

The Insider Guide to World of Warcraft

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1. Introduction

1.1 Interface

The interface of World of Warcraft is fairly simple to navigate. The top left portion of the game's interface displays three important things, your health (red), your current mana (blue), and your characters portrait.

The red indication bar is health; health determines the well-being of your character. Each time an enemy attacks you, you lose a portion of this meter. When the meter is completely empty, your character dies.

Health can be recovered in a number of ways. Spells, First Aid, Cooking, and potions are all effective means to heal yourself. WoW also has a health regeneration system which tends to be faster than most other MMORPGs.

The blue bar below the red one is an indication of your mana, or ability to use special spells and abilities. Each time you use a spell, your mana will go down, when completely empty, you will no longer be able to cast spells.

Mana can be regenerated in much the same way as health. Drinking fluids and quaffing potions are your best options, followed by natural regeneration which also occurs more often than most MMORPGs. Mana will begin the regeneration process 6 seconds after starting your last successful spell.

Warriors and Druids in bear form have a special meter in place of mana called rage. Rage allows the player to use special abilities in place of mana. Warriors use "stances" which we'll get into later, and druids just maul opponents to death. When rage levels have built up to the point where you can use an ability, it will light up so you can perform a special attack. Special attacks and abilities do not generate rage, but deal more damage than just swinging your weapon.

Warriors and Druids have skills to pump up rage, but alchemists can make special potions as well which allow warriors to have rage before they fight.

Rogues and Druids in cat form use a special meter in place of mana as well called energy. Energy meters replenish much faster than mana and allows the character to use abilities, but each ability takes much more energy to use than one which uses mana.

If you are the leader of a group, the top left can also be clicked to access a pulldown menu which allows you to set looting rights.

To your top-right is the mini-map. This indicates your current location, zone, time-of-day in-game, direction, nearby allies, and things you are tracking. Zones are the area you are currently in such as "Elwynn Forest" or "Deadmines."

Allies and anything else you are tracking appear as dots on your mini-map. Tracking is available to some trade skills and as abilities of the hunter. You can track one enemy type or ingredient at a time on the mini-map.

If you click on the mini-map, you will see a sonar like "ping", all allies can see this ping which helps for coordination. The plus and minus signs can be used to zoom in and out. I recommend you fully zoom out most of the time.

Allies are displayed below the health/mana bars. Each ally in your group has their own mana/health indicator which is useful for healing or guarding your friends. By hovering over an ally, you can see what enhancements or ailments their character may have on them at the time.

The action bar along the bottom is used to quick-link spells, talents, abilities, tracking, and items. This bar allows you to do all of that simply by clicking on an icon or pressing the corresponding button. As you highlight each symbol on the bar, you can get a description as to what it does. As you attain new abilities and items, you can drag them from the spell book or inventory onto the action bar.

To the right of the action bar is a set of icons allowing you to access your menus. The first is the character screen. This allows you to view your character's "paperdoll" or representation. You can drag items onto the paperdoll to equip them. Also in this menu

are your skills and reputation tabs located on the bottom. The skills menu displays all the skills you have learned up to this point. The reputation tab allows you to see how much reputation you have with a particular faction.

The next tab is your spell book, which is where purchased spells are stored. Every other level (2, 4, 6, ect) you get to buy or quest for new spells. When you get these spells, they are stored in the spellbook. The spellbook also contains the icons for your trade skills and talents. Tabs on the right hand side of the spell book allows you to access different categories of abilities.

Talents appear on this bar at level 10 and allow you to customize your character even further. In a Diablo-esq system, you can place a point you get each level into a particular talent. As you place skillpoints into talents, new branches will open up, allowing you access to more talents.

The next icon is the social icon. This icon is used to manage your friends list, group you are in, guild, and raid group. This also contains an ignore list which allows you to ignore messages from people you don't like.

The world map icon allows you to see where you are in correlation with the world and within the zone.

The main menu lets you set options and preferences.

The help menu allows you to page a GM or game assistant to help you with a technical issue in the game.

To the right of the inventory menu are your bags. Bags allow you to carry items. Click a bag to open it. When the game begins, you start with one bag. In the case of the hunter, you also start with a quiver (holds only arrows). As you progress through the game, you will obtain more bags. Bags also vary in capacity, from six to twenty. To obtain more bags, ask a player who uses the tailoring trade skill to craft you some.

Above the menu bar and action bar are twenty bubbles, when all twenty are filled, you gain a new level. Levels allow you to invest in new talents, buy new spells, and increase your statistics.

1.2 The basics

1.2.1 Hearthstones

A hearthstone is a special stone located in your inventory. By clicking it, you return to the inn to which you are bound. Hearthstones regenerate each hour, this regeneration is known as “cool down” and refers to the time it takes to become available again. To bind to a new location, enter an inn and talk to an innkeeper. That innkeeper can then bind you to that location, allowing you to hearth there. Bear in mind though that you can only be bound to one location at a time, so be sure to bind yourself to a new inn when you enter a new area you intend to quest in for a while.

Hearthstones allow you to get out of many tedious situations such as a long walk or when you're stuck in a cave and want to turn in your quests. These are also handy for casual gamers who just want to get back to town to quit their gaming session. Hearthstones are also handy because they give you easy access to the rest system.

1.2.2 Resting

Resting in World of Warcraft can be best explained like this. As you are offline, you accumulate rest. Rested players receive 200% experience from monster (not quests) until they are no longer rested. Eight hours of logged off time at a city or inn equals one bubble of rest. The rest maximum is 30 bubbles of experience or 1.5 levels (240 hours of not playing the character, 10 days). If you intend to create a primary character, it can't hurt to have a secondary. Log in to the secondary character every ten days, gain a level and a half of experience, and hearth back to the inn.

1.2.3 Combat

Combat in World of Warcraft is fairly simple. When you click an enemy, you can view their type above the inventory bags. Yellow enemies will only attack you if you attack them or open treasure chests near them, red enemies will attack you if you enter their radius.

The radius of a red enemy depends on your level, the lower level you are, the higher radius an enemy has. There are many types of red enemies as well, some will, when reduced to low hitpoints, run and get their friends to attack you as well. Other will keep on swinging or using special abilities.

To engage an enemy, hit the attack button on the action bar. You can also attack an enemy by getting within range of a spell or special attack and using it on them. Be aware that most enemies not in the newbie zone will attack in packs if you attack them when they are too close to others of their kind.

Combat is straightforward; drain their hitpoints before they drain yours. Most classes can “solo” (kill without being in a group) enemies one or two levels above them. When you click on an enemy, its portrait will appear next to yours with a level number. If the level number is grey, green, yellow, or orange, you should be able to attack it with little problem. Grey enemies yield no experience, green ones give about 50-90% experience (depending on level), and all others give 100%.

Beware of monsters marked “elite” these creatures need a group of at least three at equal level to take down. Elite monsters tend to drop better equipment, but are harder to take down.

There are also unique monsters which drop really good items scattered in rare places around the world. These monsters always drop at least one good piece of equipment, but these creatures only spawn once every eight to twenty-four hours. It should be noted that almost any item these creatures drop can be found on any monster, but these unique creatures always drop them.

There are two types of “realms” or servers, PvP and PvE. PvP servers are servers where players of the alliance factions (Dwarf, Gnome, Human, Night Elf) can fight with

members of other factions in particular zones. In the case of PvE servers, players can only fight with other players of other factions in arenas.

Dueling is an option which allows you to mock-fight with other players. Select another player and right click their portrait when it appears next to yours, then select the duel option. A battle flag should appear on the ground. If the other player agrees, you duke it out. There is no death in dueling, the loser is just reduced to 1 hitpoint.

1.2.4 Death

When you die, you are brought back in ghost form. In ghost form you have three choices, resurrect yourself at the spirit healer (angel-looking creature) at the graveyard, get resurrected by another player, or walk back to your corpse.

If you chose to return to the living using the spirit healer, you items take a large durability hit (25%) and you take a penalty to your statistics for a period of time. This is the best option if you just don't want to go back or have to quit the game very shortly.

If you get resurrected by another player, you incur a temporary statistical penalty and have to stay out of the action for a bit of time. This is best if you are in an instance zone and want to get right back to the action or if you are participating in a raid.

The third option and most common is simply to walk back. Walking in ghost form tends to be quicker than walking in regular form and there is no penalty. Night Elf players in particular should almost always chose to walk back. When a Night-Elf player dies, his ghost form is a wisp. In wisp form, a Night Elf travels much faster than any other character in ghost form.

When doing a "corpse run" check the map ("M") to see where your corpse is, it will be indicated with a little tomb stone.

1.2.5 Factions

There are two primary factions in the world of Warcraft, the Alliance and the Horde.

Alliance	Horde
Dwarf	Orc
Gnome	Tauren
Human	Troll
Night Elf	Undead

If you intend to play on the same server as a friend, be sure you are of the same primary faction as the other or you can't play together, message each other, or even talk to one another if face-to-face. Alliance players cannot be in the same guild, group, or raid party as horde players as well.

1.2.6 Experience

Experience in World of Warcraft is the measure by which your character attains a new level. Every time you kill an enemy whose level is close to yours, you gain experience. Experience also comes in the form of quests or discovering new regions. Experience is gauged above your action, menu, and inventory bars as twenty bubbles, as the bubbles fill, you gain more experience. Rest is represented by a small bar on the bubble gauge. When you reach that bar, you are no longer considered to be in a rested state and gain experience at a normal pace. You can see your experience and experience needed to attain a new level if you hover over the gauge.

When all twenty bubbles are completely filled, you attain a new level. As in other games, levels allow you to equip better items and make you more powerful. When you gain a new level, you should equip all items you've been saving for that level, invest your new talent point (after level 10) and buy new spells if you hit an even-numbered level.

The best way to gauge how much you should spend on equipment and how much you should spend on new spells is simple. You can usually save one level's worth of currency on items, and the other on new spells. There are exceptions which could vary your results including play style. This general formula is a good rough guideline. The only exception is the levels in intervals of ten (ie. Level 10, 20, 30, ect). These levels contain spells you are really going to want to have, for most classes there will be a lot of

spells you'll want at these levels. So you may need to save two levels worth of currency before reaching that level.

So spend levels that end in 0, 2, 4, 6 on equipment or savings and the rest into skills. Whatever you have left over from skills should be saved for a mount, but we'll get into that later.

1.2.7 Statistics

As you level up or gain new items, you can increase your statistics, here is what each statistic does.

Agility

- *Increases ranged damage*
- *Increases critical hit %*
- *Increase armor*
- *Increase melee damage for hunters and rogues.*
- *Increase Dodge (Higher dodge for rogues)*

Intelligence

- *Increase mana & health*
- *Increase spell critical hit %*
- *Weapons skills are easier to learn*

Stamina

- *Increase hitpoints*

Strength

- *Deal More Melee Damage*

- *Block more damage with a shield.*

Spirit

- *Increase mana regeneration*

1.2.8 Quests

Quests tend to be the best way to gain levels early in the game. Not only do quests help you to gain experience, but they also usually give a reward of gold or a really good item. Until level forty, you should always be questing, no matter what. Once you hit the higher levels (40+) you can generally pick and chose your quests depending on what the reward is.

At the higher levels, quests tend to take much longer than they are worth. Where you could gain two bubbles of experience doing a quest, you can usually gain three or four grinding (just attacking monsters the right level) for experience. Higher-level quests can get you some really great items, so never neglect to look at them, just be choosy.

The best quests tend to be those that take you into group “instance” zones. There tends to be three-to-seven quests that take you into each of these group zones, so if you have a group ready-to-roll, you should definitely take these quests as, coupled with the elite monster experience, can get you an entire level.

1.2.9 Groups

The best way to play World of Warcraft is grouping with other people. While soloing World of Warcraft is much more feasible than most any other MMORPG, the game is geared towards group questing. While true experience is lower per-kill, you tend to kill more enemies in groups, especially in the group zones.

Two players can often take down an elite monster if very careful, but three players tends to be the optimal combination. A tank, a healer, and any other character tend to

combine the best together, whereas four and five players tends to be overkill in most instances.

The only exception comes in the form of instance quests. When you intend to complete an instance which has a level equal to yours, you may want to recruit an extra player or two, especially in the early group zones such as the Deadmines and Wailing Caverns.

The best way to find a group is to be in a large guild. Younger guilds tend to recruit anyone where as other guilds may be more exclusive and only recruit you if you play with one of their members or fulfill some other requirement.

The next best way is who type “/join general” then type, “LFG (name) level”. If you need another healer, also request a healer or whatever type of player you need.

If you tend to be a solo person, but don't want to be, open up the social menu by hitting “O” and clicking the box that says, “I would like to join a group.”

The leader of a group (indicated with a little crown) can set the “looting type”. Items or “loot” can be distributed to members of the group in several ways:

Round Robin	The most common group type. Each player takes a turn at looting a corpse. If there were three players, Fred, Jan, and Rev, Fred would get to loot the first monster and take his materials, Jan would take the second corpse, and Rev would take the third.
Master Looter	This is a rare looting type. The leader of the group decides which character gets each item. Ideal for guilds or large groups who trust each other.
Threshold	A handy looting system. This allows you to set which system is used for each item type. If a group set the threshold at blue items, blue items and everything above would be handled round-robin style.
Group Loot	Items above the threshold are rolled for, the highest roller keeps the item.

Need Before Greed	Same as group loot except the players that cannot equip the item automatically pass the roll and cannot get the item. Ideal for groups of strangers in a group zone.
Free For All	Anyone can loot anything.

1.2.10 Raids

Raids are very large groups of up to forty players. Raid content is designed for these large groups filled with players who are level 60. Raids tend to fail unless full, so are best suited for guilds. Raid groups enjoy the best items (if they get them in the roll) but have the worst experience gain (not that it matters since most players have hit the level cap of sixty).

1.2.11 Zones

There are two types of zones, open and instanced. Open zones are areas which any player can interact with any other player. Your starting location is an open zone, you interact with several players and have fun.

The second type of zone is known as an instance. Instance zones can be thought of as your own personal playground. These special zones become available around level fifteen.

Within an instanced zone, only you and players of your group or raid can enter. Instanced zones are full of elite monsters, so either be many many levels above them, or bring friends. Instance zones tend to give the player the most experience, rewards, and money.

1.2.12 Currency

Currency takes shape in three materials, copper, silver, and gold. One-hundred copper translates into one silver and one-hundred silver is equal to one gold. The game does

this automatically for you, so you'll never need to go around shouting, "Want to change 101 silver into 1 gold!" or anything similar to that.

1.2.13 Items

Items give your character power. Medium-level items tend to have increases to skills with them, higher level items can sometimes have abilities of their own like shocking all nearby enemies or granting healing.

Items come in seven differing colors, poor (grey), common (white), uncommon (green), rare/superior (blue), epic (purple), legendary (orange), and artifact.

- You tend to get poor and common items from monsters early on, some of the early poor and uncommon make suitable gear for a while, but quickly loses its appeal. After early levels, poor and common items tend to become something you should just sell for money.
- Uncommon items drop off normal monsters, but tend to drop more frequently off of elite and unique monsters. Uncommon items will be the most common item in your inventory until level 60.
- Rare items are much like uncommon items, but they only drop off of monster who are in their twenties. You may not see many rare items yourself unless you participate in group-quests and raids.
- Epic items only appear in high levels and are very hard to find. You may only ever have four or five in your possession. These items are very hard to find and sell very very well.
- You may never even see a legendary item unless you participate in group raids. Legendary items tend to only drop off monsters in raids or in the 50s and 60s. If you get one of these, sell it for a mint or keep it for yourself, but guard it with your life.

- Artifacts have never been seen but are probably only dropped off raid encounters.
- Some items such as armor can have a durability. When an item's durability reaches 0, the item no longer has any effect until repaired. To repair an item, talk to an item vendor, many can repair items for you at a cost. Repair costs are not very expensive on common and uncommon items, so it's little more than a minor annoyance most of the time.
- Items also have level requirements, enemies tend to drop items five levels below them (unless early on), so you should be able to equip most items that are dropped.

There are some items you will see throughout the game that you should save to sell on auction. These are ingredients that other professions will want, if you see them, don't vendor them!

As mentioned before, the very best way to obtain good items is to kill elite monsters, it is even better to kill instance monsters and even better drops come off of raids. Here are some of the epic (Purple) items you can find within the game that are weapons, accessories, or cloth items. Still working on leather and mail armor for the next update. Assume that items drop off enemies 5-10 levels above their minimum level or level 58+

Axes

Axe of the Deep Woods (Level 52)(BWE)

(41.5 DPS)

COH: Blasts a target for 90-126 Damage.

Brain Hacker (Level 55)(BWE)

(56.7 DPS)

COH: Deals 200-300 Extra Damage and wounds intelligence by 25 for 30 seconds.

Fiery War Axe (Level 35)(BWE)

(40.3 DPS)

COH: Hurls a Fireball at target for 150-200 damage and 24 damage over 6 seconds.

Flurry Axe (Level 42)(BWE)

(35.5 DPS)

COH: Two Attacks on your next swing.

Kang the Decapitator (Level 44)(BWE)

(47.2 DPS)

COH: Target bleeds 520 damage over 30 seconds. Ouch.

Bow

Bow of Searing Arrows (Level 37)(BWE)

(26.1 DPS)

Deals 1-5 Additional fire damage.

Hurricane (Level 48)(BWE)

(38.8 DPS)

Deals 1-5 Additional frost damage, slowing target.

Cloth

Chest

Alanna's Embrace (Level 57)(BWPU)

96 Armor

+20 Stamina

+20 Intelligence

+20 Spirit

Increases damage and healing by up to 11.

Drops off Ras Frostwhisper in Scholomance.

Embrace of the Wind Serpent (Level 50)(BWPU)

86 Armor

+9 Stamina

+17 Intelligence

+30 Spirit

+12 Nature Resistance

Drops off Hakkar in the Temple of Hakkar.

Robe of the Archmage (Level 57)(BWPU)

96 Armor

Class: Mage

+12 Intelligence

Increases damage and healing by up to 35.

Improves critical strike of spells by 1%

Use: Restores 375-635 mana

Tailor Recipe

Robe of the Void (Level 57)(BWPU)

96 Armor

Class: Warlock

+14 Stamina

Increase shadow damage by 48.

Use: Heal pet for 300-500 health

Tailored Recipe

Truefaith Vestments (Level 57)(BWPU)

96 Armor

Class: Priest

Increase healing done by spells and effects by up to 66.

Restores 6 mana every 5 seconds.

Reduces cooldown of fade by 2 seconds.

This is a tailored recipe.

Feet

Boots of Prophecy (Level 60)(BWPU)

70 Armor

Classes: Priest

+8 *Agility*

+9 *Stamina*

+11 *Intellect*

+20 *Spirit*

+10 *Arcane Resistance*

+10 *Fire Resistance*

Head

Circle of Flame (Level 54)(BWPU)

74 Armor

+15 *Spirit*

+15 *Fire Resistance*

Use: Channel 40 health into mana every 1 second for 10 seconds.

Eye of Flame (Level 49)(BWE)

70 Armor

+10 *Intelligence*

+10 *Spirit*

+15 *Fire Resistance*

Increases damage done by fire spells by up to 42.

Halo of Transcendence (Level 60)(BWPU)

94 Armor

+17 *Stamina*

+27 *Intelligence*

+26 *Spirit*

+12 *Fire Resistance*

+12 *Shadow Resistance*

Dropped by the raid dragon boss Onyxia. Good luck.

Waist

Arcanist Belt (Level 60)(BWE)

57 Armor

Class: Mage

+26 Intelligence

+11 Spirit

Restores 6 mana every 5 seconds.

Wrist

Arcanist Belt (Level 60)(BWE)

44 Armor

Class: Mage

+20 Intelligence

+8 Spirit

+4 Arcane Resist

+7 Fire Resist

+4 Frost Resistance

Dagger

Alcor's Razor (Level 58)(BWPU)

(42.4 DPS)

+10 Resist Fire

COH: Blast target for 75 to 105 damage.

Deathstriker (Level 58)(BWPU)

(45.6 DPS)

COH: All attacks guaranteed to hit and be critical strikes for 3 seconds. One of the best rogue daggers in the game. Drops off Rend Blackhand in Blackrock Spire.

Gutripper (Level 40)(BWE)

(33.9 DPS)

COH: Deals an additional 95-121 damage.

Shadowblade (Level 48)(BWE)

(38.9 DPS)

COH: Shadowbolt of 120-180 damage.

Gun

Dwarven Hand Cannon (Level 53)(BWE)

(34.8 DPS)

1-11 additional fire damage.

Precisely Calibrated Boomstick (Level 43)(BWE)

(27.7 DPS)

+14 Agility. Arguably the best gun in game for rogues/warriors. Very good for hunters.

Necklace

Choker of Enlightenment (Level 56)(BWPU)

+10 Intelligence

+20 Spirit

Each spell costs 25 mana less.

Drops off Lucifron in the Molten Core

Jeweled Amulet of Cainwyn (Level 55)(BWE)

+8 Stamina

+18 Intelligence

+10 Spirit

Lady Maye's Pendant (Level 59)(BWE)

+10 Stamina

+19 Intelligence

+10 Spirit

Lei of Lilies (Level 46)(BWE)

+10 Stamina

+15 Spirit

Restores some health and mana when eaten.

Ring

Freezing Band (Level 47)(BWE)

+10 Frost Resistance

Equip: Increase frost damage by up to 15.

COH: 50 frost damage and freezes enemy for 5 seconds.

Mark of the Dragon Lord (Level 56)(BWPU)

Use: Mana shield that absorbs 500 damage. While shield is active, increases mana regeneration by 22 every 5 seconds for 30 minutes.

Drops off Overlord Wyrnthalak in Blackrock Spire.

Myrmidon's Signet (Level 53)(BWE)

+10 Strength

+7 Agility

+17 Stamina

Underworld Band (Level 38)(BWE)

+10 Stamina

+6 Spirit

Increases shadow damage by up to 10.

Staff

Elemental Mage Staff (Level 56)(BWE)

(57.5 DPS)

+20 Fire Resistance

+20 Frost Resistance

Increase damage up to 32 damage for all fire and frost spells.

Glowing Brightwood Staff (Level 49)(BWE)

(51.3 DPS)

+15 Stamina

+29 *Intelligence*

+9 *Spirit*

+15 *Nature Resistance*

Headmaster's Charge (Level 57)(BWPU)

(58.4 DPS)

+30 *Stamina*

+20 *Spirit*

Use: Increases target's intelligence by 30.

Drops off Darkmaster Gandling in Schlomance

Staff of Jordan (Level 35)(BWE)

(40.4 DPS)

+11 *Intelligence*

+11 *Spirit*

Increases damage and healing spells by 18.

Warden Staff (Level 43)(BWE)

(46.5 DPS)

260 *Armor*

+15 *Defense*

+11 *Stamina*

Sword

Black Blade of Shahram (Level 58)(BWPU)

(58.8 DPS)

COH: Summon an infernal spirit

Drops off General Drakkisath in Blackrock Spire

Blade of Hanna (Level 59)(BWE)

(60.2 DPS)

+11 *to all Stats*

Bloodrazor (Level 45)(BWE)

(37.0 DPS)

COH: 120 damage over 30 seconds.

Dazzling Longsword (Level 36)(BWE)

(31.5 DPS)

COH: Reduce armor by 100 and cannot stealth or turn invisible

Destiny (Level 52)(BWE)

(53.8 DPS)

COH: Increase strength by 200 for 10 seconds.

Dragon's Call (Level 52)(BWE)

(41.4 DPS)

COH: Calls a dragon welp to help you in battle.

Krol Blade (Level 51)(BWE)

(40.9 DPS)

+7 Strength

+5 Stamina

+1% Chance to get a Critical Strike.

Nightblade (Level 39)(BWE)

(43.4 DPS)

COH: Does 125-275 shadow damage.

Runeblade of Baron Rivendare (Level 58)(BWPU)

(59.5 DPS)

Increased Movement Speed and Regeneration rate.

Drops off Baron Rivendare in Stratholm.

Sul'Thraise the Lasher (Level 50)(BWPU)

(52.1 DPS)

COH: Lowers target's strength by 15. Inflicts 90-210 shadow damage and an additional 125 damage over 15 seconds.

Created by combining two blades found in Zul'Farrak, Jang'thraze from the chief and San'thraze from Anut'sul.

Teebu's Blazing Longsword (Level 60)(BWE)

(47.2 DPS)

COH: Deals 150 fire damage.

It's on fire!

Trinkets

Lifestone (Level 51)(BWE)

Use: Restores 300-700 Health

Equip: Restores 10 health every 5 seconds.

The Lion Horn of Stormwind (Level 58)(BWE)

1% chance of increasing all part member's armor by 250 for 30 seconds.

1.2.14 Auctions

The best way to obtain items for yourself is the auction system. Auctions allow players to bid or buy directly items they would never normally obtain themselves. To locate the nearest auction house, ask a guard in the local city where to find them. Auctions can run up to twenty-four hours, so make sure you check the status of the auction. Auctions that state the time to completion is "very long" tend to get outbid.

1.2.15 Travel

World of Warcraft is also quite good at letting you travel around the world. The most common method is hearthing, which was mentioned above.

The next common is using the flying transportation including airships, griffons, bats, wyverns, and hippogriffs. You can find these special flying mounts in nearly any zone and all of the major cities. The air mounts cost a small fee and can quickly transport you

to the zone you want, as long as you have already walked there and talked to the connection on the other side.

If, for example, you wanted to go to Stormwind from Westfall. As long as you have talked to the griffon master in Stormwind, you can fly there from Westfall.

Another method of transportation is ships and airships. These ships take off at certain docks every few minutes. The gnomish version of these, the Deeprun Tram travels underground from Ironforge to Stormwind and back.

The most fun method of transportation is using a mount. Each race has a specific mount that they can purchase once they have reached a high level of faction with their area. It is very important that you do the early missions of your faction so you can be that much closer to getting your mount early on.

Dwarf	Ram
Gnome	Mechanical Strider
Human	Horse
Night Elf	Panther
Orc	Wolf
Tauren	Kodo
Troll	Raptor
Undead	Undead Steed

Mounts are very expensive (80 gold), but allow you to travel around the World of Warcraft much quicker. Each mount also has a level requirement. Basic mounts can be used at level 40 whereas more advanced mounts don't become available until level 60!

It should be noted that Druids, Hunters, Mages, Paladins, and Warlocks get speed-enhancements of their own, so may wish not to buy a mount and spend their money on other things.

- Druids get a travel form at level thirty.
- Paladins can do a special quest for their horse-mount at level forty.
- Warlocks can summon a Felsteed at level forty.

- Hunters have a speed ability.
- Mages gain teleportation spells at level twenty and group portal spells at level forty. These allow you to travel to all of your primary factions major cities. Just look for a “Portal Trainer” in the mystic quarters of each city.

There are also rare mounts to be found! These require more gold (upwards of 1000g!) but look cooler and travel faster!

Mounts make it much easier to do quests and reach friends. When looking to reach a group far away or even running through lower level instances, mounts are a must-have for any serious hardcore player.

1.2.16 Chat

Chat functions allow a player to communicate with other players. There are many, many, many, emoticons, but here are a few. To use any of these, first hit the enter key.

“/t playername message”

This tells a specific player a message, can be used to reach anywhere so long as both of you are in the same primary faction.

“/g message”

Allows you to message everyone in your guild.

“/p message”

Allows you to message everyone in your party.

“/Chicken”

Your character does a chicken dance.

“/dance”

Your character dances a race/gender specific dance.

“/macro”

Opens up the macro menu.

1.2.17 Macros

Macros are special commands that can be programmed into a special icon that can be assigned to your quickbar. Actions like casting a spell while announcing something like “Casting polymorph on Kobald Worker! Don’t Attack!”

1.2.18 Experience

Unlike other MMORPGs, World of Warcraft is notoriously easy to get to the highest level. At first (1-10) levels will come very easily. You can get to level twenty very quickly, then it all slopes to the point where it can take 6-8 hours of grinding to gain one level. If you’re going hardcore gaming, getting to the highest level ASAP, do quests until you find a good grinding creature, grind for a bit and go back to quests.

2. Races

Each race in World of Warcraft has a starting location, major city located near them, starting attributes, racial abilities, and racial statistics. It should be noted that Blizzard has ensured that no race have major benefit over the other with starting statistics.

2.1 Alliance

2.1.1 Dwarf

Dwarves are good and stout members of the alliance. Their high stamina benefits nearly any class. Dwarves make very good Rogues due to their find treasure ability (some treasures in instances are well tucked away) and their stamina rating helps boost those much needed hitpoints. Though there is a lack of agility, leveling and items can make up for that.

Dwarves start out in the same area as gnomes, so more questers pass through Dwarven lands than anywhere else. Dwarven Hunters prefer to use guns instead of bows, which is very good because of their gun specialization racial talent.

Dwarves are best off as leather/cloth wearers so their racial ability is active above others. Heavy-armor wearers tend to keep mineral tracking on for their smithing tradeskill.

Dwarves make fine heavy-armor wearers however, their stamina and strength can provide a boost to their statistics.

Starting Location: Anvilmar (Dun Morough)

Anvilmar is a small outpost recently infested with Wolves, Trolls, and Troggs. Players won't be able to leave this area easily until at least level four or five.

Primary City: Loch Modan (Dun Morough)

Classes: Hunter, Paladin, Priest, Rogue, & Warrior

Languages: Common, Dwarven

Primary Traits: Stamina, Spirit

Racial Abilities:

Treasure Finding	Best tracking ability for leatherworker rogues. Allows the tracking of treasure chests on the minimap.
Stoneform	Poison, Bleed, and Disease Immunity. 5% armor class bonus.
Frost Resistance	Dwarves live in a cold climate, so they have a better chance to resist frosty spells. +10 resist to cold effects.
Gun Specialization	Dwarves are very good with guns. An excellent ability for dwarven hunters. Used once in a while by rogues and warriors for pulling purposes.

Starting Attributes:

	Hunter	Paladin	Priest	Rogue	Warrior	Total
Agility	19	16	16	16	19	86
Intelligence	19	19	21	19	19	97
Spirit	20	20	22	19	19	100
Stamina	24	25	23	25	24	126
Strength	22	24	21	25	23	115

2.1.2 Gnome

The Gnomes of Dun Morough pride themselves on their technological advancements. As such, they tend to make the best engineers. Their racial traits allow them to boost their engineering well beyond other classes. Their high agility starting trait allows them

to become good Rogues, but their high intellect allows them to be even better Warlocks and Mages. Other players will want to go Gnome Warrior for the cuteness factor, more power to them!

With engineering, Gnome Rogues can concoct bombs to stun and get behind their targets or create dummy locked chests to up their lock picking skill. Target dummies are also quite good at getting enemies off your back.

Starting Location: Anvilmar (Dun Morough)

Anvilmar is a small outpost recently infested with Wolves, Trolls, and Troggs. Players won't be able to leave this area easily until at least level four or five.

Primary City: Loch Modan (Dun Morough)

Classes: Mage, Rogue, Warlock, & Warrior

Languages: Common, Gnomish

Primary Traits: Agility, Intelligence

Racial Abilities:

Arcane Resistance	Increases resistance to arcane magic. A slight bonus for PvP combat with Mages. +10 Arcane Resistance
Expansive Mind	Intellect +5%
Escape Artist	Allows gnome to break out of a slow or stop effect. 1 minute cooldown and small casting time.
Technologist	Small bonus to engineering talent.

Starting Attributes:

	Mage	Rogue	Warlock	Warrior	Total
Agility	23	26	23	23	95

Intelligence	26	23	25	23	94
Spirit	22	20	22	20	84
Stamina	19	20	20	21	80
Strength	15	16	15	18	64

2.1.3 Human

Humans are the “jack-of-all-trades” race, though that statement usually follows with, “master-of-none”. But in the World of Warcraft, any race can be any class, so humans can shine.

Humans receive a spirit bonus, which means they make good casting classes such as Priests, Mages, and Warlocks. Higher spirit means less downtime, which is wonderful for any of these classes.

Sword mastery means that Paladins and Warrior who are human can also enjoy a nice accuracy bonus, as long as they use swords they are considered one level above what they currently are.

Humans make decent sword-Rogues as well, just make sure you use a sword!

Starting Location: Northshire (Elwynn Forest)

Northshire is a hold sanctuary now host to some unholy beings. Thieves and Kobalds now run rampant through the area. Guess whose job it is to clean up the neighborhood?

Primary City: Stormwind (Elwynn Forest)

Classes: Mage, Paladin, Priest, Rogue, Warlock, & Warrior

Languages: Common

Primary Traits: None

Racial Abilities:

Diplomacy	+10% faction gain. Gaining faction with certain groups can get you merchant discounts. Handy.
Human Spirit	+5% Spirit gain. Faster health and mana regeneration. No matter what class you are, this means less downtime.
Perception	Activate to improve your stealth detection radius. 3 minute cooldown. Not very useful in most situations, put on your second action bar.
Sword Specialization	Humans are apt with swords. Humans receive a +5 bonus to swords, making them more accurate.

Starting Attributes:

	Mage	Paladin	Priest	Rogue	Warlock	Warrior	Total
Agility	20	20	20	23	20	20	123
Intelligence	23	20	22	20	24	20	129
Spirit	22	21	23	20	22	20	128
Stamina	20	25	20	21	21	22	129
Strength	20	22	20	21	20	23	126

2.1.4 Night Elf

Night Elves are best suited to be Rogues or hunters. Their high agility and racial bonus allow for the highest dodge % early in the game. Night Elf hunters use only bows as they feel guns are closer to the ruination of nature.

Night Elves are quite secluded from the other races, it is a good hour long hike to get to the Dwarf or Human lands. Unless you enjoy dieing several times and look forward to a very long trip, expect to spend your early-game in the Night-Elf lands of Kalimdor.

Night Elves are the only race in the Alliance that can be Druids. Druids are a diverse and fun class you may wish to consider.

Starting Location: Aldrassil (Teldrassil)

The corruption of the Burning Legion has begun to infect the unconsecrated tree of Teldrassil. As a new Night-Elf, it is your job to quash this corruption.

Primary City: Darnassus (Teldrassil)

Classes: Druid, Hunter, Priest, Rogue, & Warrior

Languages: Common, Darnassian

Primary Traits: Agility

Racial Abilities:

Nature Resistance	+10 Resistance to all nature spells. A small bonus, fairly useless.
Quickness	Dodge +2%. This is one of the most useful passive abilities of all the races. Using this you have a 2% chance of taking no damage at all!
Shadowmeld	Though not the most useful activated ability, Shadowmeld may get you out of a bind at some point in gameplay. The fun factor of vanishing in front of your friends is its biggest benefit.
Wisp Spirit	Do you suck? This is the ability for you. Whenever you die, instead of becoming a ghost, you become a wisp! Wisps travel much faster than ghosts, making corpse runs much, much, easier!

Starting Attributes:

	Druid	Hunter	Priest	Rogue	Warrior	Total
Agility	25	28	25	28	25	131
Intelligence	22	20	22	20	20	124
Spirit	22	21	23	20	20	126
Stamina	19	20	19	20	21	99
Strength	18	17	17	18	20	90

2.2 Horde

2.2.1 Orc

DABOO! Wait...No. Orcs are all about combat. All Orc racial traits are all about combat, so it's best to use them. Orcs make excellent melee combat specialists, but also have some feasibility with pets.

It maximize the racial traits, grab an axe and start chopping! Their +5 to axe skill and bloodfury ability make them excellent Warriors, melee hunters, and rogues. A rogue can activate blood fury and then ambush an enemy, dealing extra damage.

Orcs also have an ability which boosts melee pet damage. 5% may not seem like much, but that adds up.

Starting Location: Valley of Trials (Durotar)

The Valley of Trials is a rough & dry landscape surrounded by cacti, scrub brush, and scorpions. The demonic taint has spread even to the valley in the form of the burning blade clan. They must be stopped.

Primary City: Orgrimmar (Durotar)

Classes: Hunter, Rogue, Shaman, Warlock, & Warrior

Languages: Orcish

Primary Traits: Spirit, Strength

Racial Abilities:

Axe Specialization	+5 to axe skills. This improves your accuracy, making axes more viable weapons than swords for the Orcs.
Blood Fury	For 20 seconds, strength is boosted by 25%. You do, however lose 35% of your life over that 20 seconds. There is a 2 minute cooldown. Very useful for instance encounters when you have a healer and need to crank out that little extra damage.
Command	Pets under your control deal an additional 5% damage.
Hardiness	Orcs have a 25% resistance to stun effects.

Starting Attributes:

	Hunter	Rogue	Shaman	Warlock	Warrior	Total
Agility	23	20	17	17	17	94
Intelligence	17	22	28	19	17	102
Spirit	24	23	25	25	23	120
Stamina	20	22	23	23	24	112
Strength	20	22	24	23	26	115

2.2.2 Tauren

The Tauren are noble defenders of the lands of Kalimdor. Their special bond with nature allows them to be the only Horde race with access to the Druid class. Tauren have access to very few classes, but have access to a really useful racial ability.

Tauren are the only race who can use warstomp, one of the most useful racial talents in the game. With warstomp, you can stun any enemy attacking you with a very short casting time ability.

Tauren also benefit from +5% health, which is quite useful for just about any class.

Starting Location: Camp Narache (Mulgore)

Camp Narache is located on a quiet little Tauren plain. The inhabitants seem to enjoy their hunting and trials. Recently however, a camp of Razorbacks invaded the area and stirred things up.

Primary City: Thunder Bluff (Mulgore)

Classes: Druid, Hunter, Shaman, Warrior

Languages: Orcish, Taurahe

Primary Traits: Strength

Racial Abilities:

Cultivation	+15 skills in herbalism. This skill allows you to pick herbs above your normal ability. Handy if passing by a higher-level zone. Unlike boosting a production tradeskill, this is a nice bonus, but nothing to serious base your tradeskills on.
Endurance	Hitpoints +5%
Nature Resistance	+10 Resistance to all nature spells. A small bonus, fairly useless.
Warstomp	Stun all opponents around the Tauren for 2 seconds. 2 minute cooldown. Useful vs casters.

Starting Attributes:

	Druid	Hunter	Shaman	Warrior	Total
Agility	15	18	15	15	58
Intelligence	16	15	17	15	58
Spirit	24	23	24	22	93
Stamina	23	23	22	24	92
Strength	26	25	26	28	106

2.2.3 Troll

Trolls are all about combat. Their racial abilities can benefit most classes and most of the racial abilities can be applied to any class. Trolls start out in the same location as Orcs, so it should be easy enough to find other players to play with you.

Trolls make good Rogues due to their health regeneration, beserking, and throw weapon traits. They also make good Warriors for the same reason. Warriors won't deal as much damage, but they will be hit less and have more armor.

Starting Location: Valley of Trials (Durotar)

The Valley of Trials is a rough & dry landscape surrounded by cacti, scrub brush, and scorpions. The demonic taint has spread even to the valley in the form of the burning blade clan. They must be stopped.

Primary City: Orgrimmar (Durotar)

Classes: Hunter, Mage, Priest, Rogue, Shaman, & Warrior

Languages: Orcish, Troll

Primary Traits: Agility, Spirit

Racial Abilities:

Beast Slaying	Trolls receive a 5% damage bonus when fighting beast-
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	type monsters. There are many beast types so this is a decent racial ability.
Berserking	When “wounded”, the Troll can activate this ability to increase spellcasting speed and melee speed by 20% for 2 minutes. This has a 2 minute cooldown
Regeneration	Trolls gain a 10% health regeneration bonus and are allowed 10% of their normal regeneration rate while in combat. This saves a great amount of downtime and is a great racial ability.
Throwing Weapon	Trolls gain a a +5 bonus to all thrown weapons. Thrown weapons. Good for pulling with Warriors, Hunters, and Rogues.

Starting Attributes:

	Hunter	Mage	Priest	Rogue	Shaman	Warrior	Total
Agility	25	22	22	25	22	23	149
Intelligence	16	19	18	16	17	16	102
Spirit	22	23	24	21	23	21	135
Stamina	22	21	21	22	22	22	130
Strength	21	21	21	22	22	24	131

2.2.4 Undead (Forsaken)

The scourge have some neat (and one rather icky) racial abilities. They don't have the best ones, but some quite useful.

Cannibalize allows you to eat a corpse to double your health regeneration for 15 seconds. A neat trick, but it has a 3 minute cooldown period.

The early Undead missions can be categorized as “fun.” Blizzard did not slack when they made the Undead missions. One has you make a... special treat for a prisoner that turns him into a zombified minion of the scourge...very fun.

Starting Location: Deathknell (Tirisfal Glades)

The Tirisfal Glades are a land of waste and decay. With the Scourge then Forsaken's habitation of the land, things seem to be falling apart. The massive Undercity is built upon the ruins of Lordaeron's former capital city. Death is in the air...and so is the smell of human...

Primary City: Undercity (Tirisfal Glades)

Classes: Mage, Priest, Rogue, Warlock, & Warrior

Languages: Orcish, Gutterspeak

Primary Traits: Spirit, Stamina

Racial Abilities:

Cannibalize	Use on a corpse to consume the corpse and gain +200% health regeneration for 15 seconds. This effect has a 3 minute cooldown timer, but it helps to reduce downtime.
Shadow Resistance	+10 Resistance to shadow magic.
Underwater Breathing	The Forsaken can breathe 4x longer than any other race. This is handy as normal breathing times can be annoying.
Will of the Forsaken	Activate this ability to become immune to sleep, charm, and fear effects for 20 seconds. This ability also has a 3 minute cooldown.

Starting Attributes:

	Mage	Priest	Rogue	Warlock	Warrior	Total
Agility	18	18	21	18	18	93

Intelligence	21	20	18	20	18	97
Spirit	27	28	25	27	25	132
Stamina	21	21	22	22	23	129
Strength	19	19	20	18	22	98

3. Classes

You will notice each class is given a rating from 1 to 10 in the following categories, groupability (need for players to have in a group) and fun factor (how fun the class is).

3.1 Druid

3.1.1 Basics

As a druid you can play a slightly watered down version of the warrior, rogue, or priest class by turning into a bear, cat or playing in your natural form. While they aren't as good as clerics in terms of healing power, druids are capable of being the main healer in a party. It will happen rarely that you have to act as a Warrior or Rogue, but if the need arises, you can help out.

The Druids major flaw is in equipment, unless you have two sets of equipment, you have to choose between being a caster type or a feral cat type. Bear form is fine in groups, but not good for solo play. The second flaw of the Druid is the cost of spells. Not only do Druids have to afford skills for their caster form, but they also have to buy skills for their other forms as well.

Use staves, they're the highest DPS you can have. Since the Druid cannot equip shields or dual-wield, it is best to rely 2H weapons. Staves have some nice boosts to spirit and int, which is never a bad thing. If possible, try to find the superior (blue) Staff of the Blessed Seer at 18, it increases healing magic.

Druids have forms, which allow druids to mimic other classes or travel more effectively.

Form Name	Level	Description
Caster Form	0	Basic druid form. This is the only form that allows the casting of restoration and balance spells. This is the form you will spend most of your time in.
Bear Form	10	The Druid mimics a warrior. Druids generate rage while in bear form by attacking nearby enemies,

		each hit generates more rage. Rage can then be used to fuel abilities.
Aquatic Form	16	The aquatic form is handy in some situations later in the game, so pick it up. This form allows you to travel quickly in the water and without needing to breath! Is good for several quests later in the game.
Cat Form	20	This is the primary form for the feral Druid build. This is also the best PvP form the Druid has.
Travel Form	30	You will love this form at 30, but envy those with mounts at level 40. This increases your speed, but not as much as players on mounts. Considering the cost of your spells, you probably won't have enough money to afford one right away.
Dire Bear Form	40	This form allows the Druid to shift into a bigger bear. The dire bear does more damage and has higher armor. This should always be used over bear form once you obtain it.

Groupability 7

Druids can fill many roles, so are sought in some groups, but some player groups prefer straight healers or DPSers. Usually you will have an easy time to find a group due to the lack of priest players in the game.

Fun Factor 7

Druids are mostly above repetitive spell-spamming, but there are some builds which can be fun. The true fun factor of being a druid comes in PvP situations – you are welcome to groups because of your healing power, can duo very well with other classes and are highly appreciated in stealthier groups since no other healer can move stealthed.

3.1.2 Builds

- **Caster Build** Playing a druid is very repetitive. The safest builds are based around casting Starfire while having Mark of the Wild and Thorns, then keeping Moonfire on the enemy while keeping rejuvenation on yourself. This build focuses talents on the balance tree to kill faster, but occasionally will digress into using restoration ones. Equipment should be based around stamina and either spirit or intelligence.
- **Feral Build** The second most popular build is to go into cat mode, strike an enemy until you health is low, revert to caster mode and heal yourself, finishing enemies off with melee attacks and DOT (damage over time) spells. Focus equipment on stamina and agility.
- **Healing Build** If you are a group player, belong in a guild, or only play with people you know, the healing build may be for you. If you invest all your talents in restoration, you can be just as good as any priest in terms of healing, but will lack in the DPS department. Focus on intelligence and spirit for this build.

3.1.3 Recommended Tradeskills:

Druids are very free to choose their profession. The two most common are Skinning/Leatherworking and Herbalism/Alchemy.

- Leatherworking can generate some decent items, caster builds should focus on creating items that boost intellect and spirit, while feral builds focus on spirit and stamina. Extra items can be sold cheap to enchanters to make some money or raw materials you don't want anymore. Your best off going leatherworking because Druids have a lot of skills they have to buy and can't always buy new armors.
- Alchemy can help to reduce your downtime between battles as well as give you some temporary buffs.

3.1.4 Spells and Abilities

Do's

- Moonfire
- Entangling Roots
- Healing Touch
- Rejuvenation
- Thorns
- Cat Form (PVP/Feral Build)
- Ravage
- Bear Form (Group Play)
- Mark of the Wild

Do Not's

- Abolish Poison
- Swipe
- Tiger's Fury

Druids are one of the hardest classes to master and they only level at a medium pace, but they do have a lot of versatility and are the perfect addition to any group due to their flexibility and healing skills.

	Night Elf	Tauren
Agility	25	15
Intelligence	22	16
Spirit	22	24
Stamina	19	23
Strength	18	26
Total	106	104

Useable Weapons: Daggers, Fist Weapons, Maces, Polearms, & Staves

3.1.5 Tips:

- ✓ When in doubt, run away. Your cat form has a speedy escape ability. Plus you have travel form.
- ✓ Thorns, Mark of Wild, Moonfire, and rejuvenation, excellent spells to have on and in combination make it so you win, and they lose.
- ✓ Entangling is great for outdoor instances, use it to root (and keep rooted!) enemies when many are attacking you.
- ✓ Bear form is made for group play. While viable in some combat situations, you're usually better off with the cat or in caster form while soloing.
- ✓ Remember, no matter what form you're in, the original class (Priest, Rogue, Warrior) will always do the job better. Market yourself as a multi-tasker.

3.1.6 Suggested Items:

- Sash of Mercy: (Leather)(Level 57) +14 Stamina, +10 Spirit. Increases healing by up to 44.
Drops in Blackrock Spire
- Leggings of Arcana: (Leather) +20 Intellect, +30 Spirit. Increases healing by up to 10.
Quest reward for „Malyfous’s Catalogue“ in Winterspring.
- Headmaster’s Charge: (Staff)(Level 57) +30 Stamina, +20 Spirit. Use: Increase target’s intellect by 30.
Drops off Darkmaster Gandling in Scolomance
- Emberstone Staff (Staff)(Level 18) +5 Stamina, +8 Intelligence, +5 Spirit.
Drops off Captain Greenskin in the Deadmines.
- Rod of the Sleepwalker (Staff)(Level 24) +11 Intellect, +12 Spirit.
Drops off Twilight Lord Kelris in the Blackfathom Deeps.
- Bloodfire Talons: (Leather)(Level 48) +5 Intelligence, +9 Spirit, +10 Fire Resistance. Increases damage done and healing done by magic spells by up to 10.

Drops off all bosses in the Temple of Atal'Hakkar

3.2 Hunter

3.2.1 Basics

Hunters in the World of Warcraft are one of the easiest classes. A good Hunter can level faster than any other class, die less frequently, and kill enemies faster. In groups, hunters are the best pullers in the game (with the exception of rogues when fighting humanoids), especially if they get the Hawk Eye talent.

Hunters wear leather armor, which means they can take damage, but not a lot. Equipment focus should be on agility. Agility boosts your ranged and melee damage, as well as dodge and critical hits. Your secondary stat would be stamina – unlike armor class it also helps against casters. Strength only boosts melee damage so it's only of very limited use to hunters.

Your bow/gun weapons are your best friends. Make sure your ranged weapon is upgraded above everything else. Hunters are not equipment heavy, so you can get away with a lot as long as you have a good ranged weapon.

For your melee weapons you want to choose two one-handed weapons due to the better stat bonus you get over a 2-handed weapon. Keep an eye out in the auction house for cheap melee weapons, but don't bother spending too much on a weapon you will rarely use.

Combat is fairly simple: Send your pet at an enemy, let it build agro, and then start attacking with your ranged weapon. Always have a quiver in one bag slot since it boosts your ranged attack speed.

Groupability 4

Hunters don't fill a super-important role in a group. They are good pullers, but groups tend to take Mages over hunters because of the damage factor. Hunters deal less damage than Mages, but have less downtime and more survivability, remind people of this!

Fun Factor 6

Hunters kill and level fast, but combat can get tedious. Your pet will be absorbing most of the damage, so you don't need to watch your health meter much. Hunters get a speed aspect which makes gameplay much easier.

There are not many builds for hunters. Talent builds mostly focus around getting marksman abilities and mixing them with beasts.

3.2.2 Traps

A good hunter will be recognized by how and when she or he places traps. Use traps to freeze your opponents in duels – a deadly strategy, especially against rogues and warriors: Stand directly on the trap or behind it (when facing a warrior) or in front of it (when facing a rogue). Use your feign death skill to get out of combat mode, allowing you to place another trap. In groups traps can help with crowd control. Place a trap in the pulling path when you expect more than one mob to attack you or when your group is made up primarily of ranged attackers.

3.2.3 Pet Guide

1. Hunters have one factor other classes don't, pet management. Pets can learn abilities from other pets, but you can only have one pet at a time. How does this work then? Stables.
2. You should have a primary creature and another one. Transfer the abilities from the "meh" pet to the primary one, dump it, and repeat with another creature.
3. After you do your level 10 quest, you can tame some cool creatures. Use the tame ability and take damage, when you stop channeling, you may gain the pet. The best pet is a bear because it will eat virtually anything, so you may want to consider taming a bear.

4. You need to feed pets to keep them happy. Most crave meat, which you can get off almost any beast, so you may need to hunt once in a while to get food for your pet.
5. Always keep food on hand, if not your pet may rebel. As your pet's loyalty goes up, he'll need less food, so it's a good idea to stick to a pet and not change around too often.

3.2.4 Recommended Tradeskills:

Hunters have two professions they should consider focusing on, mining/engineering and skinning/leatherworking.

- Engineering allows hunters to craft guns and gun ammo, useful for some types of hunters. Engineering is also full of useful toys most players would kill to have. Engineering is generally the best choice for gun-hunters and gives you a real advantage in PvP as most items you can make can only be used by an engineer.
- Leatherworking can generate some good agility armors for hunters. On top of that, leatherworking has some mail recipes at level 40, which allows the tradeskill to still be useful to the hunter when he is able to equip mail items. Leatherworking is also generally more profitable than engineering. Leatherworking is also good because Hunters are often busy killing beasts for their meat anyway. Why not skin them as well?

3.2.5 Spells and Abilities

Do's

- Concussive Shot
- Hunters Mark
- Actually ...every Marksmanship Ability
- Parry
- Every Tracking Ability
- Every Aspect
- Traps

Do Not's

- Melee enhancements

Hunters are a great newbie class, but can also be fun for veteran players. Consider playing a hunter if you are a casual gamer who wants to be able to keep up with others. You'll still need to play, but you'll have an easier time leveling.

	Dwarf	Night Elf	Orc	Tauren	Troll
Agility	19	28	23	18	25
Intelligence	19	20	17	15	16
Spirit	20	21	24	23	22
Stamina	24	20	20	23	22
Strength	22	17	20	25	21
Total	104	106	104	104	106

Useable Weapons: Axes, Daggers, Bows, Crossbows, Fist Weapons, Guns, Polearms, Staves, Swords, Thrown, Two-Handed Axes, Two-Handed Swords

3.2.6 Tips:

- ✓ When in a solo PvE situation, pull with the bow and send in the pet (have him taunt the enemy). Once the pet holds some aggro, attack away with arrows.
- ✓ Try to keep just one pet, a loyal pet (one you've had for a while) requires less food than others. Make up your mind and only swap when there is something REALLY cool you want.

3.2.7 Suggested Items

Sandstalker Ankleguards – Feet – Level 46 - +6 Strength, +17 Agility, +3 Spirit.
Drops off Zerillis in Zul'Farrak.

Phytoskin Spaulders – Shoulders – Level 46 - +16 Agility, +10 Stamina, + 10 Nature Resist.

Drops off Razorlash in Maraudon.

Ragefury Eyepatch – Head – Level 52 - +6 Strength, +9 Stamina, Crit Strike +2%.

Drops off Hurley Blackbreath in Blackrock Depths.

Truestrike Shoulders – Shoulders – Level 56 – Chance to hit +2%, +24 Attack Power.

Drops off Pyroguard Emberseer in Blackrock Spire.

3.3 Mages

3.3.1 Basics

Mages are one of the fastest classes in World of Warcraft if it comes to killing enemies. Mages are able to summon their own food, water, and mana potions, so there is usually not a problem economically with regenerating the Mage.

The biggest problem with them is though they kill very fast, they do so by expending a great deal of mana which can take some time to recharge in later levels. Mages have some class-specific quests to net them some cool equipment, so never neglect this.

Mages, like all cloth-classes, are not very equipment heavy. If you think about it, mail/plate classes need a lot of equipment, both to shield them from harm, and to deal damage. The Hunter needs to always have the latest ranged weapon and keep agility up – the same goes for the rogue. But casting classes, such as the Mage neither take damage, nor is their damage based on equipment.

This means that while keeping up with equipment now and then doesn't hurt, casting classes such as the mage do not need to be on the bleeding edge of armor and weapons. Casters take in a great deal of gold because of their double-money professions and need to spend very little on equipment. Casters tend to have more money to play with than most other classes.

At certain levels you can obtain the ability to teleport to certain primary cities. Later, you can portal other players to these cities as well, here's a quick chart to help you

Teleportation	
Level	Locations
20	Stormwind (Alliance) Ironforge (Alliance)
20	Undercity (Horde) Orgrimmar (Horde)
30	Darnassus (Alliance) Thunder Bluff (Horde)

Portals	
Level	Locations
40	Stormwind (Alliance) Ironforge (Alliance)
40	Undercity (Horde) Orgrimmar (Horde)
50	Darnassus (Alliance) Thunder Bluff (Horde)

Groupability 7

Most groups like to keep one Mage around due to their high damage output. Killing an elite mob before it can kill the tank is often a big plus, this is where mages come in. Mages are also fairly good at crowd control with frost nova and polymorph. At the end of a long instance, groups also enjoy the portals higher-level Mages can generate to get them out and to the auction house.

Fun Factor 8

Mages, unlike many other classes, kill fast and are not repetitive. You can also switch up spells and devise new strategies depending on your foe, allowing for a good amount of versatility. On top of that, Mages have three damage types, Arcane, Fire, and Ice. It would be hard to find an enemy with special resistances to all three.

3.3.2 Builds

- **Cold Build** Mages who focus on cold tend to be the more cost effective than fire mages. Cold Mages focus on Arcane Talents to reach clear-casting, arcane meditation, and boost mana efficiency.

They then head down the frost line. Cold Mages focus on having high spirit and intellect over damage equipment, affording them very little downtime at the cost of slower kills.

- **Fire Mages** are the fastest monster-killers in the game. Fire Mages focus on laying down some early fire talents, then go into the arcane tree. Focus on finding equipment that boosts damage. Intellect and spirit gear help of course, but with fire Mages it's all about the damage.

3.3.3 Recommended Tradeskills:

Mages should focus on tailoring/enchanting. Though engineering has some useful gizmos, tailoring and enchanting rake in more money and benefit the Mage more overall. If you want to make sure though that you have your mount at level 40, you are better off using the skills described in the money making chapter.

- With tailoring, a Mage can craft up some cool items, not only that, but can sell them in the auction house. Enchanting is the only skill that pairs very well with tailoring (skinning a bit, but overall not really). Mages have many choices, craft items to disenchant, or craft items to sell. Disenchanted items can then go towards selling enchantments in trade channels.
- Engineering/Mining can be good to produce some goggles, clockwork dragons, and other nifty items. Bombs can help finish off your opponent, so keep them in mind as well. Engineers can sell guns and ammo to Hunters on the market as well, so consider selling them.

3.3.4 Spells and Abilities

Do's

- Polymorph
- Frost Nova

- Frost Bolt
- Fireball
- Arcane Intellect
- Conjuring Spells
- Mana Shield
- Pyroblast

Do Not's

- Detect Magic
- Wards
- Flamestrike
- Cone of Cold (Unless you have cold talents)

Mages are the fastest and deadliest class in the game, but also the most fragile. Be careful in PvP zones. Also, don't think you're invincible, if you fail to kite an enemy properly you could run right into another or run out of mana. A Mage is torn to shreds in melee combat, so be careful. The only class where you want to get close are a hunters – try to remain with 5-8 yards away from them, as 5 yards is the maximum melee range and 8 yards the minimum distance for ranged attacks.

	Gnome	Human	Troll	Undead
Agility	23	20	22	18
Intelligence	26	23	19	21
Spirit	22	22	23	27
Stamina	19	20	21	21
Strength	15	20	21	19
Total	105	105	106	106

Useable Weapons: Daggers, Staves, Swords, & Wands

3.3.5 Tips:

- ✓ Teleport and portals are wonderful things, use them when your very far from your destination. Some instances are a pain to get out of and allies will often ask you to get them out, don't let them down.
- ✓ In all seriousness, don't expect payment when porting group mates. Warriors don't ask money for their armor, it's not reasonable to expect allies to pay for ports.
- ✓ Fire spells will kill enemies faster; cold spells will save you more mana, giving you less downtime. Pick your poison.
- ✓ Regardless of whether you do a cold or fire build, invest some talents in arcane. Arcane talents can seriously boost your mana, especially the clear-casting-state ones.

3.3.6 Suggested Items

Corsair's Overshirt – Chest - Level 19 - +5 Stamina, +11 Spirit

Drops off Van Clef in the Deadmines

Robes of Arugal – Chest – Level 24 - +3 Agility, +5 Stamina, +9 Intelligence, +10 Spirit

Drops of Arugal in Shadowfang Keep.

Robes of Power – Chest – Level 33 - +12 Intelligence, +8 Spirit, Increase magic healing/damage by up to 8.

Craftable Recipe

Whitemane's Chapeau – Head – Level 39 - +14 Intelligence, +14 Spirit

Drops off High Inquisitor Whitemane in the Scarlet Monestary

Grimlok's Tribal Vestaments – Chest - +10 Stamina, +5 Intelligence, +20 Spirit.

Drops off Grimlok in Uldaman.

Chief Architect's Monocle – Head – Level 50 - +10 Stamina, +27 Intelligence, +3 Spirit.

Drops off Fineous Darkvire in Blackrock Depths.

Vestaments of the Atal'ai Prophet – Chest – Level 50 - +11 Intelligence, +27 Spirit.

Drops off Jammal'an the Prophet in the Temple of Atal'Hakkar.

Clutch of Andros – Waist – Level 56 - +3 Stamina, +22 Intelligence, +8 Spirit.

Drops off Kirtonos the Herald in Scholomance.

3.4 Paladin

3.4.1 Basics

As a melee class, you will be very dependant on the latest equipment and abilities. Paladins do not have as many cool weapon choices as a Warrior, nor do they have all the cool combat abilities. What Paladins do have is the ability to save themselves. No other class is as good at surviving an onslaught as the Paladin is.

Almost any build of Paladin should focus on strength and stamina. These two stats are the meat-and-potatoes of the Paladin. Spirit doesn't hurt, but when you can't deal or absorb enough damage, you're in trouble. Strength should be the main focus of most Paladins who use one-handed swords with shields. Other types can benefit from strength, but stamina helps make up for the lack of a shield. In a PvP environment you will come to value the added hitpoints from Stamina, so the focus here might be slightly different.

Paladins are all about buff combos. Each Paladin has three standard buff types, auras, seals, and blessings. Auras are always active, but you can only activate one at a time. Auras affect all members of the Paladin's party. Blessings are short buffs that can be cast on any party member. Seals are very short self-buffs that are used to enhance the Paladin.

Consecration Aura + Seal of the Crusader + Blessing of Might

The Paladin deals holy damage to all surrounding enemies while enemies he uses the crusader seal to cause extra holy damage to his target.

Devotion Aura + Seal of Wisdom + Blessing of Wisdom

Regenerates the Paladin's mana, allowing him to cast more seals and spells while devotion protects his hitpoints.

Devotion Aura + Seal of Light + Blessing of Might

Allows the Paladin to deal decent amounts of damage while absorbing some of the hitpoints into himself.

Consecration Aura + Seal of Fury + Blessing of Might

Helps a Paladin to control agro in group situations.

Paladins make decent tanks because of their armor rating and survivability skills. While they lack the defense mode of the Warrior, they can usually heal themselves enough to balance that out.

Groupability 6

Paladins can have two functions in a group, tank or secondary healer. As a tank, the Paladin's job is simply to absorb damage and hold agro. As a secondary healer, the Paladin can keep an ally healed to some extent in the fray of battle. Though not as good as healing as the Druid, Paladins have enough mana to keep an ally healed for a decent duration. The negative side to Paladins in groups is that allies constantly want seals, this can drain your mana and be quite repetitious.

Fun Factor 4

Many Paladins feel like they are just buffers, all their energy is consumed with micro-managing their seals.

3.4.2 Builds

- **Group Build** Paladins who play mostly in groups should focus on the holy and protection talents. Protection will help you hold agro much better while holy will help keep yourself and your allies safe. Make sure you equip a shield and one-handed weapon.

- **Solo Build** Paladins who tend to solo should focus on the retribution tree, then go into protection if they use a shield, or holy if they use a sword. Focus on retribution will allow you to kill your enemies faster. Solo'ers should consider wielding only 2h weapons.

3.4.3 Recommended Tradeskills:

Paladins have two tradeskills that benefit them, mining/blacksmithing or mining/engineering.

- A blacksmith Paladin can make his own armor and weapons. Paladins have to spend a lot of money, they are cash cows. Though they don't need to buy their level 40 mount, they still spend quite a bit on the latest armor and weapons. If a Paladin isn't up-to-date, he's ineffective. Blacksmithing can reduce some of the cash troubles most Paladins have.
- Engineering is useful all around. And while true, Paladins can't use guns, they can use dynamite and bombs. One of the Paladin's biggest flaws tends to be that he has no ranged attack. Grab some dynamite and start chuckin.

3.4.4 Spells and Abilities

Do's

- Every single spell/seal/blessing except:

Don't

- Resistance Aura (unless in a raiding environment)
- Fire Resistance Aura (unless in a raiding environment)

Playing a Paladin can be fun due to combos, but in groups you will feel repetitive motion as you constantly recast seals. One big plus is that you don't have to save for your level 40 mount, instead you can quest for it. Paladin mounts look much cooler than normal horses so don't bother saving for one. Use that cash on much-needed equipment instead.

	Dwarf	Human
Agility	16	20
Intelligence	19	20
Spirit	20	21
Stamina	25	25
Strength	24	22
Total	104	108

Useable Weapons: One-handed maces, one-handed swords, two-handed axes, two-handed maces, two-handed swords

3.4.5 Tips:

- ✓ You are a hybrid class, so if your team is abundant with healers, switch to tanking. If there are enough tanks, switch to being a backup healer and just do basic attacks with some mana-enhancing spells.
- ✓ Auras and blessings are where it's at. If there are many casters in your group, use a mana-oriented aura. Keep an eye out on what your group needs, if casters seem to be lacking, use the mana auras. If tanks aren't doing enough absorbing or damaging, switch your abilities to boost that.
- ✓ The more people in your group, the better your auras are. What affects five players is better than what effects one.

3.4.6 Suggested Items

Chausses of Westfall – Legs - +11 Strength, +5 Stamina.

Alliance Quest Reward for “The Defias Brotherhood” in Westfall.

Algae Fists – Arms – Level 23 - +10 Strength, +4 Stamina.

Drops off Gelihas in Blackfathom Deeps.

Ironspine's Ribcage – Chest – Level 30 - +6 Strength, +3 Agility, +17 Stamina.

Drops off Ironspine in the Scarlet Monestary

Scarlet Chestpiece – Chest – Level 34 - +8 Strength, +19 Stamina.

Drops off Scarlet Champions in Scarlet Monestary.

Carapace of Tuten'Kash – Chest – Level 40 - +10 Strength, +8 Agility, +15 Stamina.

Drops off Tuten'Kash in Razorfen Downs

Ghaz'rilla Scale Armor – Chest – Level 43 - +10 Stamina, +23 Spirit
Drops off Gahz'rilla in Zul'Farrak.

Atal'alarion's Tusk Ring – Waist – Level 46 - +18 Strength, +8 Stamina
Drops off Atal'alarion in the Temple of Atal'Hakkar

Bracers of the Stone Princess – Wrist - Level 49 - +6 Stamina, +5 Intelligence.
Drops off Princess Theradrasin Maraudon.

Carapace of Anub'shiah – Waist- Level 50 - +11 Strength, +11 Agility, +22
Stamina.
Drops off Anub'shiah in the Blackrock Depths.

Helm of Narv – Head – Level 54 - +13 Agility, +32 Stamina, +18 Spirit.
(Very Rarely) Drops off Rage Talon Flamescale in Blackrock Spire.

Timmy's Galoshes – Feet – Level 54 - +11 Strength, Agility, Stamina, and Spirit.
Drops off Timmy the Cruel in Strathome.

Plate of the Shaman King – Level 55- +12 Stamina, +29 Spirit.
Drops off Highlord Omokk in Blackrock Spire.

Vigorsteel Vambraces – Wrist - Level 57 - +7 Agility, +17 Stamina.
Drops off Darkmaster Gandling in Scholomance.

Crown of Tyranny – Head- Level 58 - +20 Stamina, -10 Spirit, +40 Attack Power.
Critical Strike +1%.
Drops off Balnazzar in Stratholme.

3.5 Priest

3.5.1 Basics

Priests in World of Warcraft are not like most other MMO priests: They can solo. The biggest problem with the priest is that to be truly effective, you have to either be geared towards group play or solo.

Priests are very repetitious. When soloing, priests don't kill quickly. When in groups, being a priest revolves mainly about choosing who to heal and when. Priests are the best healers and one of the best buffers in the game. Everyone loves grouping with the priest, so if you're in the game for the social aspects, this is most definitely the class you should be in.

Spirit is the best stat for the Priest, which makes humans an ideal choice. Spirit allows for regeneration of mana and health at a faster pace. Mages can make their own drinks while Warlocks rarely ever need them. Priests however find that their mana is often low and buying drinks can be expensive. Go for a focus on spirit and pick up int items only if they are much better.

Groupability 10

Everyone wants a Priest in their group. Priests are bar-none the best healers in the game. If you like to group with others but aren't good at asking, just be a Priest and check off the little box that says you are looking for a group, others will find you.

Fun Factor 4

Many Priests feel like they just do the same actions over and over. One particularly interesting phenomenon is that priest-players all tend to have different spell-orders. Play around and see what's best for you.

3.5.2 Builds

- **Group Build** Focus on the holy talents. Holy talents allow the Priest to heal allies more effectively. Most groups love holy priests, so if you find yourself grouping often or with a particular group of people, go holy.
- **Solo Build** Shadow talents are the way to go. Priests with shadow can be quite effective at killing monsters. If you go shadow, don't bother with the shadow-stun talent until after you get spirit tap first, then consider the stun talent second. Spirit tap will reduce your soloing downtime a great deal. Well equipped you will still be able to group while being shadow-specced, but for the high end instances and raids, holy is the only way to go.

3.5.3 Recommended Tradeskills:

Priests are very good at healing but could be better at mana-management. Unlike Mages and Warlocks, who can usually afford to ignore spirit, Priests should be concerned with getting that mana up. Priests don't need bleeding-edge gear, but they should certainly keep it up.

- Tailoring and enchanting is a natural choice, go for this to you're your cloth armor up to date. Don't be afraid to wear some damage or heal-enhancing equipment this profession offers later once you get your regeneration/casting down. If you feel like you are slipping and find yourself drinking a lot, switch back to spirit.
- Alchemy is a useful profession for this class. Priests will occasionally find themselves in trouble. When this happens, it's always good to be able to heal your health or mana for free. Plus alchemy has some nice bonus' to other stats with wisdom potions.

3.5.4 Spells and Abilities

Do's

- Heal
- Fade
- Mind Flay

Don't

- Shadow Protection
- Abolish Disease

3.5.5 Group Healing Tips

- ✓ Always have fade activated.
- ✓ If casters are in trouble, use holy word: shield, they'll die too fast for a complete heal.
- ✓ If melee types are taking damage, try casting renew over heal, it costs less and is instant-cast.
- ✓ Save the big/flash heals for when a melee type is really low, they'll appreciate it.

There are two types of priest: Those who care about their mana consumption, or those who just go all out. Priests may want to consider only using holy word: shield in the direst of situations, but this spell is very cost-ineffective.

	Dwarf	Human	Night-Elf	Troll	Undead
Agility	16	20	25	22	18
Intelligence	21	22	22	18	20
Spirit	22	23	23	24	28
Stamina	23	20	19	21	21
Strength	21	20	17	21	19
Total	103	105	106	106	106

Useable Weapons: Daggers, one-handed maces, staves & wands

3.5.6 Tips:

- ✓ While other classes like shamans, druids, and paladins have healing capabilities, as a priest you tend to have the largest mana pool and the best heals. Even as a shadow-priest you will be a fully capable healer.

- ✓ You can solo! Every class can, you just take slightly longer to kill things
- ✓ Priests are quite powerful in PvP due to their fear spell. Naturally, if you have to face an undead player, you are in trouble.

3.5.7 Suggested Items

Corsair's Overshirt – Chest - Level 19 - +5 Stamina, +11 Spirit

Drops off Van Clef in the Deadmines

Robes of Arugal – Chest – Level 24 - +3 Agility, +5 Stamina, +9 Intelligence, +10 Spirit

Drops of Arugal in Shadowfang Keep.

Robes of Power – Chest – Level 33 - +12 Intelligence, +8 Spirit, Increase magic healing/damage by up to 8.

Craftable Recipe

Whitemane's Chapeau – Head – Level 39 - +14 Intelligence, +14 Spirit

Drops off High Inquisitor Whitemane in the Scarlet Monestary

Chief Architect's Monocle – Head – Level 50 - +10 Stamina, +27 Intelligence, +3 Spirit.

Drops off Fineous Darkvire in Blackrock Depths.

Vestaments of the Atal'ai Prophet – Chest – Level 50 - +11 Intelligence, +27 Spirit.

Drops off Jammal'an the Prophet in the Temple of Atal'Hakkar.

Clutch of Andros – Waist – Level 56 - +3 Stamina, +22 Intelligence, +8 Spirit.

Drops off Kirtonos the Herald in Scholomance.

High Priestess Boots – Feet – Level 58 - +20 Stamina, +7 Spirit, +10 Shadow Resistance.

Drops off High Priestess of Thaurissan in the Blackrock Depths.

3.6 Rogue

3.6.1 Basics

Rogues in World of Warcraft are a very fast-paced class. If you mess up, you tend to mess up big-time and wind up dead. Rogues are very micromanagement-intensive, but can kill most enemies before they have a chance to do any significant damage.

Daggers are a Rogue's best friend. Daggers allow for the best damage in most cases. Some other Rogues swear by wearing a sword in one hand, which reduces the number of abilities you can use (some require daggers) in a trade-off for higher damage from Sinister Strike. In the end it's two different play styles that work out equally well.

Rogues got powerful attacks when they can locate themselves behind an enemy, just like in most other roleplaying games. Their speciality in WoW is the so-called stun-lock: A variety of different stuns allows them to keep an enemy immobilized and unable to fight back for an extended period of time – a deadly PvP treat.

Rogues also have the advantage of being able to create poisons. Poisons are rogue-only weapon enchantments and are useful for a variety of reasons. Each poison has a number of charges and last about 30 minutes. You should usually keep a different poison on each blade unless you're a fan of only using deadly or instant poison. Remember that weapons on the off hand don't strike as often as weapons on the main hand.

Poison Name	Effect
Crippling Poison	Slows target's movement.
Deadly Poison	DOT Poison that stacks up to 5 times.
Instant Poison	Instant poison that deals direct damage.
Mind-Numbing Poison	Increases casting time of enemies. Good for PvP.

Use crippling poison on monsters that tend to run away and get their friends. This is good in instances and when fighting humanoids.

Groupability 5

Rogues in groups will find themselves to be the damage dealers. They are very good pullers when fighting humanoids since one of their skills allows them to disable an enemy for 45 seconds if it hasn't entered the combat yet. Due to so many people playing a rogue, things can become difficult when you try to find a group.

Fun Factor 6

Rogues are able to kill most enemies in under twenty seconds - very, very appealing. In standard PvP situations (not duels) they are the most deadly class since you will practically always catch your enemies unaware.

Rogues should base their talents around what they enjoy doing best. If you like to sneak around the shadows, invest in the subtlety tree. If you like to just get down and dirty, invest in combat. Sword-Rogues tend to invest in combat to maximize their damage.

A full run down on talent builds and rogue specific strategies can be found in "The Secret World of Warcraft Rogue Guide":

<http://www.guidefox.com/wow/guides/world-of-warcraft-rogue-guide.htm>

3.6.2 Recommended Tradeskills:

Rogues have three professions they can consider looking into:

- Alchemy is a very handy skill for Rogues. Alchemy can reduce downtime, increase armor, agility, regeneration, and has a bunch of other nifty effects. You may want to seriously consider this branch. It also allows them to gather swifthishle which is needed for thistle tea. Thistle Tea is a quest objective that allows you to restore yourself to full energy, EXTREMELY useful in some fights.
- Rogues die very, very, easily, so you may want to consider taking up leatherworking. With leatherworking, you can make your own armors which boost agility and sell the rest on the market for gold.
- Smithing isn't common on Rogues, but should be considered. A Rogue relies on damage above all else, so going smithing for the ability to make the latest daggers shouldn't be ignored.

3.6.3 Spells and Abilities

Do's

- Kick
- Gouge
- Ambush
- Parry
- Poisons
- Distract

Don't

- Expose Armor
- Backstab (When soloing)

Players who like their action fast and furious will enjoy the Rogue. Those who tend to like paced combat and security will probably go for other classes. Consider the fact that Rogues can die very easily if not handled correctly before you chose this class, this class is not a newbie-friendly one.

	Dwarf	Gnome	Human	Night-Elf	Orc	Troll	Undead
Agility	16	26	23	28	20	25	21
Intelligence	19	23	20	20	17	16	18
Spirit	19	20	20	20	23	21	25
Stamina	25	20	21	20	23	22	22
Strength	25	16	21	18	24	22	20
Total	104	105	105	106	107	106	106

Useable Weapons: Bows, Crossbows, Dagger, Fist Weapons, Maces, Thrown, & Swords

Useable Weapons: Daggers, Staves, Swords, & Wands

3.6.4 Tips:

- ✓ Rogues have some lag-levels around mid-20's and again in the early-40's, don't give up, keep plugging.
- ✓ If you find yourself dying very easily, try changing your attack scheme. Instead of sinister striking, try another attack. Also buy armor a few levels above you. One of the most motivational tools is when you have something you are looking forward to. Whenever you have extra cash as a Rogue, start buying things a few levels ahead of you so you have something to look forward to, to get you over the humps. If you do this consistently, you'll always have new gear waiting for you.
- ✓ Upping your agility or getting a new dagger can help you kill things much more quickly. If you feel yourself in a real slump, pick up a new dagger.
- ✓ If you have the ability to choose between an item with 8 agility, or 5 agility and 4 stamina, take the agility. The one point sacrifice isn't much, but agility for the Rogue is much better than any other stat.

3.6.5 Suggested Items

Blackvenom Blade – Dagger – Level 21- (18.9 DPS)(One Hand) +1 Agility, COH: 5 nature damage every 3 seconds for 15 seconds.

Drops off Rohh the Silent (Rare Enemy) in Redridge Mountains.

Prison Shank – Dagger – Level 21 – (16.7 DPS)(One Hand) +5 Agility, +2 Stamina.

Drops off Bruegal Ironknuckle in the Stockade.

Meteor Shard – Dagger – Level 24 – (18.3 DPS)(One Hand) COH 35 Fire Dmg.

Drops off Archmage Arugal in Shadowfang Keep.

Toxic Revenger – Dagger – Level 27 – (20.5 DPS)(One Hand) COH: 5 Damage to every enemy in 8 yard radius for 15 seconds.

Drops off Viscous Fallout in Gnomeregan.

Sandstalker Ankleguards – Feet – Level 46 - +6 Strength, +17 Agility, +3 Spirit.
Drops off Zerillis in Zul'Farrak.

Phytoskin Spaulders – Shoulders – Level 46 - +16 Agility, +10 Stamina, + 10 Nature Resist.
Drops off Razorlash in Maraudon.

Barman Shanker – Dagger – Level 50 – (36.5 DPS) COH: 100 dmg over 3 seconds.
Drops off Plugger Spazzring in Blackrock Depths.

Ragefury Eyepatch – Head – Level 52 - +6 Strength, +9 Stamina, Crit Strike +2%.
Drops off Hurley Blackbreath in Blackrock Depths.

Truestrike Shoulders – Shoulders – Level 56 – Chance to hit +2%, +24 Attack Power.
Drops off Pyroguard Emberseer in Blackrock Spire.

3.7 Shaman

3.7.1 Basics

Shamans are the bread-and-butter of the Horde faction. Like hunters, shamans inherit the ability to use mail armor at level 40, which is quite useful. Shamans are very diverse as they can be good nukers, support casters, and melee fighters, depending on where you place their talent points.

If you aren't nuking, you should be in melee combat, never just sit there, equip the best items you can and get in the fray when in groups. Shamans aren't good at everything mind you, they do have only leather armor, which can impede them at points, but once they get mail at level 40, you should be all set.

In duels shamans belong to the most feared opponents. They are very hard to kill, have got ranged attacks, the ability to root and a powerful instant damage spell. Their damage shields are the worst nightmare of rogues and warriors.

3.7.2 Builds

- **Group Build** Focus on the restoration talents with a bit of elemental spells. Make sure you get ancestral knowledge in the enchantment tree, it will give you an additional 5% mana. This is good for any build you can think of and is at the beginning of the tree.
- **Solo Build** That fun part about the shaman is that you can customize him (her! it!) any way you want. If you find yourself getting into the fray of things in melee combat, focus on enhancement. If you like to nuke enemies, use the elemental talents. If you occasionally play in groups, toss in some restoration. Most Shaman players take ancestral knowledge in the enhancement tree.

Groupability 8

Next to the priest, shamans are the most sought-after class to have in a group. If you think about it, your totem's effectiveness is multiplied by each member in your group. If totems are effective enough for one player to solo, they must be that much better for a group.

Fun Factor 6-8

Shaman are a fun class. The diversity of totems and spells ensures you always have something interesting to do. If you get tired of nuking, switch to melee. If you get tired of that, find a group or switch up totems.

A full run down on talent builds and rogue specific strategies can be found in "The Secret World of Warcraft Shaman Guide":

<http://www.guidefox.com/wow/guides/world-of-warcraft-shaman-guide.htm>

3.7.3 Recommended Tradeskills:

Shaman have some diversity, almost any tradeskill is viable.

- Leatherworking will allow you to keep up with the latest armor, a good choice for people who want to save on gold.
- Engineering is a good idea due to the cool gizmos. Certain technologies such as dynamite can really diversify shaman game play, making it more fun.
- Alchemy has some good buffs and life-saving-effects any Shaman can benefit from.
- Tailoring boosts enchantment, which can make you some serious cash and also boosts your equipment.

3.7.4 Spells and Abilities

Do's

- Flametongue Weapon
- Rebirth
- Ancestral Recall
- Ghost Wolf Form

Don't

- Lightning Shield
- Fire Resistance Totem (Unless in raids)

Shamans are an all-around good and fun class. Shamans don't die easily and they are enjoyable to play. Try'm out.

	Orc	Shaman	Troll
Agility	20	15	22
Intelligence	22	17	17
Spirit	20	24	23
Stamina	22	22	22
Strength	22	26	22
Total	106	104	106

Useable Weapons: Daggers, one-handed maces, one-handed axes, staves, two-handed maces (w/ talents), two-handed Axes (w/ talents)

3.7.5 Tips:

- ✓ Figure out which totem you put down the most, then build with it. If you find yourself putting down defensive totems or lightning shields, boost your defense. If you find yourself putting down mana totems, build towards mana.
- ✓ Shaman who find themselves dying a lot should equip a shield over a two-handed weapon. Sure you sacrifice some time, but corpse runs are worse.
- ✓ Don't try to do everything in a group, stick to one thing and keep everyone totem'd.

3.7.6 Suggested Items

Naga Battle Gloves – Hand – Level 22 - +4 Strength, +4 Stamina, +7 Spirit.
Drops off Lady Sarevess in Blackfathom Deeps.

Moss Clinch – Belt – Level 26 - +5 Stamina, +11 Intelligence.
Drops off Aku'mai in Blackfathom Deeps.

Jinxed Hoodoo Skin – Chest - Level 44 - +8 Strength, +10 Stamina, +20 Spirit.
Drops off Shadowpriest Sezz'ziz in Zul'Farrak.

Jinxed Hoodoo Kilt – Legs – Level 44 - +10 Intelligence, +24 Spirit.
Drops off Shadowpriest Sezz'ziz in Zul'Farrak.

Slitherscale Boots – Feet – Level 47 - +5 Strength, +12 Stamina, +15 Spirit.
Drops off the Spawn of Hakkar in the Temple of Atal'Hakkar.

Soothsayer's Headdress – Head – Level 47 - +7 Stamina, +25 Intelligence, +8 Spirit.
Drops off Celebras the Cursed in Maraudon.

Chillsteel Girdle – Waist – Level 52 - +20 Intelligence, +7 Spirit, +10 Frost Resist.
Drops off Warder Stilgiss in Blackrock Depths.

Woolies of the Dancing Minstrel – Legs – Level 53 - +10 Stamina, +12 Spirit.
Drops off Hearthsinger Forresten in Stratholme.

Brazecore Armguards – Wrists – Level 55 - +10 Stamina, +7 Intelligence, +11 Spirit.
Drops off War Master Voone in Blackrock Spire.

Rosewine Circle – Finger – Level 55 - +7 Agility, +16 Spirit.
Also drops off Warmaster Voon in Blackrock Spire.

Dracorian Gauntlets – Hand – Level 58 - +10 Stamina, +11 Intelligence, +18 Spirit.
Drops off Baron Rivendare in Stratholme.

3.8 Warlock

3.8.1 Basics

The Warlock is one of the easiest solo classes to play. With virtually no deaths and no down time, Warlocks can very simply charge through the game.

Quests that require you to retrieve an item while an enemy waits inside are basically freebies. Just send in a Voidwalker and have it aggro the enemy mobs inside. Grab the item and split.

Warlocks are best with dealing damage over time and debuffing enemies. Mana usually isn't the biggest problem, unlike with priests and mages. Warlocks should focus on intelligence, spirit, and damage items.

A good Warlock may consider investing in or making Shadoweave items. Increasing your spell damage might just be something you consider investing in.

Imp	Good early pet. Use this pet when you want to deal a lot of damage fast. This little guy can get you in a lot of trouble by aggro'ing other enemies, so keep him in close to you. Good for grouping.
Voidwalker	The best all-around solo pet. Voidwalkers can take a lot of damage and are good at holding aggro when managed properly.
Succubus	Good PvP pet. Good Warriors know how to pull so a succubus is facing the back.
Felsteed	Free travel summon for the Warlock. Awesome spell.
Felhound	Good for PvP against casters. Decent general pet.
Infernal	Most powerful pet, use it whenever possible. Bear in mind that you can only summon outdoors.

Groupability 4

Warlocks have some decent AOE spells. On top of this, Warlocks can create useful resurrection stones. Groups tend to let Warlocks fit into a "filler" spot, but generally don't include a special slot for them like "healer" or "tank". They are welcomed though for the crowd-controlling abilities of the succubus.

Fun Factor 7

Warlocks can be fun at times, but at others very repetitious. Don't be fooled though, they are one of the easiest classes to solo in the game. There is less frustration with Warlocks than with most other classes.

Most Warlocks focus on some demonology talents, then branch off into either destruction for groups, or affliction for solo. Demonology is the best set of talents for most Warlocks however and should be looked into.

To solo, first allow a Voidwalker to take some aggro. Then, slap on immolate, corruption, and curse of agony. Switch on a wand and start attacking with it. Update the debuffs as necessary and monsters will die fairly easily.

A full run down on talent builds and rogue specific strategies can be found in "The Secret World of Warcraft Shaman Guide":

<http://www.guidefox.com/wow/guides/world-of-warcraft-warlock-guide.htm>

3.8.2 Recommended Tradeskills

- You should go tailoring/enchanting. This combination allows you to keep close to the latest stats and get to shadoweave. Enchanting certainly helps as it allows you to boost your equipment and sell enchantments. Alchemy doesn't do much since a good Warlock won't be taking much damage.

3.8.3 Spells and Abilities

Do's

- Demon Skin
- Immolate
- Corruption
- Shadow Bolt

Don't

- Curse of Recklessness
- Banish

Warlocks are the best soloers in the game. If you just want to get to 60 without too much hassle, hop on a warlock and start questing.

	Gnome	Human	Orc	Undead
Agility	23	20	17	18
Intelligence	25	24	19	20
Spirit	22	22	25	27
Stamina	20	21	23	22
Strength	15	20	23	18
Total	105	107	107	105

Available Weapons: Daggers, swords & wands

3.8.4 Tips:

- ✓ Stick with the voidwalker or infernal for PvE unless you're really a big fan of succubus or imp.
- ✓ Remember that an infernal can only be summoned outside. You may have problems in indoor instances.
- ✓ Remember that you have the felhound - it's good vs casters. If you get into a situation where enemy casters are hampering your team, summon up one of these beasties. They are also good for PvP.

3.8.5 Suggested Items

Corsair's Overshirt – Chest - Level 19 - +5 Stamina, +11 Spirit
Drops off Van Clef in the Deadmines

Robes of Arugal – Chest – Level 24 - +3 Agility, +5 Stamina, +9 Intelligence, +10 Spirit
Drops of Arugal in Shadowfang Keep.

Robes of Power – Chest – Level 33 - +12 Intelligence, +8 Spirit, Increase magic healing/damage by up to 8.

Craftable Recipe

Whitemane's Chapeau – Head – Level 39 - +14 Intelligence, +14 Spirit

Drops off High Inquisitor Whitemane in the Scarlet Monestary

Robes of the Lich – Chest – Level 39 - +20 Stamina, +10 Intelligence.

Drops off Amnennar the Coldbringer in Razorfen Downs.

Chief Architect's Monocle – Head – Level 50 - +10 Stamina, +27 Intelligence, +3 Spirit.

Drops off Fineous Darkvire in Blackrock Depths.

Vestaments of the Atal'ai Prophet – Chest – Level 50 - +11 Intelligence, +27 Spirit.

Drops off Jammal'an the Prophet in the Temple of Atal'Hakkar.

Clutch of Andros – Waist – Level 56 - +3 Stamina, +22 Intelligence, +8 Spirit.

Drops off Kirtonos the Herald in Scholomance.

3.9 Warrior

3.9.1 Basics

Warriors are the backbone of any group. Warriors are the best class for getting and holding aggro in the game. Warriors, regardless of the build, cannot deal more damage than a Rogue or Wizard.

Warriors need the latest cutting edge equipment. Because of this, Warriors have trouble saving up for their level 40 mount. Without the latest equipment, Warriors tend to lag behind and die. Both damage received and damage dealt is based on equipment.

Warriors require rage for their special abilities. They can build up range by attacking enemies and using certain abilities. The other defining aspect of the class are the battle stances.

Battle Stance	The battle stance is for players who want to deal damage, but don't like the drawbacks of being in Berserker stance.
Defensive Stance	Defensive Stance is really only good in group situations. This stance allows you to absorb the most damage, but is fairly useless for solo play since it limits some of the best damage-dealing spells in the game. This optimizes healing spells as well, where a cloth armor type may take 20 damage a hit, a defense Warrior might only take 5.
Berserker Stance	Berserkers are the favorite stance of most solo gamers. This stance gets the job done, and fast.

3.9.2 Builds

- **Group Build** Focus on defensive talents then improve shoulds. Shouts are only good if in a party. So make sure you only invest in them if you are going to use them.
- **Solo Build** Focus on the arms tree. Get to mortal strike, then focus on the fury tree.

Groupability 9

Warriors are almost always welcome in groups. Someone has to hold the aggro for the other players, and Warriors are particularly good at it. If you plan on grouping, be sure to invest in the defensive tree and use a shield. Players don't want a Warrior who doesn't use a shield. Depending on the area and group setup, some groups will gladly invite two warriors to make sure that no casters get attacked.

Fun Factor 5

Warriors are neither fun nor boring. Don't expect to be able to finish off monsters super-quick like Rogues or Mages.

3.9.3 Recommended Tradeskills

- Blacksmithing is the only real way to go as a Warrior. Some may say alchemy for the mana potions, or engineering for the gizmos. But since warriors must be caught up with the right equipment at all stages of development they have few choices except for mining/blacksmithing.

3.9.4 Spells and Abilities

There are really no “do”s and “do not”s with the Warrior. Each ability is useful with each stance, all should be invested in. Two important abilities are charge and hamstring - these are essential, get them.

The Warrior is the most expensive and item-heavy class. Chances are that as a Warrior, you won't have much money if you're good. This brings up a problem: getting your level 40 mount. Save as much as possible, then just grind to the rest of the gold. You might want to live with the idea though that you won't get your mount before level 45.

	Dwarf	Gnome	Human	Night-Elf	Orc	Tauren	Troll	Undead
Agility	19	23	20	25	17	15	23	18
Intelligence	19	23	20	20	17	15	16	18
Spirit	19	20	20	20	23	22	21	25
Stamina	24	21	22	21	24	24	22	23
Strength	23	18	23	20	26	28	24	22
Total	104	104	105	106	110	104	106	108

Useable Weapons: All except wands

3.9.5 Tips:

- ✓ Always use charge.
- ✓ Hamstring is your best friend in PvP.

- ✓ If you are in a group with another Warrior, you may want to switch to berserk mode to dish out more damage. One good tank tends to be enough for **most** situations.
- ✓ Warriors who go defense should **always** wear shields. Berserkers should **always** have two-handed-weapons.

4. Trade Skills

4.1 Alchemy

Alchemy is a fairly simple trade skill. Pick the herbs with herbalism (with the herbalism tracking skill on), then use them with other reagents and vials to make potions. Taurens are particularly good with this skill since one of their racial abilities allows them to pick herbs above their skill level.

Alchemists can create some nifty potions to get melee characters and casters out of binds. A secondary trait of alchemy is that it allows for the creation of minor buff-potions that can be sold on the market. These potions allow for some good boosts and PvP players love them. In the higher skill levels (225), Alchemists can transmute certain ores into others. The last function of Alchemy is that it provides reagents for other trade skills, in fact more reagents than any other profession. Not bad.

Almost anything an Alchemist sells on the market is useable in combat, but the stuff that sells tends to be stuff in the 100+ skill levels. Also, it is good to sell ingredients you can make for other professions, such as Blackmouth Oil, Shadow Oil, and Ghost Dye. Prices aren't listed here because they always change, but you should sell a little less than what is at the auction house and have buyout sales a little less than theirs.

If you notice, most potions don't have buyout sales however. The reason behind this is that potions, unlike armors on the market or whatnot, are bought out very frequently, so there aren't many on the market. People want potions quick for an instance they're about to do or before they go questing. You should place buyout for a potion around +10% of the auction price. +10% isn't a ton, and some people will get greedy, but most of the time greedy people's stuff won't be bought. 10% is a fair markup and something people will consider.

Oddly enough, healing and mana potions tend to sell less than those that buff other players. Unless leveling your skill, you should make buff potions. Perhaps it's the long timer on buff potions people like, but past skill level 120, potions tend to sell for much more.

Another fun way to make money is to offer transmutations in the trade channel of the auction cities. Transmutation is a good way to make money, so long as you have patience.

4.2 Blacksmithing

Smithing is one of the most beneficial professions in the game. Almost any non-caster class can benefit from being a smith.

- Weapons created by smiths can sometimes fill in the weapon “gaps” present at some levels. Rogues, shamans, paladins, warriors, priests, some warlocks and some druids can all benefit from the weapons created by smiths.
- Where blacksmithing really shines is in its ability to create armor for mail and plate armor classes. The best smiths are indeed the heavy-armor wearing ones. Smiths can create some very good superior (blue) armor early on.
- Smiths can also create special stones that can be used to temporarily increase the damage on weapons. While the few points of damage boost don't seem like much at first, damage points add up to a lot.
- At higher levels, smiths must chose between mastering in weapons or armor, but they can only choose one. Even after that, smiths must diversify further and chose between being an axe, sword, or hammer. The specialty weapons and armors that come from these trees either cost a great deal, or require you to spend a lot of time gathering the ingredients. The plus side is that they sell very well.

4.3 Enchanting

Enchanting is one of the coolest branches of all of the professions. Enchanting allows you to boost most non-bound equipment and make it stronger. On top of that, enchanters make weapons glow, a cool effect most higher-end players want. Enchanting costs a great deal, which is why it should always be paired with tailoring.

Tailoring can make uncommon objects, which can then be disenchanting to produce the materials enchanters need. Plus tailoring is the only profession which does not need gathered materials like mined ore or picked herbs.

Enchanters don't make a ton of money early, but as they get into the higher skill-levels, enchanters are very valued. Enchanters are very useful in guilds as well, they can make special gloves for miners, fisherman, and leatherworkers which enhance their skill.

4.4 Engineering

The engineering field is probably the most fun of all the professions. With engineering, you can create some cool gizmos from dynamite to shrink rays. Engineering doesn't generate much money, a lot of what you make you can't sell because it requires engineering.

Engineering is best for producing cool wearable items. Goggles can enhance stats, special cloaks can reduce falling speed, and engineers can make guns and ammunition, very handy for Hunters, Rogues, and Warriors.

Specialty items include net devices, resurrection machines, and land mines. Plus there are many, many, more devices to enhance your character. Certain ones can backfire however, engineering is sometimes an...imprecise science.

Engineers also make explosive devices such as dynamite and bombs, which can be throw. These items are particularly good for certain classes like Paladins who have no ranged attack. These are also good for situations when you are swarmed, like in the Gnomeregan instance since they are area-abilities.

Engineers can enhance guns with scopes as well, dealing extra damage. While enchanters cannot enchant guns, engineers can in this fashion.

The last trait of engineering is that it can make you a minor summoner. While not as good as a Warlock or a Hunter by any means, engineers can create some cool mechanical critters. Techno-Organic exploding sheep charge at their targets and explode, dealing decent damage. An experience engineer can build and summon mechanical dragons to attack their foes for a short period of time. Mechanical chickens and miniature harvest reapers can also storm onto the field of battle. Not to mention the mechanical squirrels who can follow you around indefinitely.

Hunters make very good engineers, they can make their own guns and ammo, enhance the guns, and use most of the other gizmos. Summoned creatures (like dragons) can make good backup if your pet goes down, target dummies can distract enemies away from near-death pets and certain seaforium charges can open locked chests.

Engineers are not without cash however, a smart engineer will sell his rifles, ammo, and (if he can find the recipe) EZ-throw dynamite. Engineers can sell less of their goods than other professions however, so classes that are very equipment heavy with little benefit from engineering, like Warriors, should consider another profession.

4.5 Herbalism

Herbalism is an interesting gathering skill, but one that can be very productive. Herbalists can gather any herb that their herbalism skill level allows. We have compiled a list of locations where each of the herbs are found.

Herb Name	Skill	Location
Peacebloom	1	Barrens, Darkshore, Dun Morough, Elwynn, Teldrassil, Durotar, Mulgore, Tirisfal Glades, Westfall, Wetlands, Silverpine
Silverleaf	1	Barrens, Darkshore, Dun Morough, Elwynn, Teldrassil, Durotar, Mulgore, Tirisfal Glades, Westfall, Wetlands, Silverpine
Earthroot	15	Barrens, Dun Morough, Elwynn, Teldrassil, Durotar, Mulgore, Tirisfal Glades. Redridge, Westfall, Wetlands, Silverpine
Mageroyal	50	Barrens, Duskwood, Hillsbrad, Loch Modan, Redridge, Silverpine, Stonetalon, Westfall, Wetlands
Swiftthistle	50	Rare-Picked off Briarthorn and Mage-Royal
Briarthorn	75	Ashenvale, Barrens, Darkshore, Duskwood, Loch Modan, Redridge, Silverpine, Stonetalon, Westfall, Wetlands
Stranglekelp	85	Ashenvale, Azshara, Hillsbrad, Stranglethorn, Wetlands
Bruiseweed	100	Barrens, Darkshore, Duskwood, Hillsbrad, Loch Modan, Redridge, Silverpine, Stonetalon, Stranglethorn, Thousand Needles, Westfall
Steelbloom	115	Arathi, Badlands, Barrens, Duskwood, Hillsbrad, Stonetalon, Wetlands
Grave Moss	120	Barrens, Duskwood, Wetlands
Kingsblood	125	Arathi, Badlands, Barrens, Duskwallow, Duskwood, Hillsbrad, Redridge, Stranglethorn, Stonetalon, Thousand Needles, Wetlands
Liferoot	150	Arathi, Hillsbrad, Stranglethorn, Wetlands
Fadeleaf	160	Stranglethorn, Alterac, Hillsbrad Swamp of Sorrow
Goldthorn	170	Alterac, Hillsbrad, Hinterlands, Feralas, Stranglethorn, Swamp of Sorrow

Khadgar's Whisker	185	Alterac, Badlands, Hinterlands, Stranglethorn, Swamp of Sorrow
Wintersbite	195	Alterac,
Firebloom	205	Badlands, Blasted Lands, Feralas, Searing Gorge, Tanaris
Wildvine	210	Rare drops off purple lotus & some troll casters
Purple Lotus	210	Azshara, Tanaris
Sungrass	230	Azshara, Blasted Lands, Feralas, Hinterlands, Burning Steppes
Blindweed	235	Swamp of Sorrow
Ghost Mushroom	245	Drops off creatures in: Hinterlands, Tanaris, Felwood, Temple of Atal'Hakkar, Un'Goro
Gromsblood	250	Blasted Lands
Dreamfoil	270	Azshara, Burning Steppes
Plaguebloom	???	Felwood, Eastern Plaguelands, Western Plaguelands
IceCap	???	Winterspring
Golden Sansam	???	Azshara, Hinterlands, Un'Goro Crater
Arthas' Tears	???	Eastern Plaguelands, Western Plaguelands
Silversage	???	Azshare, Eastern Plaguelands, Western Plaguelands, Winterspring

4.6 Leatherworking

Leatherworking is an interesting tree, it allows leatherworkers to craft items for themselves then, as some of them evolve into mail armors, you can make mail armor with leatherworking.

The best leatherworkers are hunters. Hunters spend a good deal of time killing animals for parts to feed to their pets. Animals also are skinned for hides, making them idea leatherworkers as well.

Since leatherworkers require two professions to be successful, non-leather classes rarely take this profession. In a group, expect you will usually be the only leatherworker.

Leatherworkers can also create armor patches which offer permanent armor boosts to chest, legs, boots, and gloves. What's more, the patches can be sold and used by anyone, very handy.

Early leatherworking recipes should be vendored, but as you start making uncommon items, you should start selling them at auction for about +10% or a little less than what is currently on the market (whichever is lowest).

There are three branches to late-game leatherworking, you must choose one:

- Tribal leatherworking focus' on making int and spirit items, good for shamans and druids. Tribal items are leather.
- Dragonscale focuses on making mail items that boost strength and stamina, good for melee shamans.
- Elemental items are made for rogues and hunters as they boost agility and stamina.

4.7 Mining

Early on, you will find heavy competition from most nodes. Both blacksmiths and engineers compete for the precious nodes of ore that fuel their professions. Copper can be a hard thing to mine at peak hours. The best alliance place tends to be the North-East portion of Elwynn Forest.

It's recommended to do a mining tour in the early mornings or late at night – whenever you got time and few people are online. If you are thinking of making a new character that mines ore, you may want to consider moving to a server that is a few time-zones ahead or behind you so you can mine ore either extremely early or extremely late at night in relativity to the server's location. You need about 200-300 copper bars to advance to bronze, and another 200-300 to complete bronze.

In later levels, ore can be a pain to find. Ore only appears in hills and mines, while there are plenty of these, they tend to be filled with higher level monsters than you are. By the time you need iron, the creatures guarding the heavy-iron mines tend to be above you.

Expect the items you create to have a level requirement lower than your level. Items that aren't worth it should be sold to the auction house about 10% above vendor price or the current trend (whichever is higher). Set the buyout price 10-15% above the auction price or slightly below other buyout prices (whichever is lower).

As a smith, you should always keep an eye out at the auction house. Watch the ore trade, if you see some ore you can really get a bargain on, buy it. You can either use it or resell it for a higher price.

Ore	Skill	Location
Copper	1	Barrens, Dun Morough, Durotar, Darkshore, Duskwood, Elwynn, Hillsbrad, Loch Modan, Mulgore, Redridge, Silverpine, Stonetalon, Thousand Needles, Tirisfal, Westfall, Wetlands
Bronze	65	Copper + Tin
Tin	65	Arathi, Ashenvale, Badlands, Barrens, Darkshore, Duskwood, Hillsbrad, Loch Modan, Redridge, Silverpine, Stranglethorn, Thousand Needles, Westfall, Wetlands
Silver	75	Ashenvale, Barrens, Desolace, Loch Modan, Stonetalon, Thousand Needles
Iron	125	Alterac, Arathi, Ashenvale, Badlands, Barrens, Duskwood, Hillsbrad, Hinterlands, Stonetalon, Stranglethorn, Swamp of Sorrow, Thousand Needles, Wetlands
Gold	155	Azshara, Duskwood, Blasted Lands, Stranglethorn, Thousand Needles, Uldaman, Winterspring
Steel	165	Iron + Coal
Mithril	175	Arathi, Alterac, Azshara, Badlands, Barrens, Blasted Lands, Burning Steppes, Desolace, Felwood, Feralas,

		Hillsbrad, Hinterlands, Searing Gorge, Stonetalon, Stranglethorn, Swamp of Sorrow, Tanaris
Truesilver	230	Azshara, Feralas, Swamp of Sorrow, Stranglethorn Vale, Eastern Plaguelands, Western Plaguelands, Tanaris, Uldaman, Un'goro, Winterspring
Thorium	250	Azshara, Blasted Lands, Burning Steppes, Eastern Felwood, Plaguelands, Searing Gorge, Tanaris, Un'goro, Winterspring
Dark Iron	???	Blackrock Depths

4.8 Skinning

Skinning is the simplest profession in the game: Kill a beast, skin it, loot the leather. For tailors who take up this profession, it should be noted that you won't really need that much and will end up selling most of it.

What you skin is based on the creatures level, but a minor random modifier affects the outcome as well. Here are some general guidelines as to when you'll be skinning what.

Ruined Leather Scraps	1-12
Light Leather	8-22
Medium Leather	20-32
Heavy Leather	30-50
Rough Leather	48-60

4.9 Tailoring

Tailoring is one of the easiest professions in the game. Though sometimes you may grind to get certain cloths, most of what you need to level your talent will come to you whether you look for it or not.

Tailors can make some cool items for the caster-classes. Casters don't tend to need bleeding edge, but tailoring can make some items that boost damage. These items tend

to be the way to go for mages and warlocks. You will seriously want to consider gathering ingredients for Robes of Power.

- You may want to consider going enchanting as a second profession. This is a natural choice since it is the only other profession that does not require a gathering skill. Tailoring and enchanting can be symbiotic. This path is quite expensive in the beginning and not recommended before level 40.
- Your second choice is to go skinning. Skinning allows you to gather reagents for your bags. On top of that, the spare materials can be sold on the market to other tailors and leatherworkers. This will generally generate more cash than enchanting, but you'll be slightly less powerful since your stuff won't be enchanted.
- You may also want to consider herbalism for the same reasons.
- Mining isn't a great idea since you'd be competing with two other professions, engineering and smithing.

4.10 First Aid

The first aid skill allows players to make special bandages and anti-poison salves that help players reduce downtime. Any class can take this and it does not count towards your two-profession limit. The only classes that shouldn't take first aid are those who do tailoring. Tailoring uses the same items as tailoring, so focusing on tailoring is probably best, especially once you get into silk, mageweave and runecloth.

First aid is one of the best downtime reducers in the game and should be considered seriously. It's actually a must-have for rogues since it can be used in conjunction with stuns (especially blind – a 10 second stun) for in-combat heals.

4.11 Fishing

Fishing is a "fun" profession. It does not count towards your two-profession limit. Try fishing in weird locations: Single zones can hold many different loot tables.

Fishing is good for down times, when you just want to hang out in WoW or are waiting for your group to arrive. It can't hurt and can be fun. Don't bother investing in bobbers and stuff like that too much, usually what you'll pull out is much less than the cost of the fishing lure.

Check the auction house for better rods if you really get into it. There are five types, ranging from no bonus to +20 skill to fishing. On the plus side, fishing involves no combat, so you won't have to worry about dying.

Fishing is particularly good for alchemists, who need some ingredients that can usually only be obtained through fishing.

- ✓ Oily Blackmouth
- ✓ Deviate Fish
- ✓ Firefin Snapper

Just about anything can be fished up from the depths, so never believe fishing is class-specific. People have pulled out everything from recipes in bottles to items. Even if you don't get a good item, fishing costs nothing and you get a sellable item! It's a no-risk venture and you can't lose.

4.12 Cooking

Cooking is used to turn animal parts into edible foodstuffs. Good cooks can turn virtually any meat into a food, thus reducing downtime. This does not count towards your two-profession limit, so feel free to take it. Cooking can also give some temporary stat-bonus', so you might want to consider using cooking since you're going to be collecting these parts anyway.

Recipes to watch for:

1. BBQ Buzzard Wings
2. Blood Sausage
3. Crab Cake

4. Curiously Tasty Omelet
5. Hot Lion Chops
6. Lean Venison
7. Monster Omelet
8. Mystery Stew
9. Redridge Goulash
10. Seasoned Wolf Kabobs
11. Soothing Turtle Bisque
12. Spiced Chili Crab
13. Tasty Lion Steak
14. Windblossom Berries

Some foods enhance your stats – definitely worth the cost and effort. Rogues will want to take this profession at least up to skill level 60. This allows them to make Thistletea – an instant full energy boost.

5. Early Walkthrough

It will take an experienced player about 50 hours to achieve the mid-thirties. At that point, expect to gain a level every 5 to 10 hours. After level fifty (100-120 gameplay hours) it will take about 10 hours per level. In total to reach the maximum level, expect to spend about 200 hours gaming. The quickest player leveling to cap (60) was about 120 hours (a priest who had a dedicated group).

5.1 Alliance

Do your starting zone: Elwynn, Teldrassil, Dun Morough. This will get you to about level nine to eleven. Make sure you do all the quests you can. There are quests to defeat elite monsters, but usually there will be others willing to join you if you ask in the common chat channel.

5.1.1 Humans Levels 1-10+

Now, you're going to want to talk to the first guard you talked to when you entered the game. He'll have you clean up some thieves to the east. Turn that quest in when you collect enough of their bandanas and he'll give you a new quest to kill the leader of the thieves and ask you to talk to a woman (directly north of him past graveyard) who will have you pick berry baskets located around the thieves.

Next, head south to Goldshire. There are three quests you'll want to pick up since they all relate to the same area. The first you get from the knight in the middle of Goldshire. The second is in the inn. The third is given by a merchant in the South part of Goldshire. Head south to the Fargodeep Mine, which is located in between two farms. Collect the gold dust and candles from the kobolds in the mine while exploring.

Once you have completed these missions, head to the east farm and pick up the quest from the woman in the house. Now head to the west farm and get the two quests from the women and head to the west bank. Talk to the man, then to the granny. Head back up north to Goldshire and turn in the mine quests. Make sure to pick up the invisibility potion quest within the inn. Now head east to the lake, kill Murlocs to get the frond, and

return it to get the potion before heading back to the east farm. Give the potion to the girl in the house. Then talk to Billy next to the barn. Kill enough swine in the farm's yard or outside to get the boar meat you need. Head to the west farm to have it cooked, then back to Billy who will tell you he lost the heirloom.

Go back into Fargodeep Mine and head to the back where the top and bottom section meet. This is where goldtooth spawns. Kill him and turn in the quest. Head back to Goldshire and pick up the Jangolode and Murloc quests. Head east until you reach the end of the lake, then turn north and explore Jangolode. Head back to Goldshire to turn in the quests.

Talk to the guy in the inn and he'll give you a quest to go to Stormwind. Head into Stormwind (west of the starting area). The apothecary is on the left hand side. Turn in the quest. Outside of the apothecary is a man who will give you a wine advertisement - take it. Head into the armor shop in the middle-right of the trade district and pick up the thread quest. Both the thread shop and wine shop are on the trade district side of the canal. Turn them in. Now is a good time to take two professions. Ask a guard where your profession trainer is.

Now head east even further till you reach a bridge. Talk to the guard there and pick up his two missions. Now head east past the river and enter Eastvale. In Eastvale you can pick up a quest to kill Defias and another to collect wood. Run along the left side of the river you just crossed until you get to a shield and chunk of flesh, inspect it. Now, head to the island located in the lake. Kill the Defias thieves here. These are the best experience creatures from level 7-11, so if you're a grinder, here's the place. Their drops are not bad either. Grind these at least until they drop a "Westfall Deed".

Get the bandanas and then head to the east side of the river where all the Murloc camps are. The second guard's body is in the middle of this large camp. It's best to approach from the water if you are a puller, or from the south if you have no ranged abilities. Inspect the body and turn in the Defias and Murloc quests. Head back to Goldshire and turn in the quest, then head back to the bridge. You will now see that the guard has a new quest (which most miss) to kill Murlocs. Kill bears, Murlocs, prowlers, and collect wood under trees in this area and turn the quests into the guard.

Head back to Goldshire and there should be a new quest to Westbrook. Head west until you reach a garrison. Read the wanted sign to kill Hogger and start asking in common chat if anyone wants to join you. Talk to the guard in front of the garrison to get the gnoll-killing quest. Kill gnolls (and Hogger if you have a group).

Now keep grinding gnolls until one drops a "Gold Collectors Pickup Schedule". Read it. Go to Goldshire to start the quest. Now head due east from where you killed Hogger, past the farms, past everything. Eventually (very long run) you will reach a farm with a pumpkin patch. Kill the boar named princess. In the farmhouse you will see the collector. If you got the pickup quest, kill him for the quest and get his ring. Turn in the quests and pick up a delivery mission in the forge (follow it to Stormwind) and you're done with Elwynn.

Take the Deeprun Tram to Ironforge. Here you're going to want to exit and head west. Along the Western route, keep your eyes to the North where you will see a ranch. You'll need at least two for this mission. Go into the ranch and talk with the farmer who will give you a quest to kill a yeti. Head west of the ranch a little until you see a path up the mountain. Slay the yeti.

Continue along the road east and you will see a quarry. Take the two trogg-killing missions. The troggs for the easier quest are outside, the harder ones are inside. Kill'm all and turn it in. Head further east to Loch Modan.

5.1.2 Dwarves/Gnomes Levels 1-10+

Talk to the NPCs in front of you to get the missions to kill troggs and wolves. Head north-east and do so. Head back to the camp and turn in the missions. Now head into Anvilmaar and talk to your trainer and get more quests there. Do the crate quest. The crate is located in a Trogg camp a little south-west of the starting area. Turn that in.

Now get the mail delivery quest and head west along the road. Turn it in and get the boar-killing quest. You can kill boars behind the tent where you get the quest. Do the next delivery by once again following the road. This NPC will have you kill trolls. Walk to

the south to the troll cave and do the troll-killing missions. The head troll is in the back of the cave for the journal mission

Now the quests should lead you west of Anvilmaar to the exit of the newbie zone. Kill the Troggs and exit the newbie area. Follow the road to the Dwarven city of Kharanos. At this point you're going to want to head further north to Ironforge. Take the Deeprun tram in the engineer's wing to Stormwind. It saves you about half an hour to do the Elwynn missions. Following the human path is much easier, as some of the dwarf missions can have you dying to trolls several times and just aren't worth it.

5.1.3 Night Elf Levels 1-10+

You start off in Aldrassil. Pick up the quest to talk with the dryad along with the Nightsabre/Boar quest. You can find the dryad pretty easily simply by going west of the quest giver. Kill the boars, cats, and grells and turn in the missions. Pick up the webwood egg mission, along with the one to help the brewer's friend. Head north-west to the cave and kill the spiders for their venom. To the left of the cave, in a nook, is the sick friend, talk to him.

Now head back and turn in the quests. You'll now need to collect some eggs, do so by heading to the back of the cave. You can pick up the ingredients for the antidote at the lake in the middle of the newbie zone and under trees. Rush the antidote to the friend. There should be an NPC with a ? over his head on the west side of Aldrassil. Talk to him, then head up the tree to get the vials quest. Get to the North-Center and fill the vial and head back. After cashing in the quest, leave the newbie zone and follow the road to Dolonaar.

Outside of Dolonaar, grab the satyr quest. As you travel around, make sure you kill the required creatures for their items for Zenn. Heading into Dolonaar you'll notice you can take several missions. Grab the mission to find a druid in Starbreeze village. The north building will have a quest called "A troubling breeze". There is also a "hidden" quest if you go further up. It's called the "Emerald Dreamcatcher", nab it! Grab the cook's mission for spider legs (kill spiders whenever you see one) and talk with the druid on the south end of town for the vial quest. Head to Starbreeze village to the big building on

the left, killing the Furlbolgs on the way. You will also see a Moonwell, where you can fill the vial. Walk into the building and go to the top floor to get the next part of the quest. Now head further into the village to the houses, in one will be a drawer with the dreamcatcher in it. Head back to Dolonaar to turn in the three quests.

Grind a bit by killing the local creatures (doing the Zenn and cooking quest is a good idea!) and grab the mission that will take you to the lake. On the south side of the lake is a druid with two more quests for you: A drop and a very weird pickup mission. Kill the swamp beasts you see and pick up the seeds, then turn in the quest.

The rest of the quests in Dolonaar are group-oriented, so get some buddies. If you don't have friends, head to the human section and do those quests. Head to Darnassus, from their portal to the village. Griffon to Darkshore, then take the boat from Darkshore to Menethil. Click the griffon master in Menethil to get the travel point (though you can't use it yet) and then run north, then east, then south to Loch Modan. Pick up the Loch Modan travel point in Theslamar village and then head southwest to Dun Morough. From there on it's west to Ironforge (get the griffon point) and onto the tram to Stormwind.

If you find some group mates, get the "twisted hatred" mission and head north to the cave. Kill the grell and the satyr in the cave. Cash it in. Then head southeast after you pick up the relics quest in Dolonaar. Do the quest for the cool reward. Now you should head to the human missions as well - they are much more fun.

5.1.4 Alliance 10-20

Now, it's time for some real traveling. Travel to Loch Modan, East of Dun Morough. At the Loch you will find some cool missions. At the south tower, pick up the missions to kill troggs. Head into the mountains and slay the basic beasties. You can also find them to the north-west of the tower, past the big statues. Turn the quests in, but don't do the second series yet.

At Theslamar, grab the quests to kill bears, spiders, and boars. Boars are located to the North, bears to the south and spiders are scattered all around. Kill them and turn in the quest.

There should also be a quest from a walking guard to collect kobald ears - take it. Head to the north tower and talk with the guards there to get the mining gear quest and turn in the delivery missions you have. Head east to the mine where you can collect both, the ears and the gear (boxes). Finish the missions and turn'm in. You may now be able to pick up a delivery mission to Stormwind, take it.

Do the second Trogg mission (with others is preferable). These troggs are located up in a mine, north of the mountain nook where you killed the normal ones. These are a pain, so really bring a friend if you can. Head back to Stormwind and turn in the delivery mission.

This should bring you to about level fourteen or fifteen. Bind to Westfall (west of Elwynn). Collect the missions to kill the Defias in the mine to the north (slightly west) along with the pocket watch quest. Also grab the gnoll mission. These can be found at the north entrance to the zone and Sentinel Hill. The gnolls are very good for grinding, so kill them if you want to from 15-18. Gnolls are located on the west side of the river.

The pocket watch has you taking on two (what should be low now) mobs. Kill'm dead and steal back the watch from the farm way up north from sentinel hill. Turn in the watch and grab the delivery quest to another farm. Hand in the deed if you have it too. At the farm (directly north of sentinel, but south of the pocketwatch quest, pick up the quest to kill harvest reapers can kill boars. Boars are everywhere, but like to spawn north of Sentinel Hill. Harvest reapers are found in almost every farm.

Head back to the Loch (yeah, annoying) and finish up the Trogg quests and anything your level you haven't finished. While you're in Ironforge, pick up the quest to find bingles at the gnome area. Keep in mind that if you are duoing with another player, the quest can be done on the Trogg Island while you do Bingle's quest (east side of loch, look for big fire along the river). The tools are found in the middle, left, and right of the big island, and one is located in the southern smaller island.

Return to Westfall and finish up the Defias missions.

Keep in mind that while you're doing the Westfall-Redridge delivery mission that you can do the tools mission for some armor patches and more delivery missions from the Redridge mayor. You can also do the first in the series of gnoll missions. Do the Deadmines instance and its quests.

You should at this point be around level 17-19. Head back to the Loch one last time, finish up the Ogres if you haven't and grind to level 20 if you aren't there yet. There is a mission you'll want in the upper part of the Loch, located on the dam. Follow the series until you get to the part where you need a Mogrash crystal. You can also head to the east of Theslmaar to a little mining colony and kill the troggs for their idols, perhaps do the escort mission series which is very straight-forward. Further east of this is the hunter's lodge where you can pick up some missions your level.

5.1.5 General Alliance Guide to 20+

There is a series of quests in Duskwood that you can handle, but you need to get them. Stop at the auction house and see if they have a "bronze tube" first, ask around for an engineer that can make you one. Head to Duskwood from the Redridge path. There should be some quests you can pick up and do in Darkshire.

- Deliveries to Sven (Madam Eva)
- Eight-Legged Menaces (Watcher in Darkshire)
- Four Legged Menaces (Guard in side of the road between Darkshire and Raven Hill)
- Jitter's Growling Gut (Jitters)
- Look to the Stars (House on Darkshire Eastern hill near griffon)
- Raven Hill (Elaine Carevin in Darkshire)
- The Hermit (Elaine Carevin)
- The Totem of Infliction
- Wolves at Our Heels (Lars)

Some of these lead to other missions you can't complete, so measure what you think you can do as you can do it. In particular, you won't be able to finish the "Totem of Infliction" quest at level 20, but since you'll be killing spiders for a special ingredient anyway, you should take the quest and just keep it in your quest log with the venom you collect anyway.

At this point you may wish to head to Ashenvale and do the missions, this will net you about two levels. Ashenvale is a PVP area, so keep an eye out if you run in a PvP server.

You should also do the Wetlands. Go to the Loch and the guard in Theslazaar should tell you to talk to a dude at the gate to Wetlands. Talk to him and kill the Orcs. On the road to Menethil there should be a quest NPC, talk to him to get a delivery quest to Menethil as well. Turn'm in and do the missions there.

Head to Redridge, do all the non-elite missions you can. Do all the missions in Darkshire and you should be ready for the start of the fifth-tier missions. Make sure you're level 30. Head to Ironforge and see if the auctionhouse has four "Lesser Bloodstone Ore".

Go to Stranglethorn Vale. Go to the Kurzan camp and do the first missions there. Then head a little south til you get to the river. Head west along the river and do the tiger and panther mastery quests. If you want from here you can head further south to Booty Bay and get the griffon point. You can do the delivery mission to the rebel camp (and finish it if you got the bloodstone) and do the first croc mission for the leatherworker. If you've reached level 31 you can do a delivery mission to Thousand Needles.

Head to Thousand Needles and do all the quests you can there. Be sure to bet on the races after you rig them. If, for example you give the goblin's some rocket fuel, the statistics of the race will favor the goblins. There is no sure thing, so don't invest all your money, but some can't hurt.

Do Desolace missions, particularly the first centaur ones. Grind the rest of the way to about 35 if you have to. Head back to Stranglethorn and do all the missions, you'll need to group up for some. This should take you to about level 42.

From here, you might just want to grind. Grinding at this point levels just as fast as doing missions. You get to pick and chose your missions as you see fit based on reward. Staff-users level 43 and up are definitely going to want to head to Tanaris and get the Staff of Lore quest from the goblin outside of Ratchet.

Others will want to go to Feralas to get the Stargazer cloak from Orwin Gizzmick. The world really opens up at 40, so it's your choice.

5.2 Horde

5.2.1 Orc/Troll 1-10+

The Orc/Troll missions are fairly simple. Talk to the NPC in front of you when you first spawn. He'll send you to an NPC in a cavern also in front of you. Talk to the NPC and pick up the boar-killing mission. Kill the boars and return to the NPC.

Pick up the next mission from him to kill scorpions, also pick up the mission from the cook to the right of the cave on the hill for cactus apples. Cactus apples spawn around the boars, scorpions are behind them. Around the scorpion area you will see a quest NPC who asks you to kill a named scorpion. To do so, look in the direction opposite of the tree the NPC is under, you should see a cliff you can access, go up there and you will find the named NPC. Kill it. Talk to the dying guy and then turn in the three quests.

Pick up the quest to kill the familiars, there should also be a quest along the right hand side of the road to awaken peons. Take and do the peon mission on your way. You'll find the familiars outside a cavern in the northeast part of the newbie zone. Turn in the familiar and peon mission and you should get two for inside the cavern. The middle path will take you to the pickaxe, the right path will take you to the named NPC you need to kill.

Head out of the newbie area and follow the road til you reach the sign for Sen'jin village, go there. Take all the missions you can see there. Kill the crawlers and Makuras along the shore, but if it gets to tedious, do the others. You can find tigers on the southern islands if you can't find any on the main one.

You can also do the centaur attack plans mission, which is a good experience builder if you kill the centaurs along your merry way. It isn't hard to find the plans, just look within tents. Be sure to grab the razor hill delivery mission.

Don't do the troll missions on the main island, they're probably too advanced. Instead head back onto the road and up to razor hill. Grab the "Vanquish the Betrayers" mission and "Encroachment" from the NPC in the bunker. Head southwest along the road and kill the sailors and knights at the keep, head in and kill Benedict at the top. Use his key in the upper upper portion of the keep to unlock a chest containing a new quest item.

Do Encroachment after you finish that quest. Look for brambles, the hardest one to find is located directly west of Razor Hill. This is also a good experience builder since you are killing all those quillboards.

Turn in the two quests (get the next one from the quest item), and grab the raptor eggs quest. Head back down to Sen'Jin. Do the troll missions and the skull along with the raptor eggs quest and turn them in to the NPCs. Now head north towards Orgimaa. On the way you'll see a goblin to your left, take his missions and kill the harpies with the canyon. Then head into Orgrimaa.

Turn in your mission and talk with Thrall who will tell you of the burning blade. Grab his mission and head out. Head back to Razor Hill and travel north-west to Ragefire Canyon, bring a friend and do Dark Storms. Head north then follow the walls of Orgrimaa east to the coast where you'll see a cave. Don't go in yet, head south til you see the NPC you need from the Dark Storms sequel, talk with him.

Now head into the cave and collect the collars and insignia from random burning blades. Also kill the NPC in the back for another quest item. Turn these all in.

Ragefire Chasm should be considered, but is optional. Remember as you go through it that you will be heading right. The first right will take you to the satchel quest, the second will take you to the three boss monsters. There are two quests in Thunderbluff for this instance, as well as 1 in the Undercity. The fourth and fifth are from Orgrimaar but require previous questing.

5.2.2 Tauren/Undead 1-10+

The goal for the Tauren and Undead players should be to get over to the Troll/Orc quests ASAP.

Tauren can do the plainstrider/water jug quests together, then turn them in at the village. Grab the seer/cat mission and do them together as well, they are both located directly south of the starting village. Follow these quests, but do not do the quillboar missions until you have:

1. Mission to kill battleboars
2. Mission to kill quillboars
3. Mission to kill named quillboar

Head to the cave and kill battleboars on your way, don't bother killing all of them. Kill quillboars and battleboars on your way east, this will take you to the named's camp, he's in the tent. Then kill whatever quill/battle boars you have left over.

Head to Sen'Jin village by traveling east through the barrens.

Undead players should do only their starting missions as well. You will miss a great deal if you don't do the Orc/Troll lands, especially Ragefire quests. Kill the required zombies, for the first mission, but don't do the rattlecage mission, it's not worth it. Do the animal-killing mission, along with the one for killing the scarlet crusaders. When you need to look for the messenger of the crusaders, he spawns by a tent near the crusaders, but not directly in their camp.

Do the delivery to Brill, then head to the Zeppelins to the south. Take the zeppelin to Orgrimaar and head south to Sen'Jin village.

5.2.3 Horde Level 10-20+

By now you should have some missions that take you to the Barrens. By all means, it's time to cash them in. Now the barrens is huge, there are over twenty missions, far too many to describe, but here are some cliff notes.

- ✓ Sludge Fens are directly north of farwatch post. There is a shredder in the fens that gives a mission you should consider taking if you have a group.
- ✓ The Samoflange can be located by going due-west of the sludge fens. After you activate the console, one valve is on the main pipe, one is on the rusty pipe going up, and the third is by the tracks. The named NPC sniggles is in the hut next to the Samoflange.
- ✓ A kodo spawns in the southern oasis and a little south of the sludge fens, you'll need to know this for a collection quest.
- ✓ Prowlers can be found under trees off the east portion of the north road.
- ✓ Harpies are the best things to farm in the northwest for levels 16-19.
- ✓ The Wailing caverns are to the south-west of crossroads.

When you hit level 15 and get the Seplecur cape quest, you should head over to Silverpine and do the easy missions. Silverpine will actually give you a cape quest to the barrens, so it all works out. Do Silverpine until you reach level 17. A good NPC to farm are the wizards of Ambermill, especially for Rogues with kick.

Do the Pyrewood village quests only if you have a group. These should be done around level 16, but the rewards are pretty good. There is also a quest which will take you to Ferris Isle to kill an elite named, bring some friends.

Head back to the Barrens when all you have is orange and red missions. You'll either want to grind harpies or do more quests. The oasis line of quests is fairly easy and the

XP rewards are not bad at all. Mushrooms grow by the oasis lakes and you put the seed in the bubbled-crack in the southern oasis.

If you have a group, now is the time to do Wailing Cavern. This isn't an easy instance for new players, the end involves a giant murloc. No one ever finishes all the quests on one run to the cavern, so don't expect to. There is a quest to kill a goblin within the non-instanced part of the cavern and there is also a mission inside the eye of the scull-shaped rock that is the caverns that you'll need to drop down from the top to get to.

5.2.4 General Horde Level 20+

Upper-20s

The Galak Centaurs are a fine choice; they have a large camp that has more than one chest usually. And they can be pulled one by one with relative ease. Try to stay near the cliff walls so you can always see when patrols are coming. Pull them out of the range of detection by just walking backwards.

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

Low-30s

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

The Lordamere Internment camp on the west side of the Alterac Mountains near Dalaran is also a decent place to hunt humanoids. For the most part the Dalarans near the ruins

are an easier target as they are spaced far apart. Druids and Shamans need to be mindful of the Earth Elementals as they are immune to Nature damage and take a long time to destroy. There are also a couple quests that can be picked up in Tarren Mill that require you to hunt these monsters as well.

Mid-30s

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

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

Upper-30s

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

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

5.3 Instances

Instances are the best place to level, get items, and do supporting quests. Here is a list of instances you should definitely check out if you have a group or find yourself grouping with other players often.

Name	Level	Supporting Tradeskill
Blackfathom	23-28	Tailor
Blackrock Depths	50-60	Miner
Blackrock Spire	50-60	Miner
Gnomeragon	25-30	Engineer
Onyxia's Lair	55-60	
Ragefire Chasm	12-18	Tailor
Razorfen Downs	35-42	Tailor/Skinner
Razorfen Kraul	25-30	Tailor/Skinner
Scarlet Monestary	30-42	Tailor
Scholomance		
Shadowfang Keep	23-29	Skinner
Stratholme	57-60	Tailor
The Deadmines	12-20	Miner/Tailor
The Stockade	25-30	Tailor
The Temple Atal'Hakar	45-52	Skinner/Tailor
Uldaman	37-45	Mining
Wailing Cavern	20-25	Skinning/Leatherworking
Zul'Farrak	47-50	Tailor

The game is tailored so you cannot just do instances, unless of course you take some level-lag in between. The optimal WoW group is a group of people who always play together and just do instances and kill X of Y quests. If you could achieve such a group, you will level quite quickly.

5.4 High-Game

Low-40s

The Badlands is a great place to hunt. There are quite a few collection quests that can be picked up in Kargath that lead you to hunt basically all the wildlife in the Badlands. There are also a couple to be picked up in the Valley of Fangs near the center of the

zone. Coyotes don't have any special abilities whatsoever so they can be easy to defeat repeatedly since there are fields of at least 40 at a time that walk in paths that don't intermingle too much. There is a 55 elite giant buzzard that wanders the middle section of the Badlands.

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

In Feralas not far from Camp Mojache there is a Woodpaw Gnoll camp. This area is very spread out and you will never run out of monsters to fight. One thing of note is that you should probably not venture too close to the tents or camp-fires as there are usually 3-4 mobs around them that will aggro at the same time. For the most part, the gnolls are easy to defeat, but they run. There is a quest string that requires you to hunt these gnolls and is quite rewarding.

Mid-40s

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

Nagas in Stranglethorn Vale, just north of Booty Bay are an excellent source of experience as well.

Upper-40s

The Hinterlands are an outstanding grinding area as well. Especially the Altar of Zul trolls provides not only great experience, but you got a good chance of wildvine as well. The herb sells for 1 gold each in the AH and together with the Mageweave drops, this

spot can really be recommended for gold and experience farming. If you are playing an Alliance character, you can turn in the necklaces the trolls drop for extra experience, as horde player you can sell them in the AH in Gadgetzan.

In Tanaris you can hunt Ogres in the south-western part of the zone. They hit quite hard, but like all Ogres they do not run and have humanoid drops. There are two chests in the area which are another source for good equipment.

Low-50s

In Western Plaguelands, the first farm known as Felstone Field has very reliable monsters that always spawn in the same area. In time, this area can be an excellent place to farm experience and money. If you are working on raising your Reputation with the Argent Dawn: you can farm Minion's Scourgestones very quickly by defeating the monsters here. As you gain in level you can also move on to Dalson's Tears and Writhing Haunt which are very similar but contain higher level monsters. There is a chain of quests that can be accomplished while you hunt that start at the Bulwark at the border of Tirisfal Glades and the Eastern Plaguelands.

In Felwood, the Jaedenar complex is ideal. There are a lot of humanoid targets that can be pulled singularly, and they are primarily. The underground areas are mostly double aggro, so these should not be attempted solo for maximum efficiency. This area is on the west central portion of Felwood, and you can pick up a number of quests here from the Emerald Sanctuary to the south near Ashenvale.

Alternately there are also the Jadenfire Satyrs. Be careful however, there are stealthed units that patrol regularly. Try to pull all the non-stealthed ones separately, then meander in slowly until one of the sneaking ones jumps you. These mobs use a slowing poison very often. If you happen to have a Demonslaying enchant on your weapon these mobs may be a better target as you would make short work of them. There are also 2 quests to be done here from Bloodvenom Post, on the far west side at the end of the river running through the middle of Felwood.

Upper-50s

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

6. Making Money

Of course one of the biggest goals in the game is to make money. There are three ways to make money in the World of Warcraft: Trade skills, playing the auction market and grinding enemies. For rogues you can add a fourth: Pickpocket Money is used to fund equipment and goods early/mid game, and cool status stuff later on.

Usually, any class can support itself with equipment and spells simply by selling items on the open market and vendors. But to get to the neat stuff, like level 40 and 60 mounts, rare equipment, and end-game gear, they're going to need more gold than you acquire by standard quest progression.

6.1 Auction House

As mentioned in the introduction, WoW has an auction house system located in Gadgetzan, Ironforge (Alliance), and Orgrimmar (Horde)

- If you have chosen mining as a profession, you want to constantly look for ores, no matter which ones. They nearly always sell at a fraction of the bar price. This will allow you to buy the ores and sell the bars for a healthy profit.
- Potions tend to sell fairly cheap as well. Keep an eye out for them - they can often boost your stats quite well for an hour each at a very reasonable price.
- Buy on weekdays and sell on weekends. It's not uncommon to have items sell on Sundays for twice the amount they do on a Tuesday. You can use this to your advantage by stocking up during the week and selling the items again on weekends. The items best suited are usually higher level trade skill resources – they sell in a sufficiently quantity and it's easier to keep track of the market prices. A good place to start is “mageweave”.

- Also, on the same note, keep in mind that a level 20+ uncommon or better items will sell better because of enchanters. Once an item hits 20 (and then again level 40) the item can be disenchanting for better materials.
- Always check the price of items before you sell them. If you sell too low, you are getting gypped, if you sell too high, no one will buy your item. Also be aware of what you're selling. A plate which boosts intelligence is usually not going to sell to other players. Due to the auction fees you are usually better off selling those directly to the vendor.
- If you have a skill such as transmuting materials, create a macro and advertise the hell out of it while you play with the auction system. Enchanters will find that they can't sell through auction, so they have to advertise.
- Usually if you have tailoring, you have enchanting as a complimentary skill. Check the market, if essences sell for more than tailored materials, disenchant then sell the essences! The same goes for leatherworking, the key is to sell below your skill. If you're an entrepreneur, you'll have materials of a lower level now and then, check to see what's selling better, raw materials or crafted goods.
- The only white items that tend to sell are bags, ingredients, early level shoulders (15-18) and early level hats (24-28).
- Anything you craft at the beginning will be of a lower level than you. Bear in mind you are asking for the price based on the level of the item. An item that is sold to level 10s, won't sell much, even if made by a level 20. Sell those low level items made for skill gains directly to the vendor.
- Weapons, chest, shoulder, head, and pants sell best in the auction house. Always, always, always craft items that are in these categories

and don't even bother with boots, arms, and wrists unless they are of superior quality or better.

- Check the Gadgetzan AH in the morning for cheap items ending soon. You might be able to snatch a good deal since fewer people visit it and especially in the early morning chances are high that you are the only interested in a particular item. Resell the same item in your home-town AH or in Gadgetzan on a weekend.

6.2 Grinding

Wow's system is based around random loot tables, so most of the time you won't need to target a particular mob. Occasionally you can find a "phat lewt" mob that respawns randomly every 8-24 hours that always drops good items, but these are few and far between and you won't normally see them. They really aren't worth camping.

Grinding out items is boring, but can make you gold, especially when you reach around level 50 and even poor drops can sell for 1 gold. The very best way is to do instances, they have the very best drops and can earn the most experience. Of course higher level characters should do higher level instances.

However, grinding gets boring sometimes, so you can also mix it up by doing some lower level instances. Sure the rewards aren't as good all the time, but they can yield some good blue low-level items that you can sell for a few gold and there are some cool scripted events that will reduce the boredom factor.

If you're grinding, be sure it's a creature that drops trade skill items. Blacksmiths can hunt specific creatures who drop valuable gems, if you picked skinning you might want to focus on beasts and for miners the various mines provide an excellent spot to make money and experience at the same time. Herbalists should grind monsters in the open or troll shamans who have the chance of dropping wildvine while tailors should generally stick to humanoids.

Gems	Humanoids (Mines)
Teeth, claws, ect	Beasts (Forests)
Pearls	Murlocs/Naga (Water)
Feathers	Birds (Varies)
Cogs, Oil	Golems, Sludges, ect.

6.3 Grouping in Instances

If you have a dedicated instance group, you can easily earn up to 7g in the late 20ies with per Scarlet Monestary run, plus accumulate good items and amazing experience. Blue instance drops almost always sell for gold (that is if they aren't bind on pick up), people in the auction house eat up blue items. Even basic poor drops in instances sell for a great deal of money, 2-3g per bad drop in the upper-level (50+) instances.

Instance levels are listed above, and you should heed them. Even with many people sharing the drops, instances are the fastest way to do everything in this game. On top of that, they are scripted and fun!

6.4 Pickpocket

Rogues can pickpocket humanoids for up to 5 gold per hour at level 35 already. The trick is to choose an instance that can be reset. That means you do an instance, zone out, have a friend invite you to a group and zone back in. This will reset the instance and you can pickpocket all mobs again. The Scarlet Monastery and especially the library is an excellent choice. At level 38 one library run takes 10-12 minutes and yields around 1 – 2 gold in money and items. Do not kill anything – only pickpocket the mobs.

6.5 Being Cheap :-)

Last but not least ... the amount you own not only depends on what you earn, but also on what you spend. Being thrifty can save you a lot of money.

- A lot of new players will want to buy their mages/priests/warlocks the latest equipment when, in reality, they don't need to. Equipment will still be important, but the increase in efficiency is by far not as large as for melee oriented classes.
- Mail classes have the problem of needing to be on the cutting edge of equipment. The latest armor and weapons are constantly needed and often what you can make is much lower than your level. You really can't be cheap if you wear mail armors, just skip a few levels.
- Make sure something you purchase has a real added value and do not equip items that drop but provide only a minor improvement. You will be better off selling it on the AH.
- Never buy for the buyout price unless it's very close to the auction price. Let someone else pay a large fee for the item if they really want it.

6.6 Trade Skills

These rough guidelines will tell you which trade skills are worth your time, what they are good for and what products will be your top sellers.

6.6.1 Alchemy

Alchemists can make a decent profit. Their products can be used up fast and you can be certain of a steady demand. The best place to sell is the auction house, but unlike smithing, you can also make money by occasionally offering your products in a trade channel. Keep some extras in the bank for trade channel offers. Transmutes are very good and should be offered as often as possible, but have a very long cool down period.

1-10	Rage Potion, Swiftess Potion
10-20	Elixir of Giant Growth, Healing Potion
20-30	Elixir of Firepower, Free Action Potion, Shadow Oil, Greater Rage Potion

30-40	Elixir of Agility, Elixir of Detect Lesser Invisibility (PVP), Frost Oil, Superior Healing Potion (Sometimes)
40-50	Arcane Elixir, Mighty Rage Potion, Ghost Dye, Transmutes
50-60	Elixir of the Mongoose, Purification Potion

6.6.2 Blacksmithing

Blacksmithing can generate the most profit in the game through the auction house. Smiths can create items that sell outstandingly well, but take the most components to build (thus the most time to create). The key to constructing items is that you should always level with what you need to craft. If you need iron, get into an iron mine and grind enemies that give you experience, mine away whenever one respawns. Weaponsmiths can generally make more per item but require more components.

Level	What to craft
1-15	Vendor (Most items you make will be < level 10. Most people less than level 10 aren't going to be using the auction house.
15-20	Runed Copper Breastplate, Runed Copper Pants
20-30	Rough Bronze Leggings, Deadly Bronze Poniard, Silver Rod, Silvered Bronze Breastplate, Mighty Iron Hammer
30-40	Mighty Iron Hammer, Iron Buckle, Green iron Leggings, Green-Iron Shoulders, Barbaric Iron Breastplate, Golden Iron Destroyer, Golden Scale Shoulder, Jade Serpentblade, Green Iron Hauberk, Moonsteel Broadsword (Alliance), Massive Iron Axe (Horde)
40+	Varies. Any green item will sell, but blues sell for a LOT more.

6.6.3 Engineering

Most engineering components require you to have engineering. Engineers don't want to buy stuff from others, they make it themselves. If you intend to make money with a trade skill, you shouldn't pick engineering. You can sell EZ-Throw Dynamite, mechanical squirrels, and components, but that won't sell for much. Sorry, no soup for you. It's a very good choice to increase your own effectiveness in extreme situations: Mainly PvP and difficult group encounters.

6.6.4 Enchanting

Another profession you won't be making much money early on. If you intend to take this up, expect to make nothing until you get beastslaying. If you intend to sell, head to either Ironforge (Alliance) or Orgrimmar (Horde) and get watch other enchanters, keep track of the prices and sell for a little less. You will also find group mates and general zone chats to be important sales channels. Minor beastslaying will be your best seller, no matter what degree of enchanting you have, so be sure you always have the materials around for that.

Set up a system where you are getting the components for your enchanting cheaper than you sell the enchanting for. Always take tailoring with enchanting and make items closest to 20, 40, and 60 to get the best enchantment materials. Handstitched Linen Pants are the best for what you need and disenchant into small glimmering shards 10% of the time, these are used for basic enchantments that people will buy. For the beastslaying ones, you'll need to disenchant better items, those in the 30-40 minimum level requirements, they also require large fangs that you should get from Stranglethorn Raptors and tigers who drop them 5-6% of the time. Bring along a friend with leatherworking.

6.6.5 Leatherworking

Leatherworking is a mixed bag as there aren't nearly as many options for leatherworkers as there are for other professions. The best way to make money is to set up deals with enchanters. Whenever you see an enchanter offering to enchant goods, offer to sell your magical items to him at the vendor price plus 10%. Unlike tailors, you'll have a steady stream of money and unlike smiths you won't have to deal with the insecurities of the auction house.

You can deal in the auction house, but you will have many competitors, especially if you're playing a horde race. It's very important that you stick to these, unless you need to make something to up your skills and grind leather whenever possible.

1-10	Vendor (Most items you make will be < level 10. Most people less than level 10 aren't going to be using the auction house.
10-20	Fine Leather Tunic, Moonglow Vest (Horde), Dark Leather Tunic, Dark Leather Vest, Murloc Scale Breastplate
20-30	Nimble Leather Gloves, Hillman's Shoulders, Toughened Leather Gloves,
30-40	Hillman's Cloak (Alliance), Heavy Quiver, Dusky Leather Pants, Dusky Leather Armor, Guardian Armor (Horde), Gem-Studded Leather Belt
50-60	Nightscape Armor, Nightscape Pants, Voodoo Robes (Horde), Voodoo Mask (Horde), Any Specialized Item (Elemental, Tribal, Dragonscale)

6.7 Trade skill loot

The following list is a most-wanted list for trade skills (taking into account quality and quantity of the items you can sell). Save these items and make sure you sell them on weekends on the AH. They will fetch a nice price. One thing to note: Alliance players will find that Leather doesn't sell very well while horde players can make a decent coin of selling skinning products.

Engineers/Smiths

1. Copper Bolt
2. Copper Tube
3. Flask of Mojo
4. Gems
5. Pearls

Leatherworkers

1. Dragonscale
2. Leather
3. Leather Hide
4. Thick Murloc Scale
5. Deeprock Salt

6. Scorpion Scale
7. Turtle Scale
8. Ironfeather

Alchemists

1. Wildvine
2. Herbs
3. Sharp Claw
4. Delicate Feather
5. Small Flame Sack
6. Large Fang
7. Essences (Essence of Air, Water, ect)

Tailors

1. Spider Silk
2. Cloth (Silk, Mageweave, Wool)
3. Elemental (Water, Air, Fire, Earth)
4. Shadowsilk
5. Ironweb Silk
6. Globes (Heart of Fire, Globe of Water, ect)
7. Demonic Rune

6.8 The Level 40 Mount

These hints will help to ensure that you got enough gold to buy your mount once you reach level 40:

- Sell Everything. Pick up everything from bear bile to monkey fetus, you're going to sell it. If it's white, it's probably used in something by someone. If it is the gray color, it's meant to be sold vendors.

- Chose skinning and mining or skinning and herbalism as crafts. Alliance players will find that on older servers few people are buying leather. Still I recommend skinning as you hardly lose any time and it doesn't require an early on investment. Other trade skills will cost you a lot of money early on and won't be profitable until the later levels. After buying your mount you should switch from skinning to alchemy / smithing / enchanting or engineering if you are on a PvP server
- Only buy equipment every 10 levels and only what you need to be effective enough to kill enemies 2 levels below you. Always stay 2 levels above your quests and only kill enemies two levels below you (beyond your starting zone). If you get an item that provides only a minor upgrade over your current equipment sell it via the AH. This yields a better return than equipping everything and having to sell old equip to vendors because it's solebound.
- Focus on hunting humanoids as it pays off much better than beasts. Especially for Alliance players since the market on their side is quite small for leather products. Use skinning as an additional income when you are forced to hunt animals.

7. About this Guide

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