6
2.2.6.	Traps	7
2.2.7.	Survival.....	7
2.3.	Weapons and Equipment	7
2.3.1.	Hunter Starting Proficiencies	7
2.3.2.	Hunter Learned Proficiencies.....	7
2.4.	Understanding Ability Scores.....	9
3.	Skills.....	11
3.1.	Skill Descriptions and Strategy	22
3.1.1.	Arcane Shot.....	22
3.1.2.	Aspect of the Beast.....	22
3.1.3.	Aspect of the Cheetah	22
3.1.4.	Aspect of the Hawk.....	22
3.1.5.	Aspect of the Monkey	23
3.1.6.	Aspect of the Pack.....	23
3.1.7.	Aspect of the Wild.....	23
3.1.8.	Beast Lore	23

3.1.9.	Concussive Shot.....	24
3.1.10.	Disengage	24
3.1.11.	Distracting Shot	24
3.1.12.	Eagle Eye	25
3.1.13.	Explosive Trap.....	25
3.1.14.	Eyes of the Beast.....	25
3.1.15.	Feign Death.....	25
3.1.16.	Flare	26
3.1.17.	Freezing Trap	26
3.1.18.	Frost Trap.....	26
3.1.19.	Hunter's Mark	26
3.1.20.	Immolation Trap.....	27
3.1.21.	Mend Pet	27
3.1.22.	Mongoose Bite.....	27
3.1.23.	Multi-Shot	27
3.1.24.	Rapid Fire	28
3.1.25.	Raptor Strike.....	28
3.1.26.	Scare Beast.....	28
3.1.27.	Scorpid Sting	29
3.1.28.	Serpent Sting	29
3.1.29.	Tracking PVE.....	29
3.1.30.	Tracking PVP.....	29
3.1.31.	Viper Sting.....	30
3.1.32.	Volley.....	30
3.1.33.	Wing Clip	30
3.2.	Pet Skills	31
3.2.1.	Bite	31
3.2.2.	Claw	31
3.2.3.	Cower.....	32
3.2.4.	Dash.....	32
3.2.5.	Dive	33
3.2.6.	Growl.....	33

3.3.	Acquiring Pet Skills.....	34
4.	Your Second Half: The Pet.....	35
4.1.	Maintaining your Pet.....	35
4.2.	The “Ideal” Pet.....	36
4.3.	Pets in PVP	37
5.	Talents	39
5.1.	Marksmanship.....	39
5.1.1.	Marksmanship Talent Tree Overview	41
5.2.	Survival	41
5.2.1.	Survival Talent Tree Overview.....	43
5.3.	Beast Mastery	44
5.3.1.	Beast Mastery Talent Tree Overview.....	46
5.4.	Example Talent Builds.....	47
5.4.1.	Skirmisher (PVP/PVE).....	47
5.4.2.	Beastmaster (PVE).....	48
5.4.3.	Marksman (Mass PVP).....	49
6.	Hunters in PVP.....	51
6.1.	Hunter versus Warrior	51
6.2.	Hunter versus Rogue.....	52
6.3.	Hunter versus Mage	52
6.4.	Hunter versus Warlock	53
6.5.	Hunter versus Shaman.....	54
6.6.	Hunter versus Paladin	55
6.7.	Hunter versus Priest.....	55
6.8.	Hunter versus Druid.....	56
6.9.	Hunter versus Hunter	57
6.10.	Ambushing as a Hunter	58
7.	Leveling your Hunter	59
7.1.	Questing.....	59
7.2.	Instancing.....	62
7.2.1.	Pulling	63
7.2.2.	Guard Duty.....	63

7.2.3.	List of Instances.....	64
7.3.	Molten Core/Onyxia.....	65
7.4.	A Quick Note on Instance Loot Etiquette	65
7.5.	Grinding.....	66
7.5.1.	Specific Areas to Grind	67
7.6.	Equipment to Watch Out For	71
7.6.1.	Level 20+.....	71
7.6.2.	Level 30+.....	71
7.6.3.	Level 40+.....	71
7.6.4.	Level 50-60.....	72
7.6.5.	Giantstalker	73
7.6.6.	Dragonstalker	74
7.6.7.	Honor System Rewards.....	74
7.7.	Hunter Specific Quests.....	77
7.7.1.	Your Pet	77
7.7.2.	Epic Hunter Quests.....	77
7.8.	Solo PVE.....	80
7.8.1.	Hunter versus 1 Monster	81
7.8.2.	Hunter versus 2 Monsters.....	81
8.	Making Money.....	82
8.1.	Tradeskills	82
8.1.1.	Gathering Professions	82
8.1.2.	Crafting Professions	83
8.1.3.	A Quick Note on Professions.....	86
8.2.	Auction House Manipulation	87
8.2.1.	When Selling Found Items.....	87
8.2.2.	When Selling Gathered Materials	87
8.2.3.	Setting Buyout Prices	88
8.3.	Hunting Guide for Money.....	88
8.3.1.	Levels 20-30.....	88
8.3.2.	Levels 30-40.....	88
8.3.3.	Levels 40-50.....	88

8.3.4. Levels 50-60.....	89
9. Conclusion	91

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1. Introduction

If you're a first time player of World of Warcraft, it's possible that you saw the inherent bonuses of the Hunter class: ranged attack prowess, a loyal and ferocious pet, and a multitude of utility abilities. What you may not know is that many players of other classes look (wrongly) down on the Hunter class because they do not understand them. For a team to fully utilize the abilities of each of its members, one must understand them. The Hunter's strength is that they deal high, sustained damage at range while attracting no harm to themselves. In addition they have many abilities to subvert the undesirable events that occur in battle. Their Solo PVE(Player Versus Environment) ability is unmatched. Additionally their Group PVP ability is nothing to scoff at given their abilities are well used. All in all, the Hunter is the ultimate solo class, as well as a compliment to any well-rounded party. Welcome to the world of the Hunter!

2. Getting Started

As you begin to create your first Hunter you will notice that you have the option of playing 5 races. Night Elves, Dwarves, Tauren, Orcs, and Trolls can all select the Hunter class. Before you select your race you might want to give some thought as to which side of the conflict you wish to be a part of. This is especially important for PVP servers. If you have friends on the Alliance side you may want to pick Night Elf or Dwarf. Perhaps the wild and rugged races of the Horde call to you: Tauren, Orc or Troll may be just right for you. If you want to decide your race depending on a specific play-style, please read below:

2.1. The Hunter Races

2.1.1. Night Elf

Night Elves are an ancient race of nature-oriented beings hailing from Darnassus. They are well suited to the Hunter class, as shown below:

Shadowmeld (*Active*)

When activated while immobile and not in combat, the Night Elf enters stealth mode until cancelled (moving/attacking/right-clicking buff icon). No cooldown

Quickness (*Passive*)

Increased Dodge chance by 1%

Wisp Spirit (*Passive*)

When dead the Night Elf becomes a Wisp allowing for 50% increased speed. (25% faster than other spirits)

Nature Resistance (*Passive*)

Nature Resistance increased by 10

Night Elf Hunters have a few skills that make them subtly more powerful in certain areas than other races. Notably, Shadowmeld allows a skilled Hunter to set up ambushes with the careful placement of traps and use of terrain. Any other Hunter race will be able to do this, but none of them will have the advantage of becoming mostly invisible to their enemies. Quickness allows the Night Elf Hunter an added edge on the defence side of things, especially when combined with the Hunter skill: Aspect of the Monkey. Wisp Spirit is helpful for recovering from time lost by death (which is inevitably going to happen). And the Night Elves' inherent Nature Resistance is nice but not essential to survival.

2.1.2. Dwarf

Dwarves are a noble race of stout and hardy creatures hailing from the mighty city of Ironforge. Their racial traits are quite beneficial to the class of Hunter, as seen below:

Stoneform (*Active*)

When activated the Dwarf becomes immune to Bleed, Poison, and Disease effects. As well, Armor is increased by 5% and speed is reduced to 70% of normal for 20 seconds.

Cooldown: 3 minutes

Gun Specialization (*Passive*)

Gun skill increased by 5

Frost Resistance (*Passive*)

Cold Resistance increased by 10

Treasure Finding (*Active*)

When activated, treasure chests become visible on the mini-map until the effect is cancelled. No cooldown

The Dwarf Hunter with Stoneform is slightly more resilient in certain situations than hunter races, but at the cost of mobility. If the Dwarf Hunter is called on to off-tank for very brief periods of time, Stoneform can assist in a small way. Gun Specialization is by far and away the best racial trait that the Dwarf race has to offer the Hunter. Effectively raising the level of the Hunter by 1 whenever using that weapon. Since ideally the Hunter will always be attacking at range, this is very beneficial. Frost Resistance is helpful, but like the Night Elves' Nature Resistance, this isn't terribly important to the Hunter. Treasure Finding will be yet one more form of Tracking available to the Hunter, this one however tracking not enemies but random or well placed treasure chests.

2.1.3. Tauren

The shamanistic and beast-like Tauren hail from the plains surrounding Thunderbluff. Their racial traits are beneficial but not especially geared towards the Hunter class as seen below:

War Stomp (*Active*)

When activated opponents within 5 yards are stunned for 2 seconds. Cast time: 0.5 seconds, Cooldown: 2 minutes

Endurance (*Passive*)

Maximum health pool increased by 5%

Cultivation (*Passive*)

Herbalism skill increased by 15

Nature Resistance (*Passive*)

Nature Resistance is increased by 10

Tauren Hunters are a little harder to catch in melee due to their ability to War Stomp. They can effectively halt their opponents for 2 seconds and retreat to better use their ranged skills better. Endurance is always helpful as it increases the Hunter's ability to sustain damage and remain capable of still performing actions, or simply it takes longer to take them down. Cultivation is only helpful if the Hunter intends to pick up Herbalism as one of his/her professions, if that is your intent then you will be able to raise skill in Herbalism quite quickly. Nature Resistance is helpful but not especially necessary.

2.1.4. Orc

The savage and proud Orcs hail from the Horde stronghold of Orgrimmar. The Orcs are quite capable at becoming powerful Hunters:

Blood Fury (*Active*)

When activated, total Strength is increased by 25%, at the cost of 5% health loss every 3 seconds for 20 seconds. Cooldown: 2 minutes

Hardiness (*Passive*)

Resistance to Stun and Knockout effects is increased by 25%

Command (*Passive*)

Melee damage of a pet is increased by 5%

Axe Specialization (*Passive*)

Axe skill is increased by 5

Orc racial traits are for the most part are helpful but only in certain situations. Blood Fury for example should be considered a last ditch attempt to defeating an enemy in melee before you die. Blood Fury can be very dangerous for a Hunter as it causes the Hunter to lose quite a fair portion of health with no (in combat) healing abilities. Hardiness is quite helpful when fighting opponents that stun often or reliably. Rogues, for example, rely very much on their stuns to control the fight. Command is very helpful to the Hunter as it allows the additional contributed damage of the Hunter's pet to be greater. Axe Specialization is helpful for the Hunter when entering melee. Increasing their hit percentage, attack power, and critical percentage whenever using axes.

2.1.5. Troll

Trolls are fierce and tribal creatures that hail from the Darkspear Troll village of Sen'jin. Their racial traits are fairly beneficial to those seeking to be Hunters:

Berserking (*Active*)

Activate after subject to a critical hit to increase melee and spell-casting speed by 25% for 20 seconds. Cooldown: 2 minutes

Regeneration (*Passive*)

Health regeneration increased by 10%. 10% active in combat (versus 0%)

Beast Slaying (*Passive*)

Overall damage increased by 5% when fighting Beasts

Throwing Weapon Specialization (*Passive*)

Throwing Weapon skill increased by 5

Troll Hunters may use Berserking to increase their melee capabilities to fairly effective levels. It allows the Hunter to recover from the unexpected damage of a critical hit by increasing his/her own melee potential. Regeneration is excellent for Troll Hunters with a large amount of Spirit. Since Hunter can control the pace of the fight they may have plenty of time to allow Regeneration to be effective. This is also helpful for shortening downtime. Beast Slaying is helpful as it adds that extra edge for the Solo-ing player. Beasts are very common monsters in public zones and are a nice way to gain experience (as well as leather for Leatherworkers). Throwing Weapon Specialization is not by definition useless to a Hunter, as they will have the proficiency. But in all situations where a Hunter could use a Throwing Weapon they would be wiser to just use a Gun, Bow, or Crossbow...

2.2. General Class Information

This section is dedicated to outlining the basic features of the Hunter class that set them apart from all the other classes. This section can give insight later as to how you can use your class specific abilities against your opponents to the best of your ability.

2.2.1. Auto-Shot

This is the first ability the Hunter will gain access to. Auto-Shot can be toggled on or off. While stationary and toggled on, Auto-Shot will continuously shoot at an enemy within the

specified range of the weapon. (Without talents this range is from 8 yards to 35 yards). While using other instant shots or stings, the Auto-Shot will be automatically toggled on.

2.2.2. Stings

Stings are Hunter specific and target one of three things: the enemy's Health pool, Mana pool or their Strength and Agility. In general terms these are meant as debuffs to the Hunter's target. The target is allowed only 1 sting per Hunter.

2.2.3. Pet

Starting at level 10 following a quest, the Hunter will gain access to the Tame Beast skill. With this, the Hunter may gain a pet that will accompany him/her on adventures. The pet can serve as both a Tank (one who takes damage for others) and as a support damage dealer. In solo-PVE situations the pet allows the Hunter to take little to no damage while still contributing to the destruction of their foe. In instances the pet can be used as both support damage and also for the protection of other vulnerable team-mates.

2.2.4. Tracking

The Hunter will gain Tracking abilities for every type of conceivable monster type. In PVE situations this allows the Hunter to know whenever there is a monster coming near the Hunter or his/her party. This is especially helpful in Pulling (the action of bringing a monster to the Hunter or his/her party by attacking them), because it allows the Hunter to account for usually unexpected patrolling monsters. In PVP situations, this allows the Hunter to track the movements of both the opposing side and their own. There is also a tracking form that detects hidden enemies, which is helpful to allow the Hunter some chance of revealing whatever stealthed opponents there may be in the vicinity.

2.2.5. Aspects

The Hunter may take on Aspects to be used to better adjust to certain situations in battle. A few of these aspects confer the same abilities on their party-mates. These aspects range from increasing ranged attack power to increasing the speed of the party by 30%. These abilities are situational and should be used that way. The mana cost for these abilities is usually fairly low. The Hunter may only take one aspect on at a time.

2.2.6. Traps

Traps are one of the most handy abilities that the Hunter has available to them. Since the Hunter has a couple ways to remove him/her-self from battle, these traps can even be used during a fight in a sense. Notably the Freezing Trap is very helpful when attempting to turn a bad situation into a good one. Being able to freeze an enemy into place for a couple seconds can give you the time to either set up a devastating shot or even to allow time to take out an already engaged enemy. However, Traps can only be set in a Out of Combat Mode. This is possible while already engaged with an enemy and I will go into other specific strategies at a later time.

2.2.7. Survival

In order for the Hunter to really be a survival expert they must be able to at least be competent enough to defend themselves in Melee. When fighting in PVE these skills can be used to both slow the enemy and return to range or to completely negate their interest in you. In PVP these skills can also be used but one must use them with care. When fighting melee-oriented combatants these skills are not as potent as theirs, but can be usable against spell-casters to reasonable effect.

2.3. Weapons and Equipment

This section will be outlining what weapons and equipment that will become available to the Hunter. I will also list the general locations where a Hunter can train in these skills. Remember that whenever searching for a Weapon Master or a Hunter Trainer in a races' home city, all you must do is ask a guard.

2.3.1. Hunter Starting Proficiencies

- Cloth and Leather Armor
- Depending on Race: Night-Elf (Daggers), Dwarf/Orc/Tauren/Troll (One-Hand Axe)
- Depending on Race: Night-Elf/Orc/Troll/Tauren (Bows), Dwarf (Guns)

At the start the Hunter isn't incredibly resilient. Leather armor is fairly thin, so therefore reliance on their pet is almost necessary.

2.3.2. Hunter Learned Proficiencies

- Mail Armor at level 40 from your Hunter Trainer for 1.08g.

- Parry is trainable from your Hunter Trainer at Level 8 for 1s.
- Dual Wielding is trainable from your Hunter Trainer at Level 20 for 40s.

Alliance

- Daggers, Staves, Fist Weapons, and Bows are trainable from a Weapon Master at Darnassus (Night Elf City) for 10s each.
- One Handed and Two Handed Swords and Crossbows are trainable from a Weapon Master at Stormwind (Human City) for 10s each.
- One Handed and Two Handed Axes and Guns are trainable from a Weapon Master at Ironforge (Dwarf City) for 10s each.
- Polearms are available to be trained at Ironforge at Level 20 from a Weapon Master for 1g.

Horde

- Daggers, Crossbows, One Handed and Two Handed Swords are trainable from a Weapon Master at Undercity (Undead City) for 10s each.
- Staves and Guns are trainable from a Weapon Master at Thunderbluff (Tauren City) for 10s each.
- One Handed and Two Handed Axes and Fist Weapons are trainable from a Weapon Master at Orgrimmar (Orc City) for 10s each.
- Polearms are available to be trained at Undercity at Level 20 from a Weapon Master for 1g.

At some point or another you should probably pick up all or some of these proficiencies so that you can expand your choice of equipment later on. No matter what, at level 40 you should definitely pick up the Mail Proficiency from your Hunter Trainer. If you don't you will likely be setting yourself up for a world of disappointment later.

This brings about a commonly argued point as far as what items a Hunter *should* use. I will offer my advice at face value and allow you to decide for yourself. As far as ranged weapons are concerned it is my opinion that a Hunter should utilize a slower weapon generally between the range of 2.5-3.5 delay (the slower the better). The quiver or ammo pouch will reduce this speed a fair amount (Rapid Fire even more so), but more importantly this allows for greater damage per hit. This is good for both PVE and PVP. Additionally the decision between dual wielding 2 weapons or using a 2 handed weapon is

mostly aesthetic. For both options the damage output is for the most part the same. The deciding factor is whether you prefer large burst damage with the chance of a devastating miss (Two-handed), or constant damage (Dual-Wield). Dual-Wield does have a fairly high miss chance around 26%, so it does miss more often but since you will be attacking often you can disrupt spell-casters more frequently which is a plus. Two Handers are slow so you may find yourself waiting for the next attack to go thru if you need it in a pinch. However with instant attacks like Wing-Clip (I will go into this skill later), you can attack instantly to disrupt if necessary.

2.4. Understanding Ability Scores

This section will be devoted to the understanding of how each of the Ability Scores affects the Hunter. Understanding these will help you decide effectively what scores to look out for in your equipment.

Strength

Strength for a Hunter does only one thing: Increases melee attack power. It basically works out like this: 7 Strength is equivalent to 14 attack power which in turn is equivalent to a bonus of 1 damage per second to your melee attacks. Not a terrible stat for a Hunter who likes to spend time in melee.

Agility

Agility is the power stat for the Hunter. It increases dodge chance, critical hit chance, ranged attack power, and armor. Again, 7 agility is equivalent to 14 ranged attack power which in turn is equivalent to a bonus of 1 damage per second to your ranged attacks. This is very important and is what keeps the Hunter powerful at range. Additionally the increased critical hit chance combined with talents (Lethal Shots/Mortal Shots) is especially potent.

Stamina

Stamina is the stat that no one minds having. Very few would scoff at Stamina as it does the most basic helpful thing for you: It increases your HP (health points/hit points) at a rate of 1 Stamina for 10 HP. For Tauren Hunters this is 105 HP per 10 Stamina.

Intellect

For Hunters, Intellect generally amounts to a greater Mana pool (MP) at a rate of 15 MP for 1 point of Intellect. This is quite helpful to a Hunter who wants to have longevity and continued utility throughout a battle.

Spirit

Spirit controls the rate at which you regenerate health and mana. In battle you only regenerate your mana (unless you are a Troll). Having a high Spirit can lead to less downtime and more longevity, which can be very helpful in Instance situations. Overall not exceptionally helpful, but it can't be considered a very bad thing.

3. Skills

In the following section I will list all the skills that will be made available to the Hunter through training. Note that skills are only purchasable from Hunter Trainers on even levels with exception to levels 1 & 2. I will list how much each skill costs to purchase as well as any specific information that pertains to the skill, i.e. mana cost, cooldown, effects, etc. The skills that you start out with, and any skills that you may acquire from talents will not be listed in this section. Skills that are gained from Talents will be discussed in a later section.

Level 1

Name	Description	Mana	Cost
Track Beasts	Allows the Hunter to see Beasts on the Mini-map. Lasts until cancelled. Only one form of Tracking can be enabled at a time.	0	10 CP

Level 4

Name	Description	Mana	Cost
Aspect of the Monkey (Rank 1)	The Hunter enters the Aspect of the Monkey, increasing their chance to dodge by 8%. Lasts until cancelled. Only 1 Aspect may be enabled at a time.	20	50 CP
Serpent Sting (Rank 1)	Stings the target with poison. Inflicting 20 Nature damage over 15 seconds. Only one sting may be active on the target per Hunter.	15	1 SP

Level 6

Name	Description	Mana	Cost
Arcane Shot (Rank 1)	Instantly shoot an Arcane Shot, for 13 Arcane damage. Cooldown: 6 seconds.	25	1 SP
Hunter's Mark (Rank 1)	The Hunter marks his target, giving a bonus of 20 Ranged Attack Power against that target. Additionally, that target will always be visible to the Hunter regardless if the target is stealthed or invisible. Lasts for 2 minutes.	15	1 SP

Level 8

Name	Description	Mana	Cost
Concussion Shot	An instant shot that generates threat but does no damage. Additionally target is slowed by 50% of normal for 4 seconds. Cooldown: 12 seconds.	8% of full	2 SP
Raptor Strike (Rank 2)	The Hunters next melee attack deals an additional 11 damage. Cooldown: 6 seconds.	25	2 SP

Level 10

Name	Description	Mana	Cost
Aspect of the Hawk (Rank 1)	The Hunter enters the Aspect of the Hawk, increasing their Ranged Attack Power by 20. Lasts until cancelled. Only 1 Aspect may be enabled at a time.	25	4 SP
Serpent Sting (Rank 2)	Stings the target with poison. Inflicting 40 Nature damage over 15 seconds. Only one sting may be active on the target per Hunter.	30	4 SP
Track Humanoids	Allows the Hunter to see Humanoids on the Mini-map. Lasts until cancelled. Only one form of Tracking can be enabled at a time.	0	4 SP
<i>(From the level 10 Hunter Quests the Hunter receives 5 more abilities)</i>			
Tame Beast	This skill can be used to tame a beast into following the Hunter as a pet. The target Beast must not be damaged or distracted while the Hunter is Taming. The Hunter also may not Tame Beast if he/she already has an active pet. Lasts 10 seconds.	0	N/A
Call Pet	If the pet is currently dismissed, this skill will call the pet to the Hunter's side.	0	N/A
Dismiss Pet	if the pet is currently called, this skill will dismiss it.	0	N/A
Revive Pet	If the pet is currently dead, this skill will revive it with 10% health and focus.	75%	N/A
Beast Training	This skill brings up a menu listing the available skills that you can train your pet. (Pet skills will be discussed in a later section)	0	N/A

Level 12

Name	Description	Mana	Cost
Arcane Shot (Rank 2)	Instantly shoot an Arcane Shot, for 21 Arcane damage. Cooldown: 6 seconds.	35	6 SP
Mend Pet (Rank 1)	Heals your pet of damage. Heals 20 every second while	50	6 SP

World of Warcraft Hunter Guide

	channeled. Lasts for 5 seconds. Range: 20 yards.		
Distracting Shot (Rank 1)	An instant shot that distracts the target, increasing the threat against the Hunter. Cooldown: 8 seconds.	20	6 SP
Wing Clip (Rank 1)	Melee strike. Inflicts 5 damage and slows the target by 50% for 10 seconds. No cooldown.	40	6 SP

Level 14

Name	Description	Mana	Cost
Eagle Eye	Zooms in the Hunters vision to the targeted location. Channeled for 60 seconds.	25	12 SP
Eyes of the Beast	The Hunter takes direct control of his/her pet. Lasts for 1 minute. Cast time: 3 seconds.	20	12 SP
Scare Beast (Rank 1)	Targeted Beast flees in fear for 10 seconds. Damage caused may interrupt the effect. Only 1 beast may be under the effect at a time. Cast-time: 1.5 seconds.	35	12 SP

Level 16

Name	Description	Mana	Cost
Immolation Trap (Rank 1)	The Hunter instantly sets a trap that lasts for 1 min. Any enemy that comes within 2 yards of the trap sets it off. The trap deals 105 Fire damage over 15 seconds. Cooldown: 15 seconds.	50	18 SP
Mongoose Bite (Rank 1)	Activate after dodging an attack for an instant melee strike For 25 damage. Cooldown: 5 seconds.	30	18 SP
Raptor Strike (Rank 3)	The Hunters next melee attack deals an additional 21 damage. Cooldown: 6 seconds.	35	18 SP

Level 18

Name	Description	Mana	Cost
Aspect of the Hawk (Rank 2)	The Hunter enters the Aspect of the Hawk, increasing their Ranged Attack Power by 35. Lasts until cancelled. Only 1 Aspect may be enabled at a time.	35	20 SP
Serpent Sting (Rank 3)	Stings the target with poison. Inflicting 80 Nature damage over 15 seconds. Only one sting may be active on the target per Hunter.	50	20 SP
Track Undead	Allows the Hunter to see Undead on the Mini-map. Lasts until cancelled. Only one form of Tracking can be	0	20 SP

World of Warcraft Hunter Guide

	enabled at a time.		
Multi-Shot (Rank 1)	Instant shot that attacks up to 3 targets. Each target must be within 5 yards of each other. Cooldown: 10 seconds.	100	20 SP

Level 20

Name	Description	Mana	Cost
Arcane Shot (Rank 3)	Instantly shoot an Arcane Shot, for 33 Arcane damage. Cooldown: 6 seconds.	50	22 SP
Aspect of the Cheetah	The Hunter enters the Aspect of the Cheetah, increasing their movement speed by 30%. Lasts until cancelled. If the Hunter takes damage he/she will be dazed for 4 seconds. Only 1 Aspect may be enabled at a time.	40	22 SP
Disengage (Rank 1)	Attempts to disengage from the enemy in melee, reducing threat. The Hunter exits combat mode. No cooldown.	50	22 SP
Distracting Shot (Rank 2)	An instant shot that distracts the target, increasing the threat against the Hunter. Cooldown: 8 seconds. More effective than Distracting Shot (Rank 1)	30	22 SP
Freezing Trap (Rank 1)	The Hunter instantly sets a trap that lasts for 1 min. Any enemy that comes within 2 yards of the trap sets it off. The trap encases the enemy in ice for 10 seconds, immobilizing and removing them from combat. Cooldown: 15 seconds.	50	22 SP
Mend Pet (Rank 2)	Heals your pet of damage. Heals 35 every second while channeled. Lasts for 5 seconds. Range: 20 yards.	50	22 SP

Level 22

Name	Description	Mana	Cost
Scorpion Sting (Rank 1)	Stings the target with poison. Reducing their Strength and Agility by 20 for 20 seconds. Only 1 sting may be on a target per Hunter.	70	60 SP
Hunter's Mark (Rank 2)	The Hunter marks his target, giving a bonus of 45 Ranged Attack Power against that target. Additionally, that target will always be visible to the Hunter regardless if the target is stealthed or invisible. Lasts for 2 minutes.	30	60 SP

Level 24

Name	Description	Mana	Cost
Beast Lore	Targeted Beast within 40 yards will display a tool-tip upon the activation of this skill. The tool-tip will display damage, health,	40	70 SP

World of Warcraft Hunter Guide

armor, any special resistances, diet and whether it is Tamable or not.

Beasts that are minions of other monsters are not Tamable even if the

tool-tip says that they are (they are already considered Tamed).

Raptor Strike (Rank 4)	The Hunters next melee attack deals an additional 34 damage. Cooldown: 6 seconds.	45	70 SP
Track Hidden	Increases stealth detection and allows the Hunter to see Hidden targets on the mini-map. Lasts until cancelled. Only one form of Tracking can be enabled at a time.	0	70 SP

Level 26

Name	Description	Mana	Cost
Immolation Trap (Rank 2)	The Hunter instantly sets a trap that lasts for 1 min. Any enemy that comes within 2 yards of the trap sets It off. The trap deals 215 Fire damage over 15 seconds. Cooldown: 15 seconds.	90	70 SP
Serpent Sting (Rank 4)	Stings the target with poison. Inflicting 140 Nature damage over 15 seconds. Only one sting may be active on the target per Hunter.	50	70 SP
Track Elementals	Allows the Hunter to see Elementals on the Mini-map. Lasts until cancelled. Only one form of Tracking can be enabled at a time.	0	70 SP
Rapid Fire	Activate to decrease ranged attack delay by 40%. Cooldown: 5 minutes.	100	70 SP

Level 28

Name	Description	Mana	Cost
Arcane Shot (Rank 4)	Instantly shoot an Arcane Shot, for 59 Arcane damage. Cooldown: 6 seconds.	80	80 SP
Aspect of the Hawk (Rank 3)	The Hunter enters the Aspect of the Hawk, increasing their Ranged Attack Power by 50. Lasts until cancelled. Only 1 Aspect may be enabled at a time.	50	80 SP
Frost Trap (Rank 1)	The Hunter instantly sets a trap that lasts for 1 min. Any enemy that comes within 2 yards of the trap sets It off. The trap extends an ice slick in a 10-yard radius, slowing enemy movement by 60%. Cooldown: 15 seconds.	60	80 SP
Mend Pet (Rank 3)	Heals your pet of damage. Heals 68 every second while channeled. Lasts for 5 seconds. Range: 20 yards.	50	80 SP

Level 30

Name	Description	Mana	Cost
Aspect of the Beast	The Hunter enters the Aspect of the Beast, becoming Un-trackable. Lasts until cancelled. Only 1 Aspect may be enabled at a time.	50	80 SP
Distracting Shot (Rank 3)	An instant shot that distracts the target, increasing the threat against the Hunter. Cooldown: 8 seconds. More effective than Distracting Shot (Rank 2)	50	80 SP
Feign Death	The Hunter collapses instantly, in attempt to fool his/her enemy into leaving them alone. Lasts up to 6 minutes, unless the Hunter begins to move.	80	80 SP
Mongoose Bite (Rank 2)	Activate after dodging an attack for an instant melee strike For 45 damage. Cooldown: 5 seconds.	40	80 SP
Multi-Shot (Rank 2)	Instant shot that attacks up to 3 targets for an additional 40 Damage. Each target must be within 5 yards of each other. Cooldown: 10 seconds.	140	80 SP
Scare Beast (Rank 2)	Targeted Beast flees in fear for 15 seconds. Damage caused may interrupt the effect. Only 1 beast may be under the effect at a time. Cast-time: 1.5 seconds.	50	80 SP

Level 32

Name	Description	Mana	Cost
Flare	Launches a flare to a target area within 30 yards. Any hidden opponents will be revealed within 30 yards of the targeted area. Cooldown: 15 seconds.	50	1 GP
Raptor Strike (Rank 5)	The Hunters next melee attack deals an additional 50 damage. Cooldown: 6 seconds.	55	1 GP
Scorpid Sting (Rank 2)	Stings the target with poison. Reducing their Strength and Agility by 29 for 20 seconds. Only 1 sting may be on a target per Hunter.	90	1 GP
Track Demons	Allows the Hunter to see Demons on the Mini-map. Lasts until cancelled. Only one form of Tracking can be enabled at a time.	0	1 GP

Level 34

Name	Description	Mana	Cost
Explosive Trap (Rank 1)	The Hunter instantly sets a trap that lasts for 1 min. Any enemy that comes within 2 yards of the trap sets it off. The trap deals 100-130 Fire damage immediately	275	1.08 GP

World of Warcraft Hunter Guide

and 150 Fire Damage over 20 seconds to all within 10 yards.

Cooldown: 15 seconds.

Serpent Sting (Rank 5)	Stings the target with poison. Inflicting 210 Nature damage over 15 seconds. Only one sting may be active on the target per Hunter.	115	1.08 GP
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Disengage (Rank 2)	Attempts to disengage from the enemy in melee, reducing threat. The Hunter exits combat mode. No cooldown.	100	1.08 GP
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Level 36

Name	Description	Mana	Cost
Immolation Trap (Rank 3)	The Hunter instantly sets a trap that lasts for 1 min. Any enemy that comes within 2 yards of the trap sets it off. The trap deals 340 Fire damage over 15 seconds. Cooldown: 15 seconds.	135	1.40 GP
Viper Sting (Rank 1)	Stings the target with poison. Draining 616 mana from the Target over 8 seconds. Only one sting may be active on the target per Hunter.	135	1.40 GP
Mend Pet (Rank 4)	Heals your pet of damage. Heals 103 every second while channeled. Lasts for 5 seconds. Range: 20 yards.	225	1.40 GP
Arcane Shot (Rank 5)	Instantly shoot an Arcane Shot, for 83 Arcane damage. Cooldown: 6 seconds.	105	1.40 GP

Level 38

Name	Description	Mana	Cost
Aspect of the Hawk (Rank 4)	The Hunter enters the Aspect of the Hawk, increasing their Ranged Attack Power by 70. Lasts until cancelled. Only 1 Aspect may be enabled at a time.	70	1.60 GP
Wing Clip (Rank 2)	Melee strike. Inflicts 25 damage and slows the target by 55% for 10 seconds. No cooldown.	60	1.60 GP

Level 40

Name	Description	Mana	Cost
Aspect of the Pack	The Hunter enters the Aspect of the Pack, increasing the movement speed of his/her party by 30%. Lasts until cancelled. If anyone takes damage they will be dazed for 4 seconds. Only 1 Aspect may be enabled at a time.	100	2.275 GP
Distracting Shot (Rank 4)	An instant shot that distracts the target, increasing the threat against the Hunter. Cooldown: 8 seconds.	70	1.62 GP

World of Warcraft Hunter Guide

More effective than Distracting Shot (Rank 3)			
Freezing Trap (Rank 2)	The Hunter instantly sets a trap that lasts for 1 min. Any enemy that comes within 2 yards of the trap sets It off. The trap encases the enemy in ice for 15 seconds, immobilizing and removing them from combat. Cooldown: 15 seconds.	75	2.275 GP
Hunter's Mark (Rank 3)	The Hunter marks his target, giving a bonus of 75 Ranged Attack Power against that target. Additionally, that target will always be visible to the Hunter regardless if the target is stealthed or invisible. Lasts for 2 minutes.	45	2.275 GP
Raptor Strike (Rank 6)	The Hunters next melee attack deals an additional 80 damage. Cooldown: 6 seconds.	70	1.62 GP
Track Giants	Allows the Hunter to see Giants on the Mini-map. Lasts until cancelled. Only one form of Tracking can be enabled at a time.	0	1.62 GP
Volley (Rank 1)	For 6 seconds, all enemies within targeted 8 yard radius area take 50 Arcane damage every second for the duration. Cooldown: 1 minute.	350	2.275 GP

Level 42

Name	Description	Mana	Cost
Multi-Shot (Rank 3)	Instant shot that attacks up to 3 targets for an additional 80 Damage. Each target must be within 5 yards of each other. Cooldown: 10 seconds.	175	2.4 GP
Serpent Sting (Rank 6)	Stings the target with poison. Inflicting 290 Nature damage over 15 seconds. Only one sting may be active on the target per Hunter.	150	2.4 GP
Scorpid Sting (Rank 3)	Stings the target with poison. Reducing their Strength and Agility by 45 for 20 seconds. Only 1 sting may be on a target per Hunter.	125	2.4 GP

Level 44

Name	Description	Mana	Cost
Mend Pet (Rank 5)	Heals your pet of damage. Heals 142 every second while channeled. Lasts for 5 seconds. Range: 20 yards.	300	2.34 GP
Arcane Shot (Rank 6)	Instantly shoot an Arcane Shot, for 115 Arcane damage. Cooldown: 6 seconds.	135	2.34 GP
Explosive Trap (Rank 2)	The Hunter instantly sets a trap that lasts for 1 min. Any enemy that comes within 2 yards of the trap sets It off. The trap deals 139-187 Fire damage immediately and 240 Fire Damage over 20 seconds to all within 10 yards.	275	2.34 GP

World of Warcraft Hunter Guide

Cooldown: 15 seconds.

Mongoose Bite (Rank 3)	Activate after dodging an attack for an instant melee strike For 75 damage. Cooldown: 5 seconds.	50	2.34 GP
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Level 46

Name	Description	Mana	Cost
Immolation Trap (Rank 4)	The Hunter instantly sets a trap that lasts for 1 min. Any enemy that comes within 2 yards of the trap sets it off. The trap deals 510 Fire damage over 15 seconds. Cooldown: 15 seconds.	190	2.52 GP
Viper Sting (Rank 2)	Stings the target with poison. Draining 848 mana from the Target over 8 seconds. Only one sting may be active on the target per Hunter.	175	2.52 GP
Scare Beast (Rank 3)	Targeted Beast flees in fear for 20 seconds. Damage caused may interrupt the effect. Only 1 beast may be under the effect at a time. Cast-time: 1.5 seconds.	75	2.52 GP
Aspect of the Wild (Rank 1)	The Hunter enters the Aspect of the Wild, increasing the Nature Resistance of his/her party by 45. Lasts until cancelled. Only 1 Aspect may be enabled at a time.	90	2.52 GP

Level 48

Name	Description	Mana	Cost
Aspect of the Hawk (Rank 5)	The Hunter enters the Aspect of the Hawk, increasing their Ranged Attack Power by 90. Lasts until cancelled. Only 1 Aspect may be enabled at a time.	90	2.88 GP
Disengage (Rank 3)	Attempts to disengage from the enemy in melee, reducing threat. The Hunter exits combat mode. No cooldown.	150	2.88 GP
Raptor Strike (Rank 7)	The Hunters next melee attack deals an additional 110 damage. Cooldown: 6 seconds.	85	2.88 GP

Level 50

Name	Description	Mana	Cost
Distracting Shot (Rank 5)	An instant shot that distracts the target, increasing the threat against the Hunter. Cooldown: 8 seconds. More effective than Distracting Shot (Rank 4)	90	3.24 GP
Track Dragonkin	Allows the Hunter to see Dragonkin on the Mini-map. Lasts until cancelled. Only one form of Tracking can be enabled at a time.	0	2.88 GP

World of Warcraft Hunter Guide

Volley (Rank 2)	For 6 seconds, all enemies within targeted 8 yard radius area take 65 Arcane damage every second for the duration. Cooldown: 1 minute.	420	3.24 GP
Serpent Sting (Rank 7)	Stings the target with poison. Inflicting 385 Nature damage over 15 seconds. Only one sting may be active on the target per Hunter.	190	3.24 GP

Level 52

Name	Description	Mana	Cost
Mend Pet (Rank 6)	Heals your pet of damage. Heals 189 every second while channeled. Lasts for 5 seconds. Range: 20 yards.	385	3.6 GP
Arcane Shot (Rank 7)	Instantly shoot an Arcane Shot, for 145 Arcane damage. Cooldown: 6 seconds.	160	3.6 GP
Scorpid Sting (Rank 4)	Stings the target with poison. Reducing their Strength and Agility by 68 for 20 seconds. Only 1 sting may be on a target per Hunter.	165	3.6 GP

Level 54

Name	Description	Mana	Cost
Explosive Trap (Rank 3)	The Hunter instantly sets a trap that lasts for 1 min. Any enemy that comes within 2 yards of the trap sets it off. The trap deals 201-257 Fire damage immediately and 330 Fire Damage over 20 seconds to all within 10 yards. Cooldown: 15 seconds.	520	3.78 GP
Multi-Shot (Rank 4)	Instant shot that attacks up to 3 targets for an additional 120 Damage. Each target must be within 5 yards of each other. Cooldown: 10 seconds.	210	3.78 GP

Level 56

Name	Description	Mana	Cost
Aspect of the Wild (Rank 2)	The Hunter enters the Aspect of the Wild, increasing the Nature Resistance of his/her party by 60. Lasts until cancelled. Only 1 Aspect may be enabled at a time.	115	4.14 GP
Raptor Strike (Rank 8)	The Hunters next melee attack deals an additional 140 damage. Cooldown: 6 seconds.	100	3.68 GP
Immolation Trap (Rank 5)	The Hunter instantly sets a trap that lasts for 1 min. Any enemy that comes within 2 yards of the trap sets it off. The trap deals 690 Fire damage over 15 seconds. Cooldown: 15 seconds.	245	4.14 GP

World of Warcraft Hunter Guide

Viper Sting (Rank 3)	Stings the target with poison. Draining 1108 mana from the Target over 8 seconds. Only one sting may be active on the target per Hunter.	215	4.14 GP
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Level 58

Name	Description	Mana	Cost
Aspect of the Hawk (Rank 6)	The Hunter enters the Aspect of the Hawk, increasing their Ranged Attack Power by 110. Lasts until cancelled. Only 1 Aspect may be enabled at a time.	110	4.32 GP
Volley (Rank 3)	For 6 seconds, all enemies within targeted 8 yard radius area take 80 Arcane damage every second for the duration. Cooldown: 1 minute.	490	4.32 GP
Mongoose Bite (Rank 4)	Activate after dodging an attack for an instant melee strike For 115 damage. Cooldown: 5 seconds.	65	4.32 GP
Serpent Sting (Rank 8)	Stings the target with poison. Inflicting 490 Nature damage over 15 seconds. Only one sting may be active on the target per Hunter.	230	4.32 GP
Hunter's Mark (Rank 4)	The Hunter marks his target, giving a bonus of 110 Ranged Attack Power against that target. Additionally, that target will always be visible to the Hunter regardless if the target is stealthed or invisible. Lasts for 2 minutes.	60	4.32 GP

Level 60

Name	Description	Mana	Cost
Arcane Shot (Rank 8)	Instantly shoot an Arcane Shot, for 183 Arcane damage. Cooldown: 6 seconds.	190	4.5 GP
Distracting Shot (Rank 6)	An instant shot that distracts the target, increasing the threat against the Hunter. Cooldown: 8 seconds. More effective than Distracting Shot (Rank 5)	110	4 GP
Freezing Trap (Rank 3)	The Hunter instantly sets a trap that lasts for 1 min. Any enemy that comes within 2 yards of the trap sets It off. The trap encases the enemy in ice for 20 seconds, immobilizing and removing them from combat. Cooldown: 15 seconds.	100	4.5 GP
Mend Pet (Rank 7)	Heals your pet of damage. Heals 245 every second while channeled. Lasts for 5 seconds. Range: 20 yards.	480	4.5 GP
Wing Clip (Rank 3)	Melee strike. Inflicts 25 damage and slows the target by 60% for 10 seconds. No cooldown.	80	4.5 GP

3.1. Skill Descriptions and Strategy

This section will take you through all the skills that are available to every Hunter regardless of Talents. I will overview how these skills should and shouldn't be used. I will simply outline this as YES and NO. I think you can figure out what means what...

3.1.1. Arcane Shot

In the early game, Arcane Shot is an excellent way to boost your damage. Later on it becomes quite handy in other ways as well. For example because it is an instant shot, it can be used in a pinch to either finish a monster/enemy player off. Or more commonly you can use this shot to pull. In a later section dedicated to this maneuver I will discuss all the specifics involving this skill as well as others.

3.1.2. Aspect of the Beast

This skill is specific to PVP only. Aspect of the Beast makes the Hunter untrackable, and since only Hunters have the capability to track—the uses for this skill are quite obvious. In a PVP scenario where you are attempting to set up an ambush (and you are unaware of whether there is an enemy Hunter present), use this skill to effectively hide from other means than purely visual. Other techniques are needed to create an effective ambush, but this is an integral skill to use.

3.1.3. Aspect of the Cheetah

YES: Starting at level 20 this skill will be primarily used for both traveling from place to place on foot in a faster fashion, and to pull effectively. NO: This skill should not be used to escape a fight if you are being attacked. It will work against you. The skill will give you a bonus to speed so long as you take no damage. If you take damage you will be reduced to 50% speed. Only if you aren't actively being attacked will this skill help you with strategic retreat. If you are fighting a melee oriented enemy you can wing-clip to escape melee range and use this aspect to flee to greater range quicker.

3.1.4. Aspect of the Hawk

YES: If you intend to be a mostly Ranged Hunter (which I recommend), you will be using this Aspect above all others. It contributes to your Ranged Attack Power, which directly improves your DPS. For greater damage at range, this Aspect is king. NO: If you intend to

be a primarily Close Combat Hunter, this Aspect won't be giving you any benefit in close combat. Note: Overall I don't recommend using close combat exclusively, it is best to use either a mix of Ranged and Close Combat, or purely Ranged.

3.1.5. Aspect of the Monkey

YES: If you prefer defensive capabilities versus offensive, this Aspect is the one to use. Against opponents that rely greatly on striking you physically (Hunters, Rogues, Paladins, Warriors, and Shaman) this Aspect provides decent defense. NO: Against casters, this Aspect has extremely limited use. Since casters rely on spells for the primary amount of their damage output (and spells can't be dodged), Aspect of the Monkey won't be providing any benefit.

3.1.6. Aspect of the Pack

When using this Aspect refer to Aspect of the Cheetah. The one exception is that the whole party receives the benefit as well as the downsides. Since this skill can be obtained at level 40, the effect is helpful for traveling as a group when not all members have obtained a mount yet. In addition it is helpful when needing to move quickly *inside*, since mounts are outside only. When traveling short distances either when running down the enemy as a group or closing a 100 yard distance quickly, this skill is helpful to all effected members. Just remember that once combat is engaged for one member, this Aspect should be immediately switched to another.

3.1.7. Aspect of the Wild

This Aspect like Aspect of the Pack confers it's bonus to the entire party. In encounters where a monster is using spell like effects that are poisonous or nature related (green spells), this Aspect can really help to resist a few of these spells. Combined with the Shaman Nature Resistance Totem the effect is doubled. Coordinate with your team members if you are a Horde aligned Hunter. These encounters are fairly rare, and I would go so far as to say that this skill may see more use in future implemented raid instances.

3.1.8. Beast Lore

This is a handy skill, primarily just to help a Hunter better understand Beast encounters. If the targeted beast reveals a diet in the dialogue box, then that means that it is Tamable

(unless it happens to be a minion of another monster). Additionally the special resistances it lists can be helpful to better organize a strategy to use against them.

3.1.9. Concussive Shot

YES: In solo PVE and PVP this shot is very helpful. In PVE, this can be used to slow an oncoming monster to allow you to deal more damage before they reach you. Or alternately to keep them from escaping. In PVP, Concussion shot serves the same purpose, but it can be used more carefully. When I discuss PVP strategies in a later section I'll give more precise information. NO: This skill although not damaging does produce a fair amount of threat, which in pulling situations is not ideal. Again, I will go into pulling in a later section.

3.1.10. Disengage

This skill is subtly one of the most helpful skills a Hunter has access to. In PVE, this skill allows you to persuade monsters to stop attacking you, in addition to leaving combat entirely while your pet keeps the attention of a monster. In Instance PVE, while if you are getting low on health and mana you can disengage, then take a seat to eat/drink to replenish yourself. Alternately if you don't want to annoy your party mates, you can use a bandage to heal yourself for a respectable amount. In PVP, the primary use of Disengage is to set traps (out of combat only abilities) mid-fight. The only downside to this skill is that it can only be used in melee range. SO there will be no disengaging from ranged opponents unless you close the distance first.

3.1.11. Distracting Shot

This skill is solely for PVE. Generally when you will use this skill is to save someone else from getting killed, so that you can off tank for a short period of time. In solo PVE, this can be used to save your pet when it is near death. This combined with Mend Pet can keep you from letting your pet die (which is not necessarily a horrible thing since you can revive them). But in the end it saves money. In instances, this shot should be used only to guard a caster type from taking prolonged damage (Priests especially). Since at 40th level, a Hunter can wear Mail armor, the Hunter will be able to take prolonged punishment far longer than a Cloth wearer. Use this shot on the attacker and then use other instant shots such as Arcane Shot/Concussion Shot to increase your threat against that monster.

3.1.12. Eagle Eye

This a fun skill a Hunter can use to scout ahead a fair distance. If a Hunter has clear sight to an area ahead but can't see what opposition is present, he/she can use Eagle Eye to zoom in and take a look. Keep in mind that while scouting in this way, the Hunter is incredibly unprotected, so using this with a party is ideal. Can only be used outdoors.

3.1.13. Explosive Trap

This is one of those skills that should be used with care. It's not particularly powerful, but it helps in certain situations and combined with other abilities. In Instance PVE, where there are numerous but weak monsters you can help the Area of Effect (AoE) damage pool by waiting until others have engaged then walking up and setting a trap down in the fray. Then you can step back and follow up with some of your other Multiple Target shots. In solo PVE you can set this trap before you attack your target at range. If they charge in a straight line towards you (which they will), they'll trigger the trap and you can proceed to either engage in melee or attempt to make a quick escape. In PVP, this skill has its purpose but in general, other traps are more beneficial.

3.1.14. Eyes of the Beast

Another fun skill in the Hunter repertoire, Eyes of the Beast allow the Hunter to take direct control of his/her pet. This can be used for scouting as well as defeating some of the inherent pathing issues prevalent in pets. For example if you drop off the top of a low cliff or balcony, and you don't think that your pet will follow, you can tell it to 'Stay' and once you land take control with this skill.

3.1.15. Feign Death

In PVE this skill has definite uses. With this skill you can make a monster effectively ignore you if it thinks your dead. Note: sometimes this skill can fail (I.E. "Resisted"). In solo PVE if you prefer to have your pet take all the hits, you can Feign Death when it starts charging towards you. In Instance situations you can use this when near death to save yourself from death. In PVP, before the Honor System was implemented, it was a viable way to trick your opponent into thinking that you died at their hands. Now since an amount of Honor Points rises off you as you die, people come to expect that. Therefore, Feign Death's uses in PVP are purely to make enemies de-target you. It doesn't always work, but sometimes you can catch your opponent off guard. In combination with disengage you

can use this skill to remove yourself from a fight even more effectively. Setting up a trap immediately after rising from this can catch an enemy off guard. Another slightly funny way to set up an Ambush is to Feign Death directly on top of a trap. (This works especially well in Battlegrounds, since player corpses can be looted).

3.1.16. Flare

This skill is essential for revealing hidden enemies. Combine this skill with Track Hidden (covered later) and you can help remove some of the surprise from enemy Rogues in PVP. Revealing an enemy Rogue removes their capability to perform an opener which makes them incredibly less effective right off the bat. In PVE, this skill has limited purpose, as there are very few monsters that use stealth.

3.1.17. Freezing Trap

This skill is the only true Crowd Control element that the hunter has available to them. As other Crowd Control abilities this skill is very helpful in dealing with multiple opponents. In addition this skill is probably the best to use to make an effective ambush. This skill is the easiest to use against Melee combatants in PVE. Many strategies I will discuss later will involve the use of this trap.

3.1.18. Frost Trap

This trap is helpful in PVE and PVP to cut down the enemies' ability to run away in half. Because this traps utility is best used later on in a battle, it may require the use of Disengage as a setup. Since this trap affects the greatest area it is very helpful when attempting (as a team) prolonged AoE attacks against more than 3 opponents (especially in PVP).

3.1.19. Hunter's Mark

This skill is another of those that you will be using all the time. In PVE, it's great for pointing out targets that you are about to attack, as well it improves your Ranged DPS quite a bit as well. This skill is also helpful for party mates in instances. You can discuss before the dungeon what targets you will mark. These can be those that you are going to lead into a trap first, an alternate Crowd Control target, or the Main Tank's target. It will take some practice to get the timing down, but after you have it will clear things up for all involved. In addition you can mark any Rogues you see with this mark to keep them from

going into stealth for 2 minutes. Then you can pummel them from range while they –in vain- attempt to close the distance or run away.

3.1.20. Immolation Trap

This trap is very similar to the Explosion Trap's use except that it has no direct damage element. This trap causes less threat than the Explosion Trap so therefore it can be used if you have only a couple enemies to pull and don't have to worry about Crowd Control. All in all, however this skill won't see a lot of use.

3.1.21. Mend Pet

This skill is great for when your pet is off-tanking a monster and you are low on health but have a lot of mana to spare. You can chain cast this while your pet does enough damage to maintain aggro. Alternately this skill can help with the regeneration of your pet's health directly after its revival or a tough fight.

3.1.22. Mongoose Bite

This is one of the few melee skills that the Hunter has access to. In order for its true potential to be realized one must have Aspect of the Monkey activated. Since it can only be used after performing a dodge, it can either be used in quick succession or it may not be usable at all. Since it only does a standard amount of damage it doesn't matter if you are using a 2 handed weapon or dual wielding weapons.

3.1.23. Multi-Shot

YES: In solo PVE, this can be used to pull a second monster towards you while your pet tanks the first. This works especially well if you have placed a Freezing Trap down first. That way you can concentrate fire on the first monster until it dies. Then you can sick your pet on the second and repeat. In mass PVP, this skill is great when having to deal with a lot of enemies in front of you, while concentrating most of your shots on the weakest of the enemies. NO: This skill is not to be used in Instances unless your party is actively casting AoE spells on multiple enemies. The reason you wouldn't use this is primarily because it either breaks Crowd Control'd monsters or it attracts more than one monster toward you.

3.1.24. Rapid Fire

This skill is great: simple as that. Since you can only use it once per 5 minutes, you'll have to use it with care. This works very well with a slow ranged weapon. Combined with the effects of a good quiver/ammo pouch, you are practically cutting the speed in half. At any rate... this skill is best used at maximum range so that you can get in as many shots as possible before the enemy starts taking notice (and they will). It's a superb way to up your DPS for a short period of time (to finish off an enemy or to soften them up considerably before they retaliate in Close Combat). In PVP it's a good way to start a fight as it can give you an edge. Combined with your other shots and stings this can help you turn the tide to your favor at the start. In PVE, you should expect that you will attract the ire of your enemies quickly after the use of this skill, so use it when you can take the heat or have Feign Death/Disengage ready.

3.1.25. Raptor Strike

This skill is your bread and butter for Close Combat. It adds a respectable damage to your weapon attack, and combined with your other melee skills it's an excellent compliment to your repertoire. Any time an enemy comes to you before they reach melee range you can hit Raptor Strike for basically an instant attack. It has a 6 second cooldown standard, so you can't just mash it like some skills. In both PVE and PVP this skill is mostly just a necessary boost to DPS in melee whenever you encounter it.

3.1.26. Scare Beast

Scare Beast has uses in Solo PVE more than other areas of play. If you are engaged in a battle and a second monster (a beast) attacks you: you can cast Scare Beast to make them flee for up to 30 seconds. After the fear effect is over they will come seek you out however, so be wary. In Instances this skill is not very safe to use unless there is plenty of space for them to run to. If you can aim them to a corner before you Scare Beast you can help stem the dangers of them flying into another group. Wing Clip before using this skill so you can slow them as well. In PVP this will only come to use against enemy Hunters. If they sick their pet on you, you can scare it off for 30 seconds. Just be mindful, they can do the same thing.

3.1.27. Scorpid Sting

Scorpid Sting is one of the 3 stings available to a Hunter. Therefore only one of these stings may be active on a target per Hunter. Each of these Stings is better suited towards different targets. Scorpid Sting has the longest duration and is basically a debuff. Since it lowers Strength and Agility, it is great for reducing the effectiveness of melee-oriented enemies. It lowers their DPS, Dodge Chance, and Critical Hit Chance. Keep this Sting in mind whenever facing a melee combatant. In Instances this can help mitigate damage against the Main Tank, as well as make all physical attackers (counting you) more powerful.

3.1.28. Serpent Sting

As the second sting in the Hunter repertoire, Serpent Sting is great for adding that extra boost of damage against a single target. When grouped with Priests and Warlocks who use quite a few Damage over Time (DoT) spells, this sting is great to add to the pile. In solo PVE, this skill is probably the most used as there is never a time where extra damage is bad. In solo PVP, this sting might be better replaced by the other situational stings, but it depends on your play-style.

3.1.29. Tracking PVE

I am over-generalizing the tracking skills because they are largely the same and very situational. I lumped these together because they only have purpose against certain types of monsters. There is a unique tracking skill associated with the following monster types: Beast, Demon, Dragonkin, Elemental, Giant, Humanoid, Undead. Whenever you are hunting a specific monster type you can turn on these tracking skills so you can be aware if any patrolling monsters that may be coming your way while you are attacking something else. In instances this goes the same way and you can use this skill to prepare yourself better for encounters ahead. It will become visible which kinds of monster types are most common in an Instance, so therefore you can keep yourself prepared at every turn.

3.1.30. Tracking PVP

These Tracking types aren't necessarily only for PVP, but in general these skills will be the ones that will assist you with PVP. Every playable race falls under Humanoid, and it doesn't distinguish between friendly and hostile, therefore on a chaotic battlefield you may have to rely on visual cues more often. But at least this skill can give you a direction to

look to. In addition, whenever you are surveying the battlefield with your eyes, you can switch to Track Hidden. It improves your stealth detection but it will only show any nearby stealthed units near you for quick intervals. If you ever see a “blip” lay a Freezing Trap and send a flare out in the direction you saw the “blip”. If you reveal them it will most certainly bring the wrath of your compatriots down on them. If traveling alone you can mark them and then start shooting away.

3.1.31. Viper Sting

Viper Sting: the ire of casters everywhere. In mass to solo PVP, any enemy with a mana bar will hate this skill. In a quick 8 seconds, it can deplete an actively casting enemy's mana bar fairly well. Using it over and over again can bring them to -nothing- which without potions can make them very vulnerable. Shamans, Paladins, and Hunters are more susceptible because they tend to have smaller mana pools than other classes while still relying on them. Alternately, in PVE (especially in instances), this skill seems to have little to no effect. This is especially so in higher levels. Most monsters in instances have giant mana pools that this skill will barely scratch the surface of. However, in solo PVE some caster monsters will have visible changes in their mana pool whenever they cast. If that is the case, feel free to use this skill to make them quite impotent.

3.1.32. Volley

This skill is very situational, and is best used in a group. Combine Volley with either Frost Trap or Frost Nova to keep your pile of enemies in place. Meanwhile gain some distance and rain down death from the skies. All in all this skill isn't as powerful as other classes AoE spells or skills, but it does allow the Hunter to attack multiple targets—which equates to greater damage overall, instead of trying to concentrate on one target at a time.

3.1.33. Wing Clip

This skill is very helpful for keeping an enemy from running away or alternately to keep melee combatants from reaching you. As a melee only skill, you have a limited range of use. However, since it is instant cast with no cooldown, you can avoid the pains of missing with it by just mashing it until the desired effect is achieved. At its highest level it is more effective than Concussion Shot. Therefore its effects supersede and will not stack with them. However using their effects in order can keep an enemy right where you want them (Close or Far Away).

3.2. Pet Skills

Your pet will also gain access to a number of skills as well. However you will not gain access to them all through trainers. The pet you tame first may not have a skill available to train them with. However, you can Tame additional pets to learn new skills that you can later train to your pet. Additionally, not all Beasts have access to all skills. Below I will list each of the skills, giving a brief description of what they do and what the effect is per rank. I will further detail from what Beasts you can learn this skill, and what Beasts can never learn this skill. Also in each section, I will give a brief overview on how each of these skills should be used.

3.2.1. Bite

Your Pet initiates an instant melee attack for 35 focus. Cooldown: 10 seconds.

Rank 1: 7-9 damage (Pet Level: 1+) Snow Tracker Wolf, Forest Spider, Dreadmaw Crocalisk, Prairie Wolf

Rank 2: 16-18 damage (Pet Level: 8+) Oasis Snapjaw, Prairie Wolf Alpha, Tarantula, Starving Winter Wolf

Rank 3: 24-28 damage (Pet Level: 16+) Ghost Paw Runner, Wood Lurker, Greater Tarantula, Webspinner

Rank 4: 31-37 damage (Pet Level: 24+) Ghost Paw Alpha, Black Mastiff, Snapjaw, Giant Moss Creeper

Rank 5: 40-48 damage (Pet Level: 32+) Plains Creeper, Crag Coyote, Sparkleshell Snapper

Rank 6: 49-59 damage (Pet Level: 40+) Mudrock Snapjaw, Longtooth Runner, Deathstrike Tarantula

Rank 7: 66-80 damage (Pet Level 48+) Felpaw Ravager, Saltwater Snapjaw, Plague Lurker

Rank 8: 81-99 damage (Pet Level 56+) Bloodaxe Worg

(Cannot be taught to Crabs, Scorpids or Owls)

This Pet Skill is best used in a long battle, I.E. in Instances. It has a long cooldown so you are guaranteed to have enough focus to keep using it regularly, as well as Cower or Growl depending on the situation.

3.2.2. Claw

Your pet initiates an instant melee attack for 25 focus. No cooldown.

Rank 1: 4-6 damage (Pet Level: 1+) Ice Claw Bear, Pygmy Surf Crawler, Strigid Owl

Rank 2: 8-12 damage (Pet Level: 8+) Thistle Bear, Surf Crawler, Young Forest Bear, Strigid Hunter

Rank 3: 12-16 damage (Pet Level: 16+) Ashenvale Bear, Clattering Crawler, Gray Bear

Rank 4: 16-22 damage (Pet Level: 24+) Ridge Huntress, Ridge Stalker

Rank 5: 21-29 damage (Pet Level: 32+) Scorpashi Lasher, Drywallow Snapper

Rank 6: 26-36 damage (Pet Level: 40+) Ironfur Bear, Silt Crawler, Scorpion Hunter

Rank 7: 35-49 damage (Pet Level 48+) Deathlash Scorpion, Angerclaw Mauler, Ironbeak Hunter

Rank 8: 43-59 damage (Pet Level 56+) Diseased Grizzly, Elder Shardtooth, Winterspring Screecher

(Cannot be taught to Bats, Boars, Crocolisks, Gorillas, Hyenas, Spiders, Turtles, Wind Serpents, or Wolf/Worgs)

This Pet Skill is ideal for either finishing off a monster or in PVP. It's (instant/no cooldown) nature is ideal for burst damage and since in PVP other skills like Growl or Cower have no effect on players, the extra focus can be dedicated towards more damage output.

3.2.3. Cower

Your pet cowers, reducing its threat generated to the target for 15 focus. Cooldown: 5 seconds

Rank 1: Cower (Pet Level: 5+) Elder Plain Strider, Forestrider Fledgling, Durotar Tiger, Greater Duskbear

Rank 2: Cower (Pet Level: 15+) Ornerly Plainstrider, Giant Forestrider, Starving Mountain Lion, Panther

Rank 3: Cower (Pet Level: 25+) Feral Mountain Lion, Stranglethorn Tiger, Crag Stalker

Rank 4: Cower (Pet Level: 35+) Ridge Huntress, Ridge Stalker

Rank 5: Cower (Pet Level: 45+) Plaguebear, Noxious Plaguebear

Rank 6: Cower (Pet Level: 55+) Monsterous Plaguebear, Frostsaber Cub

(Can be taught to every Beast type)

Cower is used to relieve some of the threat of its current target. This is primarily for when you don't want your pet to steal threat from the Main Tank (in an instance) or if it is near death and you want to attract the attention of the monster at hand instead.

3.2.4. Dash

Your pet dashes forward with an increased speed for 20 focus. Duration: 15 seconds. Cooldown: 30 seconds.

Rank 1: +40% (Pet Level 30+) Crag Coyote, Magram Packhound, Stranglethorn Tiger, Swamp Jaguar.

Rank 2: +60% (Pet Level 40+) Ridge Stalker Patriarch, Ashmane Boar, Longtooth Runner, Blisterpaw Hyena

Rank 3: +80% (Pet Level 50+) Bloodaxe Worg, Ravage, Frostsaber Huntress

(Cannot be taught to Bears, Crabs, Crocolisks, Gorillas, Raptors, Scorpions, Spiders, Turtles, or Beasts that fly)

Dash is a fun skill that is great for running down opponents when you have some distance to cover. Additionally it can be used to get your pet to your target faster if you can't wait in Solo PVE.

3.2.5. Dive

Your pet dives forward with an increased speed for 20 focus. Duration: 15 seconds. Cooldown: 30 seconds.

Rank 1: +40% (Pet Level 30+) Mesa Buzzard, Razorfen Kraul Bat, Dread Flyer

Rank 2: +60% (Pet Level 40+) Ironbeak Owls, Wind Serpent, Roc, Rogue Vale Screecher

Rank 3: +80% (Pet Level 50+) Plaguebat, Ironbeak Hunter, Winterspring Owl

(Cannot be taught to non-flying Beasts.)

Dive is basically the Dash equivalent for flying creatures. Aside from that, there is no difference in utility.

3.2.6. Growl

Your pet taunts the target, increasing its threat towards the target for 15 focus. Cooldown: 5 seconds.

Rank 1: Growl (Pet Level: 1+) -Innate Knowledge-

Rank 2: Growl (Pet Level: 10+) -Innate Knowledge-

Rank 3: Growl (Pet Level: 20+) Purchasable from Pet Trainers in Major Cities for 30 SP

Rank 4: Growl (Pet Level: 30+) Purchasable from Pet Trainers in Major Cities for 1 GP

Rank 5: Growl (Pet Level: 40+) Purchasable from Pet Trainers in Major Cities for 2 GP

Rank 6: Growl (Pet Level: 50+) Purchasable from Pet Trainers in Major Cities for 4 GP 70 SP

Rank 7: Growl (Pet Level: 60) Pet Trainer in Talonbranch Glade in North Felwood for 5 GP 90 SP

(Can be taught to every Beast type)

This pet skill is great for whenever you wish your pet to off-tank for short periods of time. Generally in Solo PVE this skill will come of great use. However, the effects will only last so long as you maintain a constant DPS instead of Burst DPS. What I mean by this is if you use many of your instant shots near the beginning of the fight you will attract the attention of the monster before your pet has a chance to maintain threat.

3.3. Acquiring Pet Skills

It may not be obvious to you but in order to teach your pet skills you must learn them from other tamed pets. The process involves a Stable, a place where you can swap your active pets. This way you can keep a pet there while you tame another beast to learn a new skill. To learn a skill you must basically treat it as a new pet, and go into battle with the new pet until it unlocks the new skill. As soon as it does you can go back to the Stable and get your old pet out and teach it a new trick! As soon as you have you can Abandon (in the Pet Window) your newly acquired pet to make room for this process to begin again.

4. Your Second Half: The Pet

This section is dedicated towards instructions on how to maintain your pet, as well as ideal pet choices and strategies.

4.1. Maintaining your Pet

Once you obtain a pet through a series of quests at level 10 from your Hunter Trainer, you will realize that keeping a pet takes a bit of effort and a little extra money to keep it happy. At the very first moment you acquire a pet, it will be Unhappy. A pet's happiness ranges from Unhappy, to Content, to Happy. These states affect its loyalty growth/decline and its effective damage. Below there is a simple chart to show you what I mean.

Unhappy: 75% normal damage / decreases Loyalty.

Content: 100% normal damage / increases Loyalty.

Happy: 125% normal damage / increases Loyalty.

To keep your pet Happy, you must feed it food. This is done by activating the Feed Pet skill and selecting an appropriate item of food. Do not feed a pet one food item after another; you need to wait until the Feed Pet buff icon disappears from your pet before feeding it again. You can find out what kind of food the pet will eat by examining the Pet Window under Diet. You can also examine in the Combat Log if your pet likes the food. A certain amount of happiness will be granted ranging usually from 17-35. If your pet likes the food a lot it will grant the most happiness and therefore you can use that type of food more often cutting down on the amount of food needed. Then purchase, loot, or cook the appropriate type of food for your pet.

Loyalty does quite a few helpful things. As your pet gains Loyalty, it will require less and less food to keep it Happy. Also, every time it rises in Loyalty Rank, it will gain a number of Training points equivalent to its level. Training points are necessary to train a pet a new skill. If you find that you are out of Training points for your pet, you can either go find a new pet, or you can allow your pet to drop a rank in Loyalty, and then feed it. To increase Loyalty faster, engage in combat with a Happy or Content pet.

Whenever your pet dies it will immediately drop a level in Happiness, I.E from Content to Unhappy. After casting Revive Pet, be sure to feed it immediately. The same goes for whenever you dismiss your pet.

Be sure whenever you go on an instance run you bring plenty of food to keep your pet happy, without it you will have to make up for time lost and you will waste a little bit of money.

4.2. The “Ideal” Pet

The truth is there is no perfect pet, but there are pets that are suited for certain situations best. The main attributes that separate Beasts in general are Damage, Health, and Armor, below I will list all the Tamable Beast types and their Damage, Health, and Armor from Low to Medium to High.

Beast Type	Damage	Health	Armor
Bat	High	Medium	Low
Bear	Low	High	Medium
Boar	Medium	Medium	Medium
Cat	High	Medium	Low
Crab	Medium	Low	High
Crocolisk	Medium	Low	High
Gorilla	Medium	High	Low
Hyena	Medium	Medium	Medium
Raptor	High	Low	Medium
Scorpid	Low	Medium	High
Spider	High	Medium	Low
Tallstrider	Medium	High	Low
Turtle	Low	Medium	High
Vulture	High	Medium	Low
Wind Serpent	High	Medium	Low
Wolf / Worg	Medium	Medium	Medium

After looking at this chart you can get an idea what each type of Beast type is best for. The high Health Beasts are good for tanking overall, the high Armor Beasts are good for tanking against Melee monsters, and the high Damage Beasts are best for increasing your overall DPS. Whereas the Medium to all attribute Beasts are versatile, and are capable at being decent at all tasks you set it to.

Since there are 2 available slots in a Stable I suggest you keep a pet for each situation it is best suited for. For example, a High Damage pet for PVP, a High Health/Armor pet for Off-Tanking in Instances, and a Versatile pet for your everyday adventuring (Solo PVE).

There are also other things to consider when choosing which pet to Tame. If you want access to every skill for your pet the list of available pets becomes quite narrow. Cats, Raptors, and Vultures have access to all the skills usable. Since Raptors have low health and Vultures have only mediocre damage, Cats are a popular choice for PVP.

Additionally Cats have a 1.5 (or less) attack speed, which is also beneficial for interrupting spell casters. For this reason they may be able to function fairly well for off-tanking spell-casters. There are Beasts of other types that have low attack speeds as well, but they may have limited skill selections.

Overall I would suggest keeping a Cat for PVP, a Vulture for everyday adventuring, and a Bear for Instance off-tanking.

4.3. Pets in PVP

You may not yet know it, but as soon as you die your pet becomes un-summoned. It is because of this tidbit of knowledge that many players will attempt to ignore your pet entirely and focus all their energy into defeating you, the Hunter. It would be wise for them to do so also... Because of this, it is readily assumed that a pet that won't be attacked anyway should be one that is good at dealing damage.

However, another thing to note is that in solo PVP or small battles your pet may be taken out of the equation by either a polymorph or fear spell. That being the case you should not rely too heavily on your pet for strategy when dealing with classes that have access to

such spells. In the same vein, if *you* are ever polymorphed or feared, then your pet will still be doing damage against the intended target.

Dash and Dive are handy skills in group PVP as you can get your pet ahead of the rest of the group and start distracting/interrupting a spell caster while everyone moves in.

Also remember that Growl and Cower have no purpose in PVP so keep them toggled off.

5. Talents

In this section I will outline the Talent trees available to the Hunter. I will give a description of each of the talents and I will give insight on which talents are best for certain purposes. All of these trees have skills that can be obtained and therefore I will also describe the use of these skills as well.

5.1. Marksmanship

This talent tree is dedicated towards strengthening the prowess of a Hunter in Ranged combat. Inherently this tree is the most efficient tree to invest points in. Since most of the Hunters skills are dedicated towards Ranged combat and strategy, this tree allows the Hunter to bolster their strength at range, and opens doors to effective strategies. This tree I highly recommend, and furthermore some of the strategies I will discuss later require skills attainable through this tree.

Tier 1

Efficiency (5) – Decreases the mana cost by 2-10% for your shots and stings.

Improved Concussion Shot (5) – Each Concussion shot has a 4-20% chance to stun the target for 3 seconds.

Tier 2 (Requires 5 points in the Marksmanship Talent Tree)

Improved Hunter's Mark (5) – Increases the bonus Ranged Attack Power granted by this ability by 3-15%.

Lethal Shots (5) – Increases the Critical Hit chance for your Ranged attacks by 1-5%.

Tier 3 (Requires 10 points in the Marksmanship Talent Tree)

Aimed Shot (1) – This talent unlocks the Aimed Shot skill. The specifications for this skill are listed below.

Aimed Shot adds 3 seconds to your normal ranged attack speed. In return Aimed Shot adds a flat amount of damage. Cooldown: 6 seconds. Since this talent is treated as a skill after you first get it, I will list the added damage, mana cost, and price from your Hunter Trainers below:

Level 20 - 70 added damage – 75 mana – free (talent)

Level 28 - 125 added damage – 115 mana – 20 SP

Level 36 - 200 added damage – 160 mana – 35 SP

Level 44 - 330 added damage – 210 mana – 65 SP

Level 52 - 460 added damage – 260 mana – 1 GP

Level 60 - 600 added damage – 310 mana – 1 GP

Barrage (2) – Increases your damage for your Volley and Multi-Shot skills by 5-10%.

Improved Arcane Shot (5) – Decreases the cooldown for your Arcane Shot ability by 0.2 – 1 second.

Tier 4 (Requires 15 points in the Marksmanship Talent Tree)

Improved Serpent Sting (5) – Increases the damage of your Serpent Sting ability by 2-10%.

Mortal Shots (5) – Increases the bonus Critical Strike damage of your Ranged attacks by 10-50%. (Requires 5 points in Lethal Shots)

Tier 5 (Requires 20 points in the Marksmanship Talent Tree)

Hawk Eye (3) – Increases the range of your ranged weapon attacks by 2-6 yards.

Improved Scorpion Sting (3) – The sting will also now reduce the target's stamina by 10-30% of the amount of Strength/Agility reduced.

Scatter Shot (1) – This talent unlocks the Scatter Shot skill. The specifications for this skill are listed below.

For 8% of your total mana, this instant shot will deal 50% weapon damage and will confuse the target for 4 seconds. Any damage caused will cancel the effect. This skill can only be used in the 8-15 yard range and has a 30 second cooldown.

Tier 6 (Requires 25 points in the Marksmanship Talent Tree)

Ranged Weapon Specialization (5) – Increases the damage you deal with ranged weapons by 1-5%

Tier 7 (Requires 30 points in the Marksmanship Talent Tree)

Trueshot Aura (1) – This talent unlocks the Trueshot Aura skill. The specifications for this skill are listed below.

This aura increases the ranged and melee attack power for all party members within 30 yards. After first attaining this skill it is treated as a purchasable skill from your Hunter Trainers. The bonus attack power, mana cost and price are listed below:

Level 40 – 30 attack power – 650 mana – free(talent)

Level 50 – 45 attack power – 850 mana – 72 SP

Level 60 – 60 attack power – 1050 mana – 1.12 GP

5.1.1. Marksmanship Talent Tree Overview

Each tier has something to offer that is helpful to the Hunter, this overview will hopefully help you decide which talents are better investments than others. Improved Concussion Shot is very helpful for its Tier requirement. Even though 20% may not seem like very high a chance it can happen fairly often and when it does it allows for more time for the Hunter to either pummel away at a distance or to close the gap for catching runners. Lethal Shots, is an excellent investment as it takes a ton of agility to gain that much bonus critical chance. Improved Hunter's Mark is helpful but the added bonus is negligible and can be made up with equipment fairly easily. Aimed Shot, is a very situational and PVP-centric skill. I recommend it highly as it can result in critical hits of 2200+ damage (however only this range could be reached with the help of the talent Mortal Shots). In addition, it is an excellent ambush skill, as you can start a fight with a surplus of damage on your target. Improved Arcane Shot gives a subtle boost to your sustained DPS in PVE and can be helpful in PVP as well. Mortal Shots makes your critical hits very powerful as it makes total bonus damage 150%. Meaning it takes your normal damage and multiplies it by 2.5, making for an excellent yield. Hawk Eye increases your effective range by 41 yards, a range only certain fire Mages can match. This gives you a decided edge, and allows you to orchestrate devastating ambushes. Scatter Shot is another skill no Hunter should be without. It is difficult to use correctly as damage will interrupt the effect, so you must make sure your pet is not actively attacking the target, or Serpent Sting is no longer active on the target before this skill is used. Trueshot Aura is yet another way for the Hunter to add an extra form of bonus Ranged Attack Power aside from Hunter's Mark and Aspect of the Hawk. In addition this allows for bonus damage for fellow Hunters and Melee oriented party members as well. If I had to recommend any talents to get above all others, I would suggest: Improved Concussion Shot, Aimed Shot, Lethal Shots, Mortal Shots, Scatter Shot and Hawk Eye.

5.2. Survival

This tree is dedicated towards the bolstering of the Hunter's Melee and Trap abilities. Many of these skills are helpful for defensive purposes, and can help make the Hunter a trickier opponent in Melee. Some of these skills are very helpful for PVE as well. This tree offers many options for escaping or entrapping opponents which is very helpful against melee combatants and the fleeing spellcaster.

Tier 1

Improved Raptor Strike (5) – Decreases the cooldown of the Raptor Strike skill by 0.2 – 1 second.

Precision (5) – Increases hit chance percentage by 1-5%.

Tier 2 (Requires 5 points in the Survival Talent Tree)

Entrapment (5) – Your Explosive, Immolation, and Frost trap have a 5-25% chance of entrapping an enemy for 5 seconds, preventing any movement.

Improved Wing Clip (5) – Wing Clip has a 4-20% chance to immobilize the target for 5 seconds, preventing any movement.

Lightning Reflexes (3) – Increases your dodge chance by 1-3%.

Tier 3 (Requires 10 points in the Survival Talent Tree)

Deterrence (1) – This talent unlocks the Deterrence skill. The details for this skill are found below:

Upon the activation of this skill, the Hunter's Parry and Dodge chances are increased by 25% for 10 seconds. Instant cast. Cooldown: 5 minutes.

Improved Immolation Trap (5) – Increases the damage done by your Immolation Trap by 3-15%.

Improved Mongoose Bite (5) – Increases the damage done by your Mongoose Bite ability by 4-20%. (Requires 3 points in Lightning Reflexes)

Tier 4 (Requires 15 points in the Survival Talent Tree)

Deflection (5) – Increases your Parry chance by 1-5%. (Requires 1 point in Deterrence)

Improved Disengage (2) – Increases the amount of threat removed by the Disengage ability by 10-20%.

Improved Freezing Trap (3) – Increases the duration of the Freezing Trap effect by 2-6 seconds.

Tier 5 (Requires 20 points in the Survival Talent Tree)

Counterattack (1) – This talent unlocks the Counterattack skill. The details for this skill are listed below:

This instant strike can only be activated after parrying an enemy's attack. The strike will damage the target and immobilize them for 5 seconds. This attack cannot be dodged, blocked, or parried. Cooldown: 5 seconds.

After first attaining this skill, it will be treated as a purchasable skill from your Hunter Trainers. I will list the damage dealt, mana cost, and the price below:

Level 30 – 40 damage – 45 mana – free (talent)

Level 42 – 70 damage – 65 mana – 54 SP

Level 54 – 110 damage – 85 mana – 94.5 SP

Improved Frost Trap (2) – Increases the duration of the slow effect of the Frost Trap by 1.5-3 seconds.

Savage Strikes (5) – Increases critical strike chance with melee weapons by 5%.

Tier 6 (Requires 25 points in the Survival Talent Tree)

Improved Explosive Trap (2) – Increases the initial damage done by your Explosive Trap by 30-60%.

Melee Specialization (5) – Increases melee damage done by 1-5%.

Tier 7 (Requires 30 points in the Survival Talent Tree)

Lacerate (1) – This talent unlocks the Lacerate skill. The details for this skill are listed below:

This instant strike wounds the target causing them to bleed for 21 seconds. After the initial acquiring of this skill, it will be treated as a purchasable skill via your Hunter Trainer. Below I will list the damage dealt, mana cost, and price:

Level 40 – 77 damage – 65 mana – free (talent)

Level 50 – 105 damage – 80 mana – 81 SP

Level 60 – 133 damage – 95 mana – 1.12 GP

5.2.1. Survival Talent Tree Overview

Overall the Survival Tree has some good investments, talent wise, but to specialize in melee strictly is really downplaying the Hunter potential. However as a secondary or tertiary, the skills here can strengthen your capability to deal with melee situations which is a common occurrence. Improved Raptor strike is fine, it does increase your DPS in melee by a noticeable amount, but for this tier I would say that Precision will help you more. It is indeed a painful experience to have a miss on a critical attack, such as Wing Clip. On that, Improved Wing Clip can be very helpful when the chance effect occurs. Immobilizing the enemy is a far better than merely slowing the opponent. This is very helpful in team situations against enemies that use movement regularly to maintain their edge. In addition, Entrapment can be very handy in conjunction with Frost Trap as it has the greatest area of effect. When you lay a trap that effects 8-10 people, 2-3 of those

people will be immobilized with the Entrapment talent. This is very helpful when grouped with AoE oriented party-mates (I.E. Mages, Warlocks, and to a lesser degree other Hunters). Lightning Reflexes is a decent investment as well. Combined with Aspect of the Monkey and a high Agility you can make your defense against physical attacks very good. Be wary however, against Warriors this can be potentially dangerous as their Overpower ability allows them an instant attack every time you dodge. Deterrence is very good for PVE. As stated above increasing your Dodge chance isn't necessarily a good thing against Warriors. Against most Rogues, it can help you stem off a lethal barrage of attacks. Combined with Counterattack, this skill can be very helpful for another way to immobilize an attacking enemy. All the Improved Trap talents with the exception of Improved Freezing Trap are Talent points better spent elsewhere. Improved Freezing Trap, however is great for extending the Hunters only CC ability and to provide extra time when dealing with Warriors or the un-expecting Rogue. Improved Disengage is helpful in PVE, as it improves the already impressive threat-reducing capabilities of Disengage. This can be helpful for times when your Feign Death is on cool-down or when you want to save Feign Death for a last ditch effort to save yourself. As mentioned earlier, Counterattack is great for immobilizing an aggressive melee opponent. It should be noted however that it is most effective when used with Deflection and/or Deterrence. If you enjoy the thrill of melee combat and you wish to grant yourself a chance of greater damage potential in melee, pick up a 2 handed weapon and Savage Strikes. I don't outright suggest you venture this far into the Survival Tree, but there are some advantages to being effective in melee situations. The same goes for Melee Specialization. I will however strongly recommend you not picking up Lacerate. It is by far and away the worst 7th Tier talent available to the Hunter class. At its highest level it does very low damage over a large amount of time.

5.3. Beast Mastery

This Talent tree is dedicated towards the improvement of your companion pet. Many of these talents are very good for PVE aspects of play. In addition, your pet can provide an impressive DPS boost in PVP. Many of these talents can help improve your pet in areas they may be weak. Increasing Health, Armor, or Damage capability are areas that can be bolstered through the investment of points here. Additional abilities bolstered in this tree include your various Aspects, which depending on the situation can grant helpful but not outrageously powerful bonuses.

Tier 1

Endurance Training (5) – Increases your pet's overall health by 2-10%.

Improved Aspect of the Hawk (5) – Increases the Attack Power bonus of your Aspect of the Hawk ability by 4-20%.

Tier 2 (Requires 5 points in the Beast Mastery Talent Tree)

Bestial Discipline (5) – Increases the maximum focus of your pets by 4-20%.

Improved Aspect of the Monkey (3) – Increases the dodge chance bonus granted by your Aspect of the Monkey ability by 1-3%

Improved Eyes of the Beast (2) – Increases the duration of your Eyes of the Beast ability by 0.5 – 1.0 second.

Tier 3 (Requires 10 points in the Beast Mastery Talent Tree)

Bestial Swiftness (1) – Increases your pet's outdoor movement speed by 30%.

Improved Revive Pet (2) – Decreases the cast time of your Revive Pet skill by 2-4 seconds.

Pathfinding (5) – Increases the bonus movement speed granted by your Aspect of the Pack and Aspect of the Cheetah abilities by 1-5%.

Unleashed Fury (5) – Increases your pets damage by 2-10%

Tier 4 (Requires 15 points in the Beast Mastery Talent Tree)

Ferocity (5) – Increases your pet's critical strike chance by 3-15%

Improved Mend Pet (2) – Increases the healing amount of your Mend Pet skill by 5-10%.

Thick Hide (5) – Increases your pet's armor rating by 2-10%.

Tier 5 (Requires 20 points in the Beast Mastery Talent Tree)

Intimidation (1) – This talent unlocks the Intimidation skill. The details for this skill are listed below:

Upon activation, Intimidation causes the amount of threat generated by your pet to increase by 50% for 10 seconds. (30 yard range at a mana cost of 24% of base)

Tier 6 (Requires 25 points in the Beast Mastery Talent Tree)

Frenzy (5) – After your pet scores a critical hit, gives a 20-100% chance to increase your pet's attack speed by 30% for 8 seconds. (Requires 5 points in Ferocity)

Tier 7 (Requires 30 points in the Beast Mastery Talent Tree)

Spirit Bond (1) – This talent unlocks the Spirit Bond skill. (Requires 2 points in Improved Mend Pet) The details for this skill are listed below:

Upon activation, each attack your pet hits an enemy with heals the Hunter. (Lasts for 30 seconds) Since this talent is treated as a skill, after the initial attainment of this skill you will have to purchase higher ranks of this skill through your Hunter Trainers. The amount healed per hit, mana cost, and prices are listed below:

Level 40 – 20 per hit – 180 mana – free (talent)

Level 50 – 30 per hit – 255 mana – 72 SP

Level 60 – 40 per hit – 325 mana – 1.25 GP

5.3.1. Beast Mastery Talent Tree Overview

If you don't intend to improve your pet this may not be the best tree to invest points in. The Aspect talents are helpful yes, but in my opinion the purpose of this tree is to make your pet a more fearsome opponent. This talent tree is very helpful in PVE for damage increases and pet survivability. In PVP, this talent tree has situational purposes and can be helpful for dealing extra damage, but many classes have abilities that can render your pet useless or immobile for the usually short duration of the fight. As for the specifics... Endurance Training is excellent for Tanking pets, as well as Thick Hide. Bestial Swiftiness is very helpful for running down opponents and getting your pet to the thick of action quickly. Note that with Dash or Dive, this talent can increase your pet's speed up to 110% that of normal. Bestial Discipline is helpful for increasing your pets overall DPS as with more focus, your pet can use its attack skills more often. Unleashed Fury, Ferocity and Frenzy are very potent for damage increase purposes. In addition with the increase to your pet's damage capability, it also is able to maintain threat far easier. This is very important for Tanking pets as they usually have lower damage output. Intimidation is also very important for threat maintenance. The 50% increase to threat generation can help your pet firmly establish itself as an Off-Tank and combined with increased damage can keep it that way. Spirit Bond is a very powerful tool in PVE. Combined with a fast attacking high damage pet, you and your pet will be able to deal with Elite monsters for short periods of time. Since you have a bevy of threat management tools in your repertoire you can basically bounce a monster back and forth from your target to your self. Healing your pet while it attacks—then when your health is high enough, Distracting Shot can bring the monsters focus onto you until you Disengage to repeat the process over again. Overall the talents in the Beast Mastery Talent Tree are helpful boosts to your adventuring Hunter.

5.4. Example Talent Builds

If you are feeling lost as to how to best arrange your Talents into amiable configurations, I will attempt to ease that difficulty by giving you a few builds that are ideal for different play-styles. At 60th level you will have 51 talent points to distribute amongst the 3 talent trees. I will list the talents in the build and provide a brief synopsis of how that particular build should be played to use its strengths to the fullest.

5.4.1. Skirmisher (PVP/PVE)

Marksmanship: 31 points

Improved Concussion Shot 5/5

Lethal Shots 5/5

Aimed Shot 1/1

Improved Arcane Shot 5/5

Mortal Shots 5/5

Scatter Shot 1/1

Hawk Eye 3/3

Ranged Weapon Specialization 5/5

Trueshot Aura 1/1

Survival: 20 points

Precision 5/5

Improved Wing Clip 5/5

Entrapment 5/5

Improved Freezing Trap 3/3

Disengage 2/2

This build is focused on direct damage dealing and careful use of traps. In solo PVP, this build excels against melee opponents especially. By placing a Freezing Trap at your feet you can lure your enemy in by blasting away at range. Once they reach melee range they will trap themselves in the Freezing trap allowing you to back off and set up for a devastating Aimed Shot at maximum range. Following that you can use Concussion Shot to keep them from reaching you quickly, once they reach 15 yards away you can use Scatter Shot to confuse them for 4 seconds allowing you to set up for another Aimed Shot

or to gain more distance. If they do indeed reach melee range you have Wing Clip to keep them from catching you quickly. In PVE, through the careful use of Freezing Trap and Frost Trap you can control errant monsters from attacking weaker party members. Setting up a Freezing Trap in front of your Main Healer is a good way to keep them from coming under too much direct fire. In situations where there are mass weak monsters you can lay a Frost Trap to possibly entrap a few of them for a few seconds making them more vulnerable to mass AoE attacks. This build is also good for sustained high DPS. Be mindful however to not use Aimed Shot in Instances as it causes far too much threat. Stick to Arcane Shot and your various Stings for damage/debuffs.

5.4.2. Beastmaster (PVE)

Marksmanship: 10 points

Efficiency 5/5

Lethal Shots 5/5

Survival: 10 points

Precision 5/5

Improved Wing Clip 5/5

Beast Mastery: 31 points

Endurance Training 5/5

Bestial Discipline 5/5

Improved Eyes of the Beast 1/2

Bestial Swiftnes 1/1

Unleashed Fury 5/5

Ferocity 5/5

Improved Mend Pet 2/2

Frenzy 5/5

Spirit Bond 1/1

This build is great for both solo PVE and Instancing. Your pet will be doing a lot of the grunt work, but that's ok it just means less damage taking for you! A fast attacking Versatile pet is best for this build. When adventuring alone you can send your pet forth and not have to worry about doing too much damage to cause enough threat to your enemy. With careful use of Intimidation and Disengage you can usually keep a monsters

attention on your pet. In instances your pet can serve as both a capable Off Tank, and as a guard for your casters. For guard duty, you can put your pet far back near the casters and command it to stay. Once you see a monster venture over to the casters you can click on 'Aggressive' mode and Growl. Use Intimidation when warranted and Distracting Shot to make sure the casters are no longer threatened. With Spirit Bond you can keep yourself healthy while you and your pet undergo the task of Off-Tanking while the primary target is being dealt with.

5.4.3. Marksman (Mass PVP)

Marksmanship: 41 points

Improved Concussion Shot 5/5

Lethal Shots 5/5

Aimed Shot 1/1

Barrage 2/2

Improved Arcane Shot 5/5

Improved Serpent Sting 5/5

Mortal Shots 5/5

Scatter Shot 1/1

Hawk Eye 3/3

Improved Scorpion Sting 3/3

Ranged Weapon Specialization 5/5

Trueshot Aura 1/1

Survival: 10 points

Precision 5/5

Entrapment 5/5

This build is almost solely for Mass PVP. Although it can perform fairly well in PVE it isn't necessarily built for it. The idea behind this build is to affect as many enemies as possible. With this build get used to the idea of switching targets often. Use Scorpion Sting on Melee combatants and Serpent/Viper on others while using Multi-Shot, Arcane Shot, and Aimed Shot for burst damage. Ideally, you should set up camp around 30 yards away from your enemies and allow your melee fighters to duke it out in the middle. Placing a Freezing trap at your feet to ward off the errant melee attacker is a good idea. With Trueshot Aura active you can bestow a little extra damage potential to your friendly Hunters or Melee party-

mates. Volley is also an option if there is a brawl in tight quarters. If you see one of your party mates having difficulty with his/her particular engagement then you can turn on Rapid Fire to unload a constant stream of damage onto his/her target. Meanwhile you can sic your pet on a spellcaster for constant interruption/annoyance. In a Mass PVP situation it is best for a Hunter to wear down the enemy in as many places to allow his/her teammates to move in for the kill.

6. Hunters in PVP

In this section I will outline the best strategies for dealing with specific opponents (I.E. specific classes). I will title each section appropriately and will provide tips and tricks to deal with each of these classes. Feel free to innovate as you see fit. Most of these strategies will be on the assumption that it is not a duel. Duels are not representative of the Hunter's prowess in PVP; the strength of a Hunter is being able to choose his/her battles wisely. The purpose of this section is to make you aware of each class's weaknesses so that you can prey upon them. Being prepared is the best defense in many situations. At the end of this section I will also provide general instructions on how to devise an effective ambush. Note: I will also be directing the use of some skills only attainable through talents, in those cases where you do not have these skills you may have to improvise...

6.1. Hunter versus Warrior

The Warrior can be a deadly opponent to some. But their main weaknesses are very basic. They are extremely predictable, and they are only capable of being effective in melee range. Most Warriors that are prepared for PVP will be using a 2 Handed Weapon: partially negating their strength of high armor for the bonus of high damage potential. At first sight of a Warrior, lay a Freezing Trap at your feet. If you manage to shoot them before they close in to the 25 yard range you will negate their ability to Charge. Using Concussion Shot after laying the trap should be your first priority. Use Arcane Shot to get in as many hits before they close in. Once they reach you (either by running or using Intercept) they will set off the trap. This will give you time to back off to maximum range once again and set up for Aimed Shot. After the shot goes through, hit them with Concussion Shot again, and use Scorpion Sting to reduce their effectiveness in melee. Once they reach 15 yards, use Scatter Shot to confuse them for 4 seconds. You can use this time to either use Aimed Shot again or to back off as far as you can. After the confuse is over, sic your pet on them with Claw for a quick boost to your damage. If you have time try to hit them with a couple more Auto-Shots before they reach melee range. Once they reach you, Wing Clip them as they Hamstring you. Unless they are immobilized this will put you on equal movement terms. Raptor Strike and Auto-Attack until you are free. Using multiple Wing Clips is advisable as it will lengthen their snared time. If you manage to get free use Concussion Shot once the Wing Clip duration is over and Arcane Shot for supplemental damage. Usually by this time you can just run circles around them as your pet wears them down to death.

6.2. Hunter versus Rogue

In contested areas be mindful that the best mode for Tracking may be Track Hidden; and for good reason, as it gives you some warning when an enemy Rogue is venturing near. Once you see the blip on your radar drop a Freezing Trap and use Flare at their location to see if you can reveal the Rogue. If you succeed in doing so, immediately use Hunter's Mark on them. You can use Concussion Shot to keep them from getting too close. Follow up with Scorpion Sting to lower their damage output considerably. Since a smart Rogue will have Detect Traps active they will usually not fall victim to the Freezing Trap. If they do you can consider the fight mostly over. If they don't you might have some work ahead of you. If you are having difficulty getting enough range to effectively deal damage, use Scatter Shot to confuse them for 4 seconds. After it is over hit them with Concussion Shot, and follow up with Rapid Fire and Arcane Shot. They will probably use Sprint at some point to close the distance in the event of such. Once they reach melee range, hit them with Wing-Clip. If they aren't using Crippling Poison you shouldn't have difficulty in escaping them. Sic your pet on them and use Concussion Shot to keep them tied up.

Worse case scenario: You don't see the Rogue coming and they get to use an Opener on you. This opener will most likely be Cheap Shot, leaving you stunned for 4 seconds. In that time they will be very damaging and will likely be almost ready to use a Finishing Move by the time it is over. If they use Crippling poison you will have to Wing Clip them to reach some sort of range. If you can manage to get to 8 yards minimum, use Scatter Shot to slow them down. If you aren't suffering from DoT attacks, you can quickly run up to the Rogue and Disengage. After doing so lay a Freezing Trap at their feet before the confuse effect is over. If it works correctly they will be incased in ice. Use First Aid or a Healing Potion to heal yourself and back off a fair distance. Use Aimed Shot to damage them heavily and follow up with Concussion Shot, Hunter's Mark and Scorpion Sting. Follow the above strategy from there.

6.3. Hunter versus Mage

As soon as you see the mage sic your pet on them. They will have to decide between you or your pet for their targeted Polymorph. If they choose you, they will likely have to deal with your pet in some way, by either using Frost Nova to root them into place or by using Mana Shield so they can focus on casting. The following barrage is not fun to endure. It usually consists of a Fireball, an instant cast Pyroblast and a Fireblast. From there you will have to play catch up. Use Concussion Shot and Viper Sting to slow them and drain their

mana. You may have to continually cast Viper Sting, but it pays off. A Mage without mana is a helpless Mage. If they did indeed Polymorph the pet first then you can use Scatter Shot right off the bat so you can set up an Aimed Shot. Try to get either into melee or to maximum range. Mages excel in medium range. They have far more spells available to them in the 15-30 yard range. If your pet is not polymorphed or rooted, they can provide excellent interruption/harassment against a mage. If you go the melee route, dual wielding is far more effective as it can interrupt as well as provide more damage. Using Wing Clip to limit their movement is also a wise choice. Be mindful if they use Blink, as it can instantly transport them 20 yards in the direction they are facing. They use it either to escape to greater range or to confuse their enemies. Mages are very capable at dealing great damage in a short amount of time in short to medium range. So if you want best results, engage them at maximum range to limit their potential. Because of their relatively low armor they will be fairly easy to damage. If your constant Viper Stings manage to drain their mana completely you can stand there and deliver an Aimed Shot for the death blow. If they use a Mana Shield, use Rapid Fire and Aimed Shot to drain their mana pool faster. If you manage to do so before taking too much damage you can sit back and blast away in relative safety.

6.4. Hunter versus Warlock

Starting strategies depend greatly on what pet the Warlock is employing. If it is an Imp, you can immediately sic your pet on the Warlock. If it is a Voidwalker / Felhunter you can set a Freezing Trap at your feet, then sic your pet on the Warlock. If you don't see a pet at all... that means they are using a stealthed Succubus, which means set a trap and back off before the Succubus reaches you. Both the Hunter and the Warlock have a way to deal with melee attackers. For the Hunter the Freezing Trap will suffice for a short duration. For Warlocks, they will usually cast Fear on the pet to keep them from annoying him/her. After the initial dealing with pets, the Warlock will most likely set to the task of setting quite a few DoT effects on you. Reply by using Concussion Shot, Viper Sting, and allow your Auto-Shot to do its work. Closing into 15 yards to Scatter Shot and then Aimed Shot is a viable choice. After doing so, you can close the range to Wing Clip them and start pummeling them in melee. Around this time the pets will come back into the fray. If the Warlock is using Soul Link, their pet may be freed earlier due to taking half of the Warlocks damage. It will result in more damage coming your way but you will likely have already made quite the impression on the Warlock. Like other casters, keep Viper Sting active on them so you can attempt to drain their mana much sooner than they would like. Without mana, they are dead in the water. They can always steal mana from their pet, or if

they are out of options trade life for mana. Be wary. A skilled Warlock can be a worthy opponent and their direct damage spells are not to be trifled with. One good thing is that with your pet constantly attacking late in the battle you can usually interrupt their channeling spells, so they won't be able to effectively maintain their mana.

6.5. Hunter versus Shaman

The Shaman is a very versatile opponent with seemingly no weaknesses. They have the ability to be more armor than a Hunter due to the use of Shields. You will see a growing curve of Shamans using 2 handed weapons however, if that's the case you will be able to deal with them with lesser difficulty. Their primary strength is their ability to reign in runners from 20 yards away. They will likely be using Frost Shock exclusively against you as they can't do as much damage unless they are in closer range. At first sight of a Shaman, lay a Freezing Trap at your feet. Use Concussion Shot and Viper Sting to wear down their mana pool as quickly as possible. They will be attempting to remove the Sting by use of Cure Poison or one of their Poison Cleansing Totems. Continue to apply when necessary to make sure their mana pool continues to decrease. Once they reach melee range, back off to lure them into the trap. Once they fall subject to it, you can back off to maximum range and set up for an Aimed Shot. Follow up with Concussion Shot and Viper Sting again. Once they reach 20 yards away they will Frost Shock again. Scatter Shot once they reach 15 yards and set up for and Aimed Shot and another Viper Sting. Sic your pet on them. Once they reach Melee range, Wing Clip them. If they Frost Shock again it won't last very long as they have reduced effectiveness after the first use. Escape to range and hit them with a Concussion Shot after Wing Clip's duration is over. Viper Sting again and if they still have remaining mana they will usually heal themselves at this point. If they run totally out of mana they will be dead in the water. Use Concussion Shot to keep them at range and allow your pet to wear them down. Make sure to keep Viper Sting applied when necessary to keep their mana pool drained. After each Concussion Shot allow an Auto-Shot to go through then keep moving. If you can keep them continually out of range it is merely a matter of time before they go down. Getting rid of their mana is pivotal however. If they have an impressive amount of mana after multiple shocks/heals/ and your viper stings, prepare for a tough fight. You may have to use Feign Death and immediately set a Freezing Trap there after for a chance to heal yourself mid fight. Be mindful that Feign Death dismisses your pet so you may have to call them back.

6.6. Hunter versus Paladin

Paladins above all else are difficult to kill. Their damage capability on their own is fairly meager, unless they happen to be lucky with a two handed weapon. With Plate Mail, healing capabilities, and many protective shields, Paladins are very high on survivability. Their main failing point is that they don't have a lot of tactical movement controlling options. Specifically they do not have a method to speed themselves up or slow someone else down. Their only snare is a 10 yard stunning move called Hammer of Justice. At its highest level it will allow them 6 seconds of stun time but after that you will be relatively free as a bird. At any rate, once first seeing a Paladin lay a Freezing Trap and begin by using Concussion Shot and Viper Sting. They will invariably use Cleanse to remove the poison effect which is fine since you want them to trap themselves in the Freezing Trap anyways. Allow your Auto-Shot to do it's work until they close into melee range. Once trapping them, back off to maximum range and use Aimed Shot for an initial burst of damage. Repeat the Concussion Shot / Viper Sting combination and Scatter Shot them at 15 yards. Back off as far as you can and use Viper Sting and Arcane Shot. They may choose to use a protective shield at this time to allow them to heal themselves or to close the distance unhindered. To speed their assault they will likely use Hammer of Justice to effectively root you for 6 seconds. They will get a few hits in but they shouldn't get used to the idea. After the stun is over, Wing Clip and sic your pet on them. Back off and Viper Sting and use Concussion Shot once the Wing Clip duration is over. Use Arcane Shot for supplemental damage and stop for a few seconds for Auto-Shot to take effect when necessary. Keep them at range for the duration of the encounter. Once their mana pool is depleted they will most likely be trapped into vainly trying to follow. With your pet and ranged attacks you should be able to maintain a safe distance and slowly deplete their health. Once their mana is depleted, you may even be able to switch to Aspect of the Cheetah at a safe distance to keep yourself far from the Paladin.

6.7. Hunter versus Priest

The priest is a surprisingly difficult opponent to combat. With their various healing abilities, powerful damage capabilities, and protective shields. With Abolish Poison, you won't be able to use multiple Viper Stings to drain their mana. You will have to rely on pure damage superiority. At first sight, sic your pet on the Priest and use Concussion Shot to snare them. Use Auto-Shot as long as they are within range. Try to keep them away from the 30 yard range as that is the range they can cast all their damage spells. They may use Power Word: Shield early to ignore your Concussion Shots. With your pet already attacking they

may use Psychic Scream to scare off your pet for a short duration. At this point you can use Aspect of the Cheetah so long as you are not already under the effect of one of their DoT spells. The Hawk Eye talent is very helpful for this specific strategy. Arcane Shot and Multi-Shot can be helpful for increasing your damage output on the move. If they manage to make it to the 20-30 yard range they will most likely use Mind Flay to slow your strategic retreats. At that time close the distance if you can. Use Concussion Shot to slow them down and reach melee range. Once doing so you can Wing Clip them and set to the task of bombarding them with attacks from you and your pet. With constant interruption and repeated Wing Clips you can keep them close. They may use Mind Flay or Psychic Scream to escape to a safer distance. If they use Shadowform they will be taking less damage overall, but they will also not be using Healing spells unless they switch out of Shadowform. Additionally each race has a specific skill to aid them. Starshards is another DoT attack skill for the Night Elves. Devouring Plague is a mana-inefficient but powerful DoT attack that heals the Priest. Trolls have a damage shield ability and a curse to decrease physical damage. Human Priests have an instant heal that can be cast only on themselves. Overall they are a difficult class to fight, but staying out of their 30 yard damage range or inside melee range is where you can deal the most damage uninterrupted. Your pet will be a powerful ally in this encounter as they will be dealing constant damage if they aren't under a fear effect.

6.8. Hunter versus Druid

In a sense Druids are like fighting many other classes. They have 3 primary forms. They have Bear/Dire Bear form, Cat form, and Caster Form. You will either start a fight with a Druid by a similar approach as that of a Rogue, or by their using of Dire Bear form. At first sight of a Druid they will usually be in normal Caster form / Travel form to travel quicker. If they sneak up to you in Cat form they should be dealt with similarly to a Rogue. Be mindful however that whenever they change forms they will be able to negate slowing effects such as Concussion Shot or Wing Clip. So expect them to be changing forms often to make sure they keep close to you. Laying a Freezing Trap at first sight of a Druid is a wise choice. Since they do not have the Detect Trap ability that Rogues have you will usually be able to trap them if they are not careful. You can use that time to try to get an edge. Alternately they may choose to charge you in Dire Bear form. Freezing Trap can work there too. If they stumble into a trap you can heal yourself if necessary and back off to maximum range to Hunter's Mark them and use Aimed Shot. Concussion Shot and Serpent Sting while they are in their animal forms can work. Just remember that they can switch back to Caster form to remove the slow effect and then Abolish Poison. Since they

automatically regenerate mana in their animal forms, the use of Viper Sting is near useless. If they come back from Animal form and they seem to have nearly half a mana bar however, using Viper Sting can remove their option of using their damage dealing animal forms. The Dire Bear form has the greatest armor class in the game so dealing physical damage can be at times not very viable. In the event that Freezing Trap does not trap the Druid sic your pet on the Druid to force them to cast Hibernate on the pet. Using Scattershot at short range can help you gain more range when necessary. This fight is mostly a fight of attrition. Using Rapid Fire from maximum range is a good way to increase your damage output on the short term. In Caster form they can use Entangling Roots to keep you in place as well as the ability to heal themselves. Know that when they are in Cat form or Caster form they are the most vulnerable to your attacks. In Dire Bear form I would suggest trying to keep them as far away as possible. If they manage melee range they tend to use stuns for interrupting and healing themselves in that time. They also have an ability to regenerate themselves while in that form. If you deal little to no damage in the time they are in Dire Bear form they will be forced to leave that form as Rage is only built up when they take damage and when they deal damage. You can use Concussion Shot to do no damage but keep them far away. Try to force the Druid into changing into a form that is more susceptible to your attacks. Fights with Druids have the tendency to be long fights if you are careful with mana conservation. If you run out of mana you might be in deep trouble. With your pet out of the picture due to Hibernate you won't have the luxury of dealing constant damage. Overall, a Druid is a powerful opponent that is versatile but not overtly powerful in any one area.

6.9. Hunter versus Hunter

This fight is basically a match of wits and also a competition as to who has the best equipment. Fighting styles may vary but overall the damage output will vary depending on who can deal with situations the best. Since you both have pets you can deal with theirs by setting a Freezing Trap or by using Scare Beast. They will invariably do one or the other as well. From there, it depends on what the other Hunter is doing. If they are moving to close range, you can stand there and pummel them with Auto Shot, Viper Sting, Concussion Shot, and Arcane Shot. If they get close you can Scatter Shot to set up an Aimed Shot or escape to range again. More often both Hunters will stand at their maximum range and see who can out damage the other. Using Rapid Fire with a slow weapon will yield the best results in this case. You needn't worry about Concussion Shot unless they advance or flee. Arcane Shot, Multi Shot and Viper Sting/Scorpid Sting should be your methods for dealing with an enemy Hunter. As I said before this is mostly a test to

see who has the best equipment in these situations. Should either of your pets come back into the fray, a high damage pet will serve you the best in this situation.

6.10. Ambushing as a Hunter

The Hunter has a number of skills to scout an area effectively. Coming across an enemy with Eagle Eye or Eyes of the Beast can help you prepare yourself for an Ambush. Using Eyes of the Beast can even lure your enemies in your direction if you can't predict where they are going. Use Aspect of the Beast and terrain to your advantage. Hide behind trees or outcroppings and dismiss your pet. If there is a road that is commonly traveled, you can set a Freezing Trap in the middle of the road that can even dismount your enemy and trap them effectively. If you play a Night Elf you can even use Shadowmeld to hide yourself from the enemy until they have passed or are trapped. As soon as you have gained the element of surprise you can use Aimed Shot to start the fight in your favor. Call your pet and sic them on the enemy and proceed with the above prescribed strategies. Additionally if you stumble on an enemy player currently engaged with a monster you can definitely assure yourself victory if you are sneaky about it. You can start with Aimed Shot and Concussion Shot to keep them hurting and tied down with their engaged monster. Proceed from there.

7. Leveling your Hunter

The next section will be concentrating on how to maximize your leveling time, through means of grinding, questing and instance grouping. I will give tips to save downtime, and provide items to look out for as you progress in levels. I will also give information for the Hunter specific quests that you will encounter. As a final contribution I will give solo strategies specific to the Hunter.

7.1. Questing

Questing is an excellent way to level efficiently for earlier levels, to maximize efficiency try to get as many quests in the same area. Do one after another until they are all completed or your bags are full of looted items. Whenever your bags are full be sure to return to a town to unload and repair your equipment. The idea behind quests is to give a goal to remove the boring aspects of grinding. The incentive is to get a small reward either of money or items on top of a lump sum of experience for the completion. If you are in a hurry to get to 60 doing quests and instance runs are the easiest and is probably the quickest way to gain levels. This is all at the cost of not having a high income. This can be counter-balanced by having a lucrative profession to help support your costs. Below I will list the best areas to quest for the appropriate levels in order. I will also list specific areas that have a large number of quests that can be done simultaneously. Note: Questing above level 25 will almost certainly take you into Contested Zones. On a PvP server this may require you to group with a full party to all knock out the quest at the same time. This will make the quest quicker at the cost of less experience gain. However, solo-ing quests will make you a favorable target of higher players seeking an easy kill.

Camp Narache/Valley of Trials (1-5) (Horde)

Bloodhoof Village/Razor Hill (6-10) (Horde)

Teldrassil/Dun Morogh/Elwynn Forest (1-10) (Alliance)

Sen'jin Village (11-12) (Horde)

Loch Modan/Westfall/Darkshore (10-20) (Alliance)

The Barrens/Silverpine Forest (12-20) (Horde)

Stonetalon Mountains (15-25) (Horde)

Redridge Mountains (15-25) (Alliance)

There are a number of delivery quests that can be completed by traveling to Stormwind, Westfall, Darkshore as well as Loch Modan.

Darkshore/Wetlands (20-30) (Alliance)

Southern Barrens (20-25) There are 3 easy quests that can be done at level 20 at Camp Taurahe for very quick experience gain for Horde.

Hillsbrad Foothills (20-30) There's a string of quests called Battle for Hillsbrad that all take place in the same area. With a group at level 25 you can take all these quests out very quickly.

Thousand Needles (25-30) (Horde) → Shimmering Flats (30-35) (Alliance/Horde)

At level 30 Shimmering Flats has 6 quests that can be done in rapid succession while hunting in the same area near the border of Thousand Needles and The Shimmering Flats. These are mostly collection quests but they are very easy to complete.

Desolace/Arathi Highlands (30-40)

Alternating between these two areas is a good idea. After the flats go to Desolace and gain at least another level before tackling the Arathi Highlands.

Dustwallow Marsh/The Badlands/Swamp of Sorrows (35-45)

Dustwallow Marsh has a few quests that can be done around level 35, after that it might be suggested to start grinding to save up money for a mount. I will go over this in a later section. After attaining level 40, The Badlands has a number of quests in Kargath (Horde) that can be done by hunting in the same general area. Swamp of Sorrows has quite a few quests also, but being level 42 is better as you will have access to them all more easily.

Feralas/Tanaris/Searing Gorge (40-50)

Feralas has a lot more quests than the Searing Gorge, but Feralas shouldn't really be attempted till level 42 or 43 to get the most of your time there. Tanaris is a very good place to do questing. However, the town where you get the quests (Gadgetzan) is shared by both Alliance and Horde. Be mindful that at times this town will be under constant strife outside the walls.

Un’Goro Crater/Felwood/Western Plaguelands (48-55)

Un’Goro Crater has a ridiculous number of quests (12-13) to be done in the early 50s. Once you get to level 50 or 51 gather a party and you will likely gain a level just by hunting animals and the numerous collection quests available. Felwood also has a number of fairly easy hunting quests that can be started at 48. Western Plaguelands shouldn’t really start to be attempted until level 51 or 52.

Burning Steppes/Eastern Plaguelands (53-60)

Burning Steppes has very few quests to be done in the actual zone. Mostly all are geared towards Blackrock Depths and/or Blackrock Spire. Eastern Plaguelands has a number of quests that must be done in a party. These quests are generally very difficult.

Winterspring (55-60)

Winterspring has quite a few quests that can be done fairly easily, and especially so with a partner. In order to do as many as you can at first, try to be level 56 before attempting. Also know that in order to get there at all you must go through a cave that is guarded by a lot of Furlbolgs that are level 53-54. In one particular area there are 4 that can attack you simultaneously if you are not careful.

Keep in mind that starting at level 15 or so, quests will be harder to complete on your own. From that point on it’s an excellent choice for experience gain purposes to work with one other player. When working in pairs most quests can be completed with relative ease. There will also be quests where a full party may be required to deal with large numbers of enemies or higher level bosses.

If you play on a Normal Server, the following areas are also good for questing:

Ashenvale (18-30)

The quests available initially are very few but Zoram Strand(Horde) on the far west side of Ashenvale is a good place to do 3 or 4 quests in the same area. Keep in mind it is best to do these at approximately level 20 or 21. For Alliance Astranaar has quite a few quests that can get you started as well.

Stranglethorn Vale (30-45)

This area is loaded with quests. A number of quests from Desolace at Shadowprey Village(Horde) direct the player here. Mid 30s is a good time to venture here as there are quite a few quests that start in Grom'gol Base Camp/Booty Bay. This place can be a good intermediary when trying to find quests between Dustwallow Marsh, Desolace, Arathi Highlands, and Feralas.

The only reason I didn't list these areas in the previous list is because on a PVP server these areas are usually PVP hotzones. Hillsbrad can also become a hotzone to a lesser extent. True, PVP is an excellent feature of World of Warcraft (and with the Honor System a very lucrative one), but the inevitable truth is that participating in PVP prior to 60th level is time spent not leveling which should take priority for gaining better equipment and more powerful skills. For the purpose of this section in order to quest efficiently you need to be in areas that are less densely populated.

Another note for questing is that it is best to attempt quests that are within your level requirement. As a rule, you should be fighting enemies that are between 2 levels above you and 2 levels beneath you. At low levels it is best to fight enemies that are higher than you for better experience gain. At high levels a Hunter can usually combat a monster that is 3 levels higher but it will usually require a lot of effort and preparation. To fight multiple enemies that are 3 levels higher will usually result in death for the Hunter, unless in a group with a very capable healer this is usually a waste of time and effort for the Hunter.

7.2. Instancing

Instances are an excellent means of getting good loot, good experience, and a rewarding team effort aspect of play. A Hunters role in an instance will be discussed in this section. As well, I will give an available list of instances to adventure in.

In an instance a Hunter will be expected to do one or two things: Pulling and/or Guard Duty. In addition to these roles, it is also assumed that the Hunter will be providing a considerable contribution in the DPS department. Before every Instance run make sure you have stocked up on ammunition and food for your pet. In this section I will describe these procedures, and provide arguments for why a Hunter is best suited for these roles.

7.2.1. Pulling

Pulling – To pull is to bring a monster or set of monsters to the party to fight in safer/already cleared areas.

Many do not believe a Hunter is best suited for the job of pulling as the Main Tank may have difficulty in establishing threat if it isn't the first one to hit. However, Warriors in particular don't have a complete skill set designed for this purpose. For example, a Warrior will pick an agreed upon target and will shoot that target and pull it towards the party. This in itself is almost the same as a Hunter. However, a Hunter can tell a party to stay far back from the next group of enemies in an open space and can essentially pick the best target for the party. With an appropriate method of Tracking, the Hunter can keep an eye on patrols that may venture near the next pull, and can make sure only to pull the intended group. In the event of a failed pull (more than one group of enemies) a Hunter can Feign Death and can try again in a couple seconds. Concerning threat management, a Hunter should use a Rank 1 Arcane Shot as his pulling method at all times. At level 60, 23 damage worth of threat is very easy to overcome, especially if the Warrior charges the on coming monster at an appropriate time. Using a Freezing Trap between the party and the monsters to stagger the oncoming group can help the party know what are the ideal monsters to Sap/Polymorph/Seduce and which monsters the Tank will engage. Using Hunter's Mark to point out which monster to use Crowd Control or to designate as the Tank's target is also very helpful to clear things up for party. After that, the Hunter can default to support DPS and Guard Duty...

7.2.2. Guard Duty

Guard Duty is roughly regarding to the protecting of the cloth wearing members of your party. Since at high levels you (with Mail) and your pet can deal with elite monsters much better than cloth wearers, you can deal Ranged damage while near your casters and can react to any danger that might befall them. When dealing with multiple monsters, having your pet stay back to guard the Healer isn't a terribly bad idea instead of contributing to the damage pile. Although if you react quickly enough your pet can do both. It can focus on the main target or attempt to grab threat from a secondary monster before it rushes off towards the casters. Using Distracting Shot against said monster at that time is also a wise choice. It will mean however that you will soon be the one being attacked. You can either take the hits while shooting at the primary target or you can begin work of bouncing threat from you to your pet and back again. If the pull is light you can also set a Freezing Trap in front of the casters to trap anything that ventures near them. This happens fairly

often in the late game so get used to the idea of not simply shooting away at your party's targets.

7.2.3. List of Instances

Ragefire Chasm (14-16) Orgrimmar-Cleft of Shadow (Horde)

Deadmines (18-22) Westfall (Alliance)

Wailing Caverns (20-24) The Barrens (Horde)

Shadowfang Keep (24-26) Silverpine Forest

The Stockades (26-30) Stormwind –Mage District (Alliance)

Black Fathom Depths (20-27) Ashenvale

Razorfen Kraul (30-34) The Southern Barrens

Razorfen Depths (38-42) The Southern Barrens

Scarlet Monestary (38-42) Tirisfal Glades

Uldamaan (40-45) The Badlands

Zul'Farrak (44-46) Tanaris

Mauradon (50-52) Desolace

Temple of Atal'Hakkar (50-55) Swamp of Sorrows

Blackrock Depths (52-58) Burning Steppes

Dire Maul (56-60) Feralas

Blackrock Spire (58-60) Burning Steppes

Strathholme (60) Western Plaguelands

Scholomance (60) South of Plaguelands

Note that certain portions of Blackrock Spire, Strathholme, and Scholomance may require a raid group to complete efficiently. These are very difficult instances that require a lot of skill and team-work to complete correctly.

Even after attaining level 60 to acquire the best equipment these instances will be the best reliable source to get rare or epic quality equipment. For end-game purposes for raid encounters such as Molten Core, Azuregos, Lord Kazzak, or Onyxia's Lair having epic and rare quality equipment is essential and is a gateway to getting even more epic quality equipment from these raid-encounters.

7.3. Molten Core/Onyxia

These instances are for one difficult to get to. For Onyxia you must complete a quest in Upper Black Rock Spire to get your key. For Molten Core you must complete a quest in Blackrock Mountain near the Blackrock Depths entrance.

After gaining access to these instances you will need to find a full raid group to accomplish anything. This means getting a rounded group of warriors, healers, damage-dealers and support classes. This group must reach the maximum cap of 40 players.

While inside Molten Core, it will be your task to simply dole out support DPS. Once you get past Lucifron you may be able to loot a Tome that unlocks a new skill for the Hunter. This skill called Tranquilizing Shot. It is specifically designed to remove Berzerk from Magmadar. This will be very important to improving the survivability of the raid.

If the tanks are properly directing the Area of Effect spells that the monsters are using away from the rest of the raid most of the damage will be concentrated on the Warriors allowing the main healers to concentrate on healing the tanks and the support classes to deal with their own tasks. For Hunters this means dealing steady DPS and Debuffs when possible.

- These instances are very difficult if not approached properly, and deaths will inevitably occur.
- Be prepared to set aside a large amount of time for Molten Core in particular. This instance is very large and each fight is very difficult.
- Remember to be flexible as things can change very rapidly.

7.4. A Quick Note on Instance Loot Etiquette

Instances can be an excellent way to find exceptional equipment for your level. Be mindful of other players needs as well. A new feature in World of Warcraft allows all the players to roll on loot above a certain quality threshold. This is the desired method of distributing loot fairly. Never roll on something that you can't use. This may seem logical but there are players out there where greed controls everything. If more than one player can use the item in question, discuss who will roll for the item before anyone rolls at all. Also, do not loot during battle. Keep your mind at the task at hand, instead of what new equipment you may find.

In High Level instances certain weapons or equipment will be more important to other classes than the Hunter. Melee Weapons in particular are very important to Rogues and Warriors as it is their means of dealing damage. Melee Weapons are also important for Hunters and be sure to let everyone know if you are going to be rolling on Melee Weapons. Daggers can be good for a Hunter but Rogues favor their use by far. Staves may also be suited best for pure casters, so if you are using a Staff purely for its melee damage output, but mindful that Intellect or Stamina buffs on a looted staff may be very beneficial for a pure caster class.

Horde: Mail armor at high levels will be something a Hunter and a Shaman will fight over. In a party with both: be mindful that Agility buffs are more beneficial to a Hunter than they are to a Shaman. Whereas Intellect buffs are far more helpful to a Shaman.

You may be competing with Warriors for rare quality 2 Handed weapons with exception to Maces. Be mindful that in a large group with multiple Warriors it is probably more polite to not roll on a 2 Handed weapon of Epic quality. Warriors that use 2 handed weapons rely on the best equipment they can find. Although they will be using them only in PVP for the most part as in Instances their purpose is taking damage versus dealing it. So on a PVE server this may not necessarily be true.

7.5. Grinding

Grinding can be something of a necessary evil. Grinding is exactly as it sounds, there is no guaranteed reward except that over time your monetary gain is higher than simply questing. Grinding can be a means of gaining experience in a steady manner and can lead to the collection of a large number of sellable items. Be sure your bags are entirely empty of unneeded items before starting a grinding session. Store all your quest items and excess equipment in the bank. To grind, find an area that you can kill monsters your level or below easily and so that you never run out of enemies to fight. Humanoids can be especially lucrative for this purpose as they usually drop both money and items to sell. If you stay in one area, you will quickly get used to patrol patterns and strategies to fight a set of monsters. If you can find an area to grind that has a treasure chest, then opt for that. Treasure chests usually are worth the loot of 5-10 monsters and generally at least have 1 uncommon quality weapon or piece of equipment each time they are opened.

Another good thing about grinding humanoids is that they drop cloth. For First Aid using Hunters this can help decrease downtime by using First Aid to heal versus spending money on food. Although this comes at a price since cloth can usually sell for more on Auction Houses than the vendor buying price.

Grinding is meant to be done as a solo experience, it both helps experience gain and monetary gain for lower levels and at 60 it is the primary means of acquiring money aside from Instances. Doing this with a partner in a high level area is not as beneficial if you are in the same party. Having someone in the same area that can help you should you end up in a fight you can't win can save a significant amount of down time. This also extends the same benefit to them as well. However this may mean that you will run out of monsters faster than you would if you were grinding alone. If you trust a partner to join you in grinding then you can tear through enemies faster and will lead to less downtime, however your monetary gain will be somewhat lower.

7.5.1. Specific Areas to Grind

Mid-Teens

For Horde, the Kolkar Centaurs in the Barrens are a good choice, if pulled carefully you can pull the melee monsters away from the casters first.

For Alliance, the numerous Defias zones in Westfall are great areas. Some examples include the Dagger Hills and Moonbrook. The Knuckledusters and Highwaymen are good choices at higher levels and they usually only roam by themselves.

Mid-20s

The Farms in Hillsbrad Foothills are a great choice for grinding. Stay to the northern side at first because of easier mobs and venture south as you rise in level. There are a lot of them so clear out the perimeter so that you can pull single ones away from the rest and away from patrols. As mentioned earlier there are quite a few quests that can be done while in this area.

Upper-20s

The Galak Centaurs in Thousand Needles are a fine choice; they have a large camp that has more than one chest usually. And they can be pulled one by one with relative ease.

Try to stay near the cliff walls so you can always see when patrols are coming. Pull them out of the range of detection by just walking backwards.

The Harpies in the Charred Vale near Sun Rock Retreat in the Stonetalon Mountains can be good because there is a constant supply. Pull carefully so you only get one at a time, but they reliably drop stackable feathers and money. There is a single quest that can be collected in Sun Rock Retreat for the extermination of these harpies. The next quest will require a group to finish as it requires the extermination of an elite monster.

Low-30s

In the Arathi Highlands, Northfold Manor, a farmstead for syndicate humanoids. This area is just east of the entrance to Hillsbrad Foothills and the monsters range from 31-33. They are for the most part exceptionally easy to defeat and pull. All the monsters here are easy to pull and they reliably drop money and cloth. You can also pick up your quest items the easiest by hunting the Syndicate Rogues that patrol the edge of the farm in stealth. It's a good place to hunt as everything can be pulled without attracting others nearby,

The Lordamere Internment camp on the west side of the Alterac Mountains near Dalaran is also a decent place to hunt humanoids. For the most part the Dalarans near the ruins are an easier target as they are spaced far apart. However be mindful of the Earth Elementals as they are immune to poisons and take a long time to destroy. There are also a couple quests that can be picked up in Tarren Mill that require you to hunt these monsters as well.

Mid-30s

The Magram Village in Desolace has a number of easy to defeat centaurs that walk in paths not very close to one another. They drop both silk and money primarily as well as a number of sellable items. There is also a Gelkis Quest found in Ghost Walker Post in the center of Desolace that requires you to slay Magrams in order to raise your faction with the Gelkis. This is especially nice as when you are done grinding Magrams you can go collect a lump sum of experience and a few more quests at the Gelkis leader just northwest of Shadowprey Village.

There are also Ogres in Alterac Mountains (just north of Hillsbrad Foothills) that have very few hit points and can be killed in quick succession. This can make for some quick experience gain and decent humanoid loot.

Upper-30s

In Stranglethorn Vale, there are a ton of humanoids, to the north west of the top of the zone, there are ruins that contain quite a few well spaced Bloodscalp Trolls. These trolls are fairly easy to combat and there is a nearly endless supply of them in this corner of Stranglethorn Vale.

The Witherbark Village just south of Hammerfall in the Arathi Highlands is also a good place to hunt humanoids. They do cast curses, but for the most part they are fairly easy to defeat. Their tents nested in the mountains usually have a few chests that can be looted as well.

Low-40s

The Badlands is a great place to hunt. There are quite a few collection quests that can be picked up in Kargath that lead you to hunt basically all the wildlife in the Badlands. There are also a couple to be picked up in the Valley of Fangs near the center of the zone. Coyotes don't have any special abilities whatsoever so they can be easy to defeat repeatedly since there are fields of at least 40 at a time that walk in paths that don't intermingle too much. The Ridge Stalker Patriarchs make excellent pets as well.

Also in the Badlands are the Ogres which are like every other ogre everywhere. The only easy humanoids to grind in the Badlands however and they aren't a terrible choice for their humanoid drops. They also don't flee when they near low health which is a plus. There is also a wandering pack of ogres led by Boss Thog'run. Just move out of the way if you happen to run into them.

In Feralas not far from Camp Mojache there is a Woodpaw Gnoll camp. This area is very spread out and you will never run out of monsters to fight. One thing of note is that you should probably not venture too close to the tents or camp-fires as there are usually 3-4 mobs around them that will charge at the same time. For the most part, the gnolls are easy to defeat, but they run. Be mindful and use Concussion Shot to keep them reigned in.

Mid-40s

In Tanaris there is a large section devoted to the Wastewander Bandits. They are for the most part very low armor and easy to defeat. Their camp is rather sprawling and you can hunt each monster without having too much trouble with others interfering. There are stealthed patrollers that should be swept out first before moving onto the others. There is also a quest to slay different types of Wastewanders as well as collect their waterskins.

These waterskins are stackable and can be turned in repeatedly for “care-packages” and a small increment of experience.

Upper-40s

In Tanaris there is an Ogre infested area called Dunemaul Compound that has perfectly spaced Ogres that can be pulled without alerting any others nearby. This area also has 1-2 chests that can yield great loot. They hit harder than most monsters so they might be tricky to take down in succession. They drop Mageweave regularly however, so you can cut back on downtime by using First Aid. In Gadgetzan you can collect a single quest to complete while you are slaying the Ogres.

Hinterlands can be a good place to grind as well. There are a ton of trolls here that reliably drop a number of stackable items. If you are trying to find a place to mine or gather herbs then the Hinterlands is also a good place to gather while grinding.

Low-50s

In Western Plaguelands, the first farm from the Bulwark known as Felstone Field has very reliable monsters that always spawn in the same areas. In time, this area can be an excellent place to farm experience and money. If you are working on raising your Reputation with the Argent Dawn: you can farm Minion’s Scourgestones very quickly by defeating the monsters here. Be mindful that you must always pull the melee-oriented mobs first before the caster-oriented ones. If you have a Tanking pet you can usually have your pet off tank a caster monster while you Freezing Trap the melee monster. As you gain in level you can also move on to Dalson’s Tears and Writhing Haunt which are very similar but contain higher level monsters.

In Felwood, the Jaedenar complex is ideal. There are a lot of humanoid targets that can be pulled singularly. The underground areas are mostly pairs, so these should only be attempted with a Tanking pet. This area is on the west central portion of Felwood, and you can pick up a number of quests here from the Emerald Sanctuary to the south near Ashenvale.

Alternately there are also the Jadefire Satyrs. Be careful however, there are stealthed units that patrol regularly. Try to pull all the non-stealthed ones separately, then meander in slowly until one of the sneaking ones jumps you. If you happen to have a Demonslaying enchant on your melee weapon(s) these mobs may be a better target as you would make short work of them. There are also 2 quests to be done here from Bloodvenom Post

(Horde), on the far west side at the end of the river running through the middle of Felwood.

Upper-50s

In Winterspring there is a frozen lake where there are a number of monsters that are spaced far apart that can be defeated while going in a circle around the lake. At an even pace you will never run out of monsters to fight in this way.

7.6. Equipment to Watch Out For

This section is dedicated to the equipment that can be acquired that is beneficial to the Hunter. Below level 20 for the most part whatever equipment you can find will do. Equipment is important but it scales up in effectiveness later on in the progression. Especially since the first 20 levels are very easy to attain compared to the final 20. I will mostly be listing items of Rare and Epic quality as those items will generally last you longer than most. Additionally I will list the rewards available to those who rank higher in the PvP-oriented Honor System.

7.6.1. Level 20+

Odo's Ley Staff – Staff (21.7 dps + 5 stamina, 12 spirit) Odo the Blindwatcher in Blackfathom Depths

Embrace of the Viper (Leather Set from Wailing Caverns)

Venomstrike – Bow (11.5 dps +3-6 Nature damage) Lord Serpentis in Wailing Caverns

7.6.2. Level 30+

Nightstalker Bow – Bow (16.2 dps +3 agility) Blind Hunter in Razorfen Kraul.

Glass Shooter – Gun (17.9 dps) Dark Iron Ambassador in Gnomeregan.

7.6.3. Level 40+

Herod's Shoulder – Shoulders (196 Armor + 15 stamina, 6 strength) Herod in the Scarlet Monestary

Chain of the Scarlet Crusade – Mail Armor Set found in Scarlet Monestary. Mostly geared towards Melee oriented stat adjustments.

Dragonscale Gauntlets – Gloves (171 Armor + 7 stamina, 6 spirit + 1% critical hit chance) Craftable by Dragonscale Leatherworkers

Dragonscale Breastplate – Chest (306 Armor + 10 stamina, 13 Fire Resist, 13 Frost Resist, 12 Shadow Resist, Use: absorb 600 magical damage) Craftable by Dragonscale Leatherworkers

Ghaz'rilla Scale Armor – Chest (290 Armor + 10 stamina, 23 spirit) Ghaz'rilla in Zul'Farrak

Chief's Enforcer – Staff (43.5 dps + chance to stun for 3 seconds) Chief Ukorz Sandscalp in Zul'Farrak

7.6.4. Level 50-60

Megashot Rifle – Gun (27.4 dps + 5 Arcane Resistance, +19 ranged Attack Power) Grizlock the Tinkerer in Mauradon.

Gorewood Bow – Bow (31.8 DPS + 9 stamina, 3 agility, 2 strength) Quest reward for difficult 2 part quest in Eastern Plaguelands.

Verdant Keeper's Aim – Bow (28.2 DPS + 1-4 Nature Damage) Quest reward for Mauradon quest: Corruption of Earth and Seed.

Dark Iron Rifle – Gun (29.4 DPS + 2-4 Shadow damage) Craftable by Engineers.

Dawn's Edge – 1h Axe (36.4 DPS +1% Critical Hit chance) Craftable by Axesmiths. Works well in pairs.

Rockgrip Gauntlets – Gloves (198 Armor +10 stamina, 10 intellect, +28 attack power) Landslide in Mauradon

Dal'Rend's Arms – 2 Sword Set (Dal'Rend's Sacred Charge and Dal'Rend's Tribal Guardian) (Both 41.4 DPS [2.8 speed main hand, 1.8 speed off hand] 100 Armor, +4 Strength, +10 Defense, +1% Critical Hit chance, and +50 Attack Power for set) Since the new +15 Agility enchant to weapons was implemented this is one of the best weapon sets for a Hunter. Rend in Upper Blackrock Spire drops these.

Deathdealer Breastplate – Chest (338 Armor +8 strength, 8 stamina, +2% crit chance) Treasure Chest of the Seven in Blackrock Depths

Beaststalker – Mail Armor Set (Dropped off bosses in Blackrock Depths, Blackrock Spire, Strathholme and Scholomance) This set is the easiest set to acquire for the Hunter class. It is also easily identified as a Hunter set. (Full set details listed below.)

Beaststalker

2047 Armor, +20 Strength, +138 Agility, +90 Stamina, +48 Intellect, +49 Spirit

Attack Power increased by 15 when fighting Beasts.

+60 Ranged Attack Power

+20 Attack Power

+1% Critical Hit Chance

+4 to Guns, Bows, and Crossbows

Ogre Forged Hauberk – Chest (365 Armor +8 strength, 20 agility, 13 stamina, 8 intellect, +1% critical hit chance) Gordok Tribute Chest – Dire Maul

Leggings of Destruction – Legs (324 Armor +14 agility, 20 stamina, 13 intellect, +1% crit chance) King Gordok in Dire Maul

Warpwood Binding – Belt (202 Armor +14 agility, 9 intellect, 6 stamina, +1% crit chance) Tendris Warpwood in Dire Maul

Arcanite Reaper – 2h Axe (53.8 DPS 3.8 speed +13 Stamina, +62 Attack Power) Craftable by Axsmiths. Extremely Expensive.

Striker's Mark – Bow (39.6 DPS 2.5 speed +1% chance to hit, +22 Attack Power) Magmadar in Molten Core.

Blastershot Launcher – Gun (40.2 DPS +6 Stamina, +1% crit chance) Golemagg the Incinerator in Molten Core.

Core Marksman Rifle – Gun (36.2 DPS +22 ranged Attack Power, +1% chance to hit) Craftable by Engineer.

Cape of the Black Baron – Cape (45 armor +15 Agility, +22 Attack Power) Baron Rivendare in Stratholme.

7.6.5. Giantstalker

Mail Armor Hunter Set (Found off monsters and bosses in MC) This set is very hard to get in full. Most Hunters will be lucky to get 1 piece for each Molten Core run. One plus is that only Hunters will roll on this item as it is Hunter specific. (See full set details below.)

Giantstalker

2427 Armor, +189 Agility, +128 Stamina, +52 Intellect, +40 Spirit

+34 Fire Resist, +24 Shadow Resist

+4% to Critical Hit Chance

+3% to Hit Chance

Increases the range of your Mend Pet skill by 50%.

Increases your pet's life by 150 and its spell resistance to all schools of magic by 100.

Increases the damage of your Multi-Shot and Volley skills by 15%.

7.6.6. Dragonstalker

Mail Armor Hunter Set (Found off monsters and bosses in Blackwing Lair) This set is very hard to get in full. Like the Giantstalker set in difficulty to collect, but the set is by far more effective. (See full set details below.)

Dragonstalker

2773 armor, +208 Agility, +137 Stamina, +96 Intellect, +60 Spirit

+30 Fire Resist, +10 Frost Resist, +33 Shadow Resist, +10 Arcane Resist

+3% to Critical Hit Chance

+3% to Hit Chance

Increases the bonus attack power granted by the Aspect of the Hawk ability by 20%

Increases your pet's life by 200 and its spell resistance to all schools of magic by 130.

Whenever you deal ranged damage on a foe, you have a chance to apply an Expose Weakness effect on your target. This effect increases the Ranged Attack Power against this opponent by 450 for 7 seconds.

7.6.7. Honor System Rewards

For clarity I will list the available rewards for each ranking level in ascending order.

Rank 1: Scout/Private

Scout Tabard

Rank 2: Grunt/Corporal

Trinket to remove Stun/Immobilizing effects.

Rank 3: Sergeant

Rare-quality Cloak purchasable from a vendor outside the Officer's Barracks in Orgrimmar. As well as a 10% discount off all vendor-bought items or repairs from your faction NPCs.

Rank 4: Senior Sergeant/Master Sergeant

Rare-quality necklace purchasable from same vendor above.

Rank 5: First Sergeant/Sergeant Major

Rare-quality bracers purchasable from vendor.

Rank 6: Stone Guard/Knight

Access to Officer's Barracks in Orgrimmar. Purchasable Officer's Tabard and access to potion vendor.

Rank 7: Blood Guard/Knight-Lieutenant

Purchasable Hunter specific rare-quality Boots and Gloves of the Champion's Pursuit armor set (listed below).

Rank 8: Legionnaire/Knight-Captain

Purchasable Hunter specific rare-quality Chest Armor and Leggings of the Champion's Pursuit armor set (listed below).

Rank 9: Centurion/Knight-Champion

Purchasable Battle-Standard. Battle-Standard Effect: Summons a Battle-Standard with 1500 health for 2 minutes. Raises all same faction players health by 15% for all those who stay within 45 yards.

Rank 10: Champion/Lieutenant Commander

Purchasable Hunter specific rare-quality Helm and Shoulders of the Champion's Pursuit armor set (listed below).

Rank 11: Lieutenant General/Commander

Purchasable Epic Commander's Mount. (90% cheaper than normal Epic Mount).

Rank 12: General/Marshal

Purchasable Hunter specific epic-quality Boots, Leggings, and Chest Armor of the Warlord's Pursuit armor set (listed below).

Rank 13: Warlord/Field Marshal

Purchasable Hunter specific epic-quality Shoulders, Helm, and Gloves of the Warlord's Pursuit armor set (listed below).

Rank 14: High Warlord/Grand Marshal

Purchasable Epic-quality weapons (basic stats of useable weapons listed below)

Champion's/Lieutenant Commander's Pursuit Set

1759 Armor

Agility: +80, Intellect: +10, Stamina: +129

+50 Attack Power

+2% to Critical Hit Chance

+2% to Dodge Chance

+1% to Parry Chance

Reduces the cooldown of your Concussive Shot by 1 second.

Reduces the mana cost of your Arcane Shot by 15.

Warlord's/Field Marshal's Pursuit Set

1976 Armor

Agility: +111, Intellect: +33, Stamina: +159, Spirit: +10

+82 to Attack Power

+2% to Critical Hit Chance

+1% to Hit Chance

+2% to Dodge Chance

+1% to Parry Chance

Reduces the cooldown of your Concussive Shot by 1 second.

Reduces the mana cost of your Arcane Shot by 15.

High Warlord's/Grand Marshal's Weapons

1-handed Weapons:

59.5 DPS - +7 Stamina, +1% Critical Hit Chance, +28 Attack Power

2-handed Axe/Sword

77.4 DPS - +41 Stamina, +26 Strength, +1% Critical Hit Chance

Bow

46.1 DPS - +36 Ranged Attack Power

Gun/Crossbow

46.4 DPS - +36 Ranged Attack Power

7.7. Hunter Specific Quests

The Hunter does not begin play with a pet, but at level 10 a quest will allow access to a pet, as well as other pet training abilities. After that there are no additional Hunter Quests until level 60 in the Molten Core.

7.7.1. Your Pet

Once you reach level 10 an exclamation point will appear above your Hunter Trainer's head. This marks a quest-line that will result in a pet. Your Hunter Trainer will give you an activatable item that Tames animals. Each quest will tell you a specific Beast to seek out and Tame using the rod. After doing so return to the Hunter Trainer to start the next quest. After doing 3 of these quests the Hunter Trainer will add new skills to your spell book and tell you to seek out another NPC in your nearest main city to gain the rest of your needed skills. From there you can set out to find your ideal pet and Tame Beast to make them your companion!

7.7.2. Epic Hunter Quests

This series of quests begins after you find an Ancient Leaf from the chest that spawns after defeating Majordomo in Molten Core. It will not always drop and you may have to compete with other Hunters for the item. It will tell you to seek out the owner of this leaf (Vartrus the Ancient). He is located in the center of Northern Felwood and he will send you on a quest to eliminate 4 demons to receive an epic quality bow(also a staff).

Simone the Seductress in Un'goro

Klinfran the Crazy in Burning Steppes

Solenor the Slayer in Silithus

Artorius the Doombringer in Winterspring

The item the NPC gives you will yield instructions of their whereabouts.

You will not be allowed to fight these demons with help from any source besides yourself. Sadly this also includes your pet. Each of the demons is flagged as Elite and therefore very difficult to defeat. You will need a number of items and a number of skills only attainable through talents (you may have to respect your talents at your Hunter Trainer). You will need all of these items from the list below.

Elixir of Demonslaying

Elixir of the Mongoose

Demonslaying Enchant on your melee weapon(s)

Aimed Shot

Scatter Shot

Improved Freezing Trap

Deterrence

Tranquilizing Shot (to get this you will need to get the book that drops in Molten Core after defeating Lucifron)

Although you can not have help from party mates this does not mean that you cannot receive buffs or other outside help from them before the fight. Party buffs such as Shaman totems or Paladin Auras can be helpful also. Shamans: Grace of Air, Healing Stream, Flametongue are all beneficial without directly attacking the target. Paladin: Blessing of Wisdom and Devotion Aura are helpful. If they heal you or attack the demon however the demon will despawn. I suggest getting Power Word: Fortitude and Power Word: Shield prior to each of these encounters. Below I will describe how to handle each of these encounters.

Simone the Seductress

Before the fight get your buffs/potions in order and set a Freezing Trap. Start the fight with an Aimed Shot critical hit. If you don't score a critical, Feign Death and try again. This may take multiple attempts but it is worth it. As soon as she starts towards you try to kite her demon pet into the Freezing Trap. Be sure you have Aspect of the Wild toggled on as it is very effective against the various lightning attacks you will suffer. The demon has a spell that lowers your ranged attack power by 1400 so the only abilities you can use for ranged damage will be arcane shot and Serpent Sting. It's probably best to just melee the demon. Once the pet is free from the Freezing Trap use Serpent Sting to silence it (special effect). If it manages to use its lightning spell you can disrupt it with Scatter Shot as it has a 4 second cast time. Overall with Demonslaying enchant and Elixir she isn't too difficult to defeat in melee. A Major Healing potion is advisable if you find yourself rather low on health. Healthstones from Warlocks are also effective for that use as well.

Solenor the Slayer

This is likely the hardest one to fight. Get the Shadow Protection buff from a Priest and if you are Alliance have a Paladin use an Aura of Shadow Protection in your party. Open

with Aimed Shot critical hit as before. The demon uses a 700 damage fear effect if you get too far away, and has a number of unavoidable shadow spells. His melee capabilities are pretty powerful as he hits for 300 and scores critical hits often. He is very vulnerable to Wing Clip as it immediately immobilizes him. Freezing Traps won't be too effective against him as he doesn't follow predictably. The best range to fight him in is medium range with auto-attack/Serpent Sting and melee whenever he casts spells. Use Healthstones and Major Healing potions if you get low on health.

Klinfran the Crazy

He does a ton of damage in melee if you don't know how to handle him. He enrages which will remove any debuffs on him, you can either use Tranquilizing Shot to remove the rage or you can use Scorpion Sting to reduce his damage from 1000-2000 to 1 or 2. That's right. Every time he enrages however it will remove Scorpion Sting. So start off with an Aimed Shot critical hit, and then Concussion Shot/Serpent Sting to force him to Enrage. Hit him with Scorpion Sting and melee with him until he rages again. Use Wing Clip so that you can pull out of melee whenever needed. Use Scatter Shot to slow him when necessary. If you use Aspect of the Cheetah you can use Serpent Sting and Concussion Shot alternately to keep him at range indefinitely. Just be mindful of your mana and don't use Arcane Shot. It is very helpful to have a full party clear the area that you want to kite him around in first. Otherwise you might run into multiple mobs that will attack while you are engaged.

Artorius the Doombringer

Start the fight with a Frost Trap (to slow him) and an Aimed Shot critical. Avoid melee if at all possible. You may need to have a party near by to handle extra monsters attacking you. This demon enrages also, so use Tranquilizing Shot when necessary. He also has a charm spell that turns you into his pet which will regenerate both your health and mana and his as well. Serpent Sting has a high damage effect against him so use it often in between Concussion Shot and Scatter Shots. Try to keep him at range with Wing Clip and allow the DoT effect of Serpent Sting to do its job. Use Major Health Potions or Healthstones as necessary.

After defeating all the demons and collecting their heads you will have to get one more item before your epic bow can be crafted. You will have to get a Mature Black Dragon

Sinew from Onyxia to finish the bow. The Sinew has a 60% drop rate off Onyxia so it isn't too terribly difficult to achieve. Once you have done so you will receive the following item:

Bow: Rhok'Delar Longbow of the Ancient Keepers

89-166 Damage 2.9 Speed (44 DPS)

Passive: Increase Critical Hit chance by 1%

Passive: +17 Ranged Attack Power

Use: *Transforms Bow into Lok'Delar, Stave of the Ancient Keepers*

Staff: Lok'Delar, Stave of the Ancient Keepers

187-288 Damage 3.2 Speed (73.3 DPS)

+26 Stamina

+15 Intellect

+10 Nature Resistance

Passive: Increase Critical Hit chance by 2%

Passive: +45 attack power when fighting Demons

Use: *Transforms Staff into Rhok'Delar, Longbow of the Ancient Keepers*

You can only use one at a time, but both are extremely powerful and cannot be matched by any other item available to a Hunter.

7.8. Solo PVE

Starting at level 10 the Hunter becomes less of a ranged fighter with melee capabilities and becomes more of a ranged fighter with a loyal companion. Since you will have a pet there will be encounters where you the Hunter will take literally no damage at all. Your pet may suffer some hard hits, but due to their high regeneration rate you can usually Mend them and be ready for another fight in a few seconds. Starting at level 20 you can start dealing with multiple monsters fairly easy as well. To start, I will outline a solo encounter and I will build on from there.

7.8.1. Hunter versus 1 Monster

Generally, you can safely assume that you can pick your targets with relative ease considering you have tracking abilities to judge patrol paths and can predict groups of monsters movement. Using Aspect of the Hawk is usually a wise choice before each fight. Once you have selected your target, cast Hunter's Mark on them and set your pet to Attack your target (with Growl activated). After your pet has reached the monster you can begin by using Scorpion or Serpent Sting to either mitigate their damage output or to increase yours. Your Auto-Shot will automatically activate and you can continue with Arcane Shot intermittently. If your pet is getting badly hurt you can use Distracting Shot to pull the monster to you. Use Concussion Shot then to slow them down and allow you to shoot them a couple more times before reaching you. You can then use Raptor Strike/Mongoose Bite to finish them off. In the event of an errant critical hit that gets the monsters unwanted attention, you can Wing Clip them and Disengage to lessen your threat. Generally with your pet's damage and your Ranged DPS you can usually finish off an enemy with little to no damage to yourself.

7.8.2. Hunter versus 2 Monsters

Using the same theory as above starting at level 20 you can improve your ability to combat multiple targets simultaneously. There are times where there will be a cluster of enemies where you can't pull just 1 enemy out of the lot. You will have to choose your targets wisely to make sure you get no more than 2 monsters at a time. Imagine there are 3 monsters standing in a line spaced approximately 4 yards apart from one another. If you were to shoot at the monster in the middle all three would come rushing at you. However if you were to shoot at either the left or right monster it is possible only 2 would come to 'greet' you. With this knowledge in hand you can then begin the understanding of how to pick your fights wisely. After you have figured out your method for pulling 2 monsters, set a Freezing trap at your feet. Shoot one of the monsters to begin your pull. Sic your pet on primarily a spellcaster first, as they will usually not move towards you if they are already within spell casting range. Allow the melee-oriented monster to become frozen in your trap and begin dealing out your ranged punishment on the monster your pet has engaged. Once that one is dead you can then concentrate on the monster stuck in a block of ice. Heal your pet if necessary and sic it on the frozen monster. Gain distance and begin doling out arrows/bullets as you see fit. Once it has died you have succeeded in defeating a 2 monster pull all by your lonesome!

8. Making Money

Since everything is driven by money in this game, you will need as much as you can get. I will go over tradeskills in this section as they can be an excellent way of making money. I will also go over Auction House market manipulation. Finally I will go over specific hunting areas that reap the most money at higher levels (40+).

8.1. Tradeskills

8.1.1. Gathering Professions

Skinning

Skinning is a very easy tradeskill to do and is necessary for Leatherworking. Any beast or animal can be skinned. This can be a great money-maker as well as gathering skill for Leatherworking. Through the Auction House the selling of tradeskill items can lead to great profit, as there are some players that rely on the Auction House for the materials they need. Most players like to get the items they need as soon as possibly versus going out and hunting for them. Immediately after looting the corpse check to see if it can be skinned, you may be surprised what can be skinnable.

Aside from Leatherworking, a lot of the crafting professions require skinned items to make items worth selling. Tailors who sell bags regularly require leather as do Weaponsmiths.

At low levels the Barrens/Westfall/Loch Modan is an excellent place to find animals to hunt.

At high levels the hardest thing to come by are dragon scales. Thus they are worth quite a bit on the Auction House. This will vary depending on the overall supply, but they will always be in demand for the lazy Leatherworker.

Mining

Mining is a skill that is a requirement for Blacksmithing and Engineering. Because it is a skill that can be gathered while doing quests and others it is easy to get minerals while you quest or hunt. After smelting the ore, you can either use it for Blacksmithing/Engineering or you can opt to sell it via Auction House. Since Blacksmithing requires a lot of minerals to skill up efficiently these items will sell reliably.

Blacksmithing easily requires the most materials to make items with. Those that mine specifically for profit can make a lot more than other gathering professions. Each mineral deposit usually allows for the collection of 2-5 of that ore. Thus a lot must be gathered in order to make a full stack of 20 to be sold on the AH.

Another interesting aspect of mining is that you have a chance to dig up jewels or crystals that crafters need to make higher quality items. These on their own can be sold singularly for 4-5 times their vendor price. Of these the rarest is the Arcane Crystal. Which Blacksmiths and Engineers require to make Arcanite: the highest grade metal. Each Arcane Crystal can sell for 25-35g apiece. They are quite rarely found in Rich Thorium Veins but they are very valuable and can be found far easier and reliably than some other items.

Generally as a rule, minerals only spawn on mountainsides or in dominantly rocky terrain. At high levels a miner can turn on Find Minerals and mount up for speedy collection.

Herbalism

Herbalism is necessary for Alchemy. Because Alchemy is not necessarily profitable until high levels, Herbalism is not especially lucrative at low levels. It is however very easy to do as materials can be gathered basically anywhere where there are plants. This is basically everywhere. For Tauren Shaman, this skill is also at 15 skill above other beginning Herbalists.

Herbalism isn't the most profitable market except for a few choice herbs. At max Alchemy extreme numbers of Dreamfoil or Ice Cap are required to make very potent flasks. And as an added bonus these flasks are for a limited duration. SO there will always be a demand for these herbs. Ice Caps are generally found in Winterspring, whereas Dreamfoil is found most commonly in Un'Goro Crater.

8.1.2. Crafting Professions

Blacksmithing

This tradeskill is for the most part useless to the Hunter at low levels with exception to the ability to craft weapons for him/her-self. Aside from that the Hunter can sell these items to

other players via Auction House. At high-levels, Blacksmithing can be one of the most lucrative professions to do. Weaponsmithing is at the moment far more lucrative than Armorsmithing. Although the items needed to craft these weapons can be hard to come by, the Weaponsmith can sell these items on the Auction House for quite a bit of money. Additionally these weapons can be easier to make than it takes for the Hunter to find an appropriate level weapon.

Additionally the Blacksmith can craft a few items that can be attached to weapons or armor that confer very helpful bonuses to certain classes. The Weapon-Chain is very helpful for Warriors as it makes them immune to disarm. When you live and die by the sword, being disarmed can be devastating. A blacksmith can mass produce these types of items and attach them to people's armor or weapons for a moderate fee of 1g apiece. Not an astounding amount of money, but for as few ingredients as it requires it can be a good source of income for downtime in main cities.

Leatherworking

This tradeskill can be very beneficial at low levels as the Hunter can craft items to wear far easier than it takes to find. At high levels there is only one path that the Shaman should take for the most part, and that's Dragonscale Leatherworking. There are very few recipes that are worthwhile, and they can be very difficult to gather for, but it is an option available. Some items sell quite well on the Auction House, but for the most part the bonuses granted on these items is not especially impressive when compared to the Mail quality items that can be found in Instances.

Currently for a merchant's point of view, Dragonscale Leatherworking produces more valuable items for higher levels than the other Leatherworking paths. The Blue Dragonscale Shoulders sell for a very high price on Auction Houses because of their difficulty of creation. However, when each one pulls in 30-60g apiece then it's certainly worth the time.

Engineering

This tradeskill is by far and away the PVP oriented tradeskill. Most of the items in this Profession are limited to the Engineer only, and the abilities they confer have the potential to be very powerful in PVP. At high levels as a Hunter you may have to make a choice between Gnomish and Goblin Engineering. Gnomish Engineering's best items are trinkets

that allow the user to trap the target with a net (rooting them) or a shrink-ray that decreases their attack power, to other items that allow the user to do...*strange* things. The problem with these items is that they have a chance to backfire and confer their effect onto the user which can be a rather unfortunate event. Goblin Engineering is a good source of damage. Mortars, Grenades, Sticks of Dynamite, etc. These can be great man-free items that can deal area of effect damage and even daze opponents in a radius for a short amount of time.

Selling Engineering items is currently only for one main venue: Hunters! Engineers can manufacture Firearms. Although these weapons currently do not have comparable stat adjustments to other weapons found in instances, these weapons can be a good stand-by. Also with Engineering, you can make your own ammo which is very helpful when you have the ore and don't want to spend the money. This craftable ammunition is some of the best in the game. Alternately the Engineer can make items that other Engineers can use, but when you think about it, it's rather silly to sell an item that only someone of that profession can use. Overall not the best choice for money-making. However, for PVP, this profession is definitely the best.

Tailoring

This tradeskill doesn't require a supporting gathering class to function. To get the items needed all you must do is hunt humanoids for their cloth loot. Aside from Bag crafting this skill leads to little personal use and means that the Hunter can either sell the items or use them for Enchanting....

This tradeskill is probably the worst choice for a Hunter. They get very little benefit out of the crafted items, but for a merchants standpoint the items can be sold to cloth-wearers and to those who need bigger bags alike. Some of the higher recipes are very high to find and manufacture but can yield a fair amount of coin for requiring no actual gathering profession to support it.

Enchanting

This tradeskill is very expensive over the long run and is hard to control. The user of this tradeskill must disenchant items in order to confer magical abilities on weapons and armor. Some enchants are very powerful but require a number of hard to find or acquire items. For getting a higher skill for this tradeskill, Tailoring items then disenchanting them

is an easy way to get the materials needed. Note that this means that the user won't be getting any money for the Tailor crafted items, so the Enchanter must rely on selling Enchants for extra income.

The hardest enchants to make sell for quite a lot for a weapon adjustment. They confer powerful abilities on to people's weapons, but they are almost as much a fashion statement as they are for utility. Lifestealing and Crusader enchants for weapons can sell for up to 100g apiece. Since the required materials are hard to come by this price can be negotiated if some of the materials are provided.

Alchemy

This tradeskill can be hard to predict but easy to raise skill in. You will always be finding materials. However finding materials for potions that you want to use or sell may be harder to come by. Alchemy can be a great source of relatively free buffs for yourself on a regular basis which gives you a leg up on others in PVP and PVE alike. The potions range from stat-increases, to invisibility potions, to health restoring potions. All can be especially helpful for times where the Hunter needs that extra boost. The Free Action Potion is especially helpful for the Hunter as it allows the Hunter to ignore the slowing or rooting effects of many enemy classes in PVP.

Alchemy has a pretty good market for the most part. Healing Potions and Mana Potions are excellent help in both PvE and PvP situations. Rogues and Hunters alike love the Elixir of the Mongoose which confers 25 agility and +2% chance to crit for 1 hour. There are even the powerful and long lasting Flasks that can make the wielders rather unstoppable for 2 hours at a time. These high-level Elixirs or Flasks are immune to purging effects due to their potency as well. Since the potions prepared can help the maker as much as the would-be purchaser, make sure you wouldn't actually want to use the potion yourself instead.

8.1.3. A Quick Note on Professions

It is the easiest to start your professions at the beginning of your leveling career as it is easier to increase your rank with your level. Also note that it's very easy to skill-up the gathering skills whereas it is more difficult to raise skill in the crafting professions, so if you don't want to invest the extra effort, just pick up two gathering skills and sell what you get for added income. Additionally Cooking, Fishing, and First Aid are all very helpful for

cutting cost later on. Fishing can yield many ingredients necessary for Alchemy so it would be a good choice for that purpose. There are many quests out there to increase your cookbook and keep you supplied with recipes to make food and water as you hunt. First Aid can help turn cloth into a way to heal yourself.

8.2. Auction House Manipulation

At higher levels this method of making money will be a little easier as you will have an extra pool of money that you can use at your will. With this money you can do something like stock trading in order to raise your cash with minimal effort.

8.2.1. When Selling Found Items

There are certain items with stat configurations that are especially helpful to certain classes. I will list them below.

Cloth – Intellect/Stamina

Leather – Intellect/Stamina or Agility/Stamina

Mail – Intellect/Stamina or Agility/Stamina

Plate – Strength/Stamina

These are usually items that will sell on the Auction House, if you happen to find an item with these configurations then list them on the auction house for 3-4 times the vendor buy price and you will make a significant profit if done repeatedly.

8.2.2. When Selling Gathered Materials

If you are selling a gathered material, keep in mind that you will be competing with others on prices. Do a search on the items you intend to buy. If you find a seller that is selling at a significantly lower price than the others then buy their item up and list it and your items at a slightly lower price than other sellers. This can be done on a large scale if you have a lot of money on hand. You can buy up everybody's items of the same type as what you want to sell and list everything at a slightly higher price. Those who need it will pay the price if need be.

8.2.3. Setting Buyout Prices

All Auction-goers will be checking buyout prices first. Whenever somebody wants something they want it then and there. Remember this when setting a buyout price on any of your items. Most people don't want to be chained to the Auction House if they need a particular item. Most are willing to just pay the extra price to get it then and there. Always put the buyout price to 5 or 6 times the vendor sell price. On Rare items set the buyout to approximately 8 or 9 times the vendor sell price, and on Epic items set the buyout price to 30-40 times the vendor sell price.

8.3. Hunting Guide for Money

8.3.1. Levels 20-30

In the Low 20s, the Venture Co. goblins in Stonetalon Mountains are a good choice they are very spread out and there is basically an unlimited supply. They usually drop wool and money along with various other sellable items. The Razormanes in the Southern Barrens are also a fine choice, they usually are found in camps along the hills and there are also a multitude of mineral deposits in their area as well. They also drop money and wool primarily. In the Mid to Upper 20s the Dalaran wizards in the Alterac Mountains are easy to defeat due to their caster sub-type and drop good money and cloth.

8.3.2. Levels 30-40

In the Low 30s the Northfold Manor in Arathi Highlands is a good choice, the humanoids there usually drop silk and money and they generally have few hitpoints. They are all melee-oriented so pulls should be fairly easy.

In the Mid to Upper 30s, the Witherbark Trolls in Arathi Highlands or the Ogres of the Alterac Mountains are excellent choices. The Ogres especially, due to their low number of hitpoints. Hunting these monsters will generally net you at least 5g per hour, not counting the random possibility of a rare item drop.

8.3.3. Levels 40-50

Around 40th level you will want to gain a lot of money before you can go buy yourself a mount. This is necessary for shortening downtime later on. There are certain areas that lead to the best money gain per hour at level 40 and beyond. Around level 40 you will

want to hunt the Woodpaw Gnolls near Camp Mojache as they are near your level and are fairly easy to kill. Stay away from the hills as they are generally higher level. They will drop money and Mageweave often, and for the purposes of making money save up your Mageweave in stacks of 20 so that you can sell them on the Auction House for 2-3g a stack. You should be able to easily get 2-3 stacks of Mageweave in an hour of constant grinding. To save you money for a grinding session: ask a friend that's a Mage to conjure you food and water. Since it only takes them a few seconds they should do this for free. At the same time you will be gaining silver pieces from the Gnolls. In an hour you will likely accumulate approximately 1-2 gold just from collecting their loot. Not counting any other items that may drop you can gain about 8-11 gold an hour in this fashion. After a couple hours and waiting for your Auctions to sell you will make approximately 20-30g for only playing 2-3 hours.

After you've gained a couple levels head to Tanaris and hunt the Wastewanders there. They have a slightly higher drop chance than the Woodpaws so around levels 42-43 this area is ideal.

As you head into the mid-40s, there is something of a dead-zone for reliable and/or easy monsters to grind for money. This time should be used going on instance runs. Razorfen Downs, Scarlet Monestary and Zul'Farrak are good instances to frequent as there is a better chance for useable equipment to drop as well as uncommon "vendor-ware" that everyone will want to sell either on the Auction House or to city vendors.

Upper-40s yield a lot more places to go to grind for money, the Trolls in the Hinterlands or the Dunemaul Ogres of Tanaris are both good choices. The Trolls drop stackable necklaces that can be sold in bulk after long grinding sessions for more money than the Ogres are worth.

8.3.4. Levels 50-60

At the very brink of level 50 you should probably head to Un'goro to work on the numerous quests there and hunt the animals for their decent drops. The Mauradon instance is also a good place to head to as it has a lot of good Hunter oriented gear to get as well as decent experience gain. At levels 51-52 Felstone Field in the Western Plaguelands is a great place to grind for money. The monsters regularly drop Runecloth as well as money and from time to time potions. They uncommon items that these

monsters drop even if useless to most classes can be sold to a vendor for 1-2g apiece. Every hour you should have found at least 2-3 uncommon quality items as well as accumulated quite a bit of Runecloth and if you are working for the Argent Dawn you will likely also have 2 stacks of 20 Scourgesones to use to raise your reputation with the Argent Dawn.

At mid-50s you should be heading to Blackrock Depths and Sunken Temple for the quest items and rare quality loot to be had in these areas. Both of these instances can take a long time to complete and you should put aside plenty of time to finish these instances.

Upper-50s you should head into Winterspring for the high level mobs that inhabit the zone. The frozen lake known as Lake Kel'Therill, has ghosts that surround the perimeter are easily slain and can yield good loot for their level.

Also near Blackrock Mountain in the Burning Steppes are a number of spell casting orcs that are easily dealt with. They are quite high level, but they are defeated fairly quickly. You can reap a lot of rewards from them just by grinding them for a couple hours.

Also as you near level 60 Blackrock Spire is a great place to go in raids to attain great loot and money.

9. Conclusion

I hope this guide has provided some benefit to you. But don't be afraid to try things out for yourself. Strive to be the best at your class and you will be recognized for it. The Hunter is a fun class to play, with many unique skills and strategies. I hope with the help of this guide you can be better prepared to serve yourself and others in the very enjoyable game: World of Warcraft.

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