

Secret World of Warcraft Rogue Guide

Last Update: April 2005

Contact: sales@guidefox.com

Website: <http://www.guidefox.com>

© Copyright **guidefox.com oHG** (Germany) 2005. All rights reserved.

World of Warcraft is a registered trademark of Davidson & Associates, Inc.

Table of Contents

1.	Introduction	1
2.	Rogue Basics	2
2.1.	Starting a New Character.....	2
2.1.1.	Understanding Statistics	3
2.1.2.	Statistic Formulas	3
2.1.3.	Races, Factions and Racial Abilities	5
3.	Understanding Power.....	10
3.1.	Weapons	10
3.2.	Overview of Rogue Combat.....	11
3.2.1.	Energy.....	11
3.2.2.	Openers, Finishers and Combo Points	11
3.3.	Skill Listing.....	12
3.4.	Skill Details	24
3.4.1.	Assassination	24
3.4.2.	Combat.....	26
3.4.3.	Subtlety	28
3.4.4.	Miscellaneous.....	29
3.5.	Poisons.....	30
3.5.1.	Alliance Poison Quest.....	30
3.5.2.	Horde Poison Quest	30
3.5.3.	Poison Listing	31
3.5.4.	Poison Details.....	33
4.	Talents	34
4.1.	Talent Overview.....	34
4.1.1.	Assassination Tree	34
4.1.2.	Combat Tree.....	39
4.1.3.	Subtlety Tree	44
4.2.	Talent Strategies.....	49
4.2.1.	Assassination Tree	50
4.2.2.	Combat Tree.....	53

4.2.3.	Subtlety Tree	56
4.3.	Talent Build Overview	60
4.3.1.	Standard PvP Build.....	60
4.3.2.	Combo Point Build (PvE).....	62
4.3.3.	Ambush Build(PvP/PvE)	63
4.3.4.	Ambush/Backstab Build(PvE)	64
4.3.5.	Combat Focus (PvE)	65
4.3.6.	Chain Saw Build (PvE)	66
4.3.7.	DoT Rogue (PvE)	67
4.3.8.	High End Instance Rogue	68
5.	Items	70
5.1.	Daggers vs. Other Weapon Types	70
5.2.	What To Look For and Where.....	72
5.2.1.	Levels 1 to 20	73
5.2.2.	Levels 20-30	74
5.2.3.	Levels 30-40	74
5.2.4.	Levels 40-50.....	75
5.2.5.	Levels 50-60	76
5.2.6.	Best Leather Gear	77
5.2.7.	Best Weapons	79
5.2.8.	Items that Increase Crit %.....	79
5.2.9.	High End Instance Run Gear	81
5.2.10.	Resists vs Stamina	83
5.2.11.	Enchants and You	83
5.3.	Professions.....	85
5.3.1.	Profession Details.....	85
6.	Groups	88
6.1.	Mastering the Pull	88
6.1.1.	Using Sap.....	89
6.2.	Group Strategies.....	90
6.2.1.	Pure Melee Groups.....	90
6.2.2.	Pure Caster Groups.....	91

6.2.3.	Balanced Groups.....	91
6.3.	Experience Areas for Groups.....	93
6.3.1.	Levels 1-20.....	93
6.3.2.	Levels 21-40.....	93
6.3.3.	Levels 41-60.....	94
7.	Solo.....	96
7.1.	Solo Strategies.....	96
7.1.1.	Ambush/Poison.....	96
7.1.2.	Cheap Shot.....	97
7.1.3.	DoTs.....	97
7.2.	Making Money.....	98
7.2.1.	Professions.....	98
7.2.2.	Looting.....	100
7.3.	Experience Areas.....	101
7.3.1.	Levels 1-20.....	102
7.3.2.	Levels 20-30.....	103
7.3.3.	Levels 30-40.....	103
7.3.4.	Levels 40-50.....	104
7.3.5.	Levels 50-60.....	106
7.4.	Grinding Overview.....	108
7.4.1.	Suggested Grinding Areas.....	108
8.	Instances and Elites.....	112
8.1.	Overview.....	112
8.2.	Instance List.....	113
8.2.1.	Instance Strategies.....	114
8.3.	Dealing with Elites.....	120
9.	PvP.....	121
9.1.	Rogue.....	121
9.2.	Druid.....	122
9.3.	Hunter.....	122
9.4.	Mage.....	123
9.5.	Paladin.....	124

9.6.	Priest	124
9.7.	Shaman	124
9.8.	Warlock.....	125
9.9.	Warrior.....	125
10.	Tricks of the Trade	127
10.1.	Raising Lockpicking.....	127
10.2.	Taking on Bosses Solo.....	129
10.3.	Rogue Only Quests.....	130
10.3.1.	Dagger of Cunning (All Races, level 10).....	130
10.3.2.	Lock Picking Quest (All Races, level 16).....	131
10.3.3.	Poison Quests (All Races, level 20).....	131
10.3.4.	Ravenholdt Quests(All Races, level 24+).....	132
11.	About this Guide.....	134

© Copyright **guidefox.com oHG** (Germany) 2005. All rights reserved.

World of Warcraft is a registered trademark of Davidson & Associates, Inc.

1. Introduction

So you want to better understand the intricacies of the rogue? Perhaps get a better understanding of what powers we truly have? You're at the right place then. This guide is meant to show you how to best exploit the strong points of the rogue and minimize its weaker side. A rogue is melee oriented and you'll find a fair chunk of your money going into acquiring better gear and weapons. Since the rogue has so many play styles, there are a wide variety of gear combinations possible, which will be discussed later on. There are tactics and talent guides that will fit your play style and help you become that much more powerful than other rogues. You'll also find information on which your prime targets should be in combat and the best tactics against other classes. My personal play-style is to play 3-4 hour sessions and nearly all information in this guide is taken with that into account. Now, depending on the length of your play sessions you will reach level 60 faster or slower than I. Overall though, it's reasonable to assume you can reach level 60 within 12 played days (type /played in-game). With some really intense sessions with limited Instances/Raids and crafting you can do it in 10 days. Welcome to the most entertaining and powerful class in World of Warcraft.

2. Rogue Basics

Rogues are one of the most complicated classes in World of Warcraft (WoW). This is due mainly to the fact that they have skills that work in nearly every imaginable situation. The most important thing to remember when playing a rogue is that you are meant to deal insane amounts of damage while taking as little as possible. Rogues wear leather items and even if you were to concentrate on increasing your defensive values, it would only be about 1/5 as effective as the designated tank classes (Warriors and Paladins). You need to understand what the class can and cannot do to stay alive. So, what is it that's good and bad about a rogue?

The Good

- The highest damage dealing class in game
- Able to explore better than any other class
- Poisons are rogue only
- Can unlock any lock in game, removing the need for almost every key
- Pick pocketing can double your cash income
- Best pullers in the game

The Bad

- High dependency on gear
- Requires precise timing for various skills
- Medium hit points and armor
- Can be hard to get rid of hate once acquired
- Lack of daggers in game

2.1. Starting a New Character

When you first step into WoW and decide to create a rogue, there are a few things you need to take into account. The racial selection doesn't matter as much as faction. If you select Horde then you will not be able to interact with any Alliance members and vice versa. In fact, if you're on the PvP server you're going to be a target for the opposing faction your whole life.

2.1.1. Understanding Statistics

Statistics play a large role in WoW. As a rogue, it's important to know what statistics affect you.

- Strength works by increasing your power rating. Power is the amount of damage you can do with a weapon. More power, more damage.
- Agility increases your power rating, your critical chance, your armor, your dodge rate and parry rate. Agility gives the exact same boost to power as strength does. At level 60, 30 Agility will give you a 1% boost to critical chance. Critical hits give you a 100-200% boost in damage (so from 100 damage to 200-300 damage). Agility affects rogues more than any other class except the hunter. This is a good thing.
- Stamina gives you more hit points. For each point of stamina, you receive 10 hit points (hp). It might not seem like much but in the end area of the game, items that have 20 Stamina are common enough and that's a 200hp boost. Very nice indeed!
- Intellect increases the rate at which you learn weapon skills. You'll be attacking so much that this isn't even a factor. If you can, keep this statistic at its base level. There is no reason to ever put points here.
- Spirit increases your health regeneration rate. There isn't a reason to really put points in here since the regeneration rate is already very high in WoW. Yet another statistic you need not worry about.

As of yet, there seems to be no cap on statistics. Collect as many as you can. That being said, you want to try to keep a balance of about 60% Agility to 40% Stamina. If you go solely Agility, you will have a very high chance of critical hits but not be able to take any damage. Going all Stamina means you will practically never get a critical hit and fights will take longer, therefore needing those extra hit points. Certain talent builds go for certain statistics more than others and those will be discussed later on in the guide.

2.1.2. Statistic Formulas

There are a fair amount of formulas involved in calculating rogue statistics. Here are but a few. Some of the terms might seem new and complicated, so you'll want to come back to this point after you've read the guide. I'm laying out the details now though so that it can shed some light onto some of my findings. As you'll see, Agility affects nearly every statistic, followed by Stamina and Strength. There is no need at all for any Intelligence or Spirit gear. Again, don't worry if this entire section is way over your head, by the time you

complete reading the guide and get a few levels in-game, you'll understand it very easily and be applying them to your playstyle and choices.

- $AC = Agi * 2 + AC \text{ from armor}$
- $HP = Sta * 10$. At level 60, your HP naked is equal to $1343 + (STA * 10)$
- $Crit\% = Agi / Level / 2 + WeaponSkillBonus * 0.4$
- $Dodge\% = Agi / Level / 4 + DefenseBonus * 0.4$ It's actually more complicated but this is very close for practical terms
- $Atk = Str + Agi + (level * 2) - 40$
- $DPS = Atk / 14$

Also of note, when you are adding percentage values together, you need to add them and not multiply as we would in the real world. An example would be your critical rate. Let's say you have a base value of 20% and a talent that increases your critical rate by 5%. In regular math, you would think you have 21% critical rate ($20 * 1.05$). Instead, you would have 25% critical chance ($20 + 5$).

When calculating damage, you calculate the weapon damage (including attack power bonus), the skill bonus, the talent bonus, the crit bonus (if applicable) and finally the crit talent bonus. In simpler terms it's

- $(Weapon \text{ Damage} * Attack \text{ Bonus}) + Enchants + Skill \text{ Damage} + Talents + Crit \text{ Bonus} + Crit \text{ Talent Bonus}$

Example is a Sinister Strike (+68dmg) with a Thrash Blade (66-124dmg/2.7sec delay) with an attack bonus of 450 with the Lethality talent. The Thrash Blade is 35.2DPS ($66 + 124 / 2 / 2.7$), with the Attack Power bonus ($450 / 14 = 32.1$), you're at 67.3DPS. That in turn changes your weapon damage to 153-211dmg/2.7sec (since the original difference between high and low was 58, it needs to stay the same). Continuing on with the damage calculations, your BEST hit with a Thrash Blade would be for 211dmg, if it was a Sinister Strike, you're at 279dmg ($211 + 68$). Let's say you have a critical hit, which doubles your damage to 558. We then add in the Lethality talent (30% bonus to Sinister Strike on a critical hit) which brings us to 725 ($558 * 1.3$).

With the same formula, let's say you Backstab (150%+210dmg) with a Keris of Zul'Serak (49-93dmg/1.8sec delay) that has a +3 weapon enchantment, with 450 Attack Power, the Lethality and Opportunity talents. Your weapon damage with Attack bonus turns into 97-168dmg/1.8sec. The damage from Backstab on your best hit turns into 462 (168*1.5 + 210). Opportunity (20% bonus to Backstab) changes the total damage to 496(168*1.7+210). On the chance that you get a critical hit, you are at 992, with Lethality it turns to 1290.

All of these numbers seem complicated, and they are, but they are essential to making the optimum selections for your character. Don't worry if you're confused now, when you finish the guide and get a few levels under your belt, all of this will start to make sense. To be honest, from levels 1 to 30, none of this makes a whole lot of difference because you'll be switching armor and weapons at such a fast pace. Concentrate on Agility and Stamina while trying to keep both your dagger and sword skills maxed and you'll be set later on.

2.1.3. Races, Factions and Racial Abilities

As stated before, there are two factions in WoW: The Horde, which is comprised of Orcs, Tauren, Trolls and the Undead, as well as the Alliance, which holds the Dwarves, Gnomes, Humans and Night Elves. If your friends are Alliance, then you'll want to play an Alliance race regardless of racial abilities since you will not be able to interact with them at all if you are Horde.

Again, this needs to be stressed. The most important choice you will make when creating your rogue, is what faction you ally yourself with. There's no way to change this once the character is generated. If you're Horde, you're Horde for life and will never be able to get along with the Alliance. Vice versa for the Alliance.

Dwarves, Gnomes, Humans, Night Elves, Orcs, Trolls and Undead can all choose to become rogues. Each race has a set of racial abilities that make them different than others. These differences are noticeable but do not make or break the class.

Race	Strength	Agility	Stamina	Intelligence	Spirit
Dwarf	25	16	25	19	19
Gnome	18	23	21	24	20
Human	23	20	22	20	21
Night Elf	20	25	21	20	20
Orc	26	17	24	17	23
Troll	24	22	23	16	21
Undead	22	18	23	18	25

Dwarf

- Stoneform (Active)
 - Activate to gain immunity to poisons, disease and bleed +5% AC bonus – Lasts 20 sec – 3 min cool down
- Gun Specialization (Passive)
 - Dwarves get +5 to Gun Skill
- Frost Resistance (Passive)
 - Dwarves get +10 Cold Resistance
- Treasure Finding (Active)
 - Activate to see treasure chests on mini map – lasts until cancelled

Gnome

- Escape Artist (Active)
 - Activate to break out of a Root or Snare effect – 1.5 sec cast – 1 min cool down
- Expansive Mind (Passive)
 - Increase Intelligence by 5%
- Arcane Resistance (Passive)
 - Gnomes get +10 Arcane Resistance
- Technologist (Passive)
 - 15 skill bonus to Engineering

Human

- Perception (Active)

- Activate to increase stealth detection radius by 10 yards – lasts 20 sec – 3 min cool down
- The Human Spirit (Passive)
 - Increase Spirit by 5%
- Diplomacy (Passive)
 - 10% bonus to faction point gain
- Sword Specialization (Passive)
 - Humans get +5 to Sword Skill
- Mace Specialization (Passive)
 - Humans gets +5 to Mace Skill

Night Elf

- Shadowmeld (Active)
 - Activate while immobile and out of combat to enter stealth mode – lasts until canceled – no cool down
- Quickness (Passive)
 - Dodge chance increased by 1%
- Wisp Spirit (Passive)
 - Become a wisp when dead with movement speed increase of 50% (25% faster than normal ghost)
- Nature Resistance (Passive)
 - Night Elves get +10 Nature Resistance

Orc

- Blood Fury (Active)
 - Activate to increase Strength by 25% but take 5% health loss every 3 seconds – lasts 20 sec – 2 min cool down
- Hardiness (Passive)
 - 25% resistance to stun and knockout effects
- Command (Passive)
 - Pet melee damage increased by 5%
- Axe Specialization (Passive)

- Orcs get +5 to Axe skill

Trolls

- Berserking (Active)
 - Activate when “Wounded” to increase melee and spell casting speed by 25% - lasts 20 sec – 2 min cool down
- Regeneration (Passive)
 - 10% health regeneration bonus, 10% active in combat
- Beast Slaying (Passive)
 - 5% damage bonus to Beasts
- Throwing Weapon Specialization
 - Trolls get +5 to Throwing Weapon skill

Undead

- Will of the Forsaken (Active)
 - Activate to become immune to fear, sleep and charm effects – lasts 20 sec – 3 min cool down
- Cannibalize (Passive)
 - Increase health regeneration by 200% while consuming a corpse – lasts 15 sec – 3 min cool down
- Underwater Breathing (Passive)
 - Underwater breath increased by 4x
- Shadow Resistance (Passive)
 - Undead get +10 Shadow Resistance

Now to clear up a few of the questionable racial abilities. Shadowmeld, though listed as an active skill, works as a passive ability as well. It works both while stationary and while moving. In fact, it works just like 3 ranks in the Master of Deception talent, which would give you the equivalent of 1 level higher of stealth. A more complete description would be if a Dwarf and Night Elf with the same skills, levels and talent selection were in front of each other, enabled stealth and walked backwards, the Dwarf would lose sight of the Night Elf before the opposite would occur. With this example, you can see that Shadowmeld is a very powerful racial ability. It gives Night Elves 1 level of Stealth above

all other races, which is a very important. Since so many Rogue skills need Stealth, the more improvements you can make, the better.

Beserking comes into effect when “wounded”. This is basically when you’re at 20% or less hit points. It happens more often that you would think, especially when in a melee only group. I would only use the skill when solo though, to avoid generating too much hate and death. Blood Fury is not a skill you want to use. A rogue needs all their hit points and taking a 30% loss in hit points is too much of a cost. Especially considering rogues do not collect points into strength.

PvP wise, Gnomes and Undead have very nice racial skills that can get you out of a jam. Or course for Undead, you need to activate it before the spells are cast on you. Dwarves also have a decent skill that stops bleeding. Bleeding will make it impossible for you to Vanish for more than 3 seconds. Again, you need to activate it before the attack falls upon you. The rest of the racial abilities are not worth mentioning again and do not impact the rogue in any serious way.

There’s at most a 7pt difference between starting statistics of all the races and they make no difference once you’re at level 60. If you were to select the race with the highest advantages though, it would be Night Elf since they have the highest starting Agility and the Shadowmeld ability. In reality, all races make good rogues and there’s no such thing as a bad choice.

3. Understanding Power

Rogues have a huge variety of skills. They are in 3 main classes, Assassination, Combat and Subtlety. In your rogue life, you will be using all the skills at your disposal, some more than others. It's essential to know what you have available to you, below you will find a listing of skills and their effects. As a rogue, you will be limited to certain attacks at certain times due to equipment, your combat state and if you're in stealth or not.

3.1. Weapons

Rogues have access to many weapons. They initially start with the ability to use Daggers, Unarmed and Throwing Weapons (some races start with other ranged attacks). As you progress and reach the capital cities (Ironforge, Stormwind and Darnassus for the Alliance. Ogrimmar, Undercity and Thunder Bluff for Horde) you can train into different combat skills. The cost is 10silver per.

Alliance

Darnassus – Bow, Fist

Stormwind – Sword, Crossbow

Ironforge – Gun, Mace

Horde

Ogrimmar – Bow, Fist

Undercity – Sword, Crossbow

Thunder Bluff – Gun, Mace

There is a lot of debate about which weapons a rogue should use. Bows, Crossbows and Guns are all more damaging than thrown weapons but they in turn require ammo. Fist weapons are semi-based on the unarmed skill but there are about 20 fist weapons in the game. An important fact is that if you do not use daggers in the main hand, you cannot use Ambush or Backstab, two very powerful skills. You will find a greater breakdown of item usage later in the guide, in the Tricks of the Trade section.

3.2. Overview of Rogue Combat

3.2.1. Energy

Rogues have their own version of mana, called Energy. At any point in a rogue's life, they will have 100 Energy max. Well, a certain talent allows you to get a 10 point increase, but that will be seen in the talents section. Again, you can only have 100 Energy max at one time. As you use skills, they each have their own Energy cost to perform and your balance will adjust accordingly. If you miss an attack, you will spend less Energy than if you succeeded. There are some skills that do not and this is a known bug. There are talents that decrease the Energy cost of certain skills as well. Energy management is very important. You don't want to set a target up for an attack only to not have enough Energy to perform the move.

Energy regenerates are a 20points per 2 seconds. There is no known way to increase this rate. You can purchase/create an item with cooking called Thistle Tea that will fill your Energy by 100points and it has a 5 minute cool down.

3.2.2. Openers, Finishers and Combo Points

Similar to the Assassin character in Diablo II, the rogue in WoW uses combo points on their targets to unleash more devastating attacks. You can only have a maximum of 5 combo points at a time. Any attempt to acquire more will simply be wasted. The main difference is that combo points are "stored" on a target and not on the rogue. This means that if you change targets, all combo points that were on the original target are lost. The same goes for when a target dies; if you have combo points on it, they are lost as well.

You accumulate combo points by performing Openers. These give you 1-2 combo points per skill use that connects. These skills are Cheap Shot, Ambush, Garotte, Backstab, Sinister Strike and Gouge. Some talents allow you to get more combo points per attack. With these talents, you have a chance of getting 4 combo points from a single attack.

You spend your combo points by performing Finishers. These attacks are scaled on the amount of combo points you have available. You cannot use a finisher unless you have at least 1 combo point. These skills are what the rogue is all about. Having a 5point eviscerate crit at level 60 can get do well over 2000 damage. The skills are Eviscerate, Expose Armor, Slice and Dice, Kidney Shot and Rupture. Knowing when to time a

finisher can make the difference between a dead target and a target that wanders into a group of his friends.

3.3. Skill Listing

Below you will find a listing for all Rogue skills. Numbers in parentheses () are designated ranks for said skills. When letters are used in the cost, c = copper, s = silver, g = gold. 1gold = 100 silver. 1 silver = 100 copper

Level 1

Name	Effect	Energy	Cost
Stealth (1)	Sneak around at 50% movement speed	N/A	10c
Sinister Strike (1)	Strike that causes 3 extra damage in addition to weapon damage. Awards 1 combo point	45	N/A
Eviscerate (1)	Causes damage per combo point. 1 → 7-11 2 → 13-17 3 → 19-23 4 → 25-29 5 → 31-35	45	N/A

Level 4

Name	Effect	Energy	Cost
Backstab (1)	Causes 150% weapon damage plus 15 damage. Must be behind target. Awards 1 combo point.	60	50c
Pick Pocket	Allows you to pick a humanoid's pockets. Must be in stealth.	N/A	50c

Level 6

Name	Effect	Energy	Cost
------	--------	--------	------

Gouge (1)	Causes 10 damage and disorients the target for 4 sec. Need to face target. Awards 1 combo point. 10 sec cool down	45	1s
Sinister Strike (2)	Strike that causes 6 extra damage in addition to weapon damage. Awards 1 combo point	45	1s

Level 8

Name	Effect	Energy	Cost
Evasion	Increased your dodge rate by 50% for 15 sec. 5 min cool down.	N/A	2s
Eviscerate (2)	Causes damage per combo point. 1→ 16-24 2→ 29-37 3→ 47-50 4→ 55-63 5→ 68-76	45	2s

Level 10

Name	Effect	Energy	Cost
Dual Wield	Allows the rogue to wield two weapons at once.	N/A	3s
Sap (1)	Knocks out humanoid targets for up to 25sec. Any damage will awaken target. Must be stealth and behind target.	65	3s
Slice and Dice (1)	Increases melee speed by 20%, duration per combo point. 1→ 9sec 2→ 12sec 3→ 15sec 4→ 18sec 5→ 21sec	25	3s
Sprint (1)	Increases movement speed by 50% for 15 sec. 5 min cool down	N/A	3s

Level 12

Name	Effect	Energy	Cost
Backstab (2)	Cause 150% weapon damage plus 30 damage. Must be behind target. Awards 1 combo point.	60	8s
Kick (1)	Hits for 15 damage and interrupts spell being cast for 6 seconds. 10 sec cool down.	25	8s

Level 14

Name	Effect	Energy	Cost
Expose Armor (1)	Decreases target's armor per combo point. 1→ 80 2→ 160 3→ 240 4→ 320 5→ 400	25	12s
Garotte (1)	Cause 108 damage over 18 seconds. Awards 1 combo point.	50	12s
Sinister Strike (3)	Strike that causes 10 extra damage in addition to weapon damage. Awards 1 combo point	45	12s

Level 16

Name	Effect	Energy	Cost
Eviscerate (3)	Causes damage per combo point. 1→ 29-43 2→ 52-66 3→ 75-59 4→ 98-112 5→ 121-135	45	18s
Feint (1)	Lowers threat by a small amount. 10 sec cool down	20	18s
Pick Lock	Lets a rogue pick locks	N/A	18s

Level 18

Name	Effect	Energy	Cost
Ambush (1)	Causes 250% weapon damage plus 70 damage. Must be in stealth and behind target. Awards 1 combo point.	60	29s
Gouge (2)	Causes 20 damage and disorients the target for 4 sec. Need to face target. Awards 1 combo point. 10 sec cool down	45	29s
Parry	Gives a chance to parry melee attacks	N/A	29s

Level 20

Name	Effect	Energy	Cost
Backstab (3)	Causes 150% weapon damage plus 45 damage. Must be behind target. Awards 1 combo point.	60	23s
Poisons	Allows the rogue to use poisons (need to complete quest first)	N/A	23s
Rupture (1)	Causes damage over time per combo points. 1→ 45 over 6 sec 2→ 75 over 10 sec 3→ 105 over 14 sec 4→ 135 over 18 sec 5→ 165 over 22 sec		23s
Stealth (2)	Sneak around at 60% movement speed	N/A	23s

Level 22

Name	Effect	Energy	Cost
Distract	Draws enemy attention to target for 10 sec. sec cool down	30 30	40s
Garotte (2)	Causes 162 damage over 18 seconds. Awards 1 combo point.	50	40s

Sinister Strike (4)	Strike that causes 15 extra damage in addition to weapon damage. Awards 1 combo point	45	40s
Vanish (1)	Enter stealth for 10 sec. Breaks movement impairing effects. Requires Flash Powder. 5 min cool down	N/A	40s

Level 24

Name	Effect	Energy	Cost
Detect Traps	Hidden traps will become visible for 3 min	N/A	60s
Eviscerate (4)	Causes damage per combo point. 1→ 47-67 2→ 84-104 3→ 121-141 4→ 158-178 5→ 195-215	35	60s

Level 26

Name	Effect	Energy	Cost
Ambush (2)	Causes 250% weapon damage plus 100 damage. Must in stealth and behind target. Awards 1 combo point.	60	70s
Cheap Shot	Stuns target for 4 sec. Must be stealth. Awards 2 combo points.	60	70s
Expose Armor (2)	Decreases target's armor per combo point. 1→ 145 2→ 290 3→ 435 4→ 580 5→ 725	25	70s
Kick (2)	Hits for 30 damage and interrupts spell being cast for 6 seconds. 10 sec cool down.	25	70s

Level 28

Name	Effect	Energy	Cost
Backstab (4)	Causes 150% weapon damage plus 60 damage. Must be behind target. Awards 1 combo point.	60	81s
Feint (2)	Lowers threat by a medium amount. 10 sec cool down	20	81s
Rupture (2)	Causes damage over time per combo points. 1→ 69 over 6 sec 2→ 115 over 10 sec 3→ 161 over 14 sec 4→ 207 over 18 sec 5→ 253 over 22 sec	25	81s
Sap (2)	Knocks out humanoid targets for up to 35sec. Any damage will awaken target. Must be stealthed and behind target.	65	81s

Level 30

Name	Effect	Energy	Cost
Disarm Trap	Disarms traps. Must be in stealth.	N/A	1g
Garotte (3)	Cause 222 damage over 18 seconds. Awards 1 combo point.	50	1g
Kidney Shot (1)	Stuns target, duration per combo point. 20 sec cool down 1→ 1 sec 2→ 2 sec 3→ 3 sec 4→ 4 sec 5→ 5 sec	25	1g
Sinister Strike (5)	Strike that causes 22 extra damage in addition to weapon damage. Awards 1 combo point	45	1g

Level 32

Name	Effect	Energy	Cost
Eviscerate (5)	Causes damage per combo point. 1→ 69-99 2→ 123-153 3→ 177-207 4→ 231-261 5→ 285-315	35	1g 50s
Gouge (3)	Causes 32 damage and disorients the target for 4 sec. Need to face target. Awards 1 combo point. 10 sec cool down	45	1g 50s

Level 34

Name	Effect	Energy	Cost
Ambush (3)	Causes 250% weapon damage plus 125 damage. Must in stealth and behind target. Awards 1 combo point.	60	1g 80s
Blind	Causes target to wander at 40% movement speed for 10 sec. Any damage breaks effect. Requires Blinding Powder. 5 min cool down	30	1g 80s
Sprint (2)	Increases movement speed by 60% for 15 sec. 5 min cool down	N/A	1g 80s

Level 36

Name	Effect	Energy	Cost
Backstab (5)	Causes 150% weapon damage plus 90 damage. Must be behind target. Awards 1 combo point.	60	1g 50s

Expose Armor (3)	Decreases target's armor per combo point. 1→ 210 2→ 420 3→ 630 4→ 840 5→ 1050	25	1g 50s
Rupture (3)	Causes damage over time per combo points. 1→ 96 over 6 sec 2→ 160 over 10 sec 3→ 224 over 14 sec 4→ 288 over 18 sec 5→ 352 over 22 sec	25	1g 50s

Level 38

Name	Effect	Energy	Cost
Garotte (4)	Causes 282 damage over 18 seconds. Awards 1 combo point.	50	1g 80s
Sinister Strike (6)	Strike that causes 33 extra damage in addition to weapon damage. Awards 1 combo point	45	1g 80s

Level 40

Name	Effect	Energy	Cost
Eviscerate (6)	Causes damage per combo point. 1→ 69-99 2→ 123-153 3→ 177-207 4→ 231-261 5→ 285-315	35	2g
Feint (3)	Lowers threat by a large amount. 10 sec cool down	20	2g
Stealth (3)	Sneak around at 65% movement speed	N/A	2g

Level 42

Name	Effect	Energy	Cost
Ambush (4)	Causes 250% weapon damage plus 185 damage. Must in stealth and behind target. Awards 1 combo point.	60	2g 20s
Kick (3)	Hits for 45 damage and interrupts spell being cast for 6 seconds. 10 sec cool down.	25	
Slice and Dice (2)	Increases melee speed by 30%, duration per combo point. 1→ 9sec 2→ 12sec 3→ 15sec 4→ 18sec 5→ 21sec	25	2g 20s
Vanish (2)	Enter stealth for 10 sec. Breaks movement impairing effects. Requires Flash Powder. 5 min cool down. More effective than Vanish (1)	N/A	2g 20s

Level 44

Name	Effect	Energy	Cost
Backstab (6)	Causes 150% weapon damage plus 135 damage. Must be behind target. Awards 1 combo point.	60	3g 30s
Rupture (4)	Cause damage over time per combo points. 1→ 135 over 6 sec 2→ 225 over 10 sec 3→ 315 over 14 sec 4→ 405 over 18 sec 5→ 495 over 22 sec	25	3g 30s

Level 46

Name	Effect	Energy	Cost
------	--------	--------	------

Expose Armor (4)	Decreases target's armor per combo point. 1→ 210 2→ 420 3→ 630 4→ 840 5→ 1050	25	3g 80s
Garotte (5)	Causes 420 damage over 18 seconds. Awards 1 combo point.	50	3g 80s
Gouge (4)	Causes 55 damage and disorients the target for 4 sec. Need to face target. Awards 1 combo point. 10 sec cool down	45	3g 80s
Sinister Strike (7)	Strike that causes 52 extra damage in addition to weapon damage. Awards 1 combo point	45	3g 80s

Level 48

Name	Effect	Energy	Cost
Eviscerate (7)	Causes damage per combo point. 1→ 158-226 2→ 282-350 3→ 406-474 4→ 530-598 5→ 654-722	35	4g 20s
Sap (3)	Knocks out humanoid targets for up to 45 sec. Any damage will awaken target. Must be stealth and behind target.	65	4g 20s

Level 50

Name	Effect	Energy	Cost
Ambush (5)	Causes 250% weapon damage plus 230 damage. Must in stealth and behind target. Awards 1 combo point.	60	4g 70s

Kidney Shot	Stuns target, duration per combo point. 20 sec	25	4g
(2)	cool down		70s
	1 → 2 sec		
	2 → 3 sec		
	3 → 4 sec		
	4 → 5 sec		
	5 → 6 sec		

Level 52

Name	Effect	Energy	Cost
Backstab (7)	Causes 150% weapon damage plus 165 damage. Must be behind target. Awards 1 combo point.	60	4g
Feint (4)	Lowers threat by a large amount. 10 sec cool down	20	4g
Rupture (5)	Cause damage over time per combo points.	25	4g
	1 → 186 over 6 sec		
	2 → 310 over 10 sec		
	3 → 434 over 14 sec		
	4 → 558 over 18 sec		
	5 → 682 over 22 sec		

Level 54

Name	Effect	Energy	Cost
Garotte (6)	Causes 528 damage over 18 seconds. Awards 1 combo point.	50	5g 80s
Sinister Strike (8)	Strike that causes 68 extra damage in addition to weapon damage. Awards 1 combo point	45	5g 80s

Level 56

Name	Effect	Energy	Cost
------	--------	--------	------

Eviscerate (8)	Causes damage per combo point. 1→ 216-321 2→ 384-480 3→ 552-648 4→ 720-816 5→ 888-984	35	6g 40s
Expose Armor (5)	Decreases target's armor per combo point. 1→ 340 2→ 680 3→ 1020 4→ 1360 5→ 1700	25	6g 40s

Level 58

Name	Effect	Energy	Cost
Ambush (6)	Causes 250% weapon damage plus 290 damage. Must in stealth and behind target. Awards 1 combo point.	60	7g 10s
Kick (4)	Hits for 80 damage and interrupts spell being cast for 6 seconds. 10 sec cool down.	25	7g 10s
Sprint (3)	Increases movement speed by 70% for 15 sec. 5 min cool down	N/A	7g 10s

Level 60

Name	Effect	Energy	Cost
Backstab (8)	Causes 150% weapon damage plus 210 damage. Must be behind target. Awards 1 combo point.	60	5g 90s
Gouge (5)	Causes 75 damage and disorients the target for 4 sec. Need to face target. Awards 1 combo point. 10 sec cool down	45	5g 90s

Rupture (6)	Causes damage over time per combo points.	25	5g
	1→ 255 over 6 sec		90s
	2→ 425 over 10 sec		
	3→ 595 over 14 sec		
	4→ 765 over 18 sec		
	5→ 935 over 22 sec		
Stealth (4)	Sneak around at 70% movement speed	N/A	5g
			90s

3.4. Skill Details

Seeing as how the rogue has such a large amount of skills available to them it is best to explain how they work in actual combat situations. Some skills are more effective than others and some only really become truly effective with talents. Let's go through the skill trees as they are shown in game.

3.4.1. Assassination

Ambush – This is an Opener that can only be used in stealth and from behind. Can only be used with daggers. So, you're only going to use it once per fight. With the proper talent allocation and an Agility heavy character, this skill can have a critical chance near 75%. It can also give 4 combo points if luck is with you. At level 60, you're looking at over 1000 damage. The problem is that this skill can only be used once per fight. In a group that constantly fights, you can't get back into stealth during combat so this skill might not be used all that much. You'll find the most use out of this skill when you're in your 20s. The main problem is that there are so few daggers with high damage that other skills like Sinister Strike are more effective.

Cheap Shot (CS) – This is an Opener that can only be used from stealth. Again, it faces the same limitations of use as Ambush. With the proper talents you can reduce the cost of this skill to a measly 40 Energy and have a 75% chance of getting 3 combo points per hit. Once you acquire this skill you will be using it religiously in combat. There is rarely going to be a reason not to use this skill as it stuns the opponent for 4 seconds and nothing will break it but time. Why stun instead of get a crit with Ambush? Well, in the 4 seconds you have the stun, you're more than likely going to do that 1000 damage with Sinister Strike and auto-attack. Best part is that you won't get hit at all during that time,

increasing your effectiveness. With this skill you can be soloing creatures 2 levels over you with ease and only healing every 5 fights or so.

Eviscerate (Evis) – Your standard Finisher. A 5 point Eviscerate at level 60 with the proper talents will be hitting for well over 2000 damage. There really isn't any point in using this skill with less than 3 combo points as the damage below that investment is the same as Sinister Strike. The major issue people have with this skill is that its miss rate seems rather high compared to all our other skills. When solo, you'll be using this finisher 90% of the time. In groups, you'll use it when you don't need to worry about runners.

Expose Armor – A Finisher that you won't see much use of. Sure, it sounds good and when you first get it you really will see a difference when using it. The problem is that armor scales very differently than this skill allows. If you use the talent that increases its use, you're looking at about 2400 armor loss. I know a fair amount of players at 60 who easily pass 6000 armor. Elites PCs are at least double that. Combo points can be spent here if you wish but considering there are much better Finishers (such as Kidney Shot) you best leave this skill alone once you hit level 30. The worst part is that this skill does NOT stack with Sunder Armor, a warrior skill that does the same and allows a warrior to keep aggro. Once you start grouping with warriors, you will be reminded each and every time you accidentally use this skill.

Garotte – A great Opener. When you first get this skill you'll be using it all the time. The way damage over time (DoT) skills work is that they ignore armor. What you see listed as damage is the actual damage inflicted. For a long time there really isn't a better opening move than this one. Even when you acquire Cheap Shot, some elites will be completely immune to stun effects. If you encounter one, throw on a Garotte. Guaranteed to be more effective than any other move you can open with. This skill is great for DoT builds.

Kidney Shot – One of the most powerful Finishers you have. This one stuns an enemy for at least 5 seconds with a 5 combo point investment. It can break early and in my experience it happens more often when DoTs are applied. You won't use this skill much while solo, unless you need to stop to use a bandage. 6 seconds means you're getting 75% of the use of your bandage, and at 60, that can be 1500hp healed. A group setting is where this skill shines. Most instances have creatures that like to run around. Problem is, they usually start running before the group can get those last hits in. The solution is

simple. **Kidney Shot**. 6 seconds where the enemy cannot attack you and the other people in your group can attack without worry of a counter-attack. You can see how this is better than **Expose Armor**, which simply reduces armor but still allows your group to get hit. Combine with **Cheap Shot**; you're looking at a total of 10 seconds of stun in combat.

Slice and Dice(SnD) – A Finisher than increases melee speed. You won't be using this during solo play, that's for sure. It can take too long to move from one opponent to the next and you lose those seconds of haste. In a group however, where the enemy hit points are low and they will not wander with extra enemies waiting to be killed, it is a very good choice. Many a time you'll get an enemy to a sliver of health and rather than waste 5 combo points on an **Eviscerate** that will only do 100 of it's 2000 possible damage, slip on SnD and get ready for the next fight. Quite useful in groups, especially if you use poisons.

3.4.2. Combat

Backstab (BS) – A decent opening move that dual dagger rogues prefer. Can only be used with daggers. You can do a fair chunk of damage with this skill with the proper talents. The main issue is that it's hard to find good daggers that increase this skill's damage. You won't be using this skill much in solo play since you need to be behind your target to get it to work, meaning you need to get a stun off first. You're either going to need **Cheap Shot**, **Gouge** or **Kidney Shot** to get this attack off. In a group this is a very damaging attack that can easily remove the hate off a cloth wearer (priest, mage, warlock). I personally don't use this attack since swords are a lot more common and combined with **Sinister Strike**; it is a lot more efficient than **Backstab**.

Evasion – Increases your dodge rate by 50%. This skill was often debated in its use in game. What **Evasion** does is increase your numerical dodge rate by 50. Let's say you have a base Dodge value of 15%. By enabling **Evasion**, you are adding 50 to that number, bringing you to 65%.

Feint – This move lowers the aggro you have against you. Useless solo but in groups can save your life. I choose to use it after **Evasion**. If you have a good warrior, it will work very quickly. If you have a bad warrior in the group, even turning off auto attack will not save you. If you wanted to, you could create a macro that enabled **Evasion**, waited 1.5

seconds, then enabled Feint. This would save the hassle of having to keep it on the skill bar taking up a slot.

Gouge – This is one of your tools to kill mages. A 4 second stun that can be broken might not sound like much, but it does allow you to move behind for a BS if you want to. Personally I don't use this skill unless I want to stop a caster. Your kick missed or perhaps the mage is casting another spell line? Gouge will stop them. In PvP this can make your opponent freak out if you just move behind them so they can't see you. Not terribly useful in a group unless you want to take on the extra mage that wanders in to your group. With Kick and Gouge you can take out elite casters at your level, but it won't be easy.

Kick – A spell stopping boot to the gut. This is an essential skill for solo work. You will be fighting casters and kick will put a stop to 80% of their potential damage. Casters usually have very weak physical attacks so stopping their casting is essential, especially for those annoying ones who can heal themselves. Kicking a Paladin or Priest while they are healing is always fun, as some plan their combat around that spell. Use Gouge if this move fails. Some people would prefer to simply use Gouge as it stuns them for 4 seconds. I prefer kick because one Gouge breaks, they start casting right away, while with Kick you can beat them while they hit you with their weak attack.

Sinister Strike(SS) – The skill you will be spamming for your entire career. This move is based off your weapon damage, regardless of the weapon. At maximum level, it's weapon damage plus 68 damage. With a dagger that does 50 base damage, you're at 120 damage to start for SS. With a sword that does 100 damage, you're looking at 170 damage to start. That's a 35% increase in damage and no decrease in delay since it's skill based and not weapon based delay. Think of it as DPS. The skill takes 2 seconds to reuse. With a dagger, that's 60dps and with a sword, that's 85dps. That damage is then multiplied by other percentages, such as critical chance and power boost. If you don't believe me, try it out. Get a dagger and run half a level with it. For the second half, use a sword. The damage will be more than likely doubled from SS. The Improved Sinister Strike talent is something nearly every rogue will get at levels 10 and 11.

Sprint – Use this skill to get out of a tight spot. Until you get the Vanish ability, I would not use this skill unless you're in a low level zone or in town as its main use is to save your hide. It's one of your only "get out of death free" skills, so keep it available.

3.4.3. Subtlety

Blind – An interesting attack. It requires blinding poison, which isn't terribly easy to make since you need fadeleaf, an herbalism only item. Using it during solo/group PvE doesn't make much sense since any attack will awake the opponent. Using it in PvP however can turn a fight as it gives you time to acquire more energy and perhaps get a Vanish off. Vanish will make NPCs get full health; so don't use it when in PvE combat.

Detect Traps and Disarm Traps – Not much use for these skills.

Distract – You'll use this skill 95% of the time you're in stealth mode. It keeps an enemy from moving around, giving you the chance to get positioned for a Pick Pocket, Ambush or Garotte. It costs 30 Energy but with its range, by the time you get to the opponent, your Energy will have regenerated. This is useful when trying to get through a heavily trafficked area. Pop a Distract on the ground away from your path and you can walk behind the enemies with ease.

Pick Pocket (PP) – About the only way you'll raise Lock picking past skill of 170. Pick Pocketing humanoids has a 10% chance of giving you a lockbox. You can get gems, food and potions from this skill as well. It can double your cash income easily. This is the main reason you'll be hunting humanoids.

Safe Fall – Unless you plan on falling in Darnassus, there's yet to be a whole lot of use to this skill. Still, as a passive skill you can't go wrong.

Sap – Amazing skill. The perfect tool for splitting a spawn when solo. It gives you 25-45 seconds to kill one target, get a bandage on and get ready for the second target. With talents, you have a 90% chance of returning to Stealth. Main issue is that it does not work on non-humanoids or on creatures already in combat. It basically makes you the "puller"

for a group if you do use it. If it fails, you're hitting Evasion and hoping your priest is quick on their heals.

Stealth – Live it, love it. So many powerful skills are based off Stealth. It lets you get incredibly close to opponents without danger. Makes leaving some instances VERY easy instead of using your Hearth Stone. The Master of Deception talent increased your Stealth skill by 3 levels. So at level 60, you're really at level 63 Stealth-wise. Learn quickly where you can and cannot move to while Stealth based on your target's level. Know the telltale signs when someone almost detects you and take a step back when that occurs.

Vanish – Your second “get out of death” skill. It requires a very cheap component to use though. Unless creatures 5 levels above you are attacking you, using this skill while you're running away will work 99% of the time. It will break ALL attacks against you, including spells being cast.

3.4.4. Miscellaneous

Parry – Any chance to avoid damage is great. The chance isn't terribly high, 5-10% most of the time, but it's still good to have.

Dual Wield – It increases your miss chance to about 25% from 5%. It does however give you the ability to nearly double your poisoning chances and you are doing 50% of the stated weapon damage with the off-hand. There really is no valid reason NOT to take this skill. What you plan on using in either hand is different. If you have 2 daggers you have access to all your skills and are attacking at a very fast rate. If your main hand is not a dagger (Sword, Fist, Mace) then you cannot use Ambush or Backstab. The offset here is that Sinister Strike can double in potential damage. There are talents that help give different bonuses based on your weapon as well. Maces allow a chance to stun, Swords give a chance of an extra attack while Fists and Daggers increase your critical strike chance.

Pick Lock (LP) – Raise this skill. Rogues are the only class that can open locked items. Some trade skills can allow you to, but they require money and items on you. As a rogue, you only need Thief's Tools to pick a lock. In the higher end instances you will find a lot of

locked chests. Locked chests nearly always have a rare item. Sometimes they have better. Having to leave a chest behind because you don't have the skill to open it is very annoying. See the Tips section for information on raising this skill.

3.5. Poisons

Once you reach level 20, you embark on a quest to acquire the Poisoning skill. Poisons can only be put on melee weapons and are self-only. You cannot share poisons. Poisoning can drastically increase your damage potential. They also do not stack; they overwrite each other. If you crash, you lose the poison effect on your weapons. If you change zones (you see the loading screen, such as instances) you lose the poison effect as well.

3.5.1. Alliance Poison Quest

You can do this easily at level 20.

Head to Stormwind and visit Mathias Shaw in the rogue headquarters. He'll send you to see Agent Kearnen in Westfall. Problem is, he's stealth and a pain to find if you don't know where to look. Head to Westfall and go to the lower right corner, until you reach a tower like structure. It's just south of the road to Duskwood. Against a tree near the riverbank, you'll find Kearnen. Talking to him starts the next step. Outside the tower you'll find a Malformed Drone. Go into Stealth and Pick Pocket him for the Defias Tower Key. If you mess up, kill him and he'll spawn again in a minute or so. Once you have the key, head into the tower in Stealth mode, avoiding the guards. At the top is Klaven himself, a 26 Elite. Head behind him and Sap him. Use your Lock Pick ability on the chest next to him and collect the book. You need a fair amount of skill to open it, but if you spent anytime in Redridge you should be at 80 skill and that'll be fine. Return to Mathias to get the Poisoning skill.

3.5.2. Horde Poison Quest

You can do the first 2 parts alone at 20, the last part you will need some friends.

Head to Ogrimmar and talk to Shenthul in the Cleft of Shadow. Once you talk to him, target him again and type "/salute" (minus the quotations) to move onto the next step. He'll send you out to the Barrens to meet Taskmaster Fizzule. Get to the Barrens and

head north to the Sludge Fen. Find Fizzule and target him. Get close enough and fire the Flare Gun twice and then type “/salute” (minus the quotations). He’ll acknowledge you and start you on the next part. Head over to the tower and start killing the Venture Co. creatures the quest lists. Find Gallwix and get some friends to help you kill him, as he’s a 26 elite. Then find Silixiz and Pick Pocket him for the tower key. The chances of him detecting you are very high so have a group ready to help you out. Enter the tower and kill everything on the way up until you reach the chest. At the top is another 25 elite. Kill it and open the chest to collect the Cache. Return to Shenthul in Ogrimmar to get your poison skill.

3.5.3. Poison Listing

Numbers in () are ranks of a given poison.

Reqs	Name	Description
Level 20	Instant Poison (1)	Coats weapon for 30 mins. 20% chance of 20-26 Nature damage. 40 charges
Level 20	Crippling Poison (1)	Coats weapon for 30 mins. 30% chance of slowing movement to 50% for 12 sec.
Level 24 100 skill	Mind Numbing Poison (1)	Coats weapon for 30 mins. 20% chance of increasing casting time by 40% for 10 sec. 50 charges
Level 28 120 skill	Instant Poison (2)	Coats weapon for 30 mins. 20% chance of 30-38 Nature damage. 50 charges
Level 30 130 skill	Deadly Poison (1)	Coats weapon for 30 mins. 30% chance of 40 Nature damage over 12 sec. Can stack up to 5 times. 60 charges
Level 32 140 skill	Wound Poison (1)	Coats weapon for 30 mins. 30% chance of reducing healing effects by 55 for 15 sec. Stacks up to 5 times. 60 charges
150 skill	Blinding Powder	Item used in the Blind skill
Level 36 160 skill	Instant Poison (3)	Coats weapon for 30 mins. 20% chance of 44-56 Nature damage. 70 charges
Level 38	Mind Numbing	Coats weapon for 30 mins. 20% chance of

Secret World of Warcraft Rogue Guide

170 skill	Poison (2)	increasing casting time by 50% for 12 sec. 75 charges
Level 38 170 skill	Deadly Poison (2)	Coats weapon for 30 mins. 30% chance of 52 Nature damage over 12 sec. Can stack up to 5 times. 75 charges
Level 40 180 skill	Wound Poison (2)	Coats weapon for 30 mins. 30% chance of reducing healing effects by 75 for 15 sec. Stacks up to 5 times. 75 charges
Level 44 200 skill	Instant Poison (4)	Coats weapon for 30 mins. 20% chance of 71-90 Nature damage. 85 charges
Level 46 210 skill	Deadly Poison (3)	Coats weapon for 30 mins. 30% chance of 80 Nature damage over 12 sec. Can stack up to 5 times. 90 charges
Level 48 220 skill	Wound Poison (3)	Coats weapon for 30 mins. 30% chance of reducing healing effects by 105 for 15 sec. Stacks up to 5 times. 90 charges
230 skill	Crippling Poison (2)	Coats weapon for 30 mins. 30% chance of slowing movement to 30% for 12 sec.
250 skill	Deadly Poison (4)	Coats weapon for 30 mins. 30% chance of 108 Nature damage over 12 sec. Can stack up to 5 times. 105 charges
Level 52 240 skill	Instant Poison (5)	Coats weapon for 30 mins. 20% chance of 98-125 Nature damage. 100 charges
Level 52 240 skill	Mind Numbing Poison (3)	Coats weapon for 30 mins. 20% chance of increasing casting time by 60% for 14 sec. 100 charges
Level 56 260 skill	Wound Poison (4)	Coats weapon for 30 mins. 30% chance of reducing healing effects by 135 for 15 sec. Stacks up to 5 times. 105 charges
Level 60 280 skill	Instant Poison (6)	Coats weapon for 30 mins. 20% chance of 137-180 Nature damage. 150 charges

3.5.4. Poison Details

Blinding Powder – See the Blind skill above. Has limited uses.

Crippling Poison – Use this in instances. Targets seem to love to run around when low on life and if your Kidney Shot misses, this will help tremendously. You can also use it in PvP to slow people from running away. This poison is listed at 30% chance of hitting but it feels more like 99% chance. When you have it on, you'll nearly always see it affecting your target.

Deadly Poison – If you don't use stuns, then this is a great poison. You don't really use it in groups however since you'll be killing so fast the poisons don't have time to go into effect. It has some uses solo but again; you want the creature dead before it really has a chance to come into effect. Instant Poison would be a better choice. Especially when you consider this can easily break stuns.

Mind Numbing Poison – I have yet to find a use for this poison. Solo, I don't let casters get their spells to work in the first place. The same goes for when I'm in a group. Perhaps there'd be a use for the higher end instance caster types where Kick/Gouge/Kidney Shot have trouble landing and you're fighting them non-stop. All in all though, it's not that useful.

Wound Poison – Stacks to decrease the heals they can receive. The only use you'll ever find for this is with elite creatures with super regen rates. 5 stacks of the highest level is 675 hit points less they are receiving per cast/tick. Another use is on the Emperor in Blackrock Depths when you don't want to kill the princess. Using this will prevent the princess from healing the Emperor continuously. This is useless in all other cases that I've experienced.

4. Talents

4.1. Talent Overview

One of the interesting features about WoW is that all classes get talents. If you're familiar with Diablo II and its skill trees then you already have a good understanding of talents. Basically, talents improve your character with either passive or active skills. Some areas deal with increased damage, others with increased chance to strike or even an added bonus to a skill. You receive a talent point every time you level up, starting from level 10. That gives you 51 talent points at level 60. There are 3 talent trees (Assassination, Combat and Subtlety), which have 7 tiers, each progressively demanding more investment in its tree. An example would be the Vigor talent in the Assassination tree. It requires 30 points to be spent in the Assassination tree before you can select it. Because of this, there is no way to acquire more than 1 tier 7 talent as you would need at least 62 talent points (31 for the first, 31 for the second).

Every rogue trainer has the ability to wipe out your talent selection for a fee. Select this if you wish to re-select all your talents. The cost starts at 1gold, increases to 2, 3, 4, 5, 10, 15, 20, 25, 30, 35, 40, 45 and finally caps at 50gold. 50 gold might sound like a lot but at level 60 it really isn't that much. That and the fact that you more than likely will not "respec" your talents a whole bunch of times.

I'll repeat again, you can't mess up your character when selecting talents. You can always see a Rogue trainer and restart your talent choices. Feel free to experiment to what best fits your playstyle and worst case, it costs you a few gold to change your mind.

4.1.1. Assassination Tree

This tree deals mainly with increased damage from your rogue skills. It also has a few talents that work with talent points. If you plan on using daggers, this is more than likely the talent tree where you will spend the majority of your points.

Improved Eviscerate
Increases the damage done by your Eviscerate ability.
Requirements: None

Rank	Effect
1	Increase by 5%.
2	Increase by 10%.
3	Increase by 15%.

Remorseless Attacks

After killing an opponent that yields experience, gives you a critical strike chance on your next Sinister Strike, Backstab, Ambush or Ghostly Strike.

Requirements: None

Rank	Effect
1	Increase by 8%.
2	Increase by 16%.
3	Increase by 24%.
4	Increase by 32%.
5	Increase by 40%.

Malice

Increases your critical strike chance.

Requirements: None

Rank	Effect
1	Increase by 1%.
2	Increase by 2%.
3	Increase by 3%.
4	Increase by 4%.
5	Increase by 5%.

Ruthlessness

Gives your finishing moves a chance to add a combo point to your target.

Requirements: 5pts in Assassination Mastery

Rank	Effect
1	Increase by 20%.
2	Increase by 40%.
3	Increase by 60%.

Murder

Increases your chance to hit while using Sap, Ambush, Garrote or Cheap Shot.

Requirements: 5pts in Assassination Mastery

Rank	Effect
1	Increase by 3%.
2	Increase by 6%.

Improved Slice and Dice

Increases the duration of your Slice and Dice ability.

Requirements: 5pts in Assassination Mastery

Rank	Effect
1	Increase by 15%.
2	Increase by 30%.
3	Increase by 45%.

Relentless Strikes

Your finishing moves have a 20% chance per combo point to restore 25 Energy.

Requirements: 3pts in Ruthlessness and 10pts in Assassination Mastery

Improved Expose Armor

Increases the armor reduced by your Expose Armor ability.

Requirements: 10pts in Assassination Mastery

Rank	Effect
1	Increase by 15%.
2	Increase by 30%.

3	Increase by 45%.
---	------------------

Lethality	
Increases the critical strike damage bonus of your Sinister Strike, Gouge, Backstab, Ambush, Ghostly Strike or Hemorrhage.	
Requirements: 5pts in Malice and 10pts in Assassination Mastery	
Rank	Effect
1	Increase by 6%.
2	Increase by 12%.
3	Increase by 18%.
4	Increase by 24%.
5	Increase by 30%.

Vile Poisons	
Increases the damage dealt by your poisons.	
Requirements: 15pts in Assassination Mastery	
Rank	Effect
1	Increase by 3%.
2	Increase by 6%.
3	Increase by 9%.
4	Increase by 12%.
5	Increase by 15%.

Improved Instant Poison	
Increases the chance to apply instant poison to your target.	
Requirements: 15pts in Assassination Mastery	
Rank	Effect
1	Increase by 2%.
2	Increase by 4%.
3	Increase by 6%.

4	Increase by 8%.
5	Increase by 10%.

Improved Kidney Shot

Reduced the cool down of your Kidney Shot ability.

Requirements: 20pts in Assassination Mastery

Rank	Effect
1	Reduce by 2 secs.
2	Reduce by 4 secs.
3	Reduce by 6 secs.

Cold Blood

When activated, increases the critical strike chance of your next Sinister Strike, Backstab, Ambush or Eviscerate by 100%.

3 min cool down

Requirements: 20pts in Assassination Mastery

Improved Deadly Poison

Increases the chance to apply deadly poison to your target.

Requirements: 20pts in Assassination Mastery

Rank	Effect
1	Increase by 3%.
2	Increase by 6%.
3	Increase by 9%.
4	Increase by 12%.
5	Increase by 15%.

Seal Fate

Your critical strikes from abilities that give combo points have a chance to add an additional combo point.

Requirements: 1pt in Cold Blood and 25pts in Assassination Mastery

Rank	Effect
1	Increase by 20%.
2	Increase by 40%.
3	Increase by 60%.
4	Increase by 80%.
5	Increase by 100%.

Vigor

Increases your maximum Energy by 10.

Requirements: 30pts in Assassination Mastery

4.1.2. Combat Tree

The Combat tree deals mostly with weapon skills. It allows you to hit more often or gain a certain benefit to using a certain weapon. It increases some defensive stats as well. Specializing in this tree means you're looking at increasing your chances of doing damage with a weapon and your auto-attack skill, not any actually rogue skill with a couple exceptions.

Improved Gouge

Increases the effect duration of your Gouge ability.

Requirements: None

Rank	Effect
1	Increase by 0.5 sec.
2	Increase by 1 sec.
3	Increase by 1.5 sec.

Improved Sinister Strike

Reduces the Energy cost of your Sinister Strike ability.

Requirements: None

Rank	Effect
1	Reduce by 3.
2	Reduce by 5.

Lightning Reflexes	
Increases your dodge chance.	
Requirements: None	
Rank	Effect
1	Increase by 1%.
2	Increase by 2%.
3	Increase by 3%.
4	Increase by 4%.
5	Increase by 5%.

Improved Backstab	
Increases the critical strike chance of your Backstab ability.	
Requirements: 5pts in Combat Mastery	
Rank	Effect
1	Increase by 10%.
2	Increase by 20%.
3	Increase by 30%.

Deflection	
Increases your Parry chance.	
Requirements: 5pts in Combat Mastery	
Rank	Effect
1	Increase by 1%.
2	Increase by 2%.
3	Increase by 3%.
4	Increase by 4%.

5	Increase by 5%.
---	-----------------

Precision	
Increases your chance to hit with melee weapons.	
Requirements: 5pts in Combat Mastery	
Rank	Effect
1	Increase by 1%.
2	Increase by 2%.
3	Increase by 3%.
4	Increase by 4%.
5	Increase by 5%.

Improved Evasion	
Increases the effect duration of your Evasion ability.	
Requirements: 10pts in Combat Mastery	
Rank	Effect
1	Increase by 2 secs.
2	Increase by 4 secs.

Riposte
A strike that becomes active after parrying an opponent's attack. This attack deals 150% weapon damage and disarms the target for 10 secs.
10 Energy, 6 sec cool down, 6yrd range
Requirements: 5pts in Deflection and 10pts in Combat Mastery

Improved Sprint	
Reduces the cool down of your Sprint ability.	
Requirements: 10pts in Combat Mastery	
Rank	Effect
1	Increase by 30 secs.

2	Increase by 60 secs.
3	Increase by 90 secs.

Improved Kick	
Gives your kick a chance to silence the opponent.	
Requirements: 15pts in Combat Mastery	
Rank	Effect
1	50% chance to silence for 2 secs.
2	100% chance to silence for 2 secs.

Dagger Specialization	
Increases your chance to get a critical strike with Daggers.	
Requirements: 15pts in Combat Mastery	
Rank	Effect
1	Increase by 1%.
2	Increase by 2%.
3	Increase by 3%.
4	Increase by 4%.
5	Increase by 5%.

Dual Wield Specialization	
Increases the damage done by your off-hand weapon.	
Requirements: 5pts in Precision and 15pts in Combat Mastery	
Rank	Effect
1	Increase by 10%.
2	Increase by 20%.
3	Increase by 30%.
4	Increase by 40%.
5	Increase by 50%.

Mace Specialization	
Gives a chance to stun your opponent with a mace.	
Requirements: 20pts in Combat Mastery	
Rank	Effect
1	Increase by 1% for 3 secs stun.
2	Increase by 2% for 3 secs stun.
3	Increase by 3% for 3 secs stun.
4	Increase by 4% for 3 secs stun.
5	Increase by 5% for 3 secs stun.

Blade Furry
Increases your attack speed by 20%. In addition, your normal melee weapon swings strike an additional nearby opponent. Lasts 15 secs.
25 Energy, 2 min cool down
Requirements: 20pts in Combat Mastery

Sword Specialization	
Increases your chance to get an extra attack after dealing damage with a sword.	
Requirements: 20pts in Combat Mastery	
Rank	Effect
1	Increase by 1%.
2	Increase by 2%.
3	Increase by 3%.
4	Increase by 4%.
5	Increase by 5%.

Fist Weapon Specialization
Increases your chance to get a critical strike with Fist Weapons.
Requirements: 20pts in Combat Mastery

Rank	Effect
1	Increase by 1%.
2	Increase by 2%.
3	Increase by 3%.
4	Increase by 4%.
5	Increase by 5%.

Throwing Weapon Specialization

Increases the damage of your throwing weapons.

Requirements: 25pts in Combat Mastery

Rank	Effect
1	Increase by 10%.
2	Increase by 20%.

Aggression

Increases the damage of your Sinister Strike and Eviscerate abilities.

Requirements: 25pts in Combat Mastery

Rank	Effect
1	Increase by 2%.
2	Increase by 4%.
3	Increase by 6%.

Adrenaline Rush

Increases your Energy regeneration rate by 100% for 15 secs. 6 minute cool down

Requirements: 30pts in Combat Mastery

4.1.3. Subtlety Tree

The Subtlety tree deals with exactly that, skills that are from stealth mode. This is definitely the most “rogue-ish” of all the talent trees. It can increase you stealth rating, your speed in stealth, the return to stealth from Sap as well as the damage and energy

costs of certain skills available in stealth mode. Master of Deception is a talent that nearly every rogue will have as it increases your stealth rank by 3, a GREAT asset.

Rapid Concealment	
Reduces the cool down of your Stealth ability.	
Requirements: None	
Rank	Effect
1	Reduces by 1 sec.
2	Reduces by 2 sec.
3	Reduces by 3 sec.
4	Reduces by 4 sec.
5	Reduces by 5 sec.

Master of Deception	
Reduces the chance enemies have to detect you while in stealth mode.	
Requirements: None	
Rank	Effect
1	Reduces the chance enemies have to detect you while in stealth mode.
2	Reduces the chance enemies have to detect you while in stealth mode. More effective than Master of Deception Rank1
3	Reduces the chance enemies have to detect you while in stealth mode. More effective than Master of Deception Rank2
4	Reduces the chance enemies have to detect you while in stealth mode. More effective than Master of Deception Rank3
5	Reduces the chance enemies have to detect you while in stealth mode. More effective than Master of Deception Rank4

Camouflage	
Increases your speed while stealth.	
Requirements: None	
Rank	Effect
1	Increase by 3%.

2	Increase by 6%.
3	Increase by 9%.
4	Increase by 12%.
5	Increase by 15%.

Elusiveness	
Reduces the cool down of Evasion, Vanish and Blind.	
Requirements: 5pts in Subtlety Mastery	
Rank	Effect
1	Reduce by 15 secs.
2	Reduce by 30 secs.
3	Reduce by 45 secs.
4	Reduce by 60 secs.
5	Reduce by 75 secs.

Opportunity	
Increases the damage dealt when striking from behind with Backstab, Garrote or Ambush.	
Requirements: 5pts in Subtlety Mastery	
Rank	Effect
1	Increase by 4%.
2	Increase by 8%.
3	Increase by 12%.
4	Increase by 16%.
5	Increase by 20%.

Initiative	
Gives you a chance to add an additional combo point to your target when using Ambush, Garrote or Cheap Shot.	
Requirements: 10pts in Subtlety Mastery	
Rank	Effect
1	Increase by 15%.

2	Increase by 30%.
3	Increase by 45%.
4	Increase by 60%.
5	Increase by 75%.

Ghostly Strike

A strike that deals 125% weapon damage and increases your chance to dodge by 15% for 7 secs. Awards 1 combo point.

50 Energy, 20 sec cool down, 5 yrd range

Requirements: 10pts in Subtlety Mastery

Improved Garrote

Increases the duration but reduces the damage.

Requirements: 5pts in Opportunity and 10pts in Subtlety Mastery

Rank	Effect
1	Increase by 3 secs but reduce by 5% damage.
2	Increase by 6 secs but reduce by 10% damage.

Improved Ambush

Increases the critical strike chance of your Ambush ability.

Requirements: 5pts in Opportunity and 10pts in Subtlety Mastery

Rank	Effect
1	Increase by 15%.
2	Increase by 30%.
3	Increase by 45%.

Improved Vanish

Increases your movement speed while vanished.

Requirements: 15pts in Subtlety Mastery

Rank	Effect
1	Increase by 10%.
2	Increase by 20%.

3	Increase by 30%.
---	------------------

Improved Rupture	
Increases the damage dealt by your Rupture ability.	
Requirements: 15pts in Subtlety Mastery	
Rank	Effect
1	Increase by 10%.
2	Increase by 20%.
3	Increase by 30%.

Improved Sap	
Gives you a chance to return to stealth mode after using your Sap ability.	
Requirements: 15pts in Subtlety Mastery	
Rank	Effect
1	Increase by 30%.
2	Increase by 60%.
3	Increase by 90%.

Preparation	
When activated, this ability immediately finishes the cool down on your other Rogue abilities.	
10 min cool down	
Requirements: 20pts in Subtlety Mastery	

Improved Cheap Shot	
Reduces the Energy cost of your Cheap Shot ability.	
Requirements: 20pts in Subtlety Mastery	
Rank	Effect
1	Reduced by 10.
2	Reduced by 20.

Improved Distract	
Increases the radius of Distract.	

Requirements: 20pts in Subtlety Mastery	
Rank	Effect
1	Increase by 3 yards.
2	Increase by 6 yards.

Setup	
Gives you a chance to add a combo point to your target after dodging their attack.	
Requirements: 1pt in Ghostly Strike and 25pts in Subtlety Mastery	
Rank	Effect
1	Increase by 15%.
2	Increase by 30%.
3	Increase by 45%.

Hemorrhage	
An instant strike that damages the opponent and causes the target to hemorrhage, increasing any damage dealt to the target by 3. Lasts 30 charges or 15 secs. Awards 1 combo point. 35 Energy, 5 yrd	
Requirements: 25pts in Subtlety Mastery	
Rank	Effect

Premeditation	
When used, adds 2 combo points to your target. The target must become engaged in combat within 5 sec or the combo points are lost.	
10 Energy, 2 min cool down, 5 yrd, Requires Stealth	
Requirements: 30pts in Subtlety Mastery	

4.2. Talent Strategies

With over 40 talents available it can be quite daunting to find the ones that best fit your rogue. The strategies you will use with talents depend largely on the type of rogue you play as. Are you using daggers only? Are you planning on a lot of PvP? Do you use poisons? All these questions and more decide on the utility of talents to your play style. We'll go over the talents once more with more detail to see how they affect the rogue.

Some are quite apparent, others less so. I will list my personal rating, out of 5, for each talent.

4.2.1. Assassination Tree

Improved Eviscerate (5/5)

Eviscerate is the 2nd most used skill for a rogue, second only to Sinister Strike. This talent increases the base damage by 15% when maxed. Might not seem like much but when you consider that with this talent and a critical strike, you'll be hitting for over 2000 damage. 15% of 2000 is 300 damage. That's a pretty big chunk.

Remorseless Attacks (1/5)

Guaranteed critical hit after you kill something. It sounds good on the surface but the fact remains you'll rarely find anything within 20 seconds walk from your first target. Secondly, you're going to be hurting after some fights and not want to look for another. Finally, it's only a 40% boost. If it was 100%, then it would be better, as is though; your points are better spent elsewhere. If you plan on grinding greens and use daggers, this talent has some merit. You're at 100% crit rate on Ambush with the proper talents.

Malice (5/5)

5% increase in critical chance? Considering there is no class that attacks as fast as a rogue, this is a great talent. If you have 2 weapons that have a 1.5 second delay (typical daggers) you're swinging 20 times in 8 seconds, at least 1 critical with 5% chance in that sequence. That's only counting auto attack. Fact is, the rogue demands a high critical hit chance with its skill set. This talent is great for such little investment.

Ruthlessness (3/5)

60% chance of getting a free combo point after a finisher. Sounds great, as combo points are really useful. In practice though, it's not all that often where 1 combo point makes the difference in a battle. It does make some battles go faster though and is a great place to spend talent points if you're working to go down this talent tree.

Murder (3/5)

5% increased chance of hitting with a skill from stealth. I'm torn on this one. I personally don't think you should miss more than 5% at any time while in stealth, just doesn't make sense otherwise. This is supposedly a bug and going to get fixed later on as currently it takes your weapon's chance to hit (75% if you're dual wielding) to calculate strike chance. In the end though, it's simply a decent talent that makes a good place to spend points to move on the tree.

Improved Slice and Dice (2/5)

If you're in a chainsaw build (see builds below) then this talent is useful. Realistically though, you won't be using Slice and Dice that much through your career. There are plenty of better finishers and this one only affects auto-attack. I wouldn't even spend points here.

Relentless Strikes (3/5)

25 Energy if you use a 5pt finisher. It's not a whole lot of Energy back but it is practically the cost of an eviscerate. Since the cost is 1 talent point, it makes a good place to put a point to move down the tree.

Improved Expose Armor (1/5)

Expose armor loses nearly all use past level 30. The max it will do with this talent is 2465 at level 56+. Now to put that into perspective, paladins and warriors will have around 6000-7000 armor. NPCs will have even more. Compared to Kidney Shot where you completely eliminate all chances of you getting hit for 6 seconds it offsets the increased damage you'd get from this talent.

Lethality (4/5)

Increase opening move damage by 30%. Very useful since you will be using openers all the time. If you use Sinister Strike in a fight, you'd have to use it 1/3 less often than someone who did not have this talent. I personally spam Sinister Strike in battle and the damage I get from this skill is my bread and butter.

Vile Poisons (2/5)

Increases the damage dealt. On paper, this talent sounds really useful. In practice though, it isn't. It's one of those things you only find out by playing. The 15% increase in sporadic damage is not worth the point investment. Well, that is if you use Instant Poison instead of Deadly Poison. If you both, this talent does gain some merit.

Improved Instant Poison (4/5)

Increases chance of connecting with Instant Poison. Doesn't seem like much but this talent makes a very big difference. Poisons can account for 10-15% of your total damage in a fight and the more often it hits, the better. A great talent and a perfect spot to spend talent points if you wish to move lower in the tree

Improved Kidney Shot (1/5)

Decrease cool-down time. It's a 30 second cool down to start. Since stuns have diminishing effects (meaning the more often used on a target, the less effective they become) you will never want to use Kidney Shot more than once on a target. 6 seconds is not enough to justify 3 points being spent in this talent.

Cold Blood (4/5)

Critical hit on command. This talent is great for PvP and useful in PvE. With preparation and proper control of your rogue, you can hit for over 5K damage in 15 seconds with this talent. Obviously more useful to do that much damage in PvP where your opponent's hp is lower but even in PvE situations, it's good to have on hand if you want to get a finisher off on a high level creature. If you're at this point in the talent tree you NEED to select this talent. It is not however, the be-all-end-all talent some people make it to be.

Improved Deadly Poison (2/5)

Since Deadly Poison is a DoT poison, the more often you can get it onto a creature, the more effective it is. You really won't be using this poison a whole lot though, since battles are generally decided in 30 seconds or less which makes this talent less useful. If you use stuns, you obviously can't use this talent since it breaks stuns.

Seal Fate (5/5)

If there was a talent you were aiming for in this tree, this would be it. Considering you'll be hovering near 20-30% chance of a critical strike, you'll be getting combo points like a madman. With the Initiative talent, starting with Cheap Shot and Sinister Strike, you can get 5 combo points in 2 moves. Unleash a 5 point Eviscerate in under 4 seconds. Every 3-4 Sinister Strikes will give you 2 combo points. This talent is amazing.

Vigor (1/5)

10 extra Energy is not a lot, since it only adds to your available pool. The only reason to take this talent would be if you're already at this point due to Seal Fate and only have 1 combo point left.

4.2.2. Combat Tree

Improved Gouge (3/5)

Useful in PvP, less so in PvE. 1.5 second increase is not even enough time for an extra regen of Energy but it is enough to make your opponent panic on their end. I personally have very little use for Gouge solo unless I need to run away. It does have its uses though; hence the above average rating.

Improved Sinister Strike (5/5)

You can't possibly count the amount of times you will use Sinister Strike over the course of your lifetime. 5 Energy doesn't seem like a lot but using if you use Sinister Strike 7 times in a fight, that's the cost of an Eviscerate. The biggest bonus though is that it reduces the cost to 40, which is exactly 4 seconds instead of having to wait 6 to regenerate the energy back (since you get 20 per 2 seconds).

Lightning Reflexes (3/5)

5% increase to dodge is great when you're in solo. That's 4-5 hits per fight minimum. Considering the damage higher-level opponents do, you could be saving 500 damage from that alone, letting you fight longer without healing. This talent plus Evasion makes you practically unhittable for 15 seconds. Problem is at higher levels; you shouldn't be getting hit at all, making this talent kind of useless at 60. Up until that point though, it's good. Has some use in PvP.

Improved Backstab (4/5)

If you use Backstab, this talent is essential. This increases your chance of a critical strike by 30%, so you're looking at 50-60% chance of a critical hit. In groups where you use Backstab, this translates into a ton of damage. If you don't use Backstab, this talent is obviously useless.

Deflection (2/5)

Same reasoning as with Lightning Reflexes except you can't use it with Evasion.

Precision (2/5)

5% increased chance of hitting with melee weapons. Considering there's a hard cap on hits (95% one handed, 75% dual wield) this talent isn't all that useful. This could be considered useful when you're fighting high level creatures and need those extra hits in but there are better places to spend points where you'd get a better effect.

Improved Evasion (2/5)

The increase in duration is not all that worthwhile, especially considering the point investment to get to it. Again, at high levels, you should not be using this skill unless in PvP.

Riposte (3/5)

When this works it's great. Makes fighting humanoids incredibly easy since a loss of a weapon cuts their damage practically in half. This works great against melees in PvP but you really don't want to be taking too much damage from them in the first place. In PvE at high levels you should not be getting hit in the first place so it loses its value.

Improved Sprint (1/5)

Reduces the cool down. By the time you can afford this talent, you'll already have Vanish. Vanish serves the same purpose, getting out of a tough situation AND you don't get the possibility of stun. There's zero reason to spend any talent points here.

Improved Kick (3/5)

Only useful if you put 2 points into it and then just barely. Considering that you're only looking at a 2 second silence it really is only useful in PvP. PvE casters tend to stick to 1-2 spells and kicking them once is enough to stop them from casting again for at least 5 seconds. PvP however, it's great against mages that use a ton of spells. It can really mess up a player's tempo.

Dagger Specialization (2/5)

This talent is too low in the talent tree to have much use at all. If you're dual daggers though, it isn't too bad as if you combine this with Malice; you're looking at a base 10% critical chance. Otherwise, it's not all that handy.

Dual Wield Specialization (4/5)

50% increase on paper actually turns into 25% increase in off-hand damage. By the time you get this talent you're probably hitting for 40 dmg with the off-hand. You're up to 60 damage with this talent. It does increase your DPS a fair amount and offsets the miss penalty of Dual Wield. This is one of the better talents in the Combat tree.

Mace Specialization (3/5)

Great for PvP. So-so for PvE. Maces tend to have lower damage than swords, which makes Sinister Strike less powerful, not a good thing. Stuns in PvE are rare and make little difference. You don't want the fight to last longer with less damage and stuns. You want more damage. Again though, it has its uses in PvP.

Blade Furry (3/5)

20% increase in attack speed is nice for only 20 Energy. Hitting an extra opponent, less so. In solo play, you're only going 1 on 1 anyways. In group play, if you're attacking multiple targets at once, you're getting extra hate generated, which is not a good thing. AE attacks in WoW should only be used on command, not last 15 seconds.

Sword Specialization (3/5)

If you're at this point in the talent tree and you use swords, pick this one up. One of the more useful talents in the Combat tree since it's effectively increasing your auto attack

damage by 5%. If you're dual swords you'll notice this even more. Useless talent if you don't use swords however.

Fist Weapon Specialization (1/5)

Fist weapons do not let you use Ambush or Backstab and have nearly the same stats as daggers, making them the least useful weapon for a rogue. That's not mentioning the fact that you're probably only going to find 3-4 in your entire trek to level 60. Even if the weapon wasn't so poor, this talent is way too low in the talent tree to be worth looking at.

Throwing Weapon Specialization (1/5)

Since throwing weapons are so weak, there's no point of taking this talent. Fact remains that rogues have no ranged attacks and you shouldn't think that you do.

Aggression (3/5)

6% increase in base damage is nice. Might not seem like much, but when you consider you're using the skill nearly all the time it makes a big difference in a fight. Throw in a critical hit and the 6% become very noticeable.

Adrenaline Rush (3/5)

Spending 30 points to get to this talent isn't a really good deal. Sure, double the Energy gain is nice but you'll find you won't be using it all that much. Could be useful in PvP as you can chain more and more skills and the battle more than likely will not last much longer than the duration of this skill. It is the best "ultimate" talent though, which is pretty sad.

4.2.3. Subtlety Tree

Rapid Concealment (2/5)

Faster use of Stealth is rarely useful in practical terms. It can be useful in heavy PvP though as Stealth makes or breaks a PvP event for a rogue.

Master of Deception (5/5)

Not taking this skill is a mistake. Gaining 3 levels of Stealth makes life SO much easier there's no way to describe it until you try it out. This talent is almost overpowered considering where it is in the talent tree. Rogues live with Stealth. Having a better version just makes sense.

Camouflage (3/5)

Moving faster in Stealth is nice in PvP. Moving faster in PvE means you have Improved Sap and need to move to another target asap. A very situational talent and you can do without it. It does have its uses when you want to run through a zone in stealth, such as Scarlet Monastery.

Elusiveness (4/5)

25% less cool down is nice. Personally, I use Evasion whenever my opener misses. Obviously, the shorter the wait between uses, the better. Faster Blind and Vanish is great too as they are essential tools for PvP.

Opportunity (4/5)

20% increase in damage is great since it works on all damage attacks from behind. If you don't use daggers, the talent is useless though. With daggers, you're looking at a VERY large increase in damage, especially if you're opening with Ambush. Proper talent management means you can be hitting for nearly 1.5K with a critical strike from Ambush.

Initiative (4/5)

75% chance of an extra combo point on a Stealth opening move. Might not seem like much but in PvP where combo point generation is key, this is an amazing talent. Thankfully it's quite high in the talent tree and should be a talent you select if you want to maximize combo point generation.

Ghostly Strike (3/5)

You can basically have 15% dodge on command. It's quite a large gain and if you have this talent, you should be using it all the time when solo. That being said, it's not a skill

you need to have, since it's useless PvE past level 60 and has very little use in PvP since the Energy can be better spend elsewhere.

Improved Garrote (2/5)

Some people swear by this. I can't see why though as the damage increase is about 100 at max level. That's not a whole lot for a skill that will take 24 seconds to have full effect. Most battles should be done faster than that anyhow. Does have its uses on high level elites though, since their armor is so high and DoTs are guaranteed damage.

Improved Ambush (2/5)

Ambush is a very situational skill and as such any talent that only affect Ambush is a risky one. Sure, 45% chance of critical strike is nice to have but you can only use Ambush once every 30-40 seconds anyhow. You won't be using Ambush in PvP all that much either. If you plan on going dual daggers and not opening with Cheap Shot, this talent is a decent selection.

Improved Vanish (1/5)

Considering you are near guaranteed an escape when you Vanish, this talent is useless. Moving 30% faster for a grand total of 10 seconds is not worth any investment.

Improved Rupture (2/5)

If you plan on using Rupture, this skill is dandy. Going from 930dmg to 1200dmg is nice to have, though it still takes 22 seconds to go into full effect. Useful mostly on high level elites, where Eviscerate just gets nullified due to extremely high armor values. This is also useful on elites that you can't stun, usually boss-types.

Improved Sap (3/5)

If you don't have it, you won't miss it. If you do have it, you'll notice a whole new world open up to you when in groups. It has a few uses in solo play as you can get a good opener off but it's in group play that this talent shines. Rogues sometimes get invites based solely on this talent due to its ability to stun creatures and save you some damage. With instance caps limiting the amount of players, tactics become even more important.

Combined with a mage's polymorph, this can very easily make some instances near trivial.

Preparation (5/5)

Near essential tool for PvP as it can allow you to perform exceptional combos. Limited uses in PvE since the refresh on skills just isn't necessary. Think about it this way, with this talent, you can use Vanish, Evasion, Cold Blood and Blind twice in one fight. If you're going PvP you need this talent.

Improved Cheap Shot (4/5)

Only useful with 2 points invested but dang, it is useful. In PvP this really shines, as you're strapped for Energy and you will more than likely open with Cheap Shot. In group PvE it's less apparent than while in solo PvE. An extra 20 Energy saves you 2 seconds of waiting for Energy. It makes you a faster killer.

Improved Distract (1/5)

If the base range of Distract is not large enough for you, then there are problems with your play style. Matter of fact, I find that increased radius is a BAD thing as it will get the attention of more creatures. Why this talent is so low in this tree, or even present at all, blows my mind. This is by far the worst talent for rogues.

Setup (3/5)

This talent uses nearly all use at level 60 since you should not bet getting hit. It can be very useful while solo though but since the talent is so low in the tree that you'll be missing out on some very useful talents elsewhere. If this talent was 2 levels higher it would great to have.

Hemorrhage (4/5)

When you buy the accompanying skills, this talent becomes very nice indeed. In a group, you're looking at least 210 more base damage in 30 seconds or less. In a group, 30 physical hits will happen in about 8 seconds. In a raid, 30 hits happens in about 1 second. Solo, you can get 30 physical hits in about 15 seconds. Might not seem like much, but if you look at it as if you had a +3 enchantment to your weapon and the difference that

makes, you can really see the benefit of this talent. The only problem is that acquiring this talent requires you to sacrifice the use of other talents that are also very useful.

Premeditation (2/5)

Adds 2 combo points and doesn't break stealth. Sounds good, but you have to be in melee range and has such a long timer. Also only have 5 seconds to attack or you lose the points. Not really an issue since you're so close but it does mean you have to time things properly. At an investment of 30 points however, you simply lose too many good talents to acquire this. Even if you were going full into Subtlety I can think of a lot of different places I would rather put this point in.

4.3. Talent Build Overview

Now that we've gone over every single skill and talent available to the rogue, it's time to select which talents will best fit your style. This part depends largely on your play style and weapon choice. If by chance, you don't want to keep a talent build, you can always visit a rogue trainer and start your talent choices over again for a certain cost, as listed earlier in the guide. There are plenty of good talent tools out on the web that allow you to try out different layouts. A good rule of thumb is that if you select a talent, max out that talent. Partial points in multiple talents makes you a jack-of-all-trades, master of none.

Again, none of this is set in stone. If at any time you want to try something else or you don't think the talent selection you have already is fitting your playstyle, visit a Rogue trainer to start your talent selection over.

4.3.1. Standard PvP Build

Assassination Talents (21 points)

Improved Eviscerate - 3/3 points

Malice - 5/5 points

Ruthlessness - 3/3 points

Murder - 2/2 points

Relentless Strikes - 1/1 point

Lethality - 5/5 points

Improved Instant Poison - 1/5 point

Cold Blood - 1/1 point

Combat Talents (5 points)

Improved Sinister Strike - 2/2 points

Improved Gouge - 2/3 points

Subtlety Talents (25 points)

Master of Deception - 5/5 points

Camouflage - 5/5 points

Elusiveness - 5/5 points

Initiative - 5/5 points

Improved Sap - 3/3 points

Improved Cheap Shot - 2/2 points

Preparation - 1/1 point

This build will allow you to easily manage in PvP battles with either daggers or swords. Granted, in most cases, you will want to use swords as you will more than likely not be using Backstab or Ambush, opting instead for Cheap Shot. Its benefits are mainly the use of Cold Blood on stun combos and the ability to recycle your abilities with Preparation.

You're looking at some interesting combo options here. The standard stun-lock combo looks like this (see Section 2.4 for what the abbreviations mean).

CS, SS, Gouge, CB, Evis, Blind, Vanish, CS, SS, Gouge, CB, Evis, Blind, Vanish, CS, SS, Gouge, Evis.

That's 2 critical strikes guaranteed from the Eviscerates, more than likely, both will be 5pts each, giving you a possible 4500 dmg from both. It will be less on high armor opponents and you might run into energy issues. Thistle Tea can help with that. You will also require a good amount of Fadeleaf for the Blind Poisons. This combo takes a lot of practice to master as the timing of the stuns is important but if you're able to pull it off, odds are, your target is dead before you're done. The single point in Improved Instant Poison is there simply for the need to get Cold Blood.

4.3.2. Combo Point Build (PvE)

Assassination Talents (31 points)

Improved Eviscerate - 3/3 points
Malice - 5/5 points
Ruthlessness - 3/3 points
Murder - 2/2 points
Relentless Strikes - 1/1 point
Lethality - 5/5 points
Improved Instant Poison - 5/5 points
Cold Blood - 1/1 point
Seal Fate - 5/5 points
Vigor - 1/1 point

Combat Talents (2 points)

Improved Sinister Strike - 2/2 points

Subtlety Talents (18 points)

Master of Deception - 5/5 points
Opportunity - 5/5 points
Initiative - 5/5 points
Improved Sap - 3/3 points

This is built around the idea that you want combo points as fast as possible. With Initiative and Seal Fate, you should be generating combo points at a tremendous rate. Opportunity allows you to use daggers as weapon of choice, though if you prefer to swap to sword or other, you can move those 5 points into Elusiveness. Personally though, the 20% gain in base damage is a great thing. The point in Vigor is better spent than in Ghostly Strike as you really don't have the 50 Energy to spend on an increase to Dodge. If you prefer to wait an extra 6 seconds to get the Energy back from Ghostly Strike, go ahead but you're missing out on some hefty damage and possible combo points from Seal Fate.

This build is incredibly effective at generating combo points in a short amount of time. Instead of taking 4-5 attacks to get 5 combo points, you can acquire the max in as little as 2 moves. With a high critical chance, you'll generate points at a speed you've never dreamed of.

4.3.3. Ambush Build(PvP/PvE)

Assassination Talents (27 points)

- Improved Eviscerate - 3/3 points
- Malice - 5/5 points
- Ruthlessness - 3/3 points
- Murder - 2/2 points
- Relentless Strikes - 1/1 point
- Lethality - 5/5 points
- Improved Instant Poison - 5/5 points
- Cold Blood - 1/1 point
- Seal Fate - 2/5 points

Combat Talents (2 points)

- Improved Sinister Strike - 2/2 points

Subtlety Talents (22 points)

- Master of Deception - 5/5 points
- Opportunity - 5/5 points
- Initiative - 5/5 points
- Improved Ambush - 3/3 points
- Improved Sap - 3/3 points
- Preparation - 1/1 point

This build works really well if you're planning on using Ambush to open yet not a big fan of Backstab. From personal experience, Backstab doesn't give a very good return on Energy due to the fact that you need to Gouge to get into position while solo. This build

focuses on the initial strike and the ability to gain more combo points with a few ranks of Seal Fate. This build would work as well in PvP as well as PvE as Preparation is best used for PvP. You won't be stunning your opponent, but with a Blind then Vanish, you can get 2 Ambushes in a combo string. Obviously, this build is designed for dual daggers and Instant Poison.

This is best used against casters as they have less hit points and armor. If you Ambush/Backstab high armor opponents, you will do less damage in the long run with this build.

A good PvP combo would be:

Cheap Shot, Vanish, Cold Blood, Ambush, Kidney Shot, Blind, Preparation, Vanish, Cold Blood, Ambush, Eviscerate.

With a good dagger, you're looking at near 4000 damage from that string.

4.3.4. Ambush/Backstab Build(PvE)

Assassination Talents (25 points)

- Improved Eviscerate - 3/3 points
- Malice - 5/5 points
- Ruthlessness - 3/3 points
- Murder - 2/2 points
- Lethality - 5/5 points
- Relentless Strikes - 1/1 point
- Improved Instant Poison - 5/5 points
- Cold Blood - 1/1 point

Combat Talents (8 points)

- Improved Sinister Strike - 2/2 points
- Improved Gouge - 3/3 points
- Improved Backstab - 3/3 points

Subtlety Talents (18 points)

- Master of Deception - 5/5 points
- Opportunity - 5/5 points
- Initiative - 5/5 points
- Improved Ambush - 3/3 points

This is meant solely for PvE as it really isn't too viable in PvP without Energy saving skills, Preparation or stuns. That being said, it allows for some good use of Ambush to start and Backstab with Gouge when solo. In groups, the increased chance to hit/crit with both Ambush and Backstab helps increase your DPS by a large amount. Ideally when solo, you'll open with Ambush, then alternate between Gouge and Backstab for maximum damage. This build is very Energy intensive and you'll find yourself waiting for your Energy to refill a lot of the time. Again, a dual dagger builds with Instant Poison.

4.3.5. Combat Focus (PvE)

Assassination Talents (15 points)

- Improved Eviscerate - 3/3 points
- Malice - 5/5 points
- Ruthlessness - 2/3 points
- Lethality - 5/5 points

Combat Talents (31 points)

- Improved Sinister Strike - 2/2 points
- Improved Gouge - 3/3 points
- Lightning Reflexes - 2/5 points
- Improved Backstab - 3/3 points
- Precision - 5/5 points
- Improved Kick - 2/2 points
- Dual Wield Specialization - 5/5 points
- Dagger Specialization - 5/5 points
- Aggression - 3/3 points
- Adrenaline Rush - 1/1 point

Subtlety Talents (5 points)

- Master of Deception - 5/5 points

If you notice, there's Improved Backstab listed, this means it's a dagger build. If you were to use another weapon, I would suggest removing Improved Backstab and putting the points into Lightning Reflexes. Dodge is a lot more useful than Parry as it is affected by Evasion. This is a build that focuses mostly on heavy damage, as you will hit more often and for more damage than a standard rogue. There is no focus on a particular skill though you will more than likely be using your standard combo (SS until Evis) with your choice of opener. This build works well throughout the rogue life as you have a steady DPS compared to the more sporadic damage an Ambush/Backstab rogue would do. Though Blade Furry is available, I would not select it, as it's a 15 second AE skill. Not something you can use in an instance.

4.3.6. Chain Saw Build (PvE)

Assassination Talents (20 points)

- Improved Eviscerate - 3/3 points
- Malice - 5/5 points
- Improved Slice and Dice - 3/3 points
- Ruthlessness - 3/3 points
- Lethality - 5/5 points
- Relentless Strikes - 1/1 point

Combat Talents (26 points)

- Improved Sinister Strike - 2/2 points
- Improved Gouge - 3/3 points
- Deflection - 5/5 points
- Precision - 5/5 points
- Riposte - 1/1 point
- Dual Wield Specialization - 5/5 points
- Dagger Specialization - 5/5 points

Subtlety Talents (5 points)

- Master of Deception - 5/5 points

This build is Combat oriented with increased damage from your standard attacks. You can swap out the Dagger Specialization with the weapon you are using. The Improved Slice and Dice talent will give you 30 seconds of 30% haste, which is a very large increase in damage with the Precision and Weapon Specialization talents included. This is about the only time Slice and Dice has noticeable power. This build loses power at the end though, since level 60s don't take a whole lot of damage from regular attacks but it is still quite effective.

4.3.7. DoT Rogue (PvE)

Assassination Talents (23 points)

- Improved Eviscerate - 3/3 points
- Malice - 5/5 points
- Murder - 2/2 points
- Lethality - 5/5 points
- Vile Poisons - 5/5 points
- Cold Blood - 1/1 point
- Improved Deadly Poison - 2/5 points

Combat Talents (2 points)

- Improved Sinister Strike - 2/2 points

Subtlety Talents (26 points)

- Master of Deception - 5/5 points
- Opportunity - 5/5 points
- Elusiveness - 5/5 points
- Improved Garrote - 2/2 points
- Initiative - 5/5 points
- Improved Rupture - 3/3 points

- Hemorrhage - 1/1 point

This might not seem like it, but it's a very high damage build. DoTs completely ignore armor values and are therefore extremely deadly against high armor foes (such as the high level instances). Garrote and Rupture are affected by Hemorrhage, which is a good thing. If you have Garrote, Hemorrhage, 5x Deadly Poison and a 5pt Rupture (which isn't easy but is doable) you're doing 430dmg/3secs (which is how DoTs are calculated). And it's not counting critical hits from Garrote and Rupture. If you don't find the need for Sinister Strike, you can always drop it and put the 2 extra points into Improved Deadly Poison for a 42% chance of applying the poison, which nearly guarantees 5 stacks all the time with daggers equipped.

4.3.8. High End Instance Rogue

Assassination Talents (17 points)

- Improved Eviscerate - 3/3 points
- Malice - 5/5 points
- Ruthlessness - 3/3 points
- Relentless Strikes - 1/1 point
- Lethality - 5/5 points

Combat Talents (2 points)

- Improved Sinister Strike - 2/2 points

Subtlety Talents (17 points)

- Master of Deception - 5/5 points
- Initiative - 5/5 points
- Improved Rupture - 3/3 points
- Improved Sap - 3/3 points
- Hemorrhage - 1/1 point

This talent build is not complete as there are a lot of holes you can fill up with talents of your choice. By the time you reach this point in the game, you will have a very solid grasp of all the talents available to you and make the choices depending on your play style. The

talents I have listed are those you will need to make best during a high end instance raid, such as Molten Core. This combats some of the problems with the DoT build since you need to use as few debuff slots as possible. With a 40 person raid and using Hemorrhage, you will barely be able to see it on the target since the charges will get used so fast. You're looking at between 150-200dps difference with it up. Rupture will be doing 55DPS which combines with Hemorrhage. You might even want to swap with Eviscerate to conserve the charges. Improved Sap is necessary during any instance run. As stated before, the rest of the talent choices are yours to make depending on play style, just make sure the talents I've listed are in your build.

5. Items

Being a melee character, a rogue is heavily dependant on items for maximum effectiveness. If you're naked (not that you should be) you can't use any offensive skill, so you're pretty much stuck to auto attack with your fists. A mage could get by, but melees are toast. Obviously the most important item you will have is your weapon. Through the life as a rogue you will be taking damage but in groups you shouldn't be. So armor, even though important, is second to weapons.

That being said, World of Warcraft is a game where rogue useable weapons are few and far between. Quite honestly, it has been my experience to find 2-handed weapons in abundance and rarely a sword. Daggers are practically unheard of unless it's from a quest or specific creature kills. Fist weapons are even rarer. I will first go over the details of weapon selection, as it is the most defining characteristic of a rogue.

5.1. Daggers vs. Other Weapon Types

The first and most important thing to consider when selecting your weapon is that Ambush and Backstab are only available if you have a dagger in the main hand. If you don't have a dagger in the main hand, those skills become unusable. I will list the pros and cons of weapons below.

Type	Pros	Cons
Dagger	Very fast attack speed Highest hit chance Access to all rogue skills	Lowest per strike damage
Sword	Highest damage per strike Talent gives multiple strikes	Can't use Ambush/Backstab Slow attack speed
Mace	Chance to stun	Can't use Ambush/Backstab Medium attack speed
Fist	Nearly the same stats as daggers	Can't use Ambush/Backstab Very rare

Daggers, for some reason, seem to have a higher chance to hit than swords. That being said, it's easy to see that daggers are the best choice for consistent damage since they attack more often. Swords and maces attack at a slower rate and hit less often, making damage more sporadic. So why do people opt away from daggers then? Sinister Strike is why. This skill has its own timer, so weapon speed means nothing while weapon damage means everything. For example, let's say you have a dagger that hits for 40 damage every 1.5 secs and a sword that hits for 80 damage every 3 secs. They both have the same DPS so in a perfect world, just counting auto-attack damage, they should be the same. Factor in Sinister Strike (at max, it does 68+ weapon damage) and you're looking at 108 damage with the dagger and 148 damage with the sword. Nearly a 50% difference in damage and that's just considering base damage, not the bonus you get from attack power, enchantments and critical hits. All of this is completely independent of weapon speed. Backstab and Ambush are the reasons you would use Daggers. Ambush can only be used once a fight and once you're 60 and do the high level content, you'll find you're using Ambush about once every 5 minutes. You cannot use Backstab when fighting alone as you need to be behind your target. In a PvP battle, you will rarely get a chance to use either of these skills. The simplest reason however is that in the majority of the combat situations, you will be using Sinister Strike a lot more than Ambush or Backstab and you should focus on making that skill do as much damage as possible. You can compare the numbers, if you wish, with the formulas in Section 2.1.2.

All that being said in favor of swords/maces, it's important to remember that daggers are faster and give access to Ambush/Backstab. That means that daggers, in general, will apply poison twice as often as swords will (based solely on auto-attack), which increases your DPS by at least 10%. Backstab is also an amazing tool in groups as it rarely does enough to get aggro (when the creature turns to attack you instead of another group mate) yet still gives a ton of damage. Matter of fact, if you were to take the DoT Build in section 3.3.7 you would be best served with dual daggers simply for the increased chance of applying poisons.

Another factor to consider is that swords and maces are a lot more common than daggers. You will still find daggers but more so in instances and quests. I highly suggest you try both fighting styles out to see which you like more. Just know that damage-wise against "normal" creatures, swords are the most powerful.

Finally, most daggers in the high end have some sort of DoT attack attached to them. This is bad because it takes a debuff slot and negates nearly all use of stun tactics.

5.2. What To Look For and Where

This section is designed to help you look for items throughout your career as a rogue. Obviously, WoW changes all the time and the items are highly subject to change. Though this is a general guide to what you might want to pick up, check out item sites such as www.thottbot.com and wow.allakhazam.com and search for an item that you're looking for and the general area it's found.

As stated in the beginning of this guide, you need to know what stats to look for. You will want a balanced of agility and stamina near the 60/40 ratio. If you find you're taking too much damage, then perhaps increase your stamina ratio. As for deciding if you want to sacrifice a stat for an effect, remember that at level 60, 1% increase chance of a critical hit is equal to about 30 agility. Agility also affects dodge, parry, your avoid rate and armor value. There are sets out there where you can collect tons of +% for a critical hit but you are sacrificing elsewhere. I will list such special items below.

Agility also affects Dodge chance and armor values. 1 Agility is equal to 2.5 Armor. 15 Agility is equal to 1% Dodge at level 60.

Basic understanding of weapons in WoW is important. Items with gray names are sub-standard and should only be picked up to be sold. Items with white names are regular items and should only be used from level 20 and below, after about level 40. They do not appear as loot, or at least I have not experienced it. Items with green names are considered rare and will be what you will be equipping from levels 20-60, the bare minimum will be fully equipped in rare items. These items drop from any type of creature, though more often from humanoids. Items with blue names are considered unique and are very uncommon as drops from regular creatures. Unique items are extremely rare on regular opponents and you will really only start to find them in instances against elite opponents. Items with purple names are epic items and you will perhaps find 1 by the time you reach level 60. They only drop from the most difficult creatures in WoW. Items colored red or orange are considered legendary and artifact and to this point in the game, none have yet to appear.

Similar to Diablo II, there are also item sets. These are nearly all blue colored and if you collect the whole set, you will get added benefits. Make no effort to collect the sets until you're in your 50s as you will outgrow all of your gear until that point. That being said, there are item sets for each class in the highest instances and making an effort to collect these is a good idea. As a rogue, you're looking for Shadowcraft armor.

Items listed below are in a short format. Weapons are listed with the name followed by (damage / speed in seconds). Nearly all these items are Bind on Pickup so you need to be there to loot it.

I have seen Rogues with over 330 Agility and near 190 Stamina. That in turns equates to 11% critical chance, 22% dodge chance, 825AC boost and 1900 hit point boost. That's a lot.

If all these numbers seem confusing, it's ok. There's a lot to take in. If you don't want to bother calculating all the details, visit <http://rogue.worldofwar.net/files/RogueCalc> , a tool that will help you calculate every detail for level 60 rogues.

A final note, when hunting for items to drop from humanoids, is to focus on trolls. They seem to have the highest chance to drop leather and agility items, at least from my experience. If you are hunting in an instance, they take 15 minutes after you exit to reset. To make this go faster, when in an instance, get a friend to invite you. Leave the instance and then leave the group. This should reset the instance. Do not leave the group while in the instance as you will get bugged.

5.2.1. Levels 1 to 20

It really doesn't matter what gear you use at this point. I do suggest doing the rogue quest at level 10 for the Blade of Cunning though as it's easy for all races to do. You'll more than likely be replacing it in a day or 2 though. You'll start collecting the odd green item, but it'll mostly be white gear.

5.2.2. Levels 20-30

Dagger

- Blackfang (17-35/1.5) – This is a random drop and easy to pick up in the Auction House for cheap. You might even have it drop for you.
- Prison Shank (21-39/1.8) – Drops in the Stockades instance off Bruegal. The instance is good for levels 25-30. BoP
- Meteor Shard (23-43/1.8) – Drops in Shadowfang Keep off Arugal. Easier for Horde to find. BoP

Sword

Oddly enough, for this level gap, there are no good swords that are easily acquirable from a specific creature. Just visit the AH and kill humanoids.

Leather

Not much here either from specific creatures. Find a tailor and get some Dark Leather items. Again, hunting humanoids works well.

5.2.3. Levels 30-40

Dagger

- Toxic Revenger (27-51/1.9) – Viscious Fallout (30+) in Gnomeregan. You can solo this guy pretty easy at level 35. Just run in with stealth, drop from the first floor to the ooze floor and find him. Reset the instance until you get it. Best bet is to pair with another Rogue and get one each.
- Tigerbane (27-51/1.9) – Random drop in Scarlet Monastery.
- Black Menace (31-58/1.5) – Complete the Scarlet Monastery quest In the Name of the Light.

Sword

- Black Knight (26-49/1.9) – Bazil Thredd in Stockades. You're not likely to solo this guy in your 30s due to the amount of people around him.

- Electrocutoner Leg (26-49/1.7) - Electrocutoner 6000 drops this in Gnomeregan. This is a good instance to do and killing this boss should be part of it. If you don't get it, don't worry though.
- Sword of Serenity (46-86/2.2) - Complete the Scarlet Monastery quest In the Name of the Light.

Leather

- Dusky leather set. Get a tailor to make these for you, they carry a nice agility bonus and can last you through the 30s until Nightscape items
- Triprunner Dungarees – Get for completing the quest to kill Thermaplugg in Gnomeregan. These will last you a long time. BoP
- Best bet though, is to do multiple runs of Scarlet Monastery. This is by far the best place to get gear for the 30s and low 40s

5.2.4. Levels 40-50

Dagger

- Coldrage Dagger (31-58/1.5) – Drops off Amnennar the Coldbringer in Razorfen Downs. I suggest getting the quest Bring the Light from the cathedral in Stormwind as it rewards a decent sword listed below
- Gahz'rilla Fang (35-66/1.8) – Drops off Gahz'rilla in Zul'Farrak.
- Satyr's Lash (39-74/1.7) – Drops Lord Vyletongue in Mauradon. One of the better daggers you'll find for a while.

Sword

- Phantom Blade (59-111/2.6) – Get a Weapon specialized blacksmith to make this for you.
- Thrash Blade (66-124/2.7) – Complete the Corruption of Earth and Seed quest in Desolace, which requires a trip to Mauradon.

Leather

(I'll list the important stats since you'll be using some for a while)

- Albino Crocscale Boots (AC: 105, Agi: 20, Sta: 5) – Drops off Rotgrip in Mauradon

- Fleshhide Shoulders (AC: 95, Agi: 6, Sta: 15, Str: 5) – Drops in Razorfen Downs off Glutton, who is only 40+
- Fungus Shroud Armor (chest AC: 148, Agi: 25, Sta: 10) - Meshlok the Harvester in Mauradon. The best tunic for a while.
- Sandstalker Ankleguards(feet AC: 95, Agi: 17, Str: 6) – Drops off Zerillis in Zul'Farrak.
- Get a leatherworker to create a Helm of Fire (AC: 118, Agi: 17, Sta: 10). Awesome helm.
- Get the same leatherworker to create the Gauntlets of the Sea (AC: 85, Agi: 7 heal for 300-500 – 30mins)

5.2.5. Levels 50-60

Granted, there are “ultimate” items acquirable at this level. This will simply list what you can easily acquire to prepare you for the high-end instances you will be spending your level 60 in.

Dagger

- Hunt Black Rock Depths(BRD) or Black Rock Spire (BRS). If you don't have Satyr's Lash, get it now, as it really is the best dagger until you find something in BRD.
- Scholomance has a Demon Blade (46-87/1.8) that adds to agility that you might want to swap in

Sword

- Again, BRD/BRS for a new sword as the Thrash Blade is still really good.
- Strathholme has a chance of dropping the Assassination Blade (71-132/2.7), which is pretty good. Increases crit chance by 1%.

Leather

- Try searching for the Cadaverous leather set(chest, belt,gloves,legs,feet), which drops through Scholomance
- Other than the set above, you really should just check the Auction House for gear and hunt humanoids in Winterspring/Eastern Plaguelands

Farming Shadowcraft Bracers/Belt

Once you hit 60, you can try farming these 2 items in Lower BRS. To do so, you need Flash Powder for Vanish and you need Crippling Poison. Improved Sap will help a lot but isn't necessary, same goes for Blind. You also need to know how to reset an instance. Basically, you start a group as leader, do the instance, leave the instance, leave the group, re-enter. Pickpocket the first orcs you see so that you can tell if the instance was reset or not.

Basically, you need to stealth into the area with the Bezerkers and Shadowhunters, where you fight Warmaster Voone. There are 2 roaming patrols that are comprise of either a Shadowhunter and Headhunter or Headhunter and Bezerker. So either 0, 1 or 2 are there per instance run. You want to hit one group while it is at the top of a ramp while the other while it is walking under the broken ramp. Hard to explain but when you see it you'll know what I mean.

First, make sure you have crippling poison on and that Vanish is ready. You open with Sap on the Headhunter and start your attack on the Shadowhunter. Make sure you have crippling poison on since one the target gets to 10% they will start running and you will likely die. I used evasion every fight as well just to make sure. Loot the body and Vanish. If Sap does NOT work, then you are in for some fun. If you have Blind, use it on one target and gouge the second then Vanish. Do not attempt to kill one without Vanish ready and do not Vanish if something is attacking you, it will break instantly.

It can take as little as 10 kills to get an item to drop as it can take 200. Patience is key.

5.2.6. Best Leather Gear

You're not going to find this in a week. It requires a lot of work to complete and get all the items listed.

Shadowcraft Armor set (8 pieces - blue)

- Tunic (General Drakkisath - BRS); 58 AC: 176, Agi: 26, Spirit: 12, Sta: 13
- Pants (Baron Rivendare - Strathholme) ; 56 AC: 150, Agi: 25, Str: 12, Sta: 12

- Shoulders (Cannon Master Willey - Strathholme); 55 AC: 127, Agi: 22, Sta: 9
- Head (Darkmaster Gandling - Scholomance); 57 AC: 141, Agi: 20, Str: 13, Spirit: 5, Sta: 18
- Gloves (Shadow Hunter Vosh'gajin - BRS); 54 AC: 105, Agi: 14, Str: 9, Spirit: 10, Sta: 9
- Boots (Rattlegore - Scholomance); 54 AC: 115, Int: 21, Sta: 9
- Bracers (Smolderthorn Shadow Hunter - BRS); 52 AC: 71 Agi: 15, Sta: 7
- Belt (Blackhand Assassin - BRS); 53 AC: 93 Agi: 14, Sta: 10, Spirit: 9, Str: 9

Total stats: AC: 978 Agi: 136, Sta: 87, Str: 43, Spirit: 36, Int: 21

- 3 pieces: Increased Daggers +2.
- 5 pieces: Increases your chance to dodge an attack by 1%.
- 6 pieces: Improves your chance to get a critical strike by 1%.
- 7 pieces: Improves your chance to hit by 2%.
- 8 pieces: Increases your damage dealt with offhand attacks by 4%.

Nightlayer Leather(8 pieces - purple) Random World Drop

- Belt; AC: 113, Agi: 17, Str: 9, Sta: 11, Fire: 14, Shadow: 10, Arcane: 10
- Gloves; AC: 125, Agi: 15, Str: 13, Spirit: 5, Sta: 11, Frost: 12, Arcane: 12
- Bracelets; AC: 88, Agi: 16, Spirit: 8, Sta: 11, Fire: 8
- Boots; AC: 138, Agi: 23, Spirit: 7, Sta: 15, Nature: 9, Arcane: 5
- Shoulder Pads; AC: 150, Agi: 24, Str: 3, Spirit: 4, Sta: 5, Nature: 11, Shadow: 7
Increased Hit Chance 1
- Pants; AC: 175, Agi: 27, Str: 11, Spirit: 8, Sta: 15, Frost: 8, Shadow: 12 Increased Dodge 1
- Cover; AC: 163, Agi: 20, Str: 12, Spirit: 5, Sta: 15, Nature: 4 Increased Critical 2
- Chestpiece; AC: 200, Agi: 29, Str: 10, Spirit: 7, Sta: 14, Fire: 10, Frost: 10, Arcane: 12

Total Stats: AC 1152, Agi 172, Str 58, Sta 97, Spi 44, Frost 30, Fire, 32, Arcane 39, Nature 29, Shadow 19

- 3 pieces: Reduces the cooldown of your Vanish ability by -30.0 sec.

- 5 pieces: Increases your maximum Energy by 10.

5.2.7. Best Weapons

Dagger

- Deathstriker (Warchief Rend Blackhand - BRS)
Dmg: 54-101, Speed: 1.70
On hit: All attacks are guaranteed to land and will be critical strikes for the next 3 seconds.

Sword

- Dal'Rend's Arms (both together give 50 attack power)
- Dal'Rend's Sacred Charge (Warchief Rend Blackhand - BRS)
Dmg: 81-151, Speed: 2.80 +4 Strength
Passive: Improves your chance to get a critical strike by 1%.
- Dal'Rend's Tribal Guardian (Warchief Rend Blackhand - BRS)
Dmg: 52-97, Speed: 1.80 100 Armor
Passive: Increased Defense +10.

Mace

- Ironfoe (Emperor Dagrán Thaurissan - BRS)
Dmg: 73-136, Speed: 2.40
Chance On Hit: Grants three attacks on your next swing

5.2.8. Items that Increase Crit %

There are a lot of items that increase critical chance to strike and there's a lot of debate about their use. I'll go over a few things first.

Agility affects critical strike chance, attack power, dodge chance and your armor value. It is the best stat to have as a rogue. That being said, at higher levels it takes a large amount of Agility to get a decent return. It takes 30 Agility to gain 1% critical chance and 20 Agility for 1% dodge. To put that into perspective, the average level 60 Rogue is at 300 Agility, which is a 10% critical hit rate and 15% dodge rate. If you were to fight

completely naked, you'd only be losing about ~160 Agility too, which is a 5%crit-8%dodge difference. That is a miniscule difference; in fact, it's what you get from the Malice talent.

If you lose 1 item, that's about 20 Agility gone. Not even the value of a gain of 1% critical. Take off all your gear (12 slots) and replace all that with +crit gear. The equipment still has good stats (Gargoyle Slashers: +12 Stamina, +5 Agility, +10 Strength, Crit +1% for example as gloves) and you're gaining between 12% critical chance, the equivalent of 360 Agility. That's like having a total Agility of 500. That's not even factoring Trinkets or gear that gives bonus to Dodge chance as well as crit.

Here's a list of possible items to equip that give a bonus to critical chance.

- Chest: Breastplate of Bloodthirst: AC: 190AC, Str:13, Sta:10, Crit:2%, Dodge:1%
- Gloves: Gargoyle Slashers: AC: 107, Sta:12 ,Agi:5,Str:10, Crit: 1%
- Head: Eye of Rend : AC:143, Str:13, Sta:7, Crit: 2%
- Legs: Stormshroud Leggings : AC:138 ,Crit:2%, Dodge:1%
- Neck: Emberfury Talisman: Atk: 26,Crit:1%
- Shoulder: Stormshroud Shoulders : AC:114, Sta:10, Crit:1%, Dodge:1%
- Waist: Vosh Gajins Strand : AC:95, Str:9, Sta:6 ,Crit:1%, Dodge:1%
- Finger (1): Band of the Penitent : Crit: 1%
- Finger (2): Painweaver : Atk: 16, Crit: 1%
- Trinket: Blackhands Breadth :Crit: 2%

Total crit gained from gear = 13%. With Malice, you're at 18%. With base Agility at 130, you're at 23%. With AGI gear in the Wrist/Back/Feet section you can get 15/15/20, that's bringing you to ~25%. Your dodge is at about 13%.

In comparison, a pure AGI build hovers near 330AGI, or about 11% + 5% from Malice.

There are talents that add to critical chance, namely Malice and Dagger Specialization. Malice is something that is tier 1 and really should be taken. Dagger Spec however, is so deep in the Combat tree that the only people who would take it, are people who would specialize in Combat. In my opinion the talent really isn't worth it, even if it would bring you to over 30%.

5.2.9. High End Instance Run Gear

As you raid more and more at the higher levels you will find that certain facets of your gear are not helping as much as they were before. An example would be if you were in Molten Core with a pure critical strike damage gear set, you'd be dead quite fast.

You would need more stamina/hp gear to survive. I can tell you that I keep 2 sets of gear on me, one that is a pure damage set and one that is meant to give me 4000hp unbuffed. The damage set is a combination of the items listed in 4.2.8 to increase my critical strike chance. The hit points set has some enchants (which you find in section 4.2.9) which give me a bonus of 460 hit points. Here's some stuff you want to look out for.

Chest

- Warbear Harness (player made):AC:158, Sta:27, Str:11
- Breastplate of Bloodthirst (quest that starts from skinning Beast in UBRS):AC:190. Str:13, Sta:20,Equip: Improves your chance to get a critical strike by 2%, Equip: Increases your chance to dodge an attack by 1%.

Feet

- Pads of the Dread Wolf (Halcyon, LBRS):AC:116, Sta:14, Atk: 40

Hands

- Gargoyle Slashers (Kirtonos, Scholomance):AC:107, Agi:5, Str:10, Sta:12, Passive: Improves your chance to get a critical strike by 1%.

Head

- Bone Ring Helm (Rattlegore, Scholomance): AC:129, Str:3, Sta:25, Spi:6
- Admiral's Hat (player made):AC:51 Use: Increases target's Stamina by 20 that lasts 15 minutes. 15 minute cool down. *This buff stacks with everything that I've seen thus far. If you cast it on yourself and remove the hat, the buff goes away. If you cast it on another player, the buff stays the full 15 minutes.

Legs

- Cadaverous Leggings (Random named, Scholomance): AC:136, Sta:18, Agi:12, Str:10

Shoulder

- Fleshhide Shoulders (Glutton, Razorfen Downs): AC:95, Str:5, Sta:15, Agi:6

Waist

- Frostbite Girdle (Ras Frostwhisper, Scholomance):AC:98, Str:5, Agi:15, Sta:15, CR:10

Wrist

- Blackmist Armguards (Beast, UBRS):AC:77, Sta:13, Spit:5, SR:10, Passive: Improves your chance to hit by 1%.

Back

- The Emperor's New Cape (Emperor, BRD):AC:43, Sta:16, Agi:7

Neck

- Drakefire Amulet (Onyxia Key quest):Sta:10, FR:15

Ring

- Band of Flesh (Rammstein, Stratholme):Sta:16, Str:6, Agi:3
- Blood of the Martyr (Aurius' Quest, Stratholme):Sta:15, Int:10

Though you don't specifically need these exact items, they will get you to 4000hp quite quickly with enchants, 4300 or so actually. If you factor in Power Word Fortitude (+54 stamina), Mark of the Wild (+12Sta), Admiral's Hat(+20Sta) and food (+12sta), you're looking at 5300hit points buffed. Once you reach the 4Khp unbuffed, you can start swapping in more damage dealing gear.

5.2.10. Resists vs Stamina

Some people say rogues need a certain amount of resist to do certain encounters. As the game stands, this simply isn't true. If you were to get 250 resist, you would still only have a 25% chance to completely resist a spell, 80% to resist 50% or more dmg. Stamina on the other hand will simply absorb the damage.

Imagine you have 3000 hit points and 250resist. Imagine the person next to you has 4000 hit points and 0resist. You both get an AE spell cast on you that does 800 damage, which is about average at level 60. You are at 3000 hit points and the person next to you is at 3200, still above you.

Same people, now let's take a melee hit that does 800 damage. You are at 2200 hit points and the person next to you is at 3200, still above your starting level.

I will use Molten Core creatures here, since this is generally where people say you need 250 fire resist as a rogue. Of all the attacks you can take as rogue fighting from behind on normal creatures (not the bosses or their guards), you can resist 5 attacks. There are 7 melee attacks that will hit people who are fighting from behind and are NOT getting aggro. Stamina will combat the fire attacks and the melee attacks while 250FR will not.

5.2.11. Enchants and You

Enchanting is a very powerful profession. It takes a lot of money to master and a lot of time to get the very rare recipes. Usually if you're in a guild there is someone who can help you out though if you supply the materials. Enchants only work on certain armor slots and certain weapon types.

Head/Legs

The only way to get enchants on these item slots is to quest for it through Librams. They are random world drop books that along with other items you can quest/kill for allow you to upgrade your items. The enchants are among the following: 8 of any stat, 20 fire resist, 100 hit points and 1% haste. Haste only affects auto attack and therefore only adds about 3-4DPS, not really worth it. Resists in the game are few and far between. For every spell/attack you can resist there are 20 melee attacks you cannot. Adding 8 agility will

give you 0.25crit chance, 0.5 dodge, 0.5dps and 16AC which is nice indeed. 100 hit points are just that, more damage you can take.

Back

This one is tough as there are no really good enchants. You might find more use from +5 to all resists though. There is some use to the +70AC enchant as well.

Chest

The only enchant I would suggest for this slot is 100 hit points.

Wrist

Simple enough, +9 stamina enchant.

Hands

Again, simple: +7 agility enchant.

Feet

You can either go for +7agility or +7stamina. Both have their merits as explained elsewhere. I personally chose the 7 stamina as the extra hit points are needed in Molten Core.

Weapons

- Crusader – Heals you for 75-100hp and increases your strength by 100 for 15 seconds. Happens once a fight.
- Lifestealing – Does 30dmg to target, heals you for 30. In a fight, you can see this proc about every 10 seconds or so.
- Unholy – Reduces the target's damage output by 15. Does not work on a lot of high end bosses.
- Fiery Enchant – Does 40 fire damage. Procs every 5 seconds or so. Since it's fire though, it is resisted by a lot of the higher end content who live in an active volcano.

- Icy Chill – Reduces the target's melee speed by 30%, 75% less movement speed. Only lasts about 5 seconds and procs once or twice a fight. Also does not work on a lot of high end bosses.

I would suggest the Lifestealing enchant as you will save yourself a lot of healing in fights. If you find you take no damage and want to increase your damage output, then Fiery Enchant is your best bet. It adds up really fast. Any attack that takes up a debuff slot is generally bad since it could be better used by a player skill or spell.

5.3. Professions

Throughout your travels you'll come across a ton of trade skill items available to you, either through your guild, friends or your own manufacture. It's important to understand how professions affect you as a rogue and what best fits. There are professions and secondary schools of trade. You can only select 2 professions and as many secondaries as you want. The professions are: Alchemy, Blacksmithing, Enchanting, Engineering, Herbalism, Leatherworking, Mining, Skinning, and Tailoring. The secondary schools are First Aid, Cooking and Fishing.

For a power leveling rogue, you will select Skinning and Mining as your two professions as they generate the most money by far. The only problem with skinning is that you need to hunt beasts, and they do not drop money or items. This simply means you'll need to spend a lot of time in the Auction House selling and buying to keep equipped and perhaps spend some time pick pocketing humanoids for junkboxes.

5.3.1. Profession Details

Alchemy – Used to make potions. Requires Herbalism to actually be useful though. Many potions are used in different trade skill but you'll find the most use from the Agility potions and healing potions.

Blacksmithing – You can use about 4 items total in this profession. Requires Mining as well. Not suggested at all.

Enchanting – Enchant your equipment and others with some pretty amazing bonuses. Requires green or better items to disenchant to increase skill though and therefore the most expensive and difficult skill to raise.

Engineering – The only skill where 90% of the items can only be used by fellow engineers with enough skill. Can make bombs (which can stun your opponent for 3 seconds, so great for PvP) and a large variety of unique items. Jumper Cables can resurrect someone, Shrink Ray reduces attack power by 250, and Death Ray inflicts a ton of damage. Can also create pets to help you out in battle. Requires Mining to increase the skill. This should be the profession you select at 60 as well as enchanting. The major reason for being an engineer is that you can buy 99% of all the craftable items from every other tradeskill BUT engineering. You need to be an engineer to use engineering items.

Herbalism – Used to collect herbs. They can be sold to others or used with the Alchemy skill. The hardest skill to raise as herbs are difficult to find.

Leatherworking – Can make some amazing gear. If you were not to take mining, you should take this skill and make your own gear from level 35 on up. Armor patches can add 160 armor, which is like a new chest piece. Requires Skinning to raise the skill. This is a close second to Engineering.

Mining – Great to make cash. Used with Blacksmithing and Engineering as well. Can be a pain to raise at certain points, but finding ore is not a big issue.

Skinning – The best skill to make money from. Leather is used in a lot of professions and sells for a ton of cash. Best used with Leatherworking, though with Mining you make even more money.

Tailoring – Used mainly by mages because the gear is cloth only. Can make bags however, which everyone needs. Not suggested for a rogue though.

First Aid – Take this skill. Live it, love it. Since you will be killing humanoids, they will drop the items required to raise this skill. This nearly eliminates any downtime. Hunting Humanoids gives all the items necessary to use this skill. If you are skinning, you won't find any First Aid items and would switch over to Cooking instead.

Cooking – Get this skill to 60 at least. You can make Thistle Tea (+100 Energy, 5 min cool down) at that skill level which is a great rogue item. Going past this skill level requires the hunting of beasts (which you would be doing if a skinner) and can save some downtime later on. Can also give stat boosts to stamina and spirit. The easiest way to raise this skill to 60 is simply to take Fishing and cool all the fish you catch. The reason I don't expect you to put a whole lot of thought into raising this skill is for the fact that you will be hunting Humanoids and getting bandages that are much more effective than food. That being said, it's not a waste to raise the skill as a 8point gain to Stamina is equal to 80hit points.

Fishing – A time sink if there ever was one. Oily Blackmouth sell well since it's a prime component in Alchemy. Has a very rare chance of fishing up a lockbox or other cool item.

6. Groups

WoW is unique in that you can get to level 60 completely solo without a terrible amount of trouble. However, groups are where it's at for instances with the best loot. It's important to know your role in a group and to stick to it. Also very important, is knowing what you can do and can't do. This section deals with the aspects of grouping, what to look for and the pros and cons of it.

6.1. Mastering the Pull

The most important part of a group is pulling, which is the ability to draw enemies to a safe place to kill them. Make no mistake about it, pulling is an art and it will take you time to truly understand the intricacies. A few pre-requisites if you will. Have Crippling Poison on your main weapon at all times. This poison is very useful if things go wrong and even better when things go right. Secondly, I highly suggest the Improved Sap talent. It allows for a lot more maneuverability when pulling and choice.

The first step is something that not a lot of rogues use properly; the Distract skill. Sure, you use it solo when you want to get a Pickpocket or an Ambush off but rogues rarely use this in a group. I'm here to show you otherwise. It is a great tool in an instance where there are large groups of moving targets. There are times while you will be in combat and you'll notice wanderers coming around that will jump in and make things complicated. You can buy 15 seconds to the fight with a well placed Distract. Anything not in the green circle will not be affected. This is the main reason I suggest not taking the Improved Distract talent as a large radius is bad. If there were a talent that reduced your Distract radius I would venture to say I would take it.

Here's the general idea behind Distract Pulling. Follow near the group while in Stealth and drop the Distract so only a few turn around to look and the others will walk away. Use this time to Sap one opponent and draw the others to the group of casters. At this point, I suggest having the tank attack with a ranged weapon to draw the opponent that is not sapped and once they start running, turn on auto-attack. Make sure you have crippling poison here as it will make the target run slower to the group and allow for more ranged damage. More than likely, the target will slowly run towards the group giving ample time for ranged damage and allow the main tank to get ready to take the aggro off you if you have any. If they are a caster, they might just stand there and cast. In that case, use Kick

on them and they will run towards the group. Remember to use the Feint skill after the tank hits the enemy a few times. Rinse and repeat. If you have the Improved Sap talent, you can easily split up wandering groups in half, sap one in the half and draw the others to you. Essentially, you can take a group of 5 people and split it so that you're only pulling 1 at a time to the group. No other class can do this.

6.1.1. Using Sap

Sap is one of the rogue's greatest tools. It is used nearly solely to pull groups of multiple enemies. Improved Sap is a talent you should have if you plan on ever pulling. You can get by without it but it does complicate things. With the talent, you can have someone else pull the target to the group and you never get hit. Without the talent, you're going to get hit and hit a lot. It isn't so much an issue at lower levels, but when targets start hitting for 200-300 damage, you want to avoid getting hit.

Also, selecting the proper target is important. Make sure you sap the pure melees first. They have the most hit points and take the longest to kill and should be left for last. If there are no pure melees then sap the least annoying target. An example of this is the hunters in Zul'Farrak. They can cast Hex, which turns you into a frog and you can't do anything. Many times you will be faced with a choice of a caster or a hunter. Sap the caster even though they would easily die. If you miss the sap then you're attacking the caster and your group will kill it before the hunter. If you succeed, then pull the hunter to the group and destroy it asap. If you miss Sap or don't return to Stealth, hit that Evasion button. It will more often than not save your life.

In high level instances, Rogues pulling is common place. You would Stealth behind an opponent, Sap them and let someone hit another to pull to the group. This is why Improved Sap is such a great talent, since you will not get attacked after the initial Sap.

Normally, you will simply sap the opponent that takes the longest to kill and kill the opponent with the least hit points first. Sap melees, kill casters.

6.2. Group Strategies

Let's face it. You're eventually going to have to group to get that item you're craving. After level 40, there are very few items you can acquire alone that are really great. The rogue is one of the most diverse classes in the game. You need to know exactly what works best against what enemy and what you can do in a group to make things go by smoother.

6.2.1. Pure Melee Groups

This usually happens when you're in a quick group to finish a quest. You don't have a full-time healer or caster to help. Pure melee groups do not work in an instance. You have to decide based on your group mates, what tactic is best.

If you don't have a paladin things are a little different, since they have mild healing abilities and are still considered melee. Basically, you have a great damage group but you need to take the least amount of damage possible. Have the warrior pull and open with Cheap Shot(CS) and use Kidney Shot(KS) once you get to 5 points. Only use KS once though, as it has diminishing returns and will not work twice on the same opponent. If you have another rogue in the group, let them do all the damage while you concentrate on stunning. It's better to each have a specific role then to just do whatever you feel like.

If you have a paladin, things change a tad. You can opt to have the paladin use their aggro reducing aura and go for full damage or have them use their attack-increasing aura and go all out for damage. The problem with the 2nd option is that you will be getting hit. There is no class that can stop a rogue from getting aggro when that aura is in effect. Since a paladin can heal, it's best to take down the enemy as fast as possible and get healed after the fight.

If you're with a hunter and no paladin, make sure their pet has the growl skill (growl is a hate generating skill, meaning the pet will be the tank). If they don't, you're going to get hit a lot so prepare for that. Opening with Ambush is a good idea here simply because the hunter can do a ton of damage with their ranged weapon and you want the target to die as fast as possible. I prefer to use Kidney Shot here because the damage from Eviscerate is easily offset with the hunter's damage. Matter of fact, grouping solely with a hunter is a good thing if the pet can hold aggro for long enough. A hunter's DPS(damage per second) is amazingly high and is second only to the rogue.

If you're in a group with a fellow rogue, I highly suggest you both use CS but not at the same time. One of you opens with CS and starts attacking normally. When the first CS wears off, the second rogue opens with CS and then you both attack. You're looking at near 10 seconds of no damage against you with some really high damage against the target.

Generally though, in a pure melee group you're going to want to use stuns as much as possible. It's great because the group can tear through creatures without too much trouble and the damage inflicted on the group is greatly reduced.

6.2.2. Pure Caster Groups

These groups are more common in the higher levels as AE (Area Effect) killing becomes more effective. Basically, pure caster groups are all about instant damage and do not have the hit points to take excessive damage. They are all ranged attackers. Regardless if you have a priest or not, it's all about the offensive spells.

Make sure you have crippling poison on, this is very important as you don't want the enemy running around. In this case, you want to open with CS and then KS once the target moves towards the casters. With Initiative, you'll usually have a 3-4 second stun after opening which is more than enough time for the casters to kill the opponent. Try stunning in a group of casters and I near guarantee you will make their friend's list after an enemy drop.

Since most caster groups are AE groups (Area Effect spells), they want the targets to stick close together and not move around. Crippling Poison and stuns keep targets immobile and very slow, helping the group tremendously.

6.2.3. Balanced Groups

This is generally what you're looking for in an instance. It consists of a healer (priest or perhaps druid if you know they can handle it), a tank (warrior or paladin) and a DPS unit (rogue or mage) with 2 others. Sometimes you'll be in a group with a priest, paladin and 3 rogues. This can be a great thing.

Ideally in a group, you will be the only rogue. You will also be the designated puller in most cases. If you're not, I highly suggest you ask to become the puller and get some practice in. As a puller, follow the steps I described in section 5.1.

If you don't pull or you are a secondary rogue then you will have an interesting choice that depends on the group dynamic. Try one style for a few kills then swap to the other and decide which works best. I suggest starting with stuns, that is, opening with CS and letting a 5pt KS off for 10 seconds of stun total per kill. Very effective and gives priests the ability to do other things than heal all the time. This tactic is especially lethal against casters, more so when combine with Kick.

The second style is to Ambush and Backstab then finish with Eviscerate, so a pure damage rogue. You'll want instant poisons on your daggers in this style as well. If you are fighting a caster, remember to use Kick. It has a very low energy cost and works just like a 6 second stun as casters do very little melee damage. If there are a lot of targets attacking your group and you know your Eviscerate will be waster on a target, opt instead for Slice and Dice. It will allow you to increase your DPS against the next target.

In higher level encounters, where targets have very high hit points and armor you might want to completely swap off to DoTs. If you find you are doing very small amounts of damage, try opening with Garrote and finishing with Rupture with Deadly Poison on both daggers. Take a look at the DoT rogue in section 3.3.7 for an indication as to what kind of damage you can unleash, near 400damage per 3 seconds.

If you are grouped with another rogue, ask them what poisons they are using and what fighting style they are going to use. More than one rogue using crippling poison is a waste, as is more than one rogue who's using stuns. That is, unless you plan out your stuns and one of you always open with CS first while the other waits 5 seconds to open with another CS and you both ignore KS (which after 2 CS would be severely weak) allowing you to still have nearly 10 seconds of stun and 5 point Eviscerates each. Talk to the other Rogue so that your attacks don't overwrite each other.

6.3. Experience Areas for Groups

There's no question here, instances are where you want to be when in a full group for maximum experience gain. Elites opponents give you a ton more experience than regular opponents and in a group are just as easy.

6.3.1. Levels 1-20

I highly advise against grouping with anyone until you're well into your teens. At this point of the game, very few people know how to use their class and skills properly and honestly, you're going to die a lot because of it. That being said, there are a few times you will want to group to get chain quests out of the way, Defense of the Lands in Loch Modan is one example.

If you're Alliance, I suggest heading to Loch Modan or Westfall in the teens, then head to Redridge until you're level 20. Yes, if you're a night elf, you need to travel far but there are no non-night elves in Teldrassil or Darkshore and you're missing out on grouping with mages, warlocks and paladins.

If you're Horde, the Barrens are where it's at. You don't need to group much at all here but you can head into the Wailing Caverns instance for some decent experience.

More than likely, you'll be level 20 in less than a week. If you start on a Friday night and play through the entire weekend you can hit 20 by Sunday if you know what you're doing. Grouped with a healer you'll tear through everything with ease and no downtime.

6.3.2. Levels 21-40

At this point you will have a good grasp of what you can and can't do as a rogue. You will acquire the last of your rogue skills and get to try out different combinations. You will also get to actually see some use from your talents as you'll be deep enough into the trees to access some of the stronger talents.

As an Alliance you're looking at Duskwood and the Wetlands for 20-30, Stranglethorn Vale(STV) for nearly all of your 30s. The quests in STV require groups and give some excellent rogue items.

As Horde, you're more than likely still in the Barrens for a few levels. Head out to Stonetalon Mountains and 1000 Needles for the rest of your 20s, in that order. For the 30s, I also suggest STV through Gromgol as there are some very nice quests to complete for some good gear.

Near the end of your 30s, I highly suggest heading to the Scarlet Monastery(SM) as there is a quest that will give you either a good dagger(Black Menace) or sword(Blade of Harmony). The Tigerbane also drops here. There's nothing wrong with simply doing SM until you hit 40.

Before you hit SM, hit Gnomeregan and get to the end to kill Thermaplugg to complete the quest to get Triprunner Dungarees. You'll keep these pants well into your 40s. You can also pick up the Toxic Revenger.

I won't go into super big details for these levels as they are very fast to get through, 20-30 will be a week's worth and 30-40 about the same. Playing 4 hours a night you should easily get at least 1 level per session if not more. Just do as many quests as you can.

6.3.3. Levels 41-60

This is when the rogue truly stands out. There is very little difference between Horde and Alliance either as they usually each have their own outpost in most zones. I won't go into too much detail here because this is the Groups section and you really will only be grouped for the end of the 50s.

You should head to Badlands for the early 40s and knock off Uldaman by level 45. Head off to Feralas to complete some easy quests then up to Mauradon. Make sure you collect as many quests as you can for this instance and go through it multiple times. There is some very good rogue loot here so kill all the named opponents a few times.

After you've done your run of Mauradon, head to Tanaris and knock of Zul'Farrak. There are about 9 quests for this zone alone and you can probably do 7 of them in 1 run that

lasts 2 hours. It's best done at level 48+ and you will have a great chance to practice your Distract Pulls here.

Later on, you can head to the Sunken Temple to run off a few quests, which is by now an easy instance. From 50-55 there's not much going on group wise but you can head to Ungoro Crater and both the East and West Plaguelands. From 55 on up, its Blackrock Deeps, Black Rock Spire, Strathholme and then Scholomance, in that order of difficulty.

You will often find groups available for BRD while in a major city. You will find the best gear in these instances. From 50 on up, never turn down an opportunity to go and from 55 on make an effort to go.

7. Solo

Well played, the rogue is the most effective solo player in World of Warcraft. You can play and have virtually no down time whatsoever making experience gain very fast. Let me state here that questing in WoW is were a lot of the best items and experience is gained but that questing is not necessarily the best way to level up. In fact, it more often than not slows down your leveling ability with all the running around you need to do. After about level 35 you will still have quests to do, but it will be more effective to grind as they tend to send you across zones to talk to people.

7.1. Solo Strategies

There are a lot of ways to play the rogue character. Some are more effective than others. Just randomly using skills is not effective. There should be a pattern to your combat so that you can get a “groove” when fighting. This way, everything is instinctive rather than you having to think to use a skill. Always a good thing when your reflexes make you select the right skill in a flash.

7.1.1. Ambush/Poison

Obviously, this is a dual dagger setup. This follows the talent build of the same name and is very effective killing up to the 40s and some of the 50s. The basic idea is to get to the opponents back and open with an Ambush, using Sinister Strike until you get 5 combo points and unleashing an Eviscerate (with Cold Blood if you have it). With proper talents, you can get 3 combo points off the opener.

Some people prefer to swap out Sinister Strike for Gouge and Backstab. This is good to keep the damage against you low but the fights will last a lot longer. If you go this route, you can't use Deadly Poison at all, since it breaks Gouge. Either way, with Improved Instant Poison you're looking at a near 20% damage increase in the fight.

The reason I say that this doesn't work as well at higher levels is because mobs tend to have really high armor, especially elites. By that point though, you'll be in instances and groups, where you more than likely will be using DoTs on the super armor mobs. You'll know them when your attacks are doing ~50% of their normal damage.

This build works very well when you're hunting creatures even or lower than you. It does not work very well on elites due to high armor resisting the damage from Ambush.

7.1.2. Cheap Shot

This build works with any type of weapon, though I would highly suggest a sword/mace for the increased damage from Sinister Strike. This build works great all the way to 60. You will open with Cheap Shot, which with Initiative will give 3 combo points 75% of the time. During these 4 seconds of stun, get as many combo points as you can so that you can get an Eviscerate off as soon as stun breaks. With Seal Fate, you can get the Eviscerate off before the stun breaks (3 from Cheap Shot, 2 from Sinister Strike). Combined with Cold Blood, this build is really devastating.

Applying Instant Poison is a good idea as well, looking at 10-15% damage increase. Even with the best poisons, you will be re-applying before the timer runs out on grind (killing for maximum experience gain) runs. The general idea is to take no damage for 4 seconds while trying to get the mob's hit points to near 50%. You can take creatures on your level and take no damage with this build. Works exceptionally well against casters who will more than likely be dead by the time you Eviscerate.

This build works well into the 50s as you are offsetting the damage given to you with the 4 second stun to start. Against high armor opponents, the 4 second stun gives you more than enough time to get more damage than if you used Ambush. This build is also very effective in instances with groups.

If I were to suggest a solo build, this would definitely be it. It kills all levels with the same amount of power and is NOT a situational build. That means you can use it in any circumstances (barring the inability to start with Cheap Shot naturally).

7.1.3. DoTs

This is a very effective build in the later stages of the game, less so in the earlier ones. This can work with any weapon, though daggers are preferred. You open with Garrote, use Hemorrhage or Sinister Strike until full and use Rupture to finish. This is a "guaranteed" damage build as DoTs in WoW do not get resisted. Your poison choice can

differ here depending on your talent choices. Deadly Poison with its respective talent and dual daggers is a ton of damage.

This doesn't work very well at lower levels where DoTs just don't last long enough in a fight if you have a high damage weapon. The Cheap Shot build is better against all low hit point mobs too. Where this build works really well is against elites and high armor mobs. It just eats through them since the damage completely ignores armor values. When a critical strike from Eviscerate drops from 2000 damage to 900 damage, you know it's time for the DoTs to come out.

The major downside is that you need to wait for things to work out. There's no such thing as a quick kill with this build. It's going to take at least 30 seconds to kill anything, which really isn't an issue against elites.

This build is the best way to kill elites with the only side effect that you have to stay alive long enough for the DoTs to work.

7.2. Making Money

You want to get a mount at 40 but 90gold seems like a kingly sum. Well, if you're just playing normally and grinding, odds are you will be lacking the cash at 40. If you make an effort to collect certain items however, you will be richly rewarded.

7.2.1. Professions

I highly suggest taking mining and skinning. You really don't need trade skills if you're in a guild and if by chance you want to pick one up later, you can always drop one collection skill for a fabricating one (engineering or leatherworking for example).

Going the mining route you will want to hunt near mountains and hills. You won't find too many mineral deposits in the open fields. Best bet is to hunt in caves. 90% of the time you will be fighting humanoids, the spawn is easy to read and there's ton of minerals to collect. Just collecting it through you leveling should be enough. The Alterac Mountains in your 30s is a good place to mine, or mining the southern wall of Duskwood. In the 40s the Badlands are great to mine as you'll nearly always have an available mine on your map. Tanaris is next on the list. Ungoro Crater is great once you hit 50 as well.

Remember to fight along the mountain side (usually the zone borders) and you'll be set. It also makes fighting safer, since you don't have to watch your back as much.

Going the skinning route, you'll want to grind nearly exclusively off beasts. Leather is by far the most enriching profession in the game. Nearly every other profession needs leather to make their items and armor patches seem to always be in need. There's not much description needed here. Every zone has some form of beast in it, though Stranglethorn Vale is probably where you will make the most cash. In the 50s, Ungoro Crater is almost entirely beasts which is great as well.

Some suggest that Enchanting is a good trade to make money from. Now, since the goal is to get to 100gold before level 40, I can assure you that Enchanting will not do that. The costs are quite high to increase skill gain and you're required to disenchant "green or better" items for parts. Instead of selling those items for cash, you break them down.

If I were to suggest an alternative to Skinning if you didn't want to hunt beasts at all, then I would pick Herbalism. It's another collection skill that works in all zones and at higher levels, the items sell for a fair amount in the auction house. Since potions are always being used up, there will always be a need for herbs.

From personal experience, I would avoid trying to make money from any skill that makes final products. It takes time and money to make an item and usually for only a few silver more than you made it for. Collection skills (mining, skinning and herbalism) are what people need to keep supplied. People don't replace their items all the time but crafters continuously need supplies to create new items.

Essence Transmuting is a profitable endeavor as it requires a lot of time to get the items. In this example, I'll use Essence of Air since it is used in a lot of recipes and has a ridiculously low drop rate in Silithus. Essence of Air can sell between 20-50g per, depending on the server. The recipe needed to make them requires a fair amount of time spend in Scholomance, so you won't be doing this until you late 50s. Here's what you need to do to be able to make them.

- Get Alchemy to 275 and make a Philosophers' Stone.

- Finish the Butcher/Bag of Horrors/Kirtonos line of quests so you can see the ghosts in Caer Darrow in Western Plaguelands, there will be a vendor who will sell the recipe "Transmute: Water to Air".
- Go to the Auction House and buy an Essence of Water or hunt and kill level 54 and up water elementals. The best places are the Northeast Lake in Felwood but the lakes in Eastern Plaguelands are ok too. The drop rate is about 3-5%.
- Transmute the Water to Air and sell on the AH. The cooldown on transmute is 24 hours, so try to always have an Essence of Water on you at all times to be ready for the cooldown.

7.2.2. Looting

Humanoids have the best chance of dropping items bar none. Sure, we've all found cool items on beasts but the chances are a lot lower. If you're grinding off humanoid casters you will find a lot of green items drop. Rule of thumb, if you see an item with a white name drop and it's stackable, keep it. Stacks of 20 can really help out.

In Stranglethorn Vale (STV) there are trolls that drop Flasks of Mojo. Keep these and sell them on the Auction House. They sell for about 1gold for 4. Also, you will be fighting goblins in the Venture Co. Basecamp.

Once in the 40s, there are some interesting areas to fight. In Tanaris, there are bandits that have a high chance to drop Scorpion Leather patterns as well as Mageweave. They also have a perpetual quest to collect water skins, which you should be doing to get extra experience. In the mid 40s, head to The Hinterlands and the Altar of Zul. Killing only the Soothsayers is really easy experience and similar to the bandits, there is a troll necklace quest that gives 390xp per 5 collected. There's a very good chance of greens dropping and a rare troll pops from time to time, Retherokk the Berserker, who always drops a green item. Another cool thing is the Wildvine. It drops about 1 in 10 and each one sells for 1gold. If you grind from 45-50 here, you can leave with a few hundred gold from items and wildvine. Some people will say the Tanaris ogres are better. Ignore them and do the trolls. To me, this is the best place to make money in the entire game.

In the 50s, money just seems to be rolling in from everything you kill. Grey items sell for above 1gold to a vendor, so keep every weapon you loot. Again, humanoids tend to have the highest drop rates for weapons in the game. Sure, Demons/Undead can drop items but no where close (in my experience) to true humanoids. Once you hit 60, I suggest

killing level 55 humanoids for their items. They are easy kills and you won't need to heal much as you will overpower them.

General rules for maximizing gold gain.

- Keep your bags organized and with very few items. Some people claim to greatly increase drop rates when their bags are low.
- Hunt Humanoids that drop items. By this, I mean they regularly drop something other than cash. It could be food, grey items, what not. These are usually placeholders for other items. Personally, I aim for creatures that drop at least 1 item every other kill.
- Stay out of instances. Most of the time, you need to group to get anything decent. If you feel able to stealth into an instance and kill something solo, by all means try it out. Grouping reduces your cash intake.
- Using the AH, use the suggested starting price as a gauge to set the buy-out. If the item starts at 1g, then have a 5g buyout.

That being said, know what is actually useful. A cloth item with agility and strength is completely useless to cloth wearers. Pay attention to the stats.

Keep all stackable "white" items. They generally sell for a lot of cash.

If you spend a play session (3-4 hours) simply hunting for items, you can expect to get 3-4 green items drop, maybe even more. I also highly suggest checking out www.thottbot.com for certain items and see where items that are world drops are more commonly found. The Krol Blade for example, is found in the Plaguelands and Ghosts in Winterspring. Concentrate on those enemies for maximum gain. If you stick to it, you can expect to make 20-50g a day.

7.3. Experience Areas

This is mainly taken from an Alliance perspective but still works for Horde characters. Past level 40, both factions share pretty much the same quests. I'll say from the start that questing is going to be most of your experience gain from 1-30. I'd say 75% of every quest you get will be soloable and the other 25% requiring a full group to complete.

The main targets you're looking for are low hit point and low armor humanoids. These are generally casters. Goblins, trolls, undead are good targets. Ogres, naga and such large

variety are not as good since they tend to hit harder even if they do have low hit points and armor. If they take too long to die, change targets. If you have to heal after every fight, change targets. If they don't drop money and you can't skin them, change targets.

A final note on this, the Pick Pocket skill. Humanoids in levels 42-52 have a chance of having a Sturdy Junkbox and levels 52+ have Heavy Junkboxes. You need these to increase your Lock picking skill, so remember to use Pick Pocket as much as possible. Not only can you get some good cash from it, the skill gain is near essential as the only other way to increase Lock picking is expensive and very long to do. There is really no need to Pick Pockets before creatures level 42+ though, as the cash gained really isn't a whole lot. It's really only from the Alterac Ogres that you really notice any real money coming from Pick Pocket.

7.3.1. Levels 1-20

Levels 1 through 10, stay in your home zone. There are tons of quests to do and you are close to town when you die. Don't leave until you're level 10 as there's simply an abundance of things to kill up to that point and grinding is great. At level 10, go to the main city and the rogue trainer. They will give you a quest to get the Blade of Cunning. Do this quest now, as the dagger is quite effective. You can also start using different weapons at this point by training in certain cities. If you have mining or skinning, start it now. You will see your first gold by level 8 if you do either profession by selling on the auction house in Ironforge/Ogrimmar. You can get to level 10 inside 1 day.

From 11-20, it's pretty much the same thing. Horde are in the Barrens and Silverpine Forest, doing quests while the Alliance is in Loch Modan and Westfall. Again, the professions can make a good buck here, so keep at it. Near the end of the 20s you will be able to do your first instance. I suggest you do it simply for the chance to get better gear. There's always a chance some stuff will drop by doing the instance but odds are the reward for killing the end boss is what you really want. Getting to 20 can take a few days if you quest a lot. If you simply grind, you can finish all of this in 2 days.

You can get to level 20 in a weekend if you don't mess around.

7.3.2. Levels 20-30

Get your Poison quest done now. Alliance, it's easy to solo. Horde, get some friends. Make Instant Poison and see the difference in your damage output.

Alliance, you will be hunting in Redridge Mountains and Duskwood. The undead in Raven Cemetary are quite good to kill as they are humanoid and easy prey. Can always move on to the Nightbanes (SE corner) in the later 20s. Finishing off the Ogres (West of the road to STV) is easy in the high 20s. All humanoid with a few casters thrown in. If you're in Stormwind, do the Stockades a few times. There are a half dozen quests to kill all the named in there and the experience is really good from 25-29. The instance is so small it will take about 30 minutes per run.

Horde can do Stonetalon on the Goblins and Kobolds. Then move onto Thousand Needles and killing Centaurs. You can also head to Hillsbrad Hills (on a non-PvP server. PvP servers, this is a zone you will be killed in non-stop) and kill some Farmers and Gnolls.

Not much instance wise, nor gear wise. I suggest just grinding for 2 levels and going back to town only to train and dump your items on the Auction House. Also look for upgrades to your weapons. There's a fair amount of leather gear available at these levels as well.

7.3.3. Levels 30-40

First, go to the Auction House and buy all the pages to the Green Hills of Stranglethorn quest. Once you have them all, head to STV and the Hunter's Camp to turn it all in for some great experience (10K if memory serves) and a decent enough reward.

STV is really where it's at for the 30s. There is just simply an abundance of quests here that all stack and give good rogue rewards. The animal mastery series is really good and you can knock off the first 2-3 quests in each series alone. The bosses at the end require a group but the rewards are well worth it. Head to Booty Bay and get some more quests there.

Grind-wise, there's the NE Kurzen Compound that has relatively easy opponents from 30-33. After that, head to Venture Co. Basecamp and kill goblins. They are casters, so really

easy kills if you can catch them before they start casting on you. They are good from 33-36. After that, head to the middle of the zone and the east side of the road. There are trolls here to kill that don't have a damage shield. If you were hunting trolls in the low 30s, you would notice some are shamens and that damage shield would just destroy you. The higher level ones don't use it for some reason. They can get you to level 40. They drop Flasks of Mojo that sell well in the Auction House.

In the late 30s, you can head to the Alterac Mountains and kill the Ogres. They have really low hit points and armor and therefore die with ease. There are a few quests you can knock off in Hillsbrad that bring you here as well. If you're a skinner, the Yetis are great. They are humanoids that you can skin. Great!

To note, STV has a rogue trainer, so you don't have to go back to the main town to train. You might want to leave STV at 35 and come back near 38. It will make things easier quest-wise.

Gnomeregan has a very beautiful pair of leather pants for killing Thermaplugg (Quest). You'll be using them until you get an upgrade in Mauradon. Doing Scarlet Monastery(SM) and killing the bosses gives you either a good sword or dagger (Quest). Heck, just doing SM runs is a good way to get some new gear as the drops rates are quite high and the areas pretty small. The experience is decent enough but you're here mainly for the gear.

7.3.4. Levels 40-50

If there was a "hell level" this entire block would be it. It just seems hard to find any good gear for this area and it hinders your experience gain. There are a lot of quests you can polish off here and some easy collection ones as well.

Badlands have a fair amount of collection quests to do and the Ogres in the SW corner offer good cash. Also the first Sturdy Junkboxes will drop here. You can do all of the quests solo except Tremors of Earth. Do this quest with at least 3 other people, it gives you the Blazewind Breastplate which will be your BP until the 50s. Just doing quests, you can shoot through to 42.

Head to Feralas and do a few quests there. There are some gnolls to kill in the south area as well as some ogres west of that. Get the simple quests done and then head to Tanaris, where the real gains are. Yetis are decent enough. I would not stay too long though, as mobs wander a lot here and you get adds frequently.

Kill the Wastewater Bandits. They have really low hit points for melee types and occasionally drop water satchels. There's a quest in Gadgetzan (the main town in Tanaris) where 5 of these give ~300xp and the quest is repeatable. Kill these guys until you're 45. They spawn all over the east side of the zone and have chests that pop with them. There are some "rogue" bandits that are in stealth but you should be ok if you pay attention to your combat indicator (where your level is indicated, it turns to a X of swords when in combat). Very easy to kill, have a chance to drop Scorpion patterns, mageweave out the wazoo (good for first aid, or sell a stack for 1g on the AH) and decent item drops.

Once you hit 45 or 46, head to Hinterlands. You probably have a fair chunk of quests for this zone anyways. Head to Aerie Peak and start the quests available. At 45 you should be able to complete every quest here. Make sure you start the Saving Sharpbeak quest line, as well as the Ancient Egg quest, both requiring groups to complete. The Saving Sharpbeak quest gives the Gryphon Rider's Stormhammer; a great weapon to have.

Grinding though, there is no better place in all of the game. From 45 to 50 you head to the Altar of Zul and kill Soothsayers(10 of them). They are casters with really low hitpoints and long cast times. They occasionally drop Wildvine, which you should keep as it sells for nearly 1gp each. They usually drop Troll Necklaces which when turned in, in groups of 5, gives 390xp. With 4 empty 12 slot bags, I kept one solely for Troll Necklaces that stack up to 20. They have a good chance of dropping items as well, including the rare pop of a named troll. The biggest hurdles here are the 3 roaming wolves. When they attack you, just Vanish. It isn't worth the time killing them until 49 as they spawn quickly. In an hour you'll have memorized the wolves movement pattern and where the Soothsayers are. You will likely finish levels 45-50 faster than you did 43 and 44.

Dunemaul Compound in Tanaris isn't too bad either as the ogres have a better chance of having Junkboxes on them. They do hit hard however. I would only consider this if the trolls are camped.

Ghosts in Azshara are reportedly silver mines and there are a lot of casters. They tend to be camped by higher levels though.

Instance wise, do Uldaman for the quests once you hit 43. There's not much item wise and the creatures spawn so close the experience isn't too good. Do Zul'Farrak for some decent leather loots (Scorpashi items). There are about 9 quests that deal with this area, including the Ancient Egg and Saving Sharpbeak quests. Razorfen Downs are pretty good here too, with decent gear but it's a low 40s zone. Mauradon should only be done near the end of the 40s as they bosses can be really hard and the "orange" side of the zone is deadly to anyone under 50. In fact, if you can, avoid the "orange" side of the zone completely. It causes a very large amount of lag, everything seems to poison you or have a damage shield.

7.3.5. Levels 50-60

Ah, you can feel the end! The 50s are really all about that last push so you can do Blackrock instance runs. You also get the final super powerful skills. Eviscerate now does at base damage what you were hitting for in criticals in the 40s.

At 50, head to Ungoro as it has a ton of collection quests available. It is entirely a beast zone however and there is no cash that drops but there is still a chance of items dropping. Doing all the quests from Marshall's Refuge (that are non-elite) can get you 2 levels in a day. It really is ridiculous the amount of experience you can gain from this zone with no effort. Bring a Mithril Casing, you need it for a certain quest.

The Blasted Lands have 5 quests that stack for a temporary stat buff to each stat. Personally, the quests that need stuff from Basilisks and Vultures are not worth the effort as the drops are way too slow. They are also repeatable for the experience. The Ogres are also decent experience and start to drop the Heavy Junkboxes. Level 51-53 is a good spot on these. Again, they can hit hard compared to other humanoids.

Felwood has some good kills at Jaedenar that give faction to the Timbermaw faction. At this point you should have your set weapons until you do high level instances, so put Demonslay on both. This gives a chance of stun and 100dmg hit on all demons, which Felwood is full of. With the enchantment, it's incredible the amount of kills you can rack

up. Decent for the lower 50s. Actually some people stay here longer with demonslay because the kills become almost trivial, killing non-stop without the need to heal.

Azshara is also a good area to run though at this point with dual Demonslay weapons. The west side of the zone has some satyrs to kill which are pretty easy to keep clear, though they tend to have imp minions. The northern part of the zone has more Satyrs near level 51 if you find the west camp slow.

The mid 50s allow you to move to Winterspring. In the SW corner, there's a Dwarf lady who gives a decent cloak just for walking from one end of the zone to the other. The town also has a fair chunk of quests to complete, which aren't too bad. The really good spot though is Lake Kel'Therill. It has more ghosts which are easy kills until about level 58.

The Plaguelands are the final area to hunt in. The West from 52-55 and the East from 55 to 60. They are just full of undead to kill. Mainly though, you're here for the Argent Dawn faction, which can only be gained when you're under level 60. Might as well get it done before that final level up. If you're looking for demons to kill, the East has a lot of hounds but that's pretty much it.

The end of your travels will be in Blackrock Stronghold. Getting the basics of the spawn will kill you a few times but once you get the hang of it, the experience is golden. Half of it is casters, which are perfect for killing. You will more than likely hit 60 here.

Instances next. You want to finish off everything in Mauradon before 55. The Trash Blade (from killing the princess) is an excellent sword, only being beat by a rare world drop or killing the end boss of Blackrock Spire. Finish up any quests left for the Sunken Temple as well, there are a few that give some decent rewards. There are quests for this instance all over the world, so don't be surprised when you find a new one.

Blackrock Depths and Blackrock Spire are where you will spend your upper 50s. The drops here are ridiculously good and require you to have a skilled group. Mess up just a little bit and you wipe.

You will want to finish the 50s so bad that you're more than likely to just plow through in a week.

7.4. Grinding Overview

Though I suggest doing some quests along the way, the fastest way to get to level 60 by far, is just sitting down and grinding your way through. After about level 35, quests make you walk all over for rare drops; really not worth it in most cases. Once you hit 50, you'll run across some very long linked quests that need you to visit high-level instances for some nice gear.

Quests I do suggest doing are.

- All the animal mastery quests in STV(30-35). You get good leather armor rewards from these.
- Scarlet Monastery quest to kill the 4 leaders(35-40). You get a choice of a superb sword or dagger.
- Quest to kill the Thermaplugg in Gnomeregan(33-36). The Triprunner Dungarees are pants that you'll be using for at least 15 levels after you acquire them
- Quest to kill the Princess in Mauradon(48-52). The Thrash Blade is one of the best swords in the entire game.
- All quests in Ungoro(50-52). All collection quests and you can get 2 levels from these quests alone. Just remember to bring in a Mithril Casing. Also, start the long but important Linken's Quest. It gives you a boomerang (trinket) that can unarm/stun opponents.

7.4.1. Suggested Grinding Areas

Overall, you want to focus on humanoids (and some undead). They drop cloth that's used for First Aid, so you can basically heal yourself indefinitely. They also give a chance to Pick Pocket a junkbox, used to increase Lock picking. Finally, they drop money and have the highest chance of dropping a cool item (green or better). As for types, you want to focus on casters who, when combined with kick and gouge, are dead before you know it. You can try humanoid ranged attackers as well since at close range they do very little damage and have low hp. If you take skinning, you can level exclusively off beasts and make money but your lock picking skill will suffer and you'll need to buy cloth to use First Aid.

These are generally designed for only one person to grind in. If someone else is there, move to another area. There are plenty of good areas to try out as well. Just remember, Humanoid/Undead and casters are what you're looking for. And above all things, avoid casters who have damage shields (shaman usually). They destroy rogues.

From levels 1 through 30, you're basically stuck in your starting zones. Check section 6.3.1 and 6.3.2 for details on that. Quests are still good at this point.

30-35 : Stranglethorn Vale (get all the Green Hills pages before going)

- Start the animal mastery quests and do a new tier every level
- Kurzen's Camp (30-33)
- Venture Co. Basecamp (33-35).

35-40 : Alterac Mountains/Hillsbrad Hills

- Do the Murloc and Naga quests. They are just south of Southshore. You can just kill Naga if you want too (33-35)
- Alterac Ogres. Can't miss them. (35-40)

38-40: Stranglethorn Vale

- Jatailai Troll camp (38-40). Keep the Mojo and sell at AH.

40-42: Badlands

- Ogre compound in SW corner.

40-45: Tanaris

- Wastewater Bandits, in the north-east corner. (40-45). Keep the water satchels.

43-45: Feralas

- Naga south of Feathermoon and Isle of Dread (43-45). There's a quest to kill them, so pick it up if you can

45-50: The Hinterlands

- Altar of Zul trolls. Kill Soothsayers. Axe Throwers if you're getting too fast. Keep the Troll Necklaces. Keep the Wildvine and sell on AH(45-50). Best XP spot in the game in my opinion.

47-50: Azshara

- Ghosts at start of zone, or at end of road (47-50).

47-50: Tanaris

- Dunemaul Compound. Ogres are easy enough to kill but some can hit really hard. (47-50)

50-52: Ungoro Crater

- Marshall's Refuge. Do as many of these quests as you can and you will get 2 levels off them. Really easy exp for just running around. Any quest that wants you to kill Pterrordax you should not take. Start the Linken's Quest.
- Perfect place for skinner to grind is just East of the Refuge killing Gorillas or the SE corner killing Raptors.

50-54: Azshara

- Demon Satyrs North of ghosts and in the top North (50-54). They have minions though not tough ones.

50-54: Felwood

- Demons Satyrs in Felwood. Middle-west of zone (50-54)
- If you don't have Demonslay, kill Ironwood Stompers (50-54)

54-60: Winterspring

- Ghosts on the lake. Lower central part of zone (54-56). Can easily be farmed if you have the quest called The Ruins of Kel'Theril (just don't loot the shards you dig up) as it spawns 2 ghosts every time you mine. Easy kills. Good loot.

54-58: West Plaguelands

- Hunt Scarlets in the middle of the zone. (54-58)

56-60: East Plaguelands

- Demon Hounds across south end of zone (56-60)
- Mossflayer and Eyeless in middle of zone (56-58) and north-east (58-60). They spawn with chests.

58-60: Burning Steppes

- Orcs around Stronghold. Takes a few tries to get used to though. Best place bar none as half are casters (58-60)

While going through this, make an effort to do the quests I mentioned above. In general, leave elites alone. They are simply not worth the effort involved, unless that is, you are camping for a specific drop.

8. Instances and Elites

8.1. Overview

Instances are a big part of World of Warcraft. You won't experience one until your late teens but once you do, you will see what WoW really has to offer. These areas are designed to allow groups to complete stories in the game. Each area has its own theme and opponents, who are nearly completely elite monsters, most of whom attack in groups.

Instances are where you find some of the best items in the entire game. As a matter of fact, odds are you will have all of your equipment at level 60 that come from instances. The last enemy is usually very large and has a wide set of attacks that you would not find on normal creatures. They tend to take between 30 mins and 4 hours to completely clear one, with the average being about 2.5 hours.

Groups in these zones usually need to be very balanced to succeed and in the higher level instances, players really need to know what they are doing as even a small error can wipe the group out.

There are also Raid Instances that are for groups of 40 level 60s. I won't go into any details about that simply because by the time you get to the point of doing those areas you should know every inch of the rogue class.

8.2. Instance List

Name	Max Players	Level	Zone
Ragefire Chasm	10	13-15	Orgrimmar (Horde only)
Deadmines	10	18-22	Westfall
Wailing Caverns	10	15-21	The Barrens
Shadowfang Keep	10	18-25	Silverpine Forest
Blackfathom Deeps	10	20-27	Ashenvale
The Stockades	10	23-28	Stormwind (Alliance only)
Gnomeregan	10	29-35	Dun Morogh
Razorfen Kraul	10	25-31	The Barrens
The Scarlet Monastery	10	35-40	Tirisfal Glades
Razorfen Downs	10	35-40	The Barrens
Uldaman	10	40-47	Badlands
Maraudon	10	48-52	Desolace
Zul'Farrak	10	44-50	Tanaris
The Sunken Temple	10	52-57	Swamp of Sorrows
Blackrock Depths	10	52-60	Searing Gorge/Burning Steppes
Dire Maul	5	56-60	Ferelas
Blackrock Spire	15	58-60	Searing Gorge/Burning Steppes
Stratholme	10	60	Eastern Plaguelands
Scholomance	10	60	Western Plaguelands
Molten Core	40	60	Blackrock Mountain

Though I do suggest visiting as many instances as possible, it's best to stick to the ones closest to the zones you are in and not making too much of an effort to spread out until your 50s. That means Alliance will do the Deadmines, Stockades, Gnomeregan and Scarlet Monastery. The Horde will visit Ragefire, Wailing Caverns, Shadowfang, Razorfen Kraul and Downs as well as Scarlet Monastery.

The Stockades should be done multiple times as it's a really small instance. Scarlet Monastery follows the same rule. All others should only be done once, if at all. Uldaman is an optional instance that I personally don't care much for. Zul'Farrak is a relatively small instance with good drops that should be done once. Mauradon should be repeated until you kill the Princess and get the Satyr's Lash dagger. Once you get access to the shortcut, use it to do item runs as you can hit Landslide, Princess, Rotgrip and Tinkerer (in that order) all in one run that'll last an hour. Sunken Temple should be done simply for the quests as the drops aren't super for the level and it's rather out of the way.

Expect to spend a lot of time in Blackrock Depths/Spire(BRD/BRS) from level 55 on as the items that drop here are some of the best in the game. Stratholme and Scholomance are generally reserved for level 60s that have acquired a lot of gear from BRD/BRS.

8.2.1. Instance Strategies

This section is meant simply to point out certain facts that you need to be aware of for certain instances. Generally the concept is simply. Break the spawns with Sap/Polymorph, take down casters/healers first. Bosses have a tank on them and you spend your time not getting aggro. Every instance excluding UBRS, Scholomance, Stratholme, Molten Core and Onyxia you should have crippling poison applied. Here we go.

Deadmines

- Shredder does a ton of damage and spawns a goblin that does even more damage.
- When you kill a named creature or open a door, about 3 minutes after a patrol will come from behind (this does not apply when in the boat area).
- Van Cleef will summon aid continuously if all his guards are dead. Best bet is to have a tank handle him and kill 2 of the adds, then take out VC.

Gnomeregan

- Kill the Alarm Bots before everything else, they will summon help
- Stay behind all the mechs as they usually have a front breath attack that does a ton of damage
- When you reach the saboteurs, they drop bombs that do a lot of damage. See one drop, run back out of range.
- Final boss is a pain. You should have the ranged attackers also looking out for the bomb dispensers. If they activate, have them hit the buttons to shut it off and save a lot of damage.
- Take a peek for the Toxic Revenger and finish the quest to get the Triprunner Dungarees.

Scarlet Monestary

- Unless you are at 175 Lockpicking you need to enter the right wing of Scarlet Monestary to kill Doan to acquire the Scarlet Key. You need to do this wing if you are working on the quest to acquire the Black Menace/Sword of Serenity
- Herod summons about 30 non-elites after he dies. Use AE to kill them.
- The last one to enter is the Cathedral where you will need some good pulling skills to clear out the actual Cathedral.
- In the right wing of the Cathedral is a sconce (torch on the wall) that you need to twist to find another mob that drops greens.
- Clear out everything before attempting Mograine. Killing him results in Whitemane to appear who will heal Mograine and attack you.

Uldaman

- There are a lot of quests for this zone, meaning that you'll be here for a while. There is a backdoor in the NE corner of the Badlands.
- Everything is pretty straightforward if not for the need of running around a lot.
- Last boss summons a lot of junk. Disregard it and kill him and the spawns will go away

Zul'Farrak

- Hunters in this zone will cast Hex, a 20 second spell that turns you into a frog.
- The Divino-matic Rod quest can be done simply by going PvP and killing the NPCs at the top then waiting for the ones at the bottom to come to you. If you are too close to the stairs you will aggro all of them and wipe
- The witch doctor will summon all corpses in the graves to attack you
- Antusul will summon a lot of basilisks, need to keep him away from the group and handle the additional spawns

Muradon

- You need to kill Lord Vyletongue and Noxxion to get the parts needed to create the staff for the shortcut into the falls
- Vyletongue drops Satyr's Lash and has 4 stealthed guards

- Orange side is deadly with the poison the maggots spew and the horrid video lag. The only reason to go to orange side is for a quest and to kill Noxxion for the staff
- Celebras has a lot of tree friends. Ignore them as he summons more and kill him then the trees.
- Tinkerer has a deadly flamethrowing attack from the front only.
- Landslide summons rock allies. Ignore them and kill him, they will despawn when he dies
- Princess casts fear and an AE knockback spell. If you see her cast the AE, run away and save the damage. Ideally you want a pet to tank her while the rogue adds more damage, everyone else is ranged damage
- Rotgrip drops Albino Crocscale boots and should be killed after the Princess by dropping down into the water

Blackrock Depths

- The dogs here ALL see through stealth
- The Shadowforge Key quest starts in Molten Span, the NPC can only be seen while dead. The architect is beyond the Ring of Law.
- General Angerforge needs to be tanked while everyone else kills his guards. He then needs to die quickly so that the rest of the guards walking in don't kill you. When they appear, AE them and have the rogue kill the healers/ranged attackers
- Golem Lord room needs to be entirely cleared before engage. Order goes Red Golem, Blue Golem, Golem Lord
- Ambassador Flamelash means NO AE
- Don't talk to anyone in the bar, unless they have ! above their heads
- To get Phalanx to open the door, buy 6 ales and give them to Rocknot
- Do not open all the vaults in the vault room. Leave the last one alone, have the tank open it and die, then pull the spawns one at a time
- The Lyceum spawns ultra fast and needs AE to clear. Find the 2 Flamekeeper, loot the torches and run to light the torches to open the doors. You have 3 minutes to do this from the first looting
- Stay out of the flames when fighting Magmus, they do more damage than him
- If doing Princess quest on Emperor, have a pet offtank the Princess and pull the Emperor away. This is the only place where Wound Poison is effective.

Scholomance

- The bone golems need to be chain stunned. Need to kill Rattlegore to move on.
- Ghouls make a poison cloud when they die. Stand in it for the duration and you'll be dead
- In Vectus' room, do not talk to anyone
- In the multi stage area with 6 rooms, pull everything outside
- The top left room with Lorekeeper Pokelt needs to be completed with AE
- The Ravenian can be pulled without aggroing the water next to him, usually
- Bonewarders will AE cleave for 800dmg. Do not fight more than 1 at a time.
- Darkmaster Gandling appears when Lucia is dead. He will randomly port someone into one of the 6 rooms (that's why you clear them) along with 4 non-elites. Kill them and head back to the fight. He drops the class head items

Stratholme

- Left side is Scarlet Side (humans), right side is Undead
- Kill the Courier on left side to get the postbox keys. If you open enough, the Postmaster spawns
- Kill the conjurers first, above all else. Then the Battle Mages.
- When on the Cannonmaster, designate people to operate the cannons to kill the additional attackers
- There are certain areas in the Scarlet Side that when cleared will spawn undead who rush in behind you
- When killing Balnazaar, everyone in the room. When he dies, the entire Scarlet Side becomes full of undead and Timmy the Cruel spawns outside
- Baroness will possess someone until they are at 40% health then leave.
- When killing Abominations, heal up before the last pull as this will summon Ramstein.
- After his death, a bunch of non-elite rush in, 4 minutes after that the doors open again and some large undead guards will attack. He drops the class leggings.
- The Baron's room is safe on the left side if you're 58+, when you engage he closes his doors

Lower BRS

- Key to Upper BRS quest starts before first bridge. Stick to left wall, climb up rubble and talk to the NPC. Need to do multiple runs killing Voone, Ommok and Wyrnthalak
- Shadowhunters can drop Shadowcraft Belts and Gloves
- Shadowhunter Vosh'gajin drops the Shadowcraft Gloves
- Bijou's Belongings are in the tent area before the spiders on the ground. You cannot solo to it and cannot see it in a raid.
- The Crystal Spiders need AE. Kill the little ones before the large ones as they spawn more little ones once they die
- The Ogre event after the spiders can kill any group. Make sure you are prepared before clicking on the pile of skulls (the pikes are near Ommok, looks like they are brimming with electricity)
- Wyrnthalak throws people in the air, so pull him underneath the rock bridge he stands on, that way you hit the top of the rock and don't get damage

Upper BRS

- You need to complete the key quest from Lower BRS first to be able to access this area
- Kill the summoners first. Kill all the prison cells to open the next way.
- When you start the Pyroseer Event, have everyone in the room as the doors close. AE the orcs
- Try your best to avoid all the eggs. Touch one and about 8 dragonlings spawn
- If everyone is 55+ you can just move East and jump off the platform into the arena. When you jump, stick to the right wall and drop all pets
- The room before the Beast needs some good offtanking as there are 6 creatures to pull. Kill the Fire Tongues first
- The Beast casts knockback on his target and AE fear. Start with a tank and have paladins heal him until the group attacks. This way the aggro stays on tanks during fear. If he drops Finkle's Skinner give it to a skinner with 300 skill and then skin the Beast. Has a chance to drop Skin of the Beast and spawn a gnome NPC that starts the Bloodthirst BP quest
- In the General's room, same rules apply as with the room before the Beast. After the first group kill, a patrol will come by. Same after second group pull.

- General needs to be off-tanked and the guards need to be pulled away so no one gets the General's DoT by accident. Kills both adds then the General. Only 1 blood drops per raid. General drops the class chest items.

Dire Maul

- To be completed

Molten Core

- There is a lot to be said about this instance but from a rogue's perspective you want to enter the area with 4000hp unbuffed and with a lot of bandages. Attack everything from behind even if you use swords. Some targets randomly change targets, it's not anyone's fault. The first few bosses can be competed with a balanced group of 30 that are well equipped. Success depends largely on guild communication. I'll go quickly over the spawn timers.
- Giants: do not respawn
- Firelords: 2.5h
- Ancient Core Hounds: 18min (do not spawn after Magmadar is dead)
- Lava Annihilator: 2.5h
- Lava Surger: 28min
- Imps: 7min
- Core Hound Packs: 1h
- Random Packs: 2h

Onyxia

- Same rules for a rogue as with Molten Core. Fire Resist is actually more useful here. Expect to die a few times while killing her.
- She has 3 stages. The first is pure melee, with some fire breath on the front. The second comes at about 65% and she starts to fly. Only ranged attacks work and she can cast a huge AE fireball in the middle of the room. Stage three starts at 25% back to pure melee. The ground erupts lava in the cracks, which you can avoid and she can cast AE fear.

8.3. Dealing with Elites

There's a reason they call them elites, they hit hard, have high hit points and armor along with some nifty moves you won't find elsewhere. Every instance is populated by elite creatures and more often than not, they are in groups. Having a firm understanding of how a rogue works in a group is important to be successful.

Elites that you find out in the wild (non-instance) are usually just named versions of some regular variety creature. They tend to be a bit more difficult than a normal version, harder to find yet are not close to the difficulty you'd find in an instance. The exception to this is the very high level elites you find guarding certain areas. They are meant to keep you away from certain unfinished zones.

As a rule of thumb, a rogue can solo an elite that is 2 levels under them. Of course, this can change depending on the type of creature you're fighting. A giant for example will trample you easily but a caster will fall as quick prey. It's usually best to attempt an elite with a friend as 2 people can easily take on a similar level elite creature.

Stun is usually a very good tool to use against elites since they have such very high armor that most of your skills do little damage. If you're stunning them, then the rest of the group can get their damage skills to attack and they are not getting hit. This is a very good thing. Some people think Expose Armor would be useful here but it really isn't. Creatures have such a high armor value that Expose Armor has very little effect and it prevents Warriors from using Sunder Armor, a tool they need to gain aggro. So stun attacks are key.

That being said, the bosses of most instances cannot be stunned. In those cases, it's best to start with Garrote and throw on a Rupture as your other attacks will not do nearly as much damage. In later stages, bosses will survive 2 or more Rupture attacks due to their high hit point values.

To go over elites again: A rogue can solo them outside of instances with relative ease if they are 2 levels below them. In an instance, it's best to stun elites due to their very high armor rates as special attacks will and can get highly resisted. If stun is not an option, then use DoT attacks. Finally, do not ever use Expose Armor – not only does it have very little effect but it prevents Warriors from doing their job properly.

9. PvP

PvP is a big part of World of Warcraft. About 50% of the servers are PvP in fact. There is an important factor to consider compared to regular combat, your opponents do not follow set patterns. 90% of the time it will be skill and luck that decide combat, not just overwhelming numbers. Every class has its advantages and disadvantages in combat and your job is to exploit them. I will go over the other classes in the game and see what you can do to counter.

In all cases, I suggest only having Crippling Poison on your blades. The added bonus from Instant Poison is nice but PC opponents love to run away, especially casters.

9.1. Rogue

Starting with our class first will give a good base of tactics for other classes. If you are going to be a pure PvP rogue, I highly suggest the PvP build in section 3.3.1. It is designed for optimum use of skills to eliminate risk.

The rogue's biggest advantage in PvP is stealth. It's also the biggest disadvantage as many tactics are lost if they get detected. A rogue can unleash a very high amount of damage in a very small timeframe so it's best to not let them attack you at all, especially not from the back. The solution? Stun your opponent. The standard PvP combo (based on the PvP build) that you should get used to is:

Cheap Shot, Sinister Strike, Gouge, Cold Blood, Eviscerate, Blind, Vanish, Preparation, Cheap Shot, Sinister Strike, Gouge, Cold Blood, Eviscerate, Blind, Vanish, Cheap Shot, Sinister Strike, Gouge and finish with and Eviscerate.

75% of the time, Eviscerate will be at 5pts and with 2 Cold Blood attacks you're looking at a lot of damage with very little damage done to you. This requires waiting at certain points to make sure you have enough energy. Blind lasts for 10 seconds, which should be enough to get back nearly all your energy. Obviously, if you can't get into Stealth to start, the combo becomes a lot more complicated. It changes to:

Blind, Vanish, Cheap Shot, Sinister Strike, Gouge, Cold Blood, Eviscerate, Preparation, Blind, Vanish, Cheap Shot, Sinister Strike, Gouge, Cold Blood and Eviscerate.

You can see that you're losing a fairly large chunk of damage from the end but you can still get a lot in anyhow. Remember though, stuns are godly in PvP. Any time you are not taking damage is more time to give damage.

9.2. Druid

Druids are very good in PvP. They have a very large amount of spells and physical attacks at their disposal. Their damage shields are especially deadly since it's based on the number of times they get hit, and no class hits faster or more often than a Rogue. They also have the ability to cast regenerate on themselves, offsetting a very large amount of damage you can possibly inflict.

If you fight a druid, odds are they will turn into their bear form to increase their defense and attack damage. This is good as a stun build will do a lot of damage and you don't have to worry about their spells.

If they fight in cat form, you're basically fighting another rogue. Pretty simple fights as well as they lack a lot of our more powerful skills.

If they are in caster form, remember the Kick attack. It stops casting of that spell line for a set amount of time. It will not interrupt instant cast attacks though.

Basically, if they have a damage shield on, you're looking at taking a large amount of damage without them even hitting you so try to stun them to offset the increased damage.

9.3. Hunter

Hunters are a pain simply because they have a pet. Pets can do a very large amount of damage to you and hunters can kite (have you run after them while they stay well out of your attack range) you all over the place with speed decreasing shots. It's even more annoying when they attack with their pet before they shoot you as it takes time figuring out

where they are. The only telltale sign is perhaps a puff of smoke from a gun, as bows have no indication. This makes hunters deadly if they stay near foliage.

If you are faced with one, kill the Hunter and not the pet. Sure, you can take a lot of damage from the pet but even if you kill it, the Hunter will have you to no life in a flash.

Thankfully, the Hunter is very weak at close range. Make sure you hit the pet with Crippling Poison if the opportunity presents itself. A pet that moves slowly means you can get away from its damage fairly easily.

9.4. Mage

Mages are the only other class that can compare to us damage wise. The good thing is that they have little to no HP and armor. Mages love to use Polymorph and Frost Nova so they can move out and attack us from range. Obviously, Polymorph can be stopped with a Kick or a Gouge. Frost Nova is an instant attack though, and the only counter that I know of is to use a ranged attack. Bombs are great here as they can stun the mage for 3 seconds. If you don't have any, use your ranged attack that will slow down their casting time.

When you use Kick, there is a cool down time, same with Gouge. Try to not use the skill back to back, as you will be open for attack while you can't use the skills.

The stun combo works great here as well, but Mages can Blink out of a lot of our stuns. This can be fairly easily offset with Crippling Poison as you can catch up to them quickly. You might be tempted to use Mind Numbing Poison but it really is not as effective as Crippling Poison. Line of Sight is very important to mages, so stay on their backs even if you don't have a dagger, that way, they can't hit you.

Even if you're caught off guard, the odds are in your favor when 1on1 with a Mage. Just remember than you can interrupt their attacks and you'll be fine.

9.5. Paladin

They're the bane of the Rogue, heck of all PvP. Paladins have nearly all the benefits of Warriors and the ability to heal at the touch of a button. They can use Divine Shield, which gives them 12 seconds to heal themselves without taking any damage at all. Very deadly and it's Instant Cast, so you can't interrupt it.

If you don't finish off a Paladin with the Stun Combo, odds are you're dead. Point of fact, about the only combo that does work on them is a stun combo due to the fact that they have such high armor values. It's not uncommon to see some with 7000armor, giving them near 50% damage absorption, practically eliminating the use of Backstab and Ambush.

9.6. Priest

With all their healing abilities, you'd think a Priest would be a deadly opponent, dragging the combat on for a long time. Fact is, they are very weak in PvP and do less damage than Mages. They do have an instant heal that heals for about 1400dmg but with a 30 minute cool down, it's not something you need to really worry about. They are only cloth wearers and 1400 damage is practically the same damage you'd do with a non-critical Eviscerate. Their deadliest attack has to be their ability to Fear, making you run away for 8 seconds. Fear can destroy a Rogue, especially in the middle of a combo.

Mind Numbing Poison could be an option here since Priests don't gain anything from running around. Also, try to stay behind them, as Line of Sight is what they need to cast on you.

9.7. Shaman

The deadliest opponent in PvP. With their damage shields, instant cast spells, multiple totems, heals and fairly decent melee ability, a rogue should just leave them alone. I've taken a few on and died even though I had more levels.

Regardless if you can get the Stun Combo to work, you're still looking at 200dmgx3 from their damage shield. Their instant cast spell is 550dmg, it also only has a 6 second cool down. In a 30 second fight, that's over 3K in damage that you can't stop. A fire totem can do 40dmg per 2 seconds. If you mess up the stun or get caught off guard, you're in for a

rough ride. If they don't have a damage shield up, you have a decent chance of taking one down.

This is also the main reason you avoid shaman with damage shield in PvE. They run through a Rogue in no time.

9.8. Warlock

Ahh, another pet class. Warlocks should be treated like all other casters. Interrupt their casts. Their only instant cast damage spell which you need to worry about is Death Coil. It hits for 470 damage and heals the caster for the same amount but has a 10 minute cooldown, so it's not something you'll see very often. You can interrupt nearly all of their casts with ease, as they tend to take time to come into effect. Mostly damage over time spells as well. Their deadliest spell by far, is their Fear spell. It can make combat a real pain since you can't control yourself. Undead have an advantage here, since their racial ability makes them immune to the effects.

As much as you'd think a pet would be a problem, it truly isn't. The Imp would be your deadliest foe, being able to nuke from a distance. Voidwalker is simply a tank, and really doesn't hit hard enough to be a problem. Though the pet can be sacrificed to have some uninterruptible spell casting for a short time. Rarely will you see a Succubus and as long as they are not on your back, don't worry. Felhunters are nothing to fret since you have no spells and that's about all they're good at taking down.

Sap works reliably on Warlock pets and essentially removes them from the fight altogether.

Just concentrate on the Warlock and they'll go down real fast. Being a pet class means they have very little defensive skills. Even if you don't get a stun combo to work, just your standard melee will drop them.

9.9. Warrior

Very similar to Paladins, minus the ability to heal. This makes them a bit easier but they can unload a ton of damage, all instant strikes. Overpower comes into effect when you dodge and you can't stop it, not too good for Rogues. They can also Rend your armor,

reducing it by 450 and it stacks up to 5 times. That's basically putting you at 0 armor if you think about it. They have Thunder Slap that can reduce your attack speed by 10% and a few skills that increase their next swing by 100dmg or more.

Did I mention that their armor values are through the roof, especially with a certain talent?. Don't be surprised to see a Warrior with 8000armor, which equates to a 60% damage reduction.

The problem lays simply in the fact that they can make a fight last a long time, which is not good for a Rogue. Open with stuns to keep the damage they can inflict on you to a minimum and if after the combo they are still alive, you might be able to stand toe to toe with them. You might even want to throw in a Kidney Shot to finish the combo instead of an Eviscerate, just to keep them stunned that much longer.

10. Tricks of the Trade

10.1. Raising Lockpicking

This is a very important skill for rogues to learn and master. It is limited to your level *5, so you really can't train to max once you get the skill, not that you could anyhow. Some important things to know about Lockpicking, mainly what you can pick and at what skill:

Creature levels to pickpocket junkboxes

Lvl 22-32 Battered Junkboxes

Lvl 32-42 Worn Junkboxes

Lvl 42-52 Sturdy Junkboxes

Lvl 52+ Heavy Junkboxes

Skills required to pick boxes

Battered Junkboxes(25-100)

Worn Junkboxes(100-175)

Sturdy Junkboxes(175-250)

Heavy Junkboxes(250-?)

Heavy Bronze Lockbox

Ornate Bronze Lockbox

Iron Lockbox (75-?)

Strong Iron Lockbox (125-?)

Steel Lockbox (175-?)

Reinforced Steel Lockbox (225-never)

Mithril Lockbox (225-never)

Thorium Lockbox (225-never)

Eternium Lockbox(225-never)

Skills for Doors

Gnomeregan (150-200)

Scarlet Monastery (175-250)

Searing Gorge Gate (225-never)

BRD Prison Cells (225-never)

BRD Shadowforge Gates (280-never)

Scholomance (280-never)

Stratholme (300)

Others

Engineered Practice Locks (1-75)

Location of Footlockers

Hillsbrad Foothills - Durnholde Keep

Redridge Mountains - Lake Everstill

Ashenvale Forest - Zoram Strand

Stonetalon Mountains - Windshear Crag and Associated Mines

Wetlands - Murloc Camps

Desolace - Sar'theris Strand

Badlands - Angor Fortress

Swamp of Sorrows - Pool of Tears

Searing Gorge - The Slag Pit

Tanaris Desert - Lost Rigger Cove

Azshara - Bay of Storms

Eastern Plaguelands - Tyr's Hand (elite)

You can see that there are milestones of a sort, 175, 225 and 250. To compare that to rogue levels, you're looking at levels 35, 45 and 50. Now, there are many ways to increase your skill, with Pick Pocket being one of the better ones. Hence one of the reasons you are hunting Humanoids, to get Junkboxes. An important thing to know about Lockpicking is that skill-ups from locked doors are on timers. You can only gain a skill-up once then you need to wait 20 minutes to get the next one. There are ways to get around this though. One way is to successfully pick a junkbox/practice lock in between attempts. Another is to pickpocket a target, which has a 50% chance of resetting the timer. You can make an effort to collect junkboxes/practice locks and then head to a door and go nuts practicing though pickpocketing is the better solution.

Footlockers are static locked boxes you can find in the areas listed above. The area is comparative to the skill level you have. So if you have 80 lockpicking you'd want to head to Wetlands and if you were near 200 skill, then you'd go to Azshara.

The alternative is to simply stand in town and tell people you will pick their lockboxes for free. The lockbox can be in the do-not-trade window and you will still gain skill. Problem is, you need to be on at peak times and most servers are very laggy during these times, making it very frustrating.

The quickest way to increase your Lockpicking skill is as follows:

Skill	Where
1 – 80	Lockpicking quest you get at level 16
81 – 175	Bottom floor of the pirate boat in Ratchet. Need to select the skill and click on the chest
176 - 225	Scarlet Monastery doors (Cathedral and Armory). Bring junkboxes/practice locks to reset timer OR pick the pockets of nearby enemies
225 –280	Searing Gorge Gate. Bring junkboxes/practice locks to reset timer OR pick the pockets of nearby enemies, kill them and repeat.
280-300	There are 3 doors near the front (Shadowforge Gates) that you can pick, then reset the instance.

10.2. Taking on Bosses Solo

The best part about a rogue is that they can take on boss characters alone with little to no trouble. Some quests require you to kill a named character that can have some pals nearby. Fret not the rogue is prepared!

For taking on boss-types with friends around you have a few options. If they are humanoid, simply sap one then hit the boss. This works best with Improved Sap as you're not assaulted with attacks. Nail the boss with a Garrote and turn on Evasion. Now, start walking backwards and pull the boss towards a safer area to fight. If you pull far enough away (about 2x the distance of ranged attacks) anything that might have started fighting with the boss will run back to the spawn point. Combined with Evasion, you're going to barely get hit at all while pulling back and when Sap breaks the boss will be long dead.

Heck, you could even just stand there, turn on Evasion, kill the boss then use the Vanish skill.

For instance bosses, the same theory applies. Stealth up to the boss and Sap if you need to. Some areas are well guarded and even trying to stealth through can be hard. Careful use of the Distract skill to get them to turn around. Use Sap and then walk right through the target without worries. With Improved Sap this is really easy. Once you hit 60, you can hit some of the higher level instances because you will not attract as much attention as you did at lower levels. It becomes a bit harder due to the increased hit points they have and the damage they can produce but you can take a few out.

The only time this really doesn't work is when there are additional casters around as they can really put a dent in your hit points.

10.3. Rogue Only Quests

There are a few Rogue only quests in the game. Nearly all of them are below level 20 though.

10.3.1. Dagger of Cunning (All Races, level 10)

This is the first true Rogue quest you'll come across. It varies some depending on your race but requires you to use at least one of your Rogue skills to succeed.

Gnome/Dwarf – You need to head to the area in front of Gnomeregan. To the south of the entrance, you'll see what looks like a tower. Climb to the top, with Stealth on, and you'll find the dwarf you need to talk to. Do so and return to town to collect your reward.

Human – Head south of Goldshire to the shoreline, then head east until you reach some docks. You'll find the Defias Dockmaster from whom you need to pickpocket the Shipping Schedule. Return with the Schedule to get your dagger.

Night Elf – Head to the crossroads east of Darnassus, then head North to the Oracle Glade. You'll find Sethir. Now, some people need to simply kill him, while others need to pickpocket him. I suggest Pick Pocket first; as if that doesn't work you can always kill him. Return to town to collect the dagger.

Orc/Troll – Head west out of Durotar into the Barrens. Follow the coast south until you reach the Merchant's Coast. You should see Tazan who needs to be killed. Collect the Satchel and return to town for the dagger.

Undead – This can be a pain since you need to kill someone who roams a lot. Head south out of the Undercity into Silverpine Forest. Along the road, you'll eventually (he's in the northern part) come across Astor, whom you need to kill to get the Letter. Head back to the Undercity and after a being sent to some more people in town, you'll get your dagger.

10.3.2. Lock Picking Quest (All Races, level 16)

This quest starts you on the life long quest of raising your Lockpicking skill. This quest is a prerequisite to section 9.1

Alliance – All quests lead to Redridge Rendez-Vous, which is naturally, in Redridge Mountains. After getting your Thief's Tool (you can find them on a Poison Vendor usually) head to Alther's Mill, which is located North of Lakeshire, then east at the crossroads. Inside the mill, you'll find chests to increase your skill on that either cast a freeze on you or turn you into a rat. Don't worry about getting attacked as nothing roams this far back. You need at least 70 skill to open the quest chest with the item inside and I suggest staying until 80 skill, which won't take long at all.

Horde – This is the Plundering the Plunderers quest. Head to Ratchet and talk to the mechanical shredder to get the big cracker. Walk south along the shore until you reach a pirate ship. You need to walk upon the bow to get on the ship. Once inside, stay on the top to practice lock picking. At 70 skill, head below and pick the chest. A giant bird will spawn and you'll need to use the cracker to make the bird smaller. It's then a pretty easy kill. Loot it and return to town for a reward.

10.3.3. Poison Quests (All Races, level 20)

Alliance - Head to Stormwind and visit Mathias Shaw in the rogue headquarters. He'll send you to see Agent Kearnen in Westfall. Problem is, he's stealth and a pain to find if you don't know where to look. Head to Westfall and go to the lower right corner, until you reach a tower like structure. It's just south of the road to Duskwood. Against a tree near the riverbank, you'll find Kearnen. Talking to him starts the next step. Outside the tower you'll find a Malformed Drone. Go into Stealth and Pick Pocket him for the Defias Tower

Key. If you mess up, kill him and he'll spawn again in a minute or so. Once you have the key, head into the tower in Stealth mode, avoiding the guards. At the top is Klaven himself, a 26 Elite. Head behind him and Sap him. Use your Lock Pick ability on the chest next to him and collect the book. You need a fair amount of skill to open it, but if you spent anytime in Redridge you should be at 80 skill and that'll be fine. Return to Mathias to get the Poisoning skill.

Horde - Head to Ogrimmar and talk to Shenthul in the Cleft of Shadow. Once you talk to him, target him again and type "/salute" (minus the quotations) to move onto the next step. He'll send you out to the Barrens to meet Taskmaster Fizzule. Get to the Barrens and head north to the Sludge Fen. Find Fizzule and target him. Get close enough and fire the Flare Gun twice and then type "/salute" (minus the quotations). He'll acknowledge you and start you on the next part. Head over to the tower and start killing the Venture Co. creatures the quest lists. Find Gallwix and get some friends to help you kill him, as he's a 26 elite. Then find Silixiz and Pick Pocket him for the tower key. The chances of him detecting you are very high so have a group ready to help you out. Enter the tower and kill everything on the way up until you reach the chest. At the top is another 25 elite. Kill it and open the chest to collect the Cache. Return to Shenthul in Ogrimmar to get your poison skill. You will not be able to solo this at level 20, in fact, a group of 5 level 20s might have problems.

10.3.4. Ravenholdt Quests(All Races, level 24+)

Once you reach 24, you'll get to experience the true Rogue Hideout. From your main race's capital city, you'll get send to Hillsbrad Hills to visit Ravenholdt Manor.

The first quest involves just finding the place. If you head North along the east side of the river, near the mountains you will see a path that heads east up into the mountains. Walk up and you'll see a cave entrance. Inside the cave is a chest; which you should not open. Instead, activate your Detect Traps skill and you will have completed the rite associated with this quest. Now head past the cave and into the headquarters to talk to Fahrad to get your initial faction with this group.

The second quest really isn't explained well but it's essentially a faction quest. Since you're on neutral ground, you need to increase your faction with Ravenholdt. Head south of the Rogue camp into Durnhold Keep. Pickpocket the enemies to find Syndicate Emblems. Remember to kill them after, so that they can spawn more emblems. Once

you collect about 30, head back to Ravenholdt and talk to a guard. Turn in as many emblems as you can to get to Friendly status. Some people need 30, others need 15.

The next part of this quest line is currently broken.

11. About this Guide

I hope this guide helped you with your travels through World of Warcraft. If you are interested in more information for World of Warcraft or other MMORPGs, take a look at the WoW category on our site at <http://wow.guidefox.com>. We would also appreciate in case you take the time to rate this guide and leave a feedback in the member area of our site at <http://www.guidefox.com/login.php>. If you received this guide not from our site, please contact fraud@guidefox.com.

© Copyright **guidefox.com oHG** (Germany) 2005. All rights reserved.

World of Warcraft is a registered trademark of Davidson & Associates, Inc.