





BEGINNER'S GUIDE

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AN INTRODUCTION TO WORLD OF WARCRAFT

World of Warcraft is a **massively multiplayer online** game in which you assume control of a character who is part of the worlds of Azeroth and Outland. These worlds are filled with magic and fantastical creatures, but you will also catch glimpses of advanced technology.

Massively Multiplayer? Online?

Massively multiplayer online games, or MMOs, are games played simultaneously by hundreds or thousands of players. Many of the characters you see in the game world are controlled by other players.

MMOs also do not have an offline component to the gaming experience. Where many games (such as first-person shooters or real-time strategy games) typically have a single player campaign in addition to multiplayer options, all gameplay in MMOs is done online. You must be connected to a server in order to play the game.

When you enter the game you become part of a story which is set in a time of increased friction between long-time enemies, the Alliance and Horde. The Horde consists of Blood Elves, Orcs, Goblins, Taurens, Trolls and Undead. The races of the Alliance include Draenei, Dwarves, Gnomes, Humans, Night Elves, and Worgen. The recently rediscovered Pandaren may choose which side of the conflict they join.

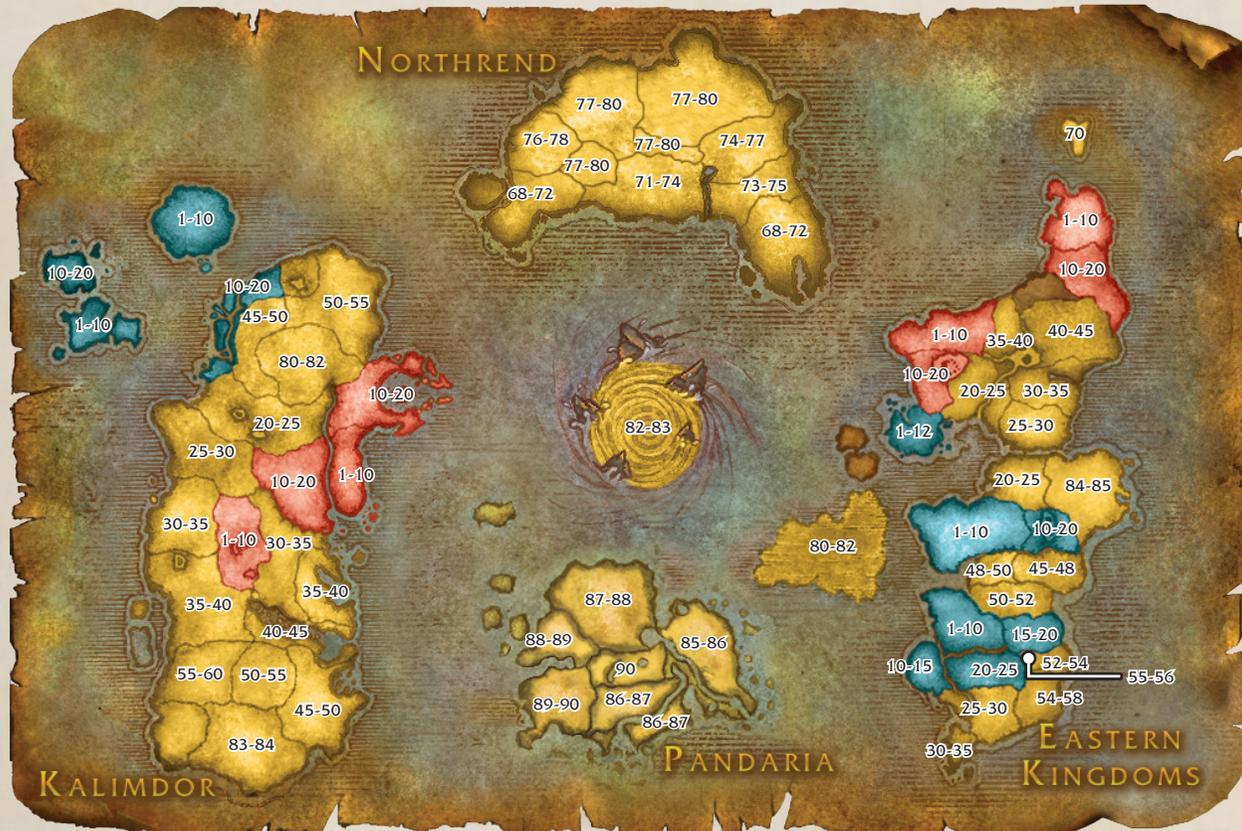
In addition to selecting one of the races of Azeroth, you must assign a class to your character. There are ten classes available to you, and your class selection has the greatest impact on your experience while playing the game.





WORLD MAP

The level values in the following tables are not exact, but instead provide a general range for each zone. Use the maps on this page for a visual representation of the information provided in the following tables.



HORDE ZONES

STARTING ZONES	LEVELS 6-10	LEVELS 10-20	LEVELS 20-25
Deathknell Sunstrider Isle Valley of Trials & Echo Isles Red Cloud Mesa Isle of Kezan	Tirisfal Glades Eversong Woods Durotar Mulgore The Lost Isles (5-10)	Silverpine Forest Ghostlands Azshara Northern Barrens	Hillsbrad Foothills

ALLIANCE ZONES

STARTING ZONES	LEVELS 6-10	LEVELS 10-20	LEVELS 20-25
Coldridge Vale & Gnomeregan Northshire Valley Shadowglen Gilneas Ammen Vale	Dun Morogh Elwynn Forest Teldrassil Gilneas City Azuremyst Isle	Loch Modan Westfall (10-15) & Redridge Mountains (15-20) Darkshore Ruins of Gilneas Bloodmyst Isle	Wetlands Duskwood

NEUTRAL ZONES

STARTING ZONES	LEVELS 20-25	LEVELS 25-30	LEVELS 30-35	LEVELS 35-40	LEVELS 40-45	LEVELS 45-50	LEVELS 50-55	LEVELS 55-60
The Wandering Isle	Ashenvale	Arathi Highlands Northern Stranglethorn Stonetalon Mountains	Desolace Southern Barrens The Hinterlands Cape of Stranglethorn	Dustwallow Marsh Feralas Western Plaguelands	Eastern Plaguelands Thousand Needles	Badlands (44-48) Tanaris Felwood	Searing Gorge (47-51) Burning Steppes (49-52) Un'Goro Crater Swamp of Sorrows (52-54)	Deadwind Pass (55-56) Blasted Lands (54-60) Winterspring Siltthris

OUTLAND

LEVELS 58-63	LEVELS 60-64	LEVELS 62-65	LEVELS 64-67	LEVELS 65-68	LEVELS 67-70	LEVEL 70
Hellfire Peninsula	Zangarmarsh	Terokkar Forest	Nagrand	Blade's Edge Mountains	Netherstorm Shadowmoon Valley	Isle of Quel'Danas

NORTHREND

LEVELS 68-72	LEVELS 71-74	LEVELS 73-75	LEVELS 74-77	LEVELS 76-78	LEVELS 77-80
Borean Tundra Howling Fjord	Dragonblight	Grizzly Hills	Zul'Drak	Shalazar Basin	Crystalsong Forest Icecrown Storm Peaks Wintergrasp

CATAclysm

LEVELS 80-82	LEVELS 82-83	LEVELS 83-84	LEVELS 84-85
Mount Hyjal Vashj'ir	Deephelm	Uldum	Twilight Highlands

MISTS OF PANDARIA

LEVELS 85-86	LEVELS 86-87	LEVELS 87-88	LEVELS 88-90	LEVEL 90
The Jade Forest	Valley of the Four Winds Krasarang Wilds	Kun-Lai Summit	Townlong Steppes Dread Wastes	Vale of Eternal Blossoms



GETTING STARTED

Millions of people can't all play in the same place at the same time. As such, World of Warcraft isn't hosted from a single computer. Instead, servers around the world host the many realms where World of Warcraft is played. Each realm is a separate copy of the game where several thousand people play.

PICKING THE RIGHT REALM

Your first act, after you register, patch, and load the game, is to select a realm. If you have friends already playing, contact them and ask which realm to join. Otherwise, you are strongly encouraged to try out one of the realms marked for NEW PLAYERS.

Tuesday Downtime

Blizzard typically uses Tuesdays to perform server maintenance or apply the latest updates (known as patches) to World of Warcraft. The game is often unavailable from early morning until early afternoon, depending on your time zone. Downtimes are often given in Pacific Time since that is the timezone where Blizzard's offices are located.

THE REALM SELECTION SCREEN

TYPE
Click on this header to sort the list by type.

YOUR CHARACTER(S)
The number of characters you have on a given server appears here. It lists the realms on which you have characters at the top of the list.

REALM NAME
Click this header to sort the list in alphabetical order. Click on it again to switch between ascending (starting with the letter A) and descending (starting with the letter Z) order.

POPULATION
Click on this header to sort the list by population level.

GEOGRAPHIC TABS
Click on the tab that's appropriate for where you live.

Realm Name	Type	Characters	Population
Vek'nilash	Normal		New Players
Velen	Normal		New Players
Azshara	(PVP)		Low
Chromaggus	(PVP)		Low
Dentarg	(PVP)		Low
Garithos	(PVP)		Low
Gul'dan	(PVP)		Low
Hakkar	(PVP)		Low
Nazjatar	(PVP)		Low
Emerald Dream	(RPPVP)		Medium
Lightninghoof	(RPPVP)		Medium
Maelstrom	(RPPVP)		Medium
Ravenholdt	(RPPVP)		Medium
The Venture Co	(RPPVP)		Medium
Twisting Nether	(RPPVP)		Medium
Argent Dawn	(RP)		Medium
Blackwater Raiders	(RP)		Medium
Cenarion Circle	(RP)		Medium

United States Oceanic Latin America Tournament

TYPES OF REALMS

The list of available realms may be daunting the first time you scroll through it, so how do you know which type of realm is for you? Use the following information to help you reach a decision.

Normal	Normal realms are also known as PvE (Player-versus Environment) realms. If you're new to the game, strongly consider a Normal server before trying any other type.
PvP	Player-versus-Player servers. In addition to all the standard aspects of the game, players from opposite factions are free to attack each other in most areas. If you don't know what PvP is, don't choose it.
RP	Roleplaying servers. Environments that encourage players to stay "in character" while playing the game. There are additional rules in place that govern player names, and behavior in public areas. There aren't any mechanical processes that force you to role play your character well (or at all), but it is encouraged in these realms.
RP-PVP	These servers combine the RP crowd with a PvP ruleset.

POPULATION

The last variable to consider is the player population of a server.

Full	New accounts are unable to create characters on Full servers.
High	A large number of players. There's always someone around who might help, but you may be waiting in a queue to log in some nights.
Medium	A robust player base but not too crowded.
Low	Sparse player base. You will always be able to do your task at-hand, but there may not be many people around to help you.
New Players	Newer servers with a lower overall population. If you are trying out World of Warcraft for the first time, choose one of these realms!
Offline	Grayed out servers are briefly unavailable, but will likely be online again soon — save for Tuesday downtimes.

TO MAKE YOUR SELECTION

Click on the realm where you want to play, then click Okay. You are now logged into that server. With no characters currently created, the character creation screen is automatically opened for the player.

MAKING YOUR CHARACTER

CHARACTER RACE AND CLASS SELECTION

The Character Creation Screen is divided into two screens. You begin with a random character (which appears in the center) that you can customize in multiple ways. The first screen lets you pick your race, class and gender.

GENDER

Choosing to play a male character or female character provides different options for the character's physical appearance.

CLASS

The icons for classes appear here; no race can play every class, so some of these icons will be unavailable regardless of the race you select.



RACE

Click on these icons to change the race of your character. Choosing a race impacts which classes are available for you to play.

MORE INFO

Clicking this button brings up two information boxes, one provides Race History, while the other is a Class Description. The information provided in these boxes updates as you click on different icons for races and classes. Each race has advantages and extra abilities which are listed at the top of the Race History box. The Class Description box displays a few brief lines that serve as an overview of the class, then provides additional details to give you a better feel for the class.

CHARACTER APPEARANCE AND NAME

When you are comfortable with your character's class and race, click Next to bring up the second character creation screen. This screen allows you to change your character's gender and appearance. When you click an option on the left side of the screen (under the Gender window) the available options for that category appear on the right. The number of options available vary by race.



Current Character

Each time you click on a new option for race, gender, class, or physical appearance, the character displayed here is updated. The gender and the physical appearance choices you make for your character are purely cosmetic; they have no impact on how your character performs in the game. Have fun choosing your hair color and markings. After all, this is your in-game persona; you want to like what you see! You can press Randomize to let the game show you some options.

When you're satisfied with your character's class, race, and appearance, it's time to select a name.

When choosing a name, consider that your character's name is the first impression others have of you in the game. Blizzard has a "Naming Policy" that is designed to discourage players from using character names that are inappropriate to the game. In general, you want to avoid real world names (like celebrities), offensive names, names from other fictional worlds, or trademarked names. If you really can't think of a name that you want, or if all of your good ones are taken already, try the Randomize button under the bar. It might give you a few suggestions that suit you and are available.

FOR MORE INFORMATION

If you are most interested in playing a specific faction or Race, turn to page 24 for Alliance races, page 38 for Horde races, or page 36 for Pandaren. If you are most interested in playing a specific Class, turn to the appropriate page number (provided below).



TAKING YOUR FIRST STEPS

With your character created, it's time to get into the real game. It seems pretty complex when you first log in to the game, with so many things up on the screen; however, you're free to take as much time as you need to get comfortable before you start adventuring. The following pages introduce you to many aspects of gameplay that you experience during your first time in World of Warcraft. Each of the topics is covered in more detail through this guide, but what you learn in this chapter will get you started in World of Warcraft.

After the opening movie ends you are given control of your character. The first things to do are skim the Beginner Tooltips that appear and take a look at the minimap located at the top right corner of your screen.



THE MINIMAP
The circle in the top right corner of your screen is the minimap. The minimap is a valuable tool that you should get to know as quickly as possible. The minimap eventually provides greater detail about the nearby area, but the basics are all you need for now.

TOOLTIPS
When a question mark appears at the bottom center of the screen, it indicates that you have encountered a new aspect of the game. Click on the question mark to bring up a box with more information. These tips are helpful to new players, so take a moment to read each one as it appears.

DEATH KNIGHT Page 52		PRIEST Page 84	
DRUID Page 58		ROGUE Page 90	
HUNTER Page 66		SHAMAN Page 96	
MAGE Page 72		WARLOCK Page 102	
PALADIN Page 78		WARRIOR Page 110	



Your character is indicated by an arrow. It points in the same direction that your character faces. For now, look for the nearby quest giver (marked with a yellow exclamation point). That's your first destination.



MOVE YOUR CHARACTER

There are two ways to control the movement of your character: with your keyboard, or with your mouse. If you prefer to use your keyboard to move your character then use the W, A, S, and D keys. W and S move your character forward and backward, A and D turn your character left and right. To turn, press W to move forward, then press A/S (while still holding down W). Pressing just A or S spins your character in place.

To control your character's movement with the mouse, press the left and right mouse buttons simultaneously to move forward. Your character continues to move forward so long as you hold down both mouse buttons. Slide the mouse to the left or right to turn your character in that direction.

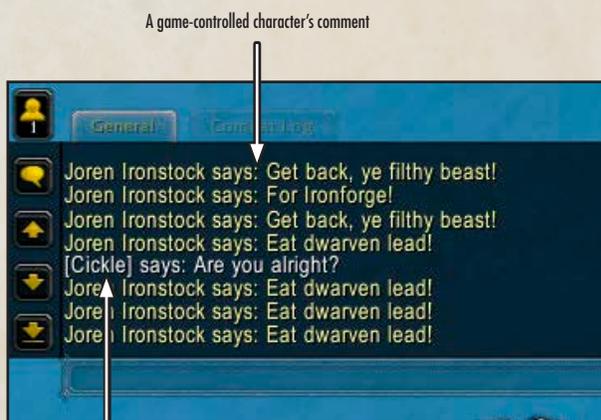


CHAT LOG

In the bottom left corner of your screen is the chat log. Whenever the game or other players want to communicate with you, the text appears here. Two tabs are available ("General" and "Combat Log") but the General tab is all you need to focus on for now.

To say something to anyone nearby, hit enter. If screen doesn't read "Say", then hit enter and type /say. Type in the message you want to share with anyone standing nearby, then press enter.

For a private message, use /whisper to talk with a specific person. Just type in /w along with the name of the person. Type in your private message. If someone whispered you first, you can just press "r" to respond to that whisper.



Another player's comment. Note that characters controlled by other players are set apart with brackets around their name.



INTERACT WITH A QUEST GIVER

No matter where you start, there's a nearby character with a yellow exclamation point over his or her head. These characters have tasks for you to perform. These tasks are called Quests in World of Warcraft and they are an integral part of your gaming experience.

Right-click on the quest giver to speak with him or her. The quest giver describes a task and offers compensation in the form of money and items. In addition to the listed rewards, you earn Experience Points for completing quests.



COMPLETING QUESTS

After you accept a quest, it is tracked on the screen near the top right corner. To review the quest in greater detail, press the letter "I" on your keyboard to open your Quest Log. It lists all quests you have accepted but have not yet completed. The quest log also contains a summary of what is expected of you to complete a given quest. The Minimap is updated as well. A thick, golden arrow points in the direction you need to travel for the quest.

ENEMIES

Do some exploring and put your mouse cursor over the different creatures. Look near the bottom right corner of the screen for a small information box to appear. If the enemy is one you need for a quest, target it and start attacking!



Mousing over this enemy brings up an information box here. The game even tells you if you need the creature for a quest.

COMBAT

To start fighting a creature, you must first select it by left-clicking while your mouse pointer is on it. For your first fight, move close to your target and attack it with your melee weapon by placing your pointer over it and right-click your mouse one time. Hunters are the lone exception here. They start with a ranged weapon, so they should attack from a few yards away. If you already selected the enemy with a left-click, press the letter "r" on your keyboard to start attacking. In the starting area you can defeat any enemy with this basic technique, but in future fights you should start to use your character class abilities to make things go much faster.

If you're at close range, the first attack you make triggers what is known as your auto-attack. This means that your character will continue to strike the enemy again and again with no further action on your part. Every character can do much more than this when you're actively fighting and using abilities, but auto-attacks are good enough to bring down early enemies.



Nameplate Colors

When you select an enemy, the color of its name text provides an important bit of information. If the text is yellow, the creature won't attack until you initiate combat. You are free to attack or ignore these creatures as you wish. If the name appears in red, the creature is aggressive and will attack as soon as you move within a certain range. Don't stray too far from your starting point without finishing a few quests and getting a feel for combat. The enemies closest to where you start won't come after you, but there are aggressive enemies lurking in the area.



ACTION BAR

Your Action Bar appears at the bottom of the screen. At low levels, you won't have many abilities here, but that will change as you get further into the game. All characters begin with the number 1 initiating either the starting attack for your class or a simple melee attack. There are other abilities on your Action Bar, but they are different depending on which class and race you chose for your character.

Meeting Your Trainer

One of the earliest quests you get in any starting zone will introduce you to your class trainer. After you learn a new ability, it appears on your Action Bar. This only happens if there are any spaces free on your main bar. Once the bar is full, abilities will no longer be placed there automatically, and you will have to do it yourself, or place them on different bars and move abilities around.

LOOT

Almost all enemies offer some kind of loot. When you have loot waiting, your dead enemy sparkles and a golden loot icon is displayed as you mouse over the dead enemy's corpse. Right click to open the enemy loot box, then click on each item to put it into your inventory. If you press Shift and Right-click, at the same time, each item is sent directly to your Backpack.

Some quests also award items when you complete them. These items also go directly to your backpack. Any money you collect (just coppers at this point) are also stored in your backpack.



INVENTORY

Everything that your character owns will either be equipped, which means wearing it; or it will be stored in your Backpack. Press the letter "b" to open your backpack and to see what is inside.

As you collect items (either from killed enemies or collected on quests) they go to your backpack. Every character starts the game with a Hearthstone, which is the blue and white item in the first slot.



Limited Inventory Space

You begin with a single backpack that can hold 16 items. Whenever you are near a vendor, sell off excess items so you have room for items you may need to collect.

WHERE TO GO NEXT

If you want to learn more about the User Interface and controlling your character turn to page 116.

If you want to learn more about communicating with other players, turn to page 168.

If you're ready to complete quests, turn to page 16.

If you want learn more about combat and special abilities, turn to page 134.

If you want to learn more about enemies, turn to page 143.

If you're looking for more resources about the game, including setting Parental Controls, turn to page 239.

If you're not sure what a game term means, use the glossary on page 190.

QUESTS

Quests tell the stories of the inhabitants of World of Warcraft and sometimes reveal in-game secrets. Questing is also an efficient way to increase your character level, earn money, and acquire improved gear.

WHAT'S WITH ALL THE PUNCTUATION?

 <p>Available quest. Talk to the quest giver now to start the quest.</p>	 <p>Incomplete quest. You already have this quest but you have not met all the requirements to complete it yet.</p>	 <p>Future quest. You need to gain a few levels to get this quest.</p>	 <p>Completed quest. You have completed all the requirements of the quest and you can now speak with the quest-giver to claim your reward.</p>	 <p>Repeatable quests. These quests can be done multiple times.</p>	 <p>Kill a creature with a red exclamation point over its head to begin a quest.</p>	 <p>Not a quest giver, but a flight master. Speak with these NPCs whenever you find them.</p>
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FINDING QUESTS

For most quests, you right-click on the person or item, read the quest, and (if you don't automatically accept the quest) click Accept to add the quest to your log. There are many sources of quests, so keep an eye out for any of the following characters or objects. You may get some quests simply by entering a new zone! Watch for a prompt under your minimap as you travel to new areas.

QUEST GIVERS

Quest givers are identified by the exclamation point floating over their heads. Many quest givers offer more than one quest. Some quests even come from items, events, or areas.

Items as Quest Givers

The most common item that gives quests are Wanted Posters. These appear in highly populated areas, frequently offering rewards for local villains who need tracking and killing. There are also items found in the open, or in a camp of creatures that give out quests. All these items have golden exclamation points that appear over them.

Dropped items

Some enemies drop items that initiate a quest. Any item that begins a quest has a gold exclamation point integrated into its icon. Right-click the item to see the quest it offers.



TYPES OF QUESTS

Most quests are designed so you can complete them on your own and do them only once. There are other types of quests, however. Your Quest Log identifies certain quests as one of the following:

Group

A quest with a recommended number of players to complete it. Frequently, the objective is killing a high level monster.

Daily

The quests marked as "Daily" in your quest log can be completed once each day. These quests come from the quest givers with blue exclamation points over their heads.

Dungeon

Quests that must be completed inside an instanced dungeon (the earliest you'll see a dungeon is level 15). You must enter the dungeon and complete these quests as part of a group.

Class

Some quests are available only to a specific class. These quests often lead to learning a new class skill or acquiring a nice piece of gear.

Raid

Quests that must be completed with a raid group. Raid groups are essentially multiple groups joined together. You won't need to worry about raid quests until you reach a much higher level.

Seasonal

Quests that are available during certain events during the year. Check the in-game calendar for information about events.

MORE QUEST TYPES

While the game doesn't categorize quests in the following ways, most quests fall into one of the following types:

Breadcrumb quests require you to speak with a character in another area, or take an item to another character. They are called breadcrumb because they are designed to lead you to a new zone or area with more quests.

There are two types of **collection quests**. The first type does not require you to fight. After accepting the quest, look for objects that sparkle. Put your mouse pointer over the object and right click on it to put it in your backpack. The second type of collection quest involves items that are carried by enemy characters. These enemies must be killed before they surrender their item. Just like the objects in the first type of collection quest, defeated enemies sparkle when they have items for you to pick up.

The objective of **kill quests** is to eliminate a number of a specific kind of enemy. These quests are simple and straightforward. Once you find the right type of enemy, it's a matter of taking them down in combat.

In an **escort quest**, you free an in-game victim and lead the character to safety. These quests are usually encountered in out-of-the-way locations while completing other quests.

A **quest chain** is a series of quests that must be completed in a certain order. Chained quests aren't marked as such in your quest log, but it's easy to tell when you're in the midst of a quest chain when you speak with the same quest giver many times. Completing a long quest chain can be one of the most satisfying and rewarding aspects of the game.



QUEST LEVELS

Your Quest Log also indicates the level of difficulty of your quest using corresponding colors. The level of difficulty is a comparison between the level of the quest and your current level. As you gain levels, the quest becomes relatively easier, so the color changes.

QUEST COLOR	DESCRIPTION
Gray	Very easy quest, but not worth much XP.
Green	Easy. Simple to complete solo.
Yellow	Normal. Likely to complete solo.
Orange	Hard. Consider finding help for the quest.
Red	Very Hard. Don't try this quest without some help.

If a quest is too difficult for you currently, leave it in your log as long as you can spare the room. The benefit of tackling red and orange quests is that the XP reward is greater; in fact, if you wait until a quest turns Gray to complete it, it's worth only 10% of the XP had you completed it as a Red quest!



COMPLETING QUESTS

Remember to read the quest text carefully. If you complete several quests simultaneously, you can turn them in at the same point and time. When you complete a quest, the quest tracker points you to where to turn in the quest for your reward. Frequently, you return to the original quest giver, who is indicated with a gold question mark.

Not all quests require you to return to a quest giver to complete them. When you see this prompt, click on it to complete the quest and get a follow-up quest as well.



Phasing

While you are questing, or have just completed a quest, you may notice the world around your character undergoes a change. Buildings look different, NPCs might move to different areas, or monsters might be there that weren't before. This sort of change is known as phasing. If you're playing on your own, you may not even notice these changes, or you may consider them just a part of the story being told around you.

If you're in a group, however, it could cause problems. Phasing is individual to each character, meaning two people in the same group could be standing close by and not even see each other! If that happens, look next to the character portraits in the upper left portion of the screen. If you see a swirl next to a party member's portrait, that character is out of phase with you.

There are two ways to get characters back into phase. The first way is to have both players complete the same quests. The second way is to move both characters out of the phased area. Phasing isn't worldwide, so you should eventually find a spot where you can see each other again.



TRACKING YOUR QUEST PROGRESS

When you accept most quests, look for a quest tracking window to appear just under your minimap. The text here summarizes the objectives you must meet in order to complete the quests in your log. Not every quest has objectives that can be tracked, so not all quests will appear here; every active quest always appears in your quest log.

If you need more information about a specific quest, click on the text (not the numbered circle) to bring up its quest log entry. Clicking the numbered circle to the left of each quest changes which quest you are actively tracking on your map and minimap. If you want to change the order in which the quests appear (or stop tracking a certain quest), right click on the quest you want to change to bring up a menu of options.



If you must use an item for a quest, a shortcut to use the item appears in the quest tracker. In the quest log shown here, the quest "Magnets, How Do They Work?" has one such shortcut.

The numbered icons which appear on the region map are tied to the quests which are being tracked. Mousing over one of the numbered circles brings up the objectives for that quest. The yellow arrow on the minimap points you in the direction of the currently selected quest you are actively tracking. If you want to track a different quest, click on that quest's numbered circle (either on the region map or in your quest tracking list).

Skulls on the Minimap

When the objective of a quest is to find a specific enemy (often referred to as a "named") that enemy appears as a regular numbered callout on the region map. However, when you are close enough, its location is marked by a skull on your minimap.



The yellow question marks are where you go to turn in already completed quests. The circle question mark indicates the turn-in for the quest which appears at the top of your quest tracking window. As you approach the indicated area the yellow question mark will appear on your minimap, providing the exact location for you to complete your quest.

USING THE MAP TO FIND QUEST OBJECTIVES

After accepting a quest, you often see a yellow arrow appear on your minimap. This arrow indicates the direction in which you should travel to complete the quest. The region map displays even more information, in the form of either a yellow question mark or a numbered icon. To open the region map, either press the letter "m" or click the map icon near the zone name at the top of the minimap. Click the arrow in the top right corner to expand or shrink the region map.



The smaller map above provides only the location of each quest's objective. The expanded map on the right includes a summary of the active quests in the zone as well as the full quest text for the currently selected quest below the map.



CHOOSING YOUR CHARACTER'S RACE

There are 13 races in the game: six for the Alliance, six for the Horde and one race that can choose either side. Keep in mind that each race has limitations on available classes.

Each race has innate benefits (known as Racial Abilities) that are unique to that race. These are abilities you have in addition to what you get from choosing your class.



FACTIONS

The race you choose determines whether you will be part of the Alliance or the Horde. If you have friends in the game with whom you want to play, you need to choose the same faction if you want to work together in the game. There are no “good” or “bad” sides in this conflict. Both factions have rich storylines and compelling motives.

Alliance Races



The Alliance gives the appearance of being on the side of righteousness and many of its leaders are good people. However, they are also the source of hypocrisy and considerable lawlessness. The destruction left behind by the Gnomes' scientific mistakes, Dwarven civil wars, and Human misconduct have scarred much of the Eastern Kingdoms.

Pandaren Race



The enigmatic Pandaren have long been a mystery to the other races of Azeroth. For ten thousand years, they lived in isolation in their mist-shrouded homeland, staying away from the conflicts of the world of Azeroth. Now the outside world has come to the continent of Pandaria and the Wandering Isle, giving each Pandaren the option of which faction they wish to join.

Horde Races



Though their ways are sometimes brutal and warlike, some of the leaders of the Horde exemplify honor and courage. The various races of the Horde have struggled to free themselves from demonic tyranny, a mindless plague, and countless wars.

STARTING OUT WITH FRIENDS

Each race has its own home region, so the race you choose determines where you start in the game. If you and a friend want to start the game together, you must choose the same race so that you start at the same location.

If you and your friend can't agree on the same race, it won't take long to reach the major hubs of the game where you can join up. As a result, it's best to play the exact character you want, even if it means waiting to see your buddies a little bit longer.

The Most Important Factor

It's not uncommon to see that one race might be better suited to the class that you've chosen compared with another, but what if that isn't the race that you had your heart set on? The best thing to do is ignore Racial Abilities if you have any strong preference for a specific race. Bonding with your character is a real thing. Choosing a race that you don't want to play is something that grates on you over time. Don't let that happen. Enjoy your time in the game. In the end, stats aren't a big deal; you won't flounder just because you picked a “weaker” race to go with your class. None of the races are especially overpowered or underpowered. Their bonuses are more of a tiny perk. They help, but they never make or break a class.



DRAENEI



The Draenei are an intelligent and spiritual race who no longer have a homeworld of their own. They fled both their home planet of Argus and then Outland as well. The Burning Legion, a force of horrible evil, has dogged their efforts at every turn. Currently, the Draenei have crash landed on Azeroth in their capital ship (The Exodar). Though their ship's engines have been sabotaged, they are ready and willing to continue the battle against evil.

Draenei are dedicated to magic and Holy Light. The Draenei also have a spiritual affinity with the Naaru, energy beings who serve the Holy Light.

Draenei are 7-8 feet tall, with long tails and bipedal hooves. Females have horns of varying shapes and sizes. Males have unique cranial and facial features.

RACIAL ABILITIES

GEMCUTTING



Jewelcrafting skill (a crafting Profession) increased by 10.

GIFT OF THE NAARU



Heals the target for 20% of the caster's total health over 15 sec.

HEROIC PRESENCE



Increases your chance to hit with all spells and attacks by 1%.

SHADOW RESISTANCE



Reduces Shadow damage taken by 1%.



Start Location: Ammen Vale in Azuremyst Isle



Home City: The Exodar



Elekks, the Draenei Racial Mount

AVAILABLE CLASSES



DEATH KNIGHT



DRUID



HUNTER



MAGE



PALADIN



PRIEST



ROGUE



SHAMAN



WARLOCK



WARRIOR

DWARF



Dwarves are a hardy people, due no doubt to living for generations in cold regions, frequently in underground fortresses. Masters of stone and ore, Dwarves are equally skilled at building cities and crafting weaponry. Dwarves are treasure seekers, explorers, and courageous fighters.

Dwarves are 4-5 feet tall, stocky, and muscular. Males prize their elaborate beards; females, their decorative hairstyles and piercings.



Start Location: Coldridge Valley in Dun Morogh

RACIAL ABILITIES

FROST RESISTANCE



Reduces Frost damage taken by 1%.

CRACK SHOT



Expertise with ranged weapons increased by 1%.

MACE SPECIALIZATION



Expertise with Maces and Two-Handed Maces increased by 1%.

STONEFORM



Removes all poison, disease and bleed effects and reduces all damage taken by 10% for 8 sec.

EXPLORER



You find additional fragments when looting archaeological finds and you can survey faster than normal archaeologists.



Home City: Ironforge



Rams, the Dwarven Racial Mount

AVAILABLE CLASSES



DEATH KNIGHT



DRUID



HUNTER



MAGE



PALADIN



PRIEST



ROGUE



SHAMAN



WARLOCK



WARRIOR



GNOME



The eccentric Gnomes once thrived in Gnomeregan, a city deep in the mountains beneath Dun Morogh. When attacked by Troggs, the clever Gnomes released toxic radiation against their attackers—and the gnome citizenry as well. The surviving gnomes fled the city, still sharing their inventions and odd devices with others. They currently use Ironforge, the Dwarven capital, as a place of refuge.

Gnomish and Goblin engineers have a long-standing rivalry. It's uncertain to outsiders which side is more dangerous to their friends and enemies!

Gnomes are approximately 3 feet tall, being the shortest sentient race in Azeroth. They have petite bodies but larger facial features. Gnomes have only 4 fingers per hand. Male and female Gnomes are known for their outrageous hair colors.

RACIAL ABILITIES

ARCANE RESISTANCE



Reduces Arcane damage taken by 1%.

ENGINEERING SPECIALIZATION



Engineering skill (a crafting Profession) increased by 15.

ESCAPE ARTIST



Escape the effects of any immobilization or movement speed reduction effect.

EXPANSIVE MIND



Mana pool increased by 5%.

SHORTBLADE SPECIALIZATION



Expertise with Daggers and One-Handed Swords increased by 1%.



Start Location: New Tinkertown in Dun Morogh



Home City: Ironforge (Tinker Town)



Mechanostriders, the Gnomish Racial Mount

AVAILABLE CLASSES



DEATH KNIGHT



DRUID



HUNTER



MAGE



PALADIN



PRIEST



ROGUE



SHAMAN



WARLOCK



WARRIOR



HUMAN



Humans are both proud and ambitious, seeking comfort and glory and to change the world around them. Many humans are laborers, working in the farms, mines, and lumber mills outside of Stormwind, eagerly taking all that nature offers. Humans are also courageous knights, brave on the battlefield and loyal to their comrades.

Humans are 5-6 feet tall, strong and healthy. Human physical traits vary greatly, with a wide palette of skin and hair colors.



Start Location: Northshire in Elwynn Forest



Home City: Stormwind

RACIAL ABILITIES

DIPLOMACY



Reputation gains are increased by 10%.

EVERY MAN FOR HIMSELF



Removes all movement impairing effects and all effects which cause loss of control of your character. This effect shares a cooldown with other similar effects.

MACE SPECIALIZATION



Expertise with Maces and Two-Handed Maces increased by 1%.

SWORD SPECIALIZATION



Expertise with Swords and Two-Handed Swords increased by 1%.

THE HUMAN SPIRIT



Spirit increased by 3%.



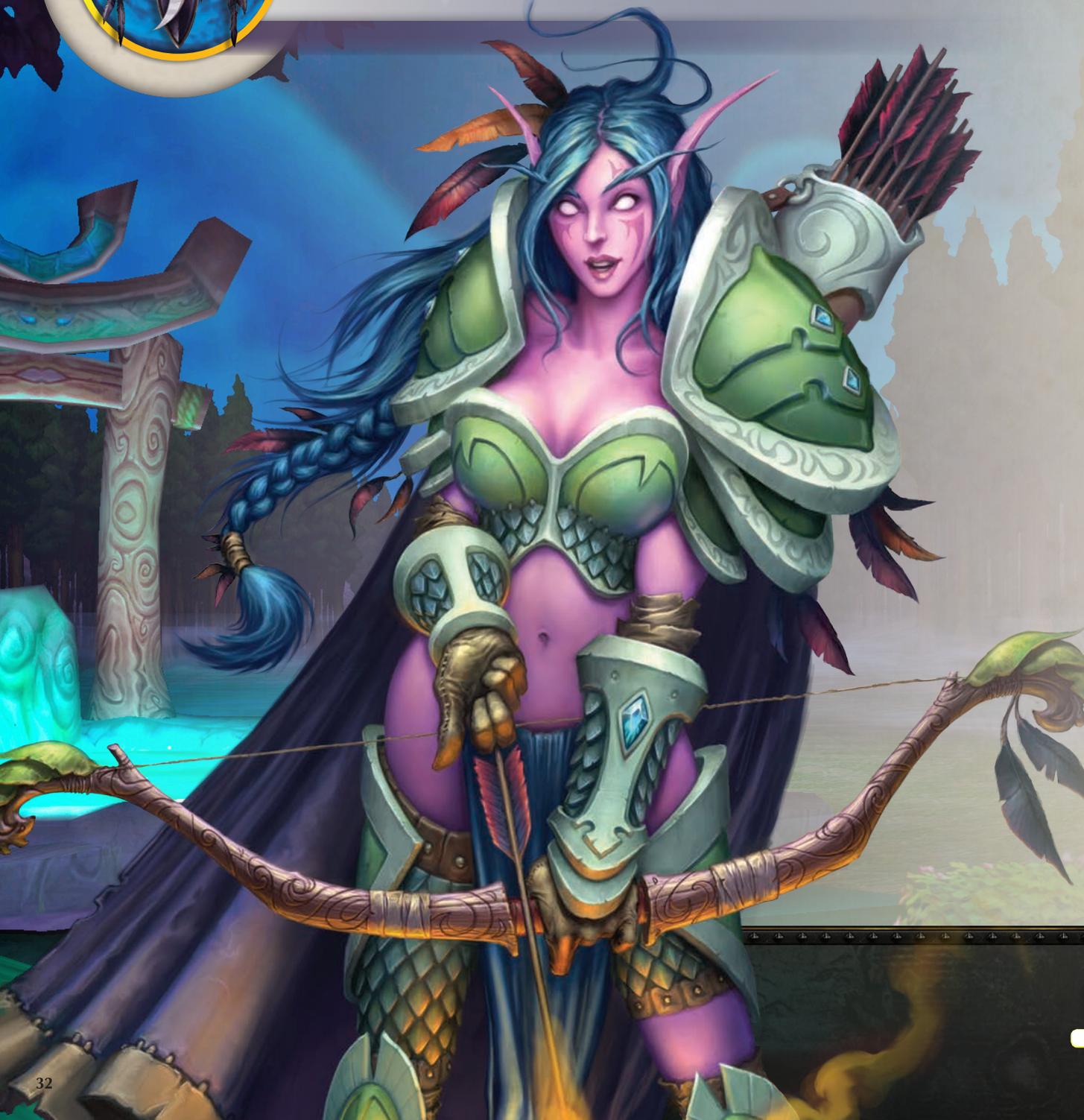
Horses, the Human Racial Mount

AVAILABLE CLASSES





NIGHT ELF



Night Elves are perceived as aloof and solitary, preferring nature to conventional cities and the company of their own kind to that of other races. Rather than using nature as a resource, Night Elves seek to be in rhythm with the natural world. Night Elves blend magic and the forces of nature for their protection and strength. This belief places Night Elves in strong opposition to Blood Elves, who have consumed tremendous magic against the flow of nature and who continue to place ambition before reason.

Night Elves are approximately 7 feet tall; they are lithe and athletic. Night Elves have prominent eyebrows and very long ears. Males have elaborate facial hair. Females have facial tattoos.



Start Location: Shadowglen in Teldrassil



Home City: Damassus



Nightsabers, the Night Elf Racial Mount

RACIAL ABILITIES

ELUSIVENESS



Reduces the chance enemies have to detect you while Shadowmelded and increases your speed while stealthed by 5%.

NATURE RESISTANCE



Reduces Nature damage taken by 1%.

QUICKNESS



Increases your chance to dodge melee and ranged attacks by 2%.

SHADOWMELD



Activate to slip into the shadows, reducing the chance for enemies to detect your presence. Lasts until cancelled or upon moving. Any threat is restored versus enemies still in combat upon cancellation of this effect.

WISP SPIRIT



Transform into a wisp upon death, increasing speed by 75%.

AVAILABLE CLASSES



DEATH KNIGHT



DRUID



HUNTER



MAGE



PALADIN



PRIEST



ROGUE



SHAMAN



WARLOCK



WARRIOR



WORGEN



It was once thought that Worgen were evil creatures that came to Azeroth from another dimension. Time has proven this false, as newer knowledge reveals that Worgen are descendants of cursed Night Elven Druids. These Druids worshipped Goldrinn and would take on the form of the wolf. Eventually, this sect lost themselves in madness, and their curse has continued for many generations.

The Greymane Worgen are infected with this curse, but they have fought hard to retain themselves and developed a partial cure to this illness. As such, they are not driven toward uncontrolled violence. These Worgen have reached out to the Alliance, forming the sixth member race of this group.

These Worgen are both human and wolf, able to pass between the two forms. They have full control over themselves in wolf form, but still appear as true Worgen, growing thick hair and possessing a feral, canine appearance.



Start Location: Ruins of Gilneas



Home City: Gilneas

RACIAL ABILITIES

ABERRATION



Reduces Shadow and Nature damage taken by 1%.

DARKFLIGHT



Activates your true form, increasing current movement speed by an additional 40% for 10 sec.

FLAYER



Skinning skill increased by 15 and allows you to skin faster.

RUNNING WILD



Drop to all fours to run as fast as an animal.

VICIOUSNESS



Increases critical strike chance by 1%.



Worgen learn the racial ability Running Wild at level 20 in addition to the ability to use a mount.

AVAILABLE CLASSES



DEATH KNIGHT



DRUID



HUNTER



MAGE



PALADIN



PRIEST



ROGUE



SHAMAN



WARLOCK



WARRIOR



PANDAREN

Since breaking free of the control of the mysterious race known as the Mogu thousands of years ago, the Pandaren have lived peacefully on the continent of Pandaria, and on the Wandering Isle, which is actually Shen-zin Su, the great turtle. Pandaren are known to be tenacious and have a passion for food and imbibing spirits.

Pandaren are generally between 5 and 6 feet tall, and covered in fur from head to toe. Every Pandaren has two colors of fur; one is always white but the other color ranges from black to brown to red.

Pandaren are unique among the playable races of Azeroth in that they begin as Neutral, part of neither the Horde nor the Alliance. Pandaren who wish to see the rest of Azeroth must choose between the factions before they're allowed to depart the Wandering Isle.

RACIAL ABILITIES

EPICUREAN



Your love of food allows you to receive double the stats from Well Fed effects.

GOURMAND



Cooking skill increased by 15.

INNER PEACE



Your rested experience bonus lasts twice as long as normal.

BOUNCY



You take half falling damage.

QUAKING PALM



Strikes the target with lightning speed, incapacitating them for 4 seconds, and turns off your attack.



Starting Location: Shang Xi Training Grounds on Shen-zin Su



Dragon Turtle, the Pandaren Racial Mount



AVAILABLE CLASSES



DEATH KNIGHT



DRUID



HUNTER



MAGE



PALADIN



PRIEST



ROGUE



SHAMAN



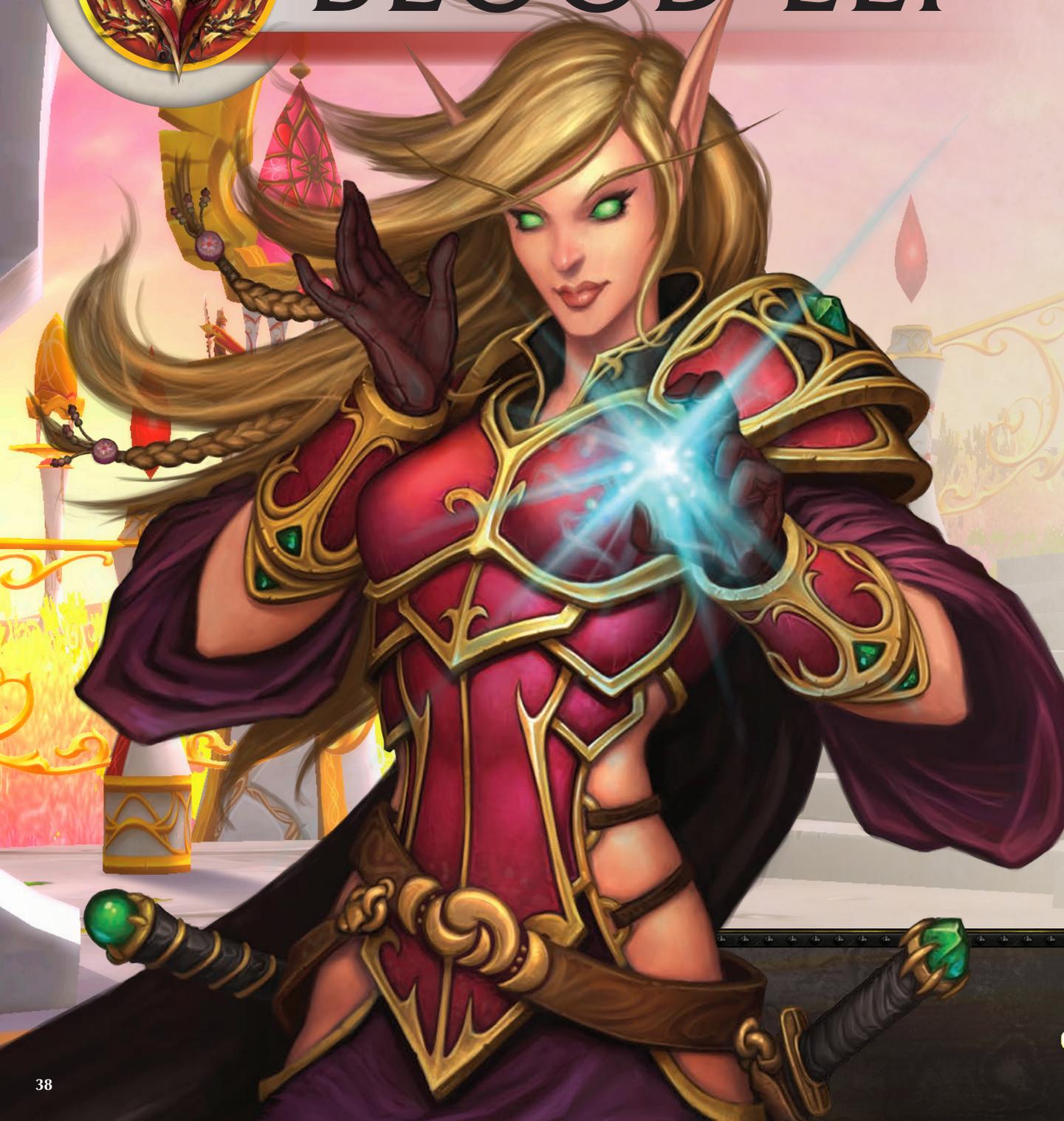
WARLOCK



WARRIOR



BLOOD ELF



The Blood Elves are so named in honor of their High Elf ancestors who died during the Scourge invasion of their homeland, Quel'Thalas. Blood Elves seek power through arcane magic, bending it to their will to create warped, beautiful surroundings. Fiercely loyal to their race, Blood Elves will do anything to avenge their ancestors and reclaim their magic power. They are survivors hoping to regain glory once again.

Those of a weak disposition are unable to control their lust for magic and power. This burns away at their wills and turns these Elves into a pathetic, weaker version of what they once were.

Blood Elves are 5-6 feet tall, slim and wiry. Their hair and skin color reflect their affinity to fire and the sun. All Blood Elves have prominent eyebrows and long ears. Males have minimal facial hair. Females have elaborate ear jewelry.

RACIAL ABILITIES

ARCANE AFFINITY

 Enchanting skill (an item-enhancing Profession) is increased by 10.

ARCANE TORRENT

 An ability that Silences all enemies within 8 yards for 2 seconds and restores Rage, Mana, Energy, Focus, Chi, or Runic Power, depending on your class. It also interrupts NPC spellcasting for 3 seconds.

ARCANE RESISTANCE

 Reduces Arcane damage taken by 1%.



Start Location: Sunstrider Isle in Eversong Woods



Home City: Silvermoon City



Hawkstriders, the Blood Elf Racial Mount

AVAILABLE CLASSES





GOBLIN



Goblins are a creative race that often fails to see the forest through the trees. This might be because of their penchant for cutting down entire swaths of landscape. Many Goblins have a fascination with technology and innovative engineering.

Often found on neutral ground, many Goblins weren't interested in taking sides between the Horde and the Alliance. There isn't much profit in the choice because it closes out a huge market from the other side. However, recent developments in the world have made it impossible for the Goblin race to sit on the sidelines. As such, some have joined the Horde and are ready to lend their inventions to the cause.



Starting Location: Kezan



Capital City: Orgrimmar (Goblin Slums)



Turbo-Trike, the Goblin Racial Mount

RACIAL ABILITIES

ROCKET JUMP



Activates a rocket belt to jump forward, the cooldown is shared with Rocket Barrage. Effects which slow the rate of falling cannot be used for 10 seconds after using this ability.

BEST DEALS ANYWHERE



Always receive the best possible gold discount regardless of faction standing.

BETTER LIVING THROUGH CHEMISTRY



Alchemy (a crafting skill) increased by 15.

PACK HOBGOBLIN



Calls in a personal servant, allowing bank access for one minute.

ROCKET BARRAGE



Launches belt rockets at an enemy, dealing fire damage.

TIME IS MONEY



Cash in on a 1% increase to attack and casting speed.

AVAILABLE CLASSES



DEATH KNIGHT



DRUID



HUNTER



MAGE



PALADIN



PRIEST



ROGUE



SHAMAN



WARLOCK



WARRIOR



ORC



Orcs are large and terrifying to their enemies, but after numerous wars, the Orcs seek peace and a return to their shamanistic heritage. Thrall, their great Warchief, led his people to Durotar, chosen due to its desolate climate and isolated position. Due to their warring heritage, Orcs are courageous on the battlefield. They are also a hardy people, seeking a new path to glory and honor.

Orcs are approximately 6 feet tall, with muscular physiques. Males have very long and unusual facial hair. Females have eclectic hair styles and unusual piercings. All Orcs have some variation of green skin.



Start Location: Valley of Trials in Durotar



Home City: Orgrimmar



Wolves, the Orc Racial Mount

RACIAL ABILITIES

AXE SPECIALIZATION



Expertise with Fist Weapons, Axes and Two-Handed Axes increased by 1%.

BLOOD FURY



Increases attack power or spell power by an amount that increases by level. Lasts 15 seconds.

COMMAND



Damage dealt by pets is increased by 2%.

HARDINESS



Reduces the duration of Stun effects by 15%.

AVAILABLE CLASSES



DEATH KNIGHT



DRUID



HUNTER



MAGE



PALADIN



PRIEST



ROGUE



SHAMAN



WARLOCK



WARRIOR



TAUREN



The Tauren are a spiritual and nomadic race, wandering the plains for survival and seeking the will of the Earth Mother. Though inherently peaceful, hunting skills are prized as being part of the natural order. Tribal in nature, the Tauren were united under the rule of Cairne Bloodhoof in majestic Thunder Bluff.

Tauren are 7-8 feet tall, with very large bulk and weight. Tauren have long tails, bipedal hooves, and only three fingers per hand. Both males and females have horns of varying size and shape.



Start Location: Camp Narache in Mulgore



Home City: Thunder Bluff



Kodos, the Tauren Racial Mount

RACIAL ABILITIES

CULTIVATION



Herbalism skill (a gathering Profession) increased by 15. Tauren also gather herb nodes faster than other races.

ENDURANCE



Base Health increased by 5%.

NATURE RESISTANCE



Reduces Nature damage taken by 1%.

WAR STOMP



Stun up to 5 enemies within 8 yards for 2 seconds.

AVAILABLE CLASSES



DEATH KNIGHT



DRUID



HUNTER



MAGE



PALADIN



PRIEST



ROGUE



SHAMAN



WARLOCK



WARRIOR



TROLL



The Darkspear Trolls fled Stranglethorn Vale after generations of wars with other troll tribes and invaders. The Orcs offered the Trolls a new homeland in Durotar. Sen'jin Village is named in honor of the Trolls' fallen leader. This was the temporary settling point for the Trolls, but they've now pushed out to the Echo Isles, just off the Durotar coastline.

Trolls are wild, from living in the jungle, and superstitious, due to their tribe's spiritual practices. They are 7-8 feet tall, the tallest race in Azeroth. Males frequently squat in place, but females do not. Trolls have three fingers per hand and two toes per foot. Both males and females have a variety of tusk styles and wild hair styles.

RACIAL ABILITIES

BEAST SLAYING



Damage dealt against Beasts increased by 5%.

BERSERKING



Increases your melee, ranged, and spell haste by 20% for 10 seconds.

DEAD EYE



Expertise with ranged weapons increased by 1%.

DA VOODOO SHUFFLE



Reduces the duration of movement impairing effects by 15%. Trolls be flippin' out mon!

REGENERATION



Health regeneration rate increased by 10%. 10% of total health regeneration may continue during combat.



Start Location: Echo Isles in Durotar



Home City: Orgrimmar (Valley of Spirits)



Raptors, the Troll Racial Mount

AVAILABLE CLASSES



DEATH KNIGHT



DRUID



HUNTER



MAGE



PALADIN



PRIEST



ROGUE



SHAMAN



WARLOCK



WARRIOR



UNDEAD



A renegade group of Undead broke away from the Scourge army and the rule of the Lich King. Led by Sylvanas Windrunner, this group of Undead call themselves the Forsaken. Hated by the living but unwilling to return to the control of the Lich King, the Forsaken wage a continuous battle for their independent survival. They didn't choose undeath, but they see that it has its benefits.

Forsaken are 5-6 feet tall, scrawny, and gaunt. Their skin is deteriorating, and their hair is unkempt. Both males and females have a variety of decomposing features.



Start Location: Deathknell in Tirisfal Glades



Home City: The Undercity



Skeletal Horses, the Undead Racial Mount

RACIAL ABILITIES

CANNIBALIZE



When activated, regenerates 7% of your total health and mana every 2 seconds for 10 seconds. Only works on Humanoid or Undead corpses within 5 yards. Any movement, action, or damage taken while using Cannibalize will cancel the effect.

SHADOW RESISTANCE



Reduces Shadow damage taken by 1%.

TOUCH OF THE GRAVE



Your attacks and damaging spells have a chance to drain the target, dealing Shadow damage and healing you for the same amount.

WILL OF THE FORSAKEN



Once every two minutes, an Undead can remove any Charm, Fear and Sleep Effect. This ability shares a 30 second cooldown with other similar effects.

AVAILABLE CLASSES



DEATH KNIGHT



DRUID



HUNTER



MAGE



PALADIN



PRIEST



ROGUE



SHAMAN



WARLOCK



WARRIOR



CHOOSING A CLASS

Of all the character-creation decisions, your class choice has the greatest impact on the type of experience you have in World of Warcraft. There are eleven available classes in the game, but not all classes are available to every race. For your first character, you have nine class choices: Druid, Hunter, Mage, Paladin, Priest, Rogue, Shaman, Warrior, and Warlock.

Death Knight

The tenth class is a “hero” class: the Death Knight. This class is available only to players who already have a high-level character. You must wait to create a Death Knight until your first character reaches level 55. Any race, except Pandaren, can play as a Death Knight.

A QUICK LOOK AT CLASSES

Mage, Priest, Rogue, and Warrior are considered the four archetypal classes because they are classic role-playing and fantasy heroes from the myths and literature that inspired the creators of World of Warcraft. Warriors and Rogues are primarily melee combat classes, while Mages and Priests prefer to stay at a safe distance in combat.

Druid, Paladin, and Shaman are “hybrid” classes because they are versatile characters, equally comfortable fighting up close or using magic spells to harm enemies or heal allies.

Hunter and Warlock are the “pet” classes, because both utilize a companion pet during combat. Hunters tame wild beasts, while Warlocks summon demonic creatures.

The next thing to consider is how you plan to play the game. The “how” in this case is “How many people will you be playing with?”

Going Solo

If you plan to play solo (which means you’ll be playing the game alone for a majority of the time) any class is a viable choice. Because there are already a number of people who play the game alone, large portions of World of Warcraft are designed around people playing solo.

Playing in a Group

If you plan on playing with other people (even if it’s just one other person), consider having someone in the group play a class with access to healing spells. If you are that person, remember that healing is just one of the roles you can assume. Every character falls into one or more of three categories: tank, healer, and damage dealer.



Tank

Do you enjoy shielding people from harm? If so, tanks are a good choice for you. They are often expected to be the leader of groups, and people respect them when they get the job done. It’s not the easiest choice, but it is rewarding. Warriors, Paladins, Druids, and Death Knights may assume the role of tanks.

Healer

Do you prefer to support other players while they do the killing? Healing may be the way for you. Healers are essential to great groups. They rarely get the glory of a tank, but they are needed, and wise players are quick to thank them for being there. Priests, Shamans, Paladins, and Druids can fill this role.

Damage Dealer

Is self-reliance a big thing for you? Maybe you just want to slaughter when you get the chance. You’re a damage dealer. About 60% of a given dungeon or raid group is composed of damage dealers. Some may have backup healing (or backup tanking) potential, but their primary role is to disable or kill enemies. Any class can fill this role but Rogues, Mages, Warlocks, and Hunters are notable choices because they are dedicated to this task.

Tips for Choosing Your Class

Experienced players can debate all day (and they do) about which classes are the easiest to play, hardest to play, strongest, weakest, over-powered, under-powered — you get the idea. As a new player, you should make a choice based on personal preference.

When considering classes, consider the role that appeals to you and keep the following things in mind:

- Hunters, Mages, Priests, and Warlocks fight best from a safe distance. You must learn how to control the range of a fight, because you’re not built for melee combat. Keep enemies away from you, and you’ll be successful.
- Paladins, Rogues, Death Knights, and Warriors fight up-close and personal with their enemies. Melee combat is generally more chaotic than what ranged classes experience.
- Druids and Shaman can fight from long range or in melee combat, and it’s up to you to decide which way you prefer.

WHAT’S NEXT?

Use the following pages as an introduction to the classes available to you when you first play the game. If you aren’t sure which class is the one for you, try a few different classes. You may not know what you like until you try it!



DEATH KNIGHT

Alliance Races



Horde Races



Either Faction



OVERVIEW

Death Knights are Azeroth's sole hero class, able to utilize powerful spells and melee strikes and manipulate the energies of shadow and frost to hinder and ultimately slaughter their foes.

Death Knights are the only class to start at a level other than 1 (in their case, 55). This means that, right away, they have an array of abilities already at their disposal, including the benefit of selecting some talents to help them overcome foes. Where other classes start their journey at a location determined by their race, Death Knights always start in Acherus, a gloomy section of the Eastern Plaguelands where they train, eventually able to venture out into the world.

Being a hero class is not without its hindrances: in order to create a Death Knight, you must have already achieved level 55 on a different class. You wouldn't want a Death Knight to be the first class you experience Azeroth with anyways, as this class assumes you're already familiar with the basic mechanics of the game.



RACIAL ADVANTAGES

ALLIANCE	
RACE	NOTES
Draenei	Heroic Presence grants Draenei +1% Hit chance. Gift of the Naaru heals the Draenei or any ally. Draenei take less damage from Shadow spells.
Dwarf	Stoneform is excellent for PvP and tanking, as it removes all bleeds, Poison and Disease effects and reduces damage taken. Mace Specialization provides increased Expertise with one and two hand maces. Dwarves take less damage from Frost spells.
Gnome	Escape Artist provides an extra ability for escaping slow or snare effects, making it great for PvP. Shortblade Specialization provides increased Expertise with daggers and one hand swords. Gnomes take less damage from Arcane spells.
Human	Every Man for Himself removes effects that cause loss of control. Sword and Mace Specialization provides Expertise with one and two hand swords and maces.
Night Elf	Night Elves are less likely to be hit by any physical attack (perhaps the best racial passive for tanking) and take less damage from Nature spells. Shadowmeld renders Night Elves invisible while motionless and cancels spells being cast by enemies on the Night Elf.
Worgen	Worgen get 1% increased Critical Strike from Viciousness. Darkflight increases movement speed temporarily. Worgen take less damage from Shadow and Nature spells.

HORDE	
RACE	NOTES
Blood Elf	The signature Blood Elf racial, Arcane Torrent, provides Runic Power and an AoE silence. The former helps in tight situations, and the latter is great for PvP and certain PvE encounters. Blood Elves take less damage from Arcane spells.
Goblin	Rocket Jump is a great mobility tool. Additionally, Goblins get 1% increased Haste. Rocket Barrage is another source of damage for Goblins.
Orc	Blood Fury increases your attack power. Axe Specialization provides Expertise for axes. As a bonus, Orcs get increased pet damage, which benefits your ghouls. Hardiness reduces the duration of stun effects by 15%.
Tauren	Nature Resistance increases a Tauren's ability to stand up to harmful Nature effects. War Stomp provides an (AoE) stun in melee range, and Endurance boosts base health by 5%.
Troll	Berserking grants a temporary increase in attack speed. Da Voodoo Shuffle passively reduces the duration of movement impairing effects, which is important for Death Knights. Trolls regenerate Health faster than other races, and 10% of total Health regeneration may continue in combat. Trolls deal 5% extra damage versus Beasts.
Undead	Undead are more suited for PvP as they can break out of Charm, Fear, and Sleep effects with Will of the Forsaken. Their passive racial, Touch of the Grave, is a life leech and also provides a modest DPS increase in any situation. Undead take less damage from Shadow spells.

SPECIALIZATIONS

At level 55, Death Knights must choose one of the following specializations: Blood, Frost, or Unholy.



Blood Death Knights are tanks who focus on holding the attention of enemies in combat, and surviving the resulting damage.



Frost Death Knights combine damage from direct attacks and Frost-based spells. They also have resilience to disabling effects.



Unholy Death Knights have better overall spellwork, improved damage over time, and have superior summonable pets. They even get a special Gargoyle every few minutes.

EQUIPMENT OPTIONS

ARMOR TYPE	SHIELD
Plate	No

USABLE WEAPONS	
1 HAND WEAPON	2 HAND WEAPON
Axes	Axes
Maces	Maces
Swords	Polearms
	Swords

PROMINENT CLASS ABILITIES

RUNIC POWER

Death Knights use a unique resource called runic power, commonly recognized for its light blue tint.

This resource works similarly to a Warrior's Rage resource in that some abilities generate it, and some others spend it. The main difference between them is their volatility: runic power builds up at a slower, steadier pace, with many damaging abilities and melee strikes granting you a small amount, where rage builds and is spent faster. Think of runic power as a buffer that can be spent in the appropriate situation in order to deal more damage or increase your survivability.



RUNES

The other unique resource used by Death Knights is the rune system. Runes are a regularly replenishing resource spent by quite a few Death Knight abilities, providing a pacing mechanism that will require most of your attention in a fight.



The rune system is easy in its concept, but will likely require some practice in its execution if you wish to get the most out of it. There are three types of runes: blood, frost, and unholy (matching the names of the Death Knight specs, but not exclusive to them).

Instead of spending mana, energy, rage, or runic power, some of your abilities will simply spend, for example, "1 Blood."

This means one of your two blood runes will be activated in order to use that ability, triggering a 10-second cooldown on itself. Because you have two blood runes, you can use another ability that requires a single blood rune, but that will disable you from using any abilities that require blood runes until at least one of them is replenished. They replenish one at a time within their element, so you can be regenerating a blood and a frost rune at the same time, but two blood runes will recover one at a time.

This is fairly straightforward until you consider that some abilities consume two types of rune at once, and there's even a fourth type of rune — the death rune — that works as a wildcard. Arguably the most complex resource in the game, the rune system takes some time to get used to, but at some point, you'll keep track of everything without even noticing.

PRESENCES

Another concept shared between Death Knights and Warriors (called stances for Warriors) are the mutually exclusive Presences.



The three presences correspond to the three powers harnessed by Death Knights: Blood, Frost, and Unholy. Death Knights have access to any presence at any time if they meet the level requirement, but switching to a new presence will destroy any accrued runic power.

The three presences are described in the following table.

PRESENCE	DESCRIPTION
Blood Presence	Increases stamina, armor, threat generation, and reduces the damage you take from all sources.
Frost Presence	Increases the generation rate of runic power, and reduces the duration of crowd control effects on you.
Unholy Presence	Increases Rune Regeneration by 10%, and also increases attack and movement speed.

PLAYING AS A BLOOD DEATH KNIGHT

Blood Death Knights manipulate the power of blood to sustain themselves in the face of an enemy attack, protecting allies with their durable plate armor and health-regenerating abilities. They are the only plate-wearing tank without a shield, instead tanking with a two-handed weapon. However, that doesn't mean they're any less effective at any tank-related job, as several mechanics provide the defenses necessary to compensate.



Mastery: Blood Shield

Grants you a shield that absorbs damage when you use Death Strike while in Blood Presence. The amount absorbed is based on your Mastery.

GETTING TO LEVEL 85

Blood is actually a respectable spec when it comes to leveling, though it is primarily a tank spec. Opt for a more damage-oriented rotation, using your runes to deal the most damage.

Like other Death Knight specs, choosing the right talents is key for leveling speed. Consider passive talents or talents on short cooldowns, such as Roiling Blood, Death's Advance, and Death Pact. At higher levels you can learn Runic Corruption, which provides a much needed boost to rune regeneration rate, allowing you to use abilities much more freely.

Death Knights have a slight advantage over other melee classes when it comes to survivability in the battlefield, with many cooldowns that can be used to prevent damage, restore health, or remove debuffs. Don't save these for a rainy day when leveling, as they will reduce your downtime from enemy to enemy.

BASIC ROTATION

Blood depends largely on the ability Death Strike as both an offensive and defensive mechanism. However, this doesn't mean you should ignore other abilities — try to save Death Strike for when you actually need it, otherwise opt for its single-rune counterparts. You have an outstanding number of defensive cooldowns, so remember to use them — Vampiric Blood, Dancing Rune Weapon, Rune Tap, and Bone Shield fall into this category, along with more situational ones like Anti-Magic Shell.

- Use Plague Strike if you have an unholy rune and you need to apply Blood Plague
- Use Icy Touch if you have a frost rune and you need to apply Frost Fever
- Use Heart Strike if you have a blood rune and don't need immediate healing
- Use Death Strike if you're in need of healing (note that it consumes a frost and unholy rune)
- Use Rune Strike whenever you have enough runic power

PLAYING IN A GROUP

Being a tank is a big responsibility in groups, so make sure your gear is up to par for the content you're attempting to do. That said, Blood is all about managing your runes, especially the blood types. Note that Death Strike is not on a cooldown, but costs two runes of different types. It is ideal to use Death Strike immediately after taking a lot of damage as you'll gain maximum benefit from the self heal, however all is not lost if you use this ability at max health because you can prepare for the next large incoming attack by building up your Blood Shield by using Death Strike on cooldown. As a side note, for bigger packs, you might want to consider using Pestilence, Blood Boil, and Death and Decay, as Heart Strike can only hit three targets at once.

For emergency situations, use your large cooldowns to hopefully survive a heavy siege. Because Death Knights have many defensive cooldowns, you should use these liberally.

GROUP BUFFS AND DEBUFFS

All Death Knights provide the Attack Power buff with Horn of Winter.

Necrotic Strike imparts the Cast Speed Slow debuff and negates healing on the enemy target by absorbing it, and Blood Death Knights afflict enemies with Weakened Blows from the ability Scarlet Fever.

PLAYING AS A FROST DEATH KNIGHT

Frost Death Knights have the option of delivering vicious strikes through the use of two-handed weapons or dual wielding. Making the most use of runic power, these icy harbingers have an array of frost-based abilities that can hinder and wound enemies while pummeling them with a flurry of lightning-quick attacks.



Mastery: Frozen Heart

Increases all frost damage done by a percentage determined by your Mastery.

GETTING TO LEVEL 85

Frost is great for leveling with its quick attacks and AoE-friendly abilities. Note that, while it might be tempting to go to Unholy Presence for the added speed, you will benefit more from remaining in Frost Presence, as several passive abilities interact with your core spells to deal more damage.

Like other Death Knight specs, choosing the right talents is key for leveling speed. Consider passive talents or talents on short cooldowns, such as Unholy Blight, Death's Advance, and Death Siphon. At higher levels you can learn Runic Empowerment, which provides a much needed boost to rune regeneration rate, allowing you to use abilities much more freely, especially considering Frost has two permanent death runes instead of blood runes.

Death Knights have a slight advantage over other melee classes when it comes to survivability in the battlefield, with many cooldowns that can be used to prevent damage, restore health, or remove debuffs. Don't save these for a rainy day when leveling, as they will reduce your downtime from enemy to enemy.

BASIC ROTATION

An added feat of Frost Death Knights is their Blood of the North passive, which converts blood runes into death runes (thus providing two wildcards). This helps tremendously with your rotation, which uses mostly unholy and frost runes. While in Frost Presence, Frost Death Knights also have cheaper runic power abilities, making them a primary source of damage.

- Use Plague Strike to apply Blood Plague
- Use Howling Blast to apply Frost Fever, or to AoE enemies
- Use Obliterate when both of your diseases are up on the target
- Use Frost Strike when you have enough runic power

PLAYING IN A GROUP

Execute your standard rotation for single enemies, using DPS-increasing cooldowns as desired, and making sure not to pull threat (this is especially important for Death Knights, as they are a melee class that has no threat reduction moves). When fighting multiple enemies, you can AoE them by using your AoE-friendly talents and Howling Blast.

If you pull aggro, or your tank happens to die, you can still save the day by quickly switching to Blood Presence. This will make you very durable, hopefully giving your group enough time to recover from a possible wipe. If you switched to Blood Presence because you pulled aggro, however, don't use any abilities until your tank has the monster's attention again, as they will generate a lot of threat.

GROUP BUFFS AND DEBUFFS

All Death Knights provide the Attack Power buff with Horn of Winter. Groups get the Attack Speed buff from the Unholy Aura provided by Frost Death Knights.

Necrotic Strike imparts the Cast Speed Slow debuff and absorbs healing effects, and Frost Death Knights use Brittle Bones to apply the Physical Vulnerability debuff.



PLAYING AS AN UNHOLY DEATH KNIGHT

Unholy Death Knights excel at defiling the ground with Death and Decay and then spreading powerful diseases amongst all their foes. They are also masters of undead control, being proficient at commanding ghouls and other undead minions, and making them powerful through dark abilities.



Mastery: Dreadblade

Increases all shadow damage done by a percentage determined by your mastery stat.

GETTING TO LEVEL 85

Unholy is arguably the fastest Death Knight leveling spec, considering you take full advantage of Unholy Presence, have a permanent pet, and can dispatch multiple enemies at once by using powerful diseases and Death and Decay.

Like other Death Knight specs, choosing the right talents is key for leveling speed. Consider passive talents or talents on short cooldowns, such as Roiling Blood, Death's Advance, and Death Siphon. At higher levels you can learn Runic Corruption, which provides a much needed boost to rune regeneration rate, allowing you to use abilities much more freely.

Death Knights have a slight advantage over other melee classes when it comes to survivability in the battlefield, with many cooldowns that can be used to prevent damage, restore health, or remove debuffs. Don't save these for a rainy day when leveling, as they will reduce your downtime from enemy to enemy.

BASIC ROTATION

As an Unholy Death Knight, you want to be in Unholy Presence due to your Improved Unholy Presence. Unlike the other two specs, you actually have to manage your pet to some extent (which is permanent for Unholy), as a large portion of your damage will come from its swings, especially under the effects of Dark Transformation. To accomplish this, you can empower your ghoul by casting Death Coil on your enemies.

- Use Plague Strike to apply Blood Plague and Frost Fever
- Use Scourge Strike if you don't need to refresh your diseases yet
- Use Festering Strike when you have a blood and frost rune to extend the duration of your current diseases
- Use Dark Transformation upon reaching five stacks of Shadow Infusion, which is generated by casting Death Coil at your enemies
- Use Death Coil whenever you have runic power

PLAYING IN A GROUP

Execute your standard rotation for single enemies, using DPS-increasing cooldowns as desired, and making sure not to pull threat. This is especially important for Death Knights, as they are a melee class that has no threat reduction moves, but less so for Unholy, as a portion of the damage comes from your pet. When fighting multiple enemies, you can AoE them by using your AoE-friendly talents and diseases.

If you pull aggro, or your tank happens to die, you can still save the day by quickly switching to Blood Presence. This will make you very durable, hopefully giving your group enough time to recover from a possible wipe. If you switched to Blood Presence because you pulled aggro, however, make sure not to use any abilities until your tank has the monster's attention again, as they will generate a lot of threat.

GROUP BUFFS AND DEBUFFS

All Death Knights provide the Attack Power buff with Horn of Winter. Groups get the Attack Speed buff from the Unholy Aura provided by Unholy Death Knights.

Necrotic Strike imparts the Cast Speed Slow debuff and absorbs healing effects, and Unholy Death Knights use Ebon Plaguebringer to apply the Physical Vulnerability debuff.



DRUID

Alliance Races



Horde Races



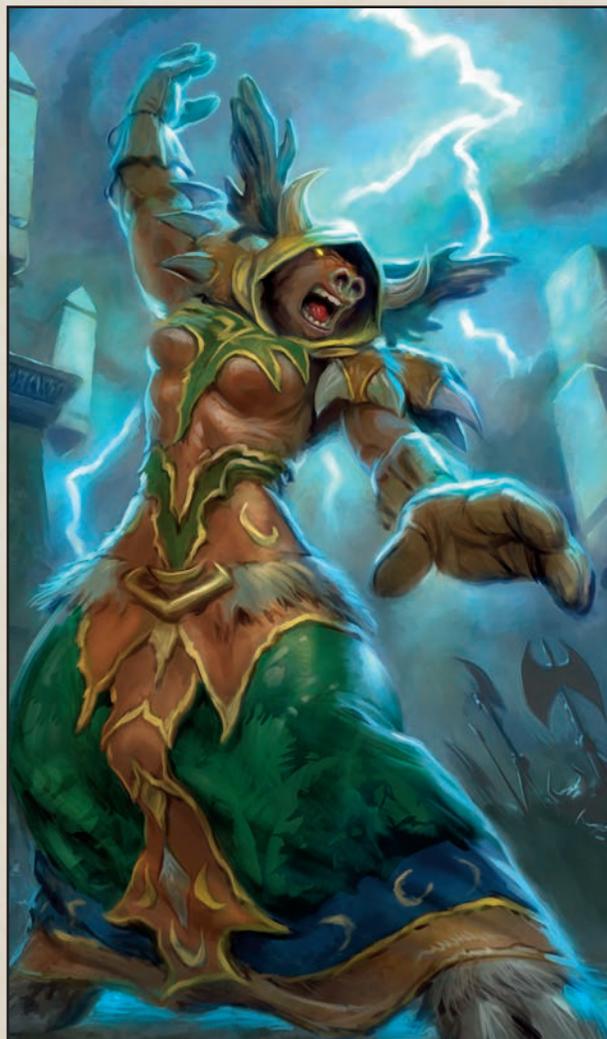
Either Faction



OVERVIEW

Druids are true hybrids and masters of shapeshifting. They are the class closest to nature, and the only one able to master four different specialization trees.

Each form adoptable by Druids grants unique abilities or bonuses and has a purpose either in combat or outside of it. Unlike other classes, Druids are able to play every role archetype proficiently: they can be melee DPS, tanks, casters, and healers. They truly are Jacks of all Trades. This makes them a perfect fit for those who wish to experience every aspect of combat in a single class. Though Druids are not without their own niches—for instance, they are the masters of heals over time (HoT) among healers. Because of their affinity to nature, Druids possess a great arsenal of nature-based spells, but they can also blast their enemies with arcane spells (chiefly Balance Druids), further increasing their spell variety.



RACIAL ADVANTAGES

ALLIANCE	
RACE	NOTES
Night Elf	Night Elves are less likely to be hit by any physical attack (perhaps the best racial passive for tanking) and take less damage from Nature spells. Shadowmeld cancels spells being cast by enemies on the Night Elf.
Worgen	Worgen get 1% increased Critical Strike from Viciousness. Darkflight increases movement speed temporarily. Worgen take less damage from Nature and Shadow spells.

HORDE	
RACE	NOTES
Tauren	Nature Resistance increases a Tauren's ability to stand up to harmful Nature effects. War Stomp provides an (AoE) stun in melee range, and Endurance boosts base health by 5%.
Troll	Berserking grants a temporary increase in attack speed. Trolls regenerate Health faster than other races, and 10% of total Health regeneration may continue in combat.

EQUIPMENT OPTIONS

ARMOR TYPE	SHIELD
Leather	No

USABLE WEAPONS	
1 HAND WEAPON	2 HAND WEAPON
Daggers	Maces
Fist Weapons	Polearms
Maces	Staves

SPECIALIZATIONS

At level 10, Druids must decide to follow one of the following specializations: Balance, Feral, Guardian, or Restoration.



Balance opens the moonkin form, and causes the Druid to deal more damage with their spells.



Feral provides a boost to the Druid's cat form, turning them into close-combat nightmares.



Guardian enhances the tank aspects of a Druid, allowing them to act as the protector to everyone in their groups.



Restoration is a line dedicated to healing. The ultimate expression of this line is the Druid's ability to periodically assume the form of a Tree of Life.

PROMINENT CLASS ABILITIES

FORMS

Shapeshifting is the bread and butter of Druid combat and travel.

At certain levels (starting at level 6) Druids are granted the ability to change their form into several different animals. Each animal has a specific function. The talent Incarnation also allows you to temporarily shift into an improved version of the forms.

While shapeshifted, you are immune to Polymorph effects, and the act of shapeshifting frees you from movement impairing effects. This makes Druids incredibly mobile, without even taking into account the abilities that grant speed boosts. Forms are very flexible; Druids can shift from one form to another without having to go back to their original form first.

Mana is preserved across forms and continues to regenerate even while shapeshifted. This also applies to Cat Form's energy resource, allowing for more hybrid-like play.



FORM	TREE OF PROFICIENCY	FUNCTION
Cat / King of the Jungle	Feral	Melee DPS
Bear / Son of Ursoc	Guardian	Tanking
Travel	None	Ground traveling
Aquatic	None	Water traveling
Moonkin / Chosen of Elune	Balance	Caster DPS
Tree of Life	Restoration	Healing
Flight	None	Air traveling
Swift Flight	None	Air traveling

RAGE, ENERGY, AND COMBO POINTS

While in Bear Form, Druids will have a combat resource shared by Warriors, called Rage. Rage is generated by dealing damage with auto-attacks. Most abilities consume rage instead of generating it, with a few exceptions like Mangle. The Enrage ability will allow Druids to instantly gain some rage, and then an additional amount over time.

While in Cat Form, Druids will have a combat resource shared by Rogues and Monks, called Energy. This resource is constantly replenishing itself as time passes, usually in a speedier fashion than other resources (it's a matter of seconds for an Energy bar to go from empty to full). The highest amount of Energy is 100 by default. This resource keeps regenerating in other forms.

Because this resource regenerates so quickly, abilities based on it often use a great amount at once, serving as a pacing mechanism for Cat DPS. Certain abilities also generate Combo Points, which can be seen around your target's character portrait. These points are required for other abilities—the more points, the stronger or more efficient these abilities will be. Some abilities, like Faerie Fire, don't generate or spend Combo Points.



PLAYING AS A BALANCE DRUID

Balance is a caster DPS tree focused on abilities that excel at dealing ranged, magical damage. Druids who specialize in Balance are able to stay at range and dish some serious damage through spells such as Wrath, Starfire, and Moonfire. In addition to a mana bar, Balance Druids have a unique Eclipse bar that indicates your Solar or Lunar energy.



BASIC ROTATION

Balance rotation is about, well, balance. Your goal is to go into Eclipse mode by generating Solar or Lunar energy. Once you're in that mode, you will cast spells associated with the opposite energy (as they will deal more damage), allowing you to alternate. Either Eclipse will grant a significant spell haste and mana boost.

- Apply/refresh Moonfire if working toward Solar Eclipse
- Apply/refresh Sunfire if working toward Lunar Eclipse
- Cast Starsurge when available when you're working toward either Eclipse effect
- Cast Wrath if working toward Lunar Eclipse
- Cast Starfire if working toward Solar Eclipse

Mastery: Total Eclipse

Increases the bonus damage granted by Eclipse by a percentage determined by your Mastery.

PLAYING IN A GROUP

Execute your base rotation while making sure to use talents and other damage-increasing cooldowns when in Eclipse. Your Solar Beam ability is one of the few AoE silences available to players, so it is usually appreciated, especially against numerous caster enemies. Keep Faerie Fire in mind if nobody else can apply the Weakened Armor debuff.

GROUP BUFFS AND DEBUFFS

Balance Druids apply the Stats buff with Mark of the Wild, and impart the Spell Haste buff when they're in Moonkin Form. Faerie Fire inflicts the Weakened Armor debuff.

GETTING TO LEVEL 85

Being the caster version of a Druid, you will benefit most from rooting abilities such as Entangling Roots and Nature's Grasp when leveling.

Consider Feline Swiftswiftness and some healing (or hybrid) talents for maximum leveling speed.

PLAYING AS A FERAL DRUID

Feral Druids refer to the melee DPS version of Druids. Tanks have their own spec called Guardian, allowing Feral to make the most out of Cat Form and its abilities. Many abilities are shared between Guardians and Feral Druids, making synergy between these two specs possible.



Mastery: Razor Claws

Increases the damage done by your bleed abilities by a percentage determined by your Mastery.

BASIC ROTATION

Cat DPS is all about maintaining bleed effects on targets that will live long enough for them to fully tick. Because of Shred, you will usually want to be behind your enemies.

- Apply/refresh the Rake bleed
- If you have 5 combo points and the effect isn't already active, use Savage Roar
- Use Rip when you have 5 combo points
- Use Ferocious Bite when you have 5 combo points and Rip is already active, or your target is below 25% health
- Use Shred if positioning allows it
- Use Mangle otherwise

PLAYING IN A GROUP

Being melee-based, you must watch your threat near the start of a fight, particularly if the tank is less geared than you are. If you opted for hybrid talents, remember to use them to aid your group—particularly those that allow you to tank temporarily or heal allies while remaining in Cat Form. Use Faerie Fire often, as it will benefit you and other melee classes in your group.

GROUP BUFFS AND DEBUFFS

Druids grant the Stats buff with Mark of the Wild. Feral Druids provide the Critical Strike buff via Leader of the Pack.

Faerie Fire stacks impart the Weakened Armor debuff, while Thrash causes Weakened Blows on its target.

GETTING TO LEVEL 85

Cats are very versatile levelers, especially because they can so easily turn stealth. Though this won't always be necessary—most of the time, you'll simply want to pull an enemy with Faerie Fire and then apply your bleeds as soon as possible. Don't wait for 5 combo points to use Rip on weaker enemies, as it's rarely worth it. Consider whether Savage Roar is necessary or not—at 5 combo points, it can last long enough to defeat several enemies.

For tougher enemies, consider using Prowl before a fight and opening with Pounce or Ravage. The latter can actually be a very good all-purpose opener, as its critical chance is greatly increased for targets with high health.

PLAYING AS A GUARDIAN DRUID

Tank Druids are called Guardians. With many passive and active abilities that benefit Bear Form, Guardians can sustain the brunt of enemy attacks while still providing some utility to a group, mainly through hybrid talents.



Mastery: Nature's Guardian

Increases your armor by a percentage determined by your Mastery.

GETTING TO LEVEL 85

Because Guardian Druids and Feral Druids share many abilities (most notably Ravage, Rip, Rake, and Mangle), you're better off leveling in Cat Form (and thus Feral Spec) than as a bear. If you can spare the gold, however, dual specialization gives you a chance to have a proper leveling spec and still be able to tank dungeons as you level.

BASIC ROTATION

As with other tanks, Guardians can benefit greatly from proper resource management. In this case, the Savage Defense ability will be your primary defensive rage consuming skill.



- Apply/refresh Lacerate up to 3 stacks (depending on how long your target will live)
- Apply/refresh Thrash, especially for multiple enemies
- Use Mangle
- If you have enough rage, consider Savage Defense or Frenzied Regeneration to increase your survivability

PLAYING IN A GROUP

As a tank, your role is to keep all enemies off your party members. To accomplish this, Bear Form grants you a large bonus to threat, making enemies much more likely to attack you. Thrash is a key ability when facing multiple enemies, as it weakens their attacks and deals damage to them, hopefully keeping them off more fragile party members. Naturally, use your taunting ability, Growl, if you can't seem to get a single enemy's attention.

Watch your health closely at all times, particularly when you predict large incoming damage. Try to save some Rage for these occasions in order to use your defensive abilities.

GROUP BUFFS AND DEBUFFS

Druids grant the Stats buff with Mark of the Wild. Guardian Druids provide the Critical Strike buff via Leader of the Pack.

Faerie Fire stacks impart the Weakened Armor debuff, while Thrash causes Weakened Blows on its target.

PLAYING AS A RESTORATION DRUID

Restoration is a Druid's healing specialization, mostly employing nature-based recovery spells in order to serve as a group's healer. Restoration Druids are masters of heal-over-time spells, and they also provide extra utility with many hybrid abilities and talents.



Mastery: Harmony

Your direct healing is increased by an additional percentage and casting your direct healing spells grants you an additional percentage bonus to periodic healing for 20 sec.

HEALING

Healer Druids, along with Discipline Priests, have the least standard of healing spells. They do have the three main types of heal, but the way they interact with passives and other abilities provides bonuses that might be less straightforward to a newcomer. You can stick to the following guidelines, however.

SITUATION(S)	USE...
An ally is in need of immediate healing	Swiftmend if the target has one of your main HoT spells, otherwise Regrowth
Healing a single target that's not in immediate danger	Keep Lifebloom up, especially if the target is a tank; it is refreshed by other heals, making this task easier. Otherwise, Healing Touch or Nourish, depending on how much health is missing
Everyone is healthy, but you know there's going to be incoming damage	Cast Rejuvenation on all the targets you think will take damage. For Restoration Druids, this spell has a shorter cooldown, allowing you to accomplish this more easily
Heavy AoE damage from enemies	Get Wild Growth up on as many targets as possible. If this isn't enough, use Tranquility

GETTING TO LEVEL 85

Restoration is not optimal for leveling, but keep in mind Druids have talents and abilities that allow them to use different forms efficiently. Chief among these is Killer Instinct, a Restoration passive that increases your Agility by an amount determined by your Intellect when you turn into a bear or a cat. This allows you to be relatively efficient at leveling, but never like a Feral Druid. Consider dual specialization if you want to be a healer in dungeons but level at maximum speed.



PLAYING IN A GROUP

Use your healing priority to conserve as much mana as possible, as you never know when you'll need it. Innervate also helps you accomplish this. Note that Restoration Druids can still use the crowd control abilities Hibernate and Cyclone, so don't be afraid if you predict a large pack will make quick work of your tank. If someone dies but you think the fight is still doable, be quick to use Rebirth—note that other classes can use similar spells, however, if you're struggling to keep the group alive.

GROUP BUFFS AND DEBUFFS

Restoration Druids provide only the baseline Druid buff (Stats) with Mark of the Wild and the Weakened Armor debuff with Faerie Fire.

HUNTER

Alliance Races



Horde Races



Either Faction



OVERVIEW

Hunters are masters of archery and marksmanship, relying on their ranged weapons to eliminate their foes from afar, without the need to get close and personal. Hunters are close to nature, allowing them to tame and summon wild beasts to do their bidding. Azeroth has an immense variety of animal species, and Hunters are able to charm their way into getting aid in battle from most of them. Pets are an integral part of playing a Hunter, and there are a few pages devoted to them at the end of this section.

Hunters are the only ranged class that primarily deals physical damage, mainly using bows, crossbows, or guns. Because they're best at range, Hunters can master many slowing, snaring, and immobilizing mechanics to keep their enemies at bay. Among these are traps, which can slow enemies down, prevent them from acting altogether, or even help the Hunter deal more damage. Lastly, Hunters can take on the aspects of several different beasts, modifying their abilities in various interesting ways.



RACIAL ADVANTAGES

ALLIANCE	
RACE	NOTES
Draenei	Heroic Presence grants Draenei +1% Hit chance. Gift of the Naaru heals the Draenei or any ally. Draenei take less damage from Shadow spells.
Dwarf	Stoneform is excellent for PvP, as it removes all poison, disease, and bleed effects and reduces damage taken. Crack Shot increases Expertise with ranged weapons by 1%. Dwarves take less damage from Frost spells.
Human	Every Man for Himself removes effects that cause loss of control of your character.
Night Elf	Night Elves are less likely to be hit by any physical attack and take less damage from Nature spells. Shadowmeld renders the Night Elf invisible while motionless and cancels spells being cast by enemies on the Night Elf.
Worgen	Worgen get 1% increased Critical Strike from Viciousness. Darkflight increases movement speed temporarily.

HORDE	
RACE	NOTES
Blood Elf	The signature Blood Elf racial, Arcane Torrent, provides Focus and an AoE silence. The former helps in tight Focus situations, and the latter is great for PvP and certain PvE encounters. Blood Elves take less damage from Arcane spells.
Goblin	Rocket Jump is a great mobility tool, allowing Hunters to stay at range; it can also be used as a second Disengage. Goblins get 1% increased Haste from Time is Money. Rocket Barrage is another source of damage for Goblins.
Orc	Orcs are great for maximizing damage. Blood Fury increases your attack power. Command increases your pet's damage output. Hardiness reduces the duration of Stun effects by 15%.
Tauren	Nature Resistance increases a Tauren's ability to stand up to harmful Nature effects. War Stomp provides an (AoE) stun in melee range, and Endurance boosts Base Health by 5%, making Tauren a good choice for PvP.
Troll	Berserking grants a temporary increase in attack speed. Da Voodoo Shuffle passively reduces the duration of movement impairing effects, which is important for Hunters. Dead Eye increases Expertise with ranged weapons by 1%. Trolls regenerate Health faster than other races, and 10% of total Health regeneration may continue in combat.
Undead	Undead are more suited for PvP as they can break out of Charm, Fear, and Sleep effects with Will of the Forsaken. Their passive racial, Touch of the Grave, is a life leech and also provides a modest DPS increase in any situation. Undead take less damage from Shadow spells.

PANDAREN	
RACE	NOTES
Pandaren	Epicurean doubles the statistical bonuses from being Well Fed. Quaking Palm acts as a form of brief crowd control.

USABLE WEAPONS		
1 HAND WEAPON	2 HAND WEAPON	RANGED
Axes	Axes	Bows
Daggers	Polearms	Crossbows
Fist Weapons	Staves	Guns
Swords	Swords	

EQUIPMENT OPTIONS

ARMOR TYPE	SHIELD
Leather until Level 40, then Mail	No

SPECIALIZATIONS

At level 10, Hunters must decide to follow one of the following specializations: Beast Mastery, Marksmanship, or Survival.



Beast Mastery puts at least half of the damage output of the Hunter/Pet team onto the pet. You get the strongest pets in the game by selecting Beast Mastery. You also get the ability to tame Exotic Pets.



Marksmanship swings the damage pendulum back onto the Hunter. This is the line for massive ranged damage. However, Marksmanship is much harder to play solo than Beast Mastery. Your pet won't hold quite as much attention from monsters, so you need to know when to switch targets when necessary, and stay more mobile.



Survival Hunters bring a number of tricks to a group, but it's a challenging Hunter specialization to master. Survival enhances traps and gives some of the best crowd control abilities and AoE damage abilities among Hunters.

PROMINENT CLASS ABILITIES

PETS

Hunters have the ability to tame nearly any wild beast they encounter, turning it into their sidekick. Whenever you tame a pet, you may give it a name and use its abilities as you wish. The Beast Mastery specialization is dedicated to improving pet performance, and even allows you to tame exotic beasts.

You are limited to five (depending on your Hunter's level) beasts with you at a time. You can store up to 50 more with the Stable Masters found throughout World of Warcraft.

Hunter pets bring a variety of buffs and debuffs to groups. While Hunters can have a single pet active at a time, they can change between a handful of pets between fights. Plan ahead and take the pets that fill in any missing buffs or debuffs provided by the rest of your group or raid.

FOCUS

Focus is the resource that both Hunters and their pets use to activate their abilities. Most Hunters and Hunter pets have a maximum Focus value of 100 (Beast Mastery Hunters and their pets have 120). Focus regenerates by itself over time at a rate of 4 per second for the Hunter, and 5 per second for pets, but is increased with additional values of Haste. There are a few different methods to increase the rate at which you regenerate Focus. Casting Steady or Cobra Shot instantly restores 14 Focus. Several talents also cause you or your pet to generate Focus instantly. Also, Haste is effective at increasing the rate at which you passively regenerate Focus, and increases the rate at which you can cast your Focus generators like Cobra Shot or Steady Shot.

Focus is a resource to be used! Don't ever let yourself get to maximum Focus after the start of a fight. You should be doing something at all times, whether it is using Steady Shot to regenerate Focus that you've used, or using an ability that costs Focus. Most of your hardest-hitting abilities have cooldowns, so always try to have enough Focus to cast them as soon as they're ready.

TRAPS

An important aspect of playing Hunters is the ability to drop traps to hinder your enemies. They are valuable in a variety of situations, ranging from increasing your damage, long-term crowd-control, or creating a patch of ice that slows all enemies that approach it. The latter is one of the best ways to keep several enemies slowed at once.

Traps can be placed in one of two ways: right under your character, or shot at a target location. The latter is possible due to Trap Launcher, which is now a toggled ability. Until Mists of Pandaria, Hunters needed to keep using Trap Launcher before placing every trap. Now you can simply toggle Trap Launcher and throw every trap you use, or you can toggle it off and place a trap to fend off an enemy that's too close for comfort.

Note that traps trigger a cooldown based on their type. For example, you can place either Freezing Trap or Ice Trap. If you place either, the other becomes disabled for the duration of the cooldown. Additionally, only one target can be frozen by Freezing Trap at once, so pick your target wisely!

ASPECTS

Hunters can take on the aspect of several beasts, providing a buff to themselves or their allies. The aspects are instant and unlimited, but only one of them may be active at a time. Hunter Aspects require the use of an exclusive Aspect Global Cooldown both in and out of combat. This means that you must think carefully about the situation you are in, and if changing Aspects will be a net gain for you at that time.



PLAYING AS A BEAST MASTERY HUNTER



Hunters increase their affinity with beasts through Beast Mastery specialization, which also allows them to tame a wider variety of beasts and boost the damage caused by their pets. Exotic Beasts, which can be tamed starting at level 69, are a great way to fill gaps in your group's buffs due to class composition.



Mastery: Master of Beasts

Increases the damage done by your pets. Each point of Mastery increases pet damage by an additional amount.

GETTING TO LEVEL 85

Beast Masters are adept at leveling, considering pets will do much of the work. Do note that if your pet kills an enemy all by itself, you won't get any experience points or loot off it, so you must damage all enemies at least once. That said, the most important thing is getting an awesome pet to accompany you through your adventures. As soon as you can tame Exotic Pets, tame one. It is important to keep pets with you that provide the specific pet special abilities that you enjoy playing with. Keep in mind that all of your pets can be specced into Tank, DPS, or PVP/Defensive-oriented pets via the Pet Specialization trees. Your goal when fighting such enemies is primarily to keep the enemy off you by using Misdirection and Feign Death, and secondarily to keep your pet alive through Mend Pet and talents. Don't be afraid to fight several enemies at once—you can also use Misdirection to direct them to attack your pet instead of you. Remember to use your cooldowns often as well, especially Bestial Wrath.

For talents, consider taking up Spirit Bond, Dire Beast, and Lynx Rush, which is great for several enemies at once.

BASIC ROTATION

As Beast Mastery, your pet becomes significantly more powerful and an important part of your damage output. Many passives grant your pet buffs based on your attacks, and vice versa. Beast Mastery's big cooldown, Bestial Wrath, will also increase your damage done and reduce the Focus cost of your abilities.

- Apply/refresh Serpent Sting (Cobra Shot can refresh it too)
- If you know your target will be sticking around for a while, use your damage cooldowns: Bestial Wrath, Rapid Fire, and Rabid; they won't always line up, but try to use them simultaneously
- Use Kill Command when off cooldown
- Use Arcane Shot if you have enough Focus
- Use Cobra Shot to generate Focus
- Use Kill Shot if your target is under 20% health

PLAYING IN A GROUP

When grouping, make sure your pet isn't accidentally tanking, unless this is the intent. Use your rotation against single targets, and use AoE abilities on groups of enemies that are not crowd-controlled. If you pull aggro (which is rare with Beast Mastery), use Feign Death. Since enemies usually won't be in melee range, focus on using your DPS abilities and talents as opposed to the ones geared for survivability.

Another important aspect of grouping: keep your pet alive! It takes significantly less AoE damage than players, but that doesn't mean it's immortal. Let your healer(s) know if your pet is dying often.

GROUP BUFFS AND DEBUFFS

Hunters provide the Attack Power buff with Trueshot Aura and apply the Mortal Wounds debuff with Widow Venom.

Hunter pets provide a variety of buffs and debuffs, which are covered later in this chapter. Only Beast Mastery Hunters can use the Exotic Pets and their various buffs.

PLAYING AS A MARKSMANSHIP HUNTER

Marksmanship Hunters excel at dealing damage from afar while relying less on their pets and more on their weapons and skills. Particularly adept at dealing burst damage, the Marksmanship tree excels in situations where survivability is not a concern.

Concussive Barrage and Bombardment offer improvements to dealing damage to groups and controlling their movements. This doesn't turn the Marksmanship Hunters into a gifted AoE selection, but they contribute well during AoE encounters or while attacking groups in PvP.



Mastery: Wild Quiver

Grants a chance for your ranged attacks to also instantly fire an additional ranged shot. Each point of Mastery increases the chance.

GETTING TO LEVEL 85

Because Marksmanship is the tree that is most reliant on gear, its leveling effectiveness will vary. If you're well-gearred (perhaps due to heirlooms), you can even kill monsters your level in one Aimed Shot critical hit (which happens often due to Careful Aim).

Normally, however, you apply Serpent Sting if the target will live long enough for it to run its full duration. Otherwise, open with Aimed Shot and follow with Chimera Shot. If the target ends up being under 20% health, finish it off with Kill Shot. For stronger targets, go the Beast Mastery route—use Misdirection to direct all threat to your pet temporarily, and then Feign Death if you pull aggro. After this happens, however, you must be careful not to pull aggro again (though Deterrence or kiting can still save your life). Generally, you will be kiting more than the other specs, so use Concussive Shot and frost-based traps liberally.

For talents, consider Aspect of the Iron Hawk and Fervor. Marksman is best at quickly killing one enemy at a time.

BASIC ROTATION

Marksmanship damage is about watching out for Careful Aim vulnerable targets (targets at 80% HP or above), keeping Serpent Sting on the target, and Steady Focus active on the Hunter, and using Chimera Shot as often as possible.

- Apply/refresh Serpent Sting (Chimera Shot can refresh it too)
- If Master Marksman is stacked to 3, use Aimed Shot
- Use Chimera Shot as soon as it's off cooldown
- Use Arcane Shot to consume your Focus
- Use Steady Shot to generate Focus
- Use Kill Shot as often as possible if your target is under 20% health

PLAYING IN A GROUP

Execute your standard rotation against single targets. For AoE, Bombardment provides a great way to use Multi-Shot repeatedly. This allows Marksmanship to deal bursts of AoE damage. Sustained AoE damage is best left to Survival, however.

As usual, use Feign Death if you pull aggro, and help your tank out by using Misdirection often. Although your pet isn't as vital to your DPS as it is to Beast Mastery, it's still a significant source of damage, so try to keep it alive. Should it die, consider how long the current fight will last before reviving it.

GROUP BUFFS AND DEBUFFS

Hunters provide the Attack Power buff with Trueshot Aura and apply the Mortal Wounds debuff with Widow Venom.

Hunter pets provide a variety of buffs and debuffs, which are covered later in this chapter.



PLAYING AS A SURVIVAL HUNTER

Survival Hunters have traded some of their damage potential for a bag of tricks that is a constant frustration to their enemies. In small groups, they shine their brightest. Survival Hunters are best at avoiding damage and dealing it while on the move. Many of a Survival Hunter's attacks are also magic-based and are boosted through their Mastery.

Survivalists Hunter traps have stronger effects than those from other Hunter specializations. Entrapment locks down enemies, giving groups a few precious seconds to fight major enemies without worrying about peripheral targets.



Mastery: Essence of the Viper

Increases all magical damage you deal. Each point of Mastery increases magical damage by an additional amount.

GETTING TO LEVEL 85

Survival leveling is mobile and safe, but slightly slower than the other trees. The increased effectiveness of traps allows you to get away from enemies more easily, and your Focus-based abilities can be used on the move. As with Marksmanship, use Misdirection on your pet liberally in order to keep enemies off you. Because of Lock and Load procs, you still want to use Black Arrow, even if the enemy won't be alive for its full duration. For numerous weak enemies, use Ice Trap and proceed to AoE them down with Multi-Shot/Serpent Spread.

Notable talents are Crouching Tiger, Hidden Chimera (allows for the use of Disengage more often), and Thrill of the Hunt (for more efficient AoE).

BASIC ROTATION

Survival's rotation is similar to Marksmanship, but much more mobile. The most important difference in your DPS output is how often you can use Lock and Load procs, as Explosive Shot tends to be your top-damage ability. Note that Survival has great sustained AoE due to Serpent Spread, so Multi-Shot becomes a DPS increase with as few as 3 enemies in range.

- Apply/refresh Serpent Sting (Cobra Shot can refresh it too)
- Use Rapid Fire when available
- Use Black Arrow when available
- Use Explosive Shot when available
- Use Arcane Shot to consume your Focus
- Use Cobra Shot to generate Focus
- Use Kill Shot on enemies under 20% health

PLAYING IN A GROUP

For single targets, execute your normal rotation. Make sure your pet is alive before starting a fight, and use Misdirection on the tank to help out with threat. Generally, you want to pick a target with a large health pool so Black Arrow will have time to deal its full damage. Survival really shines for AoE packs, especially ones that stay alive for a long time: with Serpent Spread, Multi-Shot applies the Serpent Sting DoT on all the enemies it hits. Depending on the situation, you can use all your Focus on Multi-Shots (generally for a large amount of enemies), or you can Multi-Shot once to apply the DoT on everything, and then continue your single-target rotation on a target with a large health pool. Naturally, use Feign Death if you pull aggro, and Deterrence as a last resort to stay alive.

GROUP BUFFS AND DEBUFFS

Hunters provide the Attack Power buff with Trueshot Aura and apply the Mortal Wounds debuff with Widow Venom.

Hunter pets provide a variety of buffs and debuffs, which are covered later in this chapter.

MAGE

Alliance Races



Horde Races



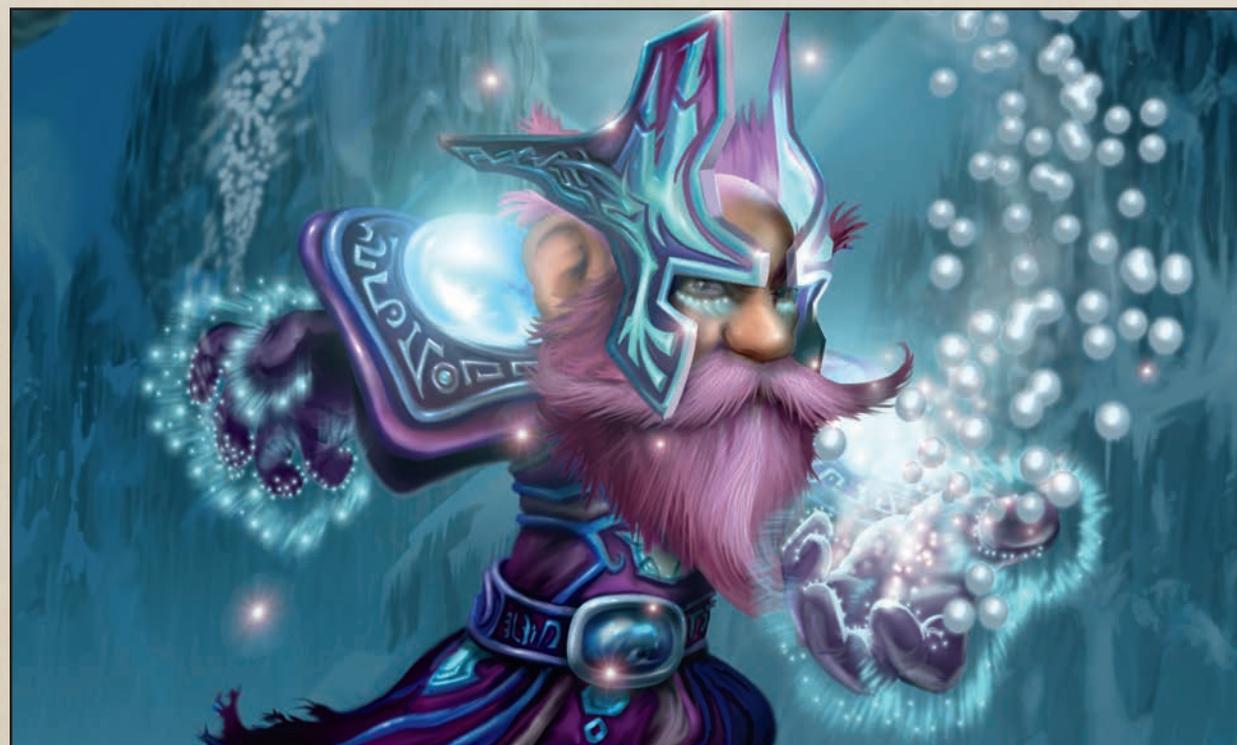
Either Faction



OVERVIEW

The Mage is a powerful damage-oriented caster class that excels at harnessing the powers of Fire, Frost, and Arcane.

Mages are known to deal great amounts of direct and over-time damage from a distance, while also being capable of damaging multiple enemies at once with their numerous area of effect (AoE) spells. Mages are not without their share of utility, however, which includes teleportation spells (for the Mage and group members), reliable crowd control, and conjury of temporary items that replenish health and mana. Depending on the situation and the specialization chosen, Mages can be fragile but powerful wizards (often referred to as “glass cannons”) or clever masters of snares and crowd control. Although all three of a Mage’s specialization trees are involved in dealing damage, they’re vastly different in their purpose and the way they’re played.



RACIAL ADVANTAGES

ALLIANCE	
RACE	NOTES
Draenei	Heroic Presence grants Draenei +1% Hit chance. Gift of the Naaru heals the Draenei or any ally. Draenei also take less damage from Shadow spells.
Dwarf	Stoneform is excellent for PvP, as it removes poison, disease, and bleed effects in addition to reducing damage taken for a short time. Dwarves take less damage from Frost spells.
Gnome	Escape Artist provides an extra ability for escaping slow or snare effects; great for PvP. Expansive Mind increases your mana pool by 5%, which is great for Arcane Mages. Gnomes take less damage from Arcane spells.
Human	Every Man for Himself removes effects that cause loss of control of your character. The Human Spirit increases your Spirit by 3%.
Night Elf	Night Elves are less likely to be hit by any physical attack and take less damage from Nature spells. Shadowmeld renders Night Elves invisible while motionless and cancels spells being cast by enemies on the Night Elf.
Worgen	Worgen get 1% increased Critical Strike from Viciousness. Darkflight increases movement speed temporarily. Worgen take less damage from Nature and Shadow spells.

HORDE	
RACE	NOTES
Blood Elf	The signature Blood Elf racial, Arcane Torrent, provides mana and an AoE silence. The former helps in tight mana situations, and the latter is great for PvP and certain PvE encounters. Blood Elves take less damage from Arcane spells.
Goblin	Goblins get 1% increased Haste from Time is Money. Rocket Jump is a great mobility tool, allowing Mages to stay at a comfortable range. Rocket Barrage is another source of damage for Goblins.
Orc	Orcs are great for maximizing damage. Blood Fury increases your spell power. Command increases your pet’s damage output. Hardiness reduces the duration of stun effects by 15%.
Troll	Berserking grants a temporary increase in attack speed. Da Voodoo Shuffle passively reduces the duration of movement impairing effects. Trolls regenerate Health faster than other races, and 10% of total Health regeneration may continue in combat.
Undead	Undead are well suited for PvP as they can break out of Charm, Fear, and Sleep effects with Will of the Forsaken. Their passive racial, Touch of the Grave, is a life leech and also provides a modest DPS increase in any situation. Undead take less damage from Shadow spells.

PANDAREN	
RACE	NOTES
Pandaren	Epicurean doubles the statistical bonuses from being Well Fed. Quaking Palm acts as a form of brief crowd control.

SPECIALIZATIONS

At Level 10, Mages must decide to follow one of the following specializations: Arcane, Fire, or Frost.



Arcane is the Mage spec with the most raw power. They are able to dish out huge damage, but they pay for it with less mobility and a bigger reliance on mana than the other Mage specs. Properly managing your mana is the key to playing an Arcane Mage. They represent the balance between the AoE capabilities of Fire Mages and the control-heavy Frost Mages, and have access to well-rounded abilities for group and solo play.



Fire is the least predictable Mage specialization, but that doesn’t stop them from inflicting frightening amounts of damage. Their method of attack is focused on dealing critical hits, and they have spells that help boost their critical hit chance. Once a Fire Mage has set their primary target ablaze, they can spread those burning damage over time effects to other nearby enemies, which can be devastating for small groups of enemies.



Frost Mages are wonderful allies or vile pests, depending on your perspective. This specialization offers a greater number of escape options than other Mages, making them hard to kill. Frost Mages focus on freezing their targets, and then focusing their attacks on their helpless victims. Additionally, Frost Mages are the only Mage specialization with access to a pet—a conjured Water Elemental that assists the Mage in combat.

EQUIPMENT OPTIONS

ARMOR TYPE	SHIELD
Cloth	No

USABLE WEAPONS	
1 HAND WEAPON	2 HAND WEAPON
Daggers	Staves
Swords	
Wands	

PROMINENT CLASS ABILITIES

DIRECT DAMAGE

Mages are known to cast large, repeatable direct single-target damaging spells, commonly referred to as “nukes.” Nukes are a Mage’s primary source of damage; many other spells (and talents) will boost or complement your spell damage. Although each specialization tree has a primary spell, they each have different properties and special effects.

Arcane gets Arcane Blast, a nuke that increases Arcane damage done by building Arcane Charges, and Arcane Missiles, which is free but can only be cast when another spell activates it (50% chance per Arcane Charge).

Fire uses Fireball, which is a sizable Fire spell, and Pyroblast, which is a more damaging version of Fireball (with a longer casting time).

Frost has Frostbolt, which is less damaging than Fireball but applies a snare, and Ice Lance, which is an instant cast spell that deals quadruple damage to frozen targets.

DIRECT TRAVEL SPELLS

Direct Travel spells fall into two categories: Teleports and Portals. Teleports work only for the Mage who casts the spell. At the end of the cast, the Mage instantly appears in another location within a friendly and neutral city. Portals are small magical gateways that can be used by anyone grouped with the Mage.

The cities available depend on your level; each Teleport and Portal spell is learned independently. Spells related to cities located in high-level continents such as Outland and Northrend are learned when the caster’s level is high enough to explore those areas. The Teleport spell for your race’s home city is automatically learned at level 17, and the portal spell to that city is learned at level 42. The Teleport and Portal spells to the rest of the cities located on Kalimdor and Eastern Kingdoms must be learned from a Portal Trainer located in any major city.

Any damage caused to the caster will interrupt Teleport or Portal spells, so don’t try to use these spells to escape from hostile enemies.



ELEMENTAL ARMORS

Mages can imbue their armor with three different Armor spells, increasing their offense and defense in various ways.

Armor spells now have a cast time, so it’s probably not a good idea to constantly switch between them in combat; rather, you should pick one before starting a fight, based on the situation. Armor spells are also exclusive, meaning you can only have one of them active at a time. The three Armor spells are detailed in the following table.



ARMOR	OFFENSIVE EFFECT	DEFENSIVE EFFECT
Frost Armor	Increases Spell Haste by 7%.	If an enemy strikes the caster, their movement is slowed by 30% for 5 sec.
Mage Armor	Increases Mastery	The duration of all harmful Magic effects used against you is reduced by 25%.
Molten Armor	Increases spell Critical Strike by 5%.	Reduces all physical damage taken by 6%.

As you can imagine, the defensive effects will be very important for survivability, especially in PvP. In PvE, you will most likely look at the offensive portion of the effect, but you might still use different Armor spells for the defensive part in certain encounters (chiefly Mage Armor).

PLAYING AS AN ARCANE MAGE

Arcane Mages specialize in mana manipulation, utility, and burst damage (with an emphasis on the latter). Along with some Fire builds, and vastly depending on talent choices, Arcane Mages have a reputation for being “glass cannons.” Mages who spec into this have some mobility options, primarily from Arcane Barrage.



Mastery: Mana Adept

Increases all spell damage done by a percentage based on the amount of mana the Mage has unspent.

GETTING TO LEVEL 85

Leveling as an Arcane Mage is fairly straightforward, but still requires you to manage your mana. In this scenario, you want to use your damage-increasing cooldowns frequently, and be as mana-conservative as possible (you will most likely still need to use Evocation often, however). Dispatch enemies with Arcane Blast, using Arcane Barrage at three or four arcane charges, and Arcane Missiles as often as possible. You can also use your damage-increasing cooldowns in order to dispatch several enemies in a short time by repeatedly using Arcane Blast, but you will likely have to use refreshments to replenish your mana afterward.

For talents, Ice Barrier provides the easiest survivability tool, and at higher levels, Nether Tempest allows you to deal with several enemies at once with ease.

BASIC ROTATION

Arcane’s DPS rotation might seem straightforward, but rest assured — there’s a fair deal of strategy involved, especially regarding mana usage. The talents you choose will affect Arcane DPS the most out of the three trees, so choose wisely.

- If you have more than three Arcane Charges and enough mana, cast all of your damage-increasing cooldowns
- Cast Arcane Missiles, if available
- Cast Arcane Barrage to clear Arcane Charges to avoid running out of mana (use less frequently when damage-increasing effects are active)
- Cast Arcane Blast

PLAYING IN A GROUP

Due to the volatile and explosive nature of Arcane damage, threat is likely to be an issue on fights where you use all your damage-increasing cooldowns right away. Fortunately, Invisibility (and its improved version, Greater Invisibility) can alleviate the issue by providing a temporary threat drop. For AoE, you should apply Nether Tempest to all targets, cast Flametrike on Cooldown, and cast Arcane Barrage when your Arcane Charge stacks are maxed or equal to the number of enemies in the group.

GROUP BUFFS AND DEBUFFS

Mages apply both the Spell Power and Critical Strike buffs with Arcane Brilliance.

Arcane Mages inflict the Cast Slow debuff with Slow causing decrease in target movement speed and increase in casting time.



PLAYING AS A FIRE MAGE

Fire Mages use an array of fire-based spells to burn their enemies. They are masters of AoE damage, a feat primarily attributed to the Inferno Blast ability, which can spread hefty damage-over-time spells to numerous enemies. Fire Mages benefit a great deal from the critical strike stat, as their spells and passive abilities interact with and are dependent on critical strikes.



Mastery: Ignite

Your target burns for an additional 12% over 4 sec of the total damage caused by your Fireball, Frostfire Bolt, Inferno Blast, Scorch, and Pyroblast. If this effect is reapplied, any remaining damage will be added to the new Ignite.

GETTING TO LEVEL 85

Leveling as Fire is optimal when you have a large percentage of Critical Strike, as it will allow you to use instant Pyroblasts more often. Fire scales well with gear, so it can potentially be the fastest leveling tree depending on the talents chosen. Worthy of note is that Inferno Blast is your cheapest baseline spell and should be used often, especially considering it has no cast time and it always provides a critical hit toward your instant Pyroblast. If you get in trouble, Dragon's Breath provides some room for you to escape harm.

For talents, consider Living Bomb, which is the highest single target damage bomb talent. For tougher enemies, Frostjaw can be invaluable, as it keeps creatures in place for long enough to allow you to deal a large amount of damage.

BASIC ROTATION

Because of Pyroblast, Fire Mages depend on critical strikes much more than the other trees. Luckily, Inferno Blast alleviates the luck factor, providing a guaranteed critical hit at your command. That said, the basic idea is to use as many instant Pyroblasts as possible, and fill the rest of your rotation with weaker spells.

- If your target is affected by Pyroblast and Ignite, use Combustion
- If AoE is required, use Inferno Blast to spread fire-based DoT spells
- If there's a single enemy, use Inferno Blast when you need an extra critical strike to get an instant Pyroblast
- Use Pyroblast when the buff is available
- Use Fireball as a filler

PLAYING IN A GROUP

Fire provides, at its simplest, the steadiest damage output out of the Mage trees, meaning threat should be less of an issue for single targets. For AoE, naturally, Fire can deal a lot of damage, potentially attracting unwanted attention from enemies. Be quick with your threat-dropping abilities should this happen, as dungeon and raid enemies will likely make quick work of you.

GROUP BUFFS AND DEBUFFS

Mages apply both the Spell Power and Critical Strike buffs with Arcane Brilliance.



PLAYING AS A FROST MAGE

Frost Mages are powerful casters that employ ice and water spells to snare and deal damage to their enemies. They are the only Mages able to control a pet—the Water Elemental—to aid them in battle.

BASIC ROTATION

Frost damage is largely dependent on the level 75 line of talents that affect Mage Bomb, as their ticks grant the Brain Freeze buff, allowing you to instantly use Frostfire Bolt. Make sure your pet is alive when you start a fight, and keep it alive through Frostbolt healing if necessary.



Mastery: Frostburn

All your spells deal increased damage against Frozen targets. Increases the damage done by your Water Elemental.

GETTING TO LEVEL 85

As the only pet-enabled Mage tree, Frost holds its own on the leveling front. Dispatch enemies by using the same rotation you would use in groups, but use Icy Veins liberally to get the most out of it.

The Ice Ward and Frostjaw talents interact with Ice Lance and Deep Freeze, becoming very useful for Frost Mages. Ice Floes is a good talent choice for Frost Mages, allowing you to Frostbolt on the move every once in a while. Lastly, Cold Snap provides an extra Frost Nova, which gives you more opportunities to use Ice Lance for a high amount of damage.

- Use Frozen Orb and Icy Veins when available
- Make sure one of the three level 75 DoT abilities is active on at least one target
- Use Frostfire Bolt when you gain Brain Freeze
- Use Ice Lance when your target is frozen or you have stacks of the Fingers of Frost buff
- Use Frostbolt as a filler, or to heal your pet

PLAYING IN A GROUP

Threat should not be an issue unless your gear is significantly better than your tank's, as some of your damage will come from your pet. If you notice having to resummon your pet often, let your healer know that your Water Elemental could use some healing. Because your damage output is dependent on the Mage Bomb spells (level 75 line of talents), make sure to pick the most appropriate one based on the situation.

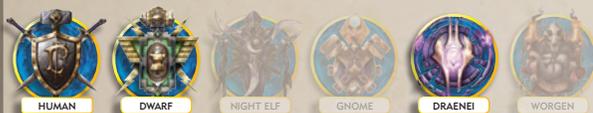
GROUP BUFFS AND DEBUFFS

Mages apply both the Spell Power and Critical Strike buffs with Arcane Brilliance.



PALADIN

Alliance Races



Horde Races



Either Faction



OVERVIEW

Paladins are protectors of the Light, sworn to vanquish evil from Azeroth. Always available to the Alliance, and relatively new to the Horde, Paladins have played a key role throughout history, protecting and healing allies, or using the power of the Light to destroy foes.

These heavily-armored warriors are one of the true hybrid classes available to players, having the ability to fill all three combat roles efficiently. For their DPS tree, Retribution, they prefer going into the fray and using their holy skills in melee range. They don't have a specialization tree entirely dedicated to casting spells, but they do have some offensive abilities they can use from range.

Only a few races have the necessary affinity to the Light that allows them to become Paladins.



RACIAL ADVANTAGES

ALLIANCE	
RACE	NOTES
Draenei	Heroic Presence grants Draenei +1% Hit chance, which is powerful for Retribution and Protection in all situations. Gift of the Naaru heals the Draenei or any ally. Draenei take less damage from Shadow spells.
Dwarf	Stoneform is excellent as it removes all poison, disease, and bleed effects and increases armor. Mace Specialization provides increased Expertise with one and two hand maces. Dwarves take less damage from Frost spells.
Human	Every Man for Himself removes effects that cause loss of control of your character and movement impairing effects, which is very powerful in PvP. Sword and Mace Specialization provides Expertise with one and two hand swords and maces. The Human Spirit increases your Spirit by 3%.

HORDE	
RACE	NOTES
Blood Elf	The signature Blood Elf racial, Arcane Torrent, provides mana and an AoE silence. The former helps in tight mana situations, and the latter is great for PvP and certain PvE encounters. Blood Elves take less damage from Arcane spells.
Tauren	War Stomp provides an (AoE) stun in melee range, and Endurance boosts base health by 5%. Nature Resistance increases a Tauren's ability to stand up to harmful Nature effects.

SPECIALIZATIONS

At Level 10, Paladins must decide to follow one of the following specializations: Holy, Protection, or Retribution.



Holy Paladins are dedicated healers. Their best work is done when they can focus on keeping two allies alive. They are resilient healers due to wearing plate armor and using shields.



Protection Paladins are extraordinarily hard to kill, making them great tanks. By consecrating the ground upon which they stand, Protection Paladins do a great job of holding the attention of multiple enemies at the same time, allowing others in the group to perform their tasks unimpeded.



Retribution Paladins use two-handed weapons to deal damage in close quarters. As a Retribution Paladin, you aren't overwhelmed with a large number of abilities, which allows you to become familiar with the class in less time than what other classes may require.

EQUIPMENT OPTIONS

ARMOR TYPE	SHIELD
Mail until Level 40, then Plate	Yes

USABLE WEAPONS	
1 HAND WEAPON	2 HAND WEAPON
Axes	Axes
Maces	Maces
Swords	Polearms
	Swords

PROMINENT CLASS ABILITIES

HOLY POWER

Aside from mana, all Paladins now have a resource called Holy Power, which is generated by some abilities and spent by others.



The abilities that generate this resource (for example, Crusader Strike) only generate one at a time in their basic form—some other Paladin abilities boost this so you can get more than one at a time.

The abilities that spend Holy Power can spend up to three charges at a time, which is the maximum as a baseline. The passive ability Boundless Conviction, available to all Paladins and learned at higher levels, allows you to store up to five charges at a time. Even with this passive, however, abilities will only consume up to three charges at once. An ability's effectiveness is determined by the amount of Holy Power spent.

Looking at the big picture, this is one of the easiest secondary resources to keep track of, but don't neglect it, as the abilities that consume it are vital to all three specs.



SEALS

Previously, Paladins had several different perennial abilities called Auras. These have other uses now, and have been replaced with Seals in the hotbar.

Seals are powerful holy-based self buffs that grant a major benefit to all specs depending on the situation.

You learn your first seal as early as level 3, but it is later replaced with a more powerful version. At the highest level, you will have a total of three seals, or four if you're a Retribution Paladin.

SEAL	PREFERRED SPEC	BEST FOR...
Seal of Command	Retribution and Protection	Early levels. It is replaced by Seal of Truth at Level 24
Seal of Truth	Retribution and Protection	Tanking or dealing damage to a single enemy that will live long enough to stack the effect up to 5 times
Seal of Righteousness	Retribution and Protection	Dealing damage to several enemies that are bunched up together
Seal of Insight	Holy and Protection	Healing and recovering mana by using basic melee attacks on enemies when possible and situations where survivability is paramount for Protection
Seal of Justice (Retribution)	Retribution	Slowing enemies down, allowing you to stay in melee range of them

PLAYING AS A HOLY PALADIN

Holy Paladins are masters of healing spells that use the Light to provide relief to the wounds suffered by allies. Previously, Holy Paladins leaned toward single-target spells, mainly using heals that required a cast time. This has changed, as Paladins are now great AoE healers and can use Holy Shock, Word of Glory, and Light of Dawn on the move.

HEALING

Paladin healing can be very effective in all sorts of situations. Like other specs, using your Holy Power efficiently can make the difference between going out of mana or keeping your group alive. For Holy, the two Holy Power-consuming spells are Word of Glory and Light of Dawn, providing hefty single target and AoE heals (respectively) free of mana cost.



SITUATION(S)	USE...
An ally is in need of immediate healing	Depending on the amount of healing needed, use Holy Shock or Flash of Light. For emergencies, use LoH, but consider the long cooldown
Healing a single target that's not in immediate danger	Ideally, you'll want to use Holy Light as often as possible. If the target is taking too much damage, switch to Divine Light
Everyone is healthy, but you know there's going to be incoming damage	Keep using Holy Shock to save some Holy Power, which can later be spent in Light of Dawn or Word of Glory. If you have time, melee an enemy to regenerate some mana via your Seal of Insight
Heavy AoE damage from enemies	Use Holy Radiance to heal your allies and grant you Holy Power. When you have three, use Light of Dawn



Mastery: Illuminated Healing

Allows your direct healing spells to also place an absorb shield on your target for a percentage based on your Mastery and lasts 15 sec.

GETTING TO LEVEL 85

Holy Paladins are arguably the slowest levelers in the game, so consider switching to Retribution in order to dispatch enemies quickly—the dual specialization feature allows you to keep Holy as a secondary spec if you want to use it in dungeons.

PLAYING IN A GROUP

As with any healer, your goal is to keep your group alive. To accomplish this, you must conserve mana and use the appropriate heals at the right time. You can technically just use Flash of Light over and over, but you'll learn that this will consume all of your mana quickly, leaving you with no resources for the rest of the fight. If this happens, keep using Holy Light as often as mana permits.

Using Divine Plea is a sort of art that you will master after you've played Holy for a long time. There's never necessarily a perfect moment to use it, considering it halves your healing output; you have to assess the risk and how badly you need the mana. Generally speaking, you benefit from it the most during a lull in incoming damage, where you can keep using Holy Light and keep everyone healthy.

GROUP BUFFS AND DEBUFFS

Paladins can provide either the Stats buff with Blessing of Kings or the Mastery buff with Blessing of Might.

PLAYING AS A PROTECTION PALADIN

Protection is a tanking spec that shares its name with the Warrior tanking tree (not to be confused!). Like Warriors, Protection Paladins are plate-clad juggernauts able to use shields to defend themselves and allies from enemy attacks. As with other Paladin specs, tanking Paladins use both mana and Holy Power in order to increase their effectiveness.



Mastery: Divine Bulwark

Increases the damage reduction of your Shield of the Righteous, improves your Bastion of Glory, and increases your chance to block by a percentage determined by your Mastery.

GETTING TO LEVEL 85

Protection Paladins are relatively fast levelers among tanks, but never as fast as a Retribution Paladin would be. Execute your standard rotation and make sure to use your cooldowns (especially damage-increasing ones) often.

For talents, Long Arm of the Law provides the best benefit for leveling if you're using Judgment often, especially as an opening move. Sacred Shield is also great for leveling, as it will nullify some of the steady, weak damage dealt by standard enemy monsters. Lastly, Sanctified Wrath is great when paired with Long Arm of the Law, allowing you to use your short sprint much more often as Protection.

BASIC ROTATION

Protection Paladins are like other tanks when it comes to resources: their key defensive abilities are not on a long cooldown, but consume Holy Power, which is vital for survivability. Try to time these abilities with large amounts of damage in order to help your healers out.

- Use Avenger's Shield as an opening move, and then again whenever it's available
- Use Judgment whenever available
- Use Crusader Strike if Judgment is on cooldown
- Use Consecration whenever available
- Use Word of Glory when you have 3 Holy Power if Bastion of Glory is at five stacks, you are at low health, or the incoming damage is magical
- Use Holy Wrath when everything else is on cooldown
- Use Shield of the Righteous when you have 3 Holy Power, depending on the amount of incoming damage

PLAYING IN A GROUP

Being a tank is a big responsibility in groups, so make sure your gear is up to par for the content you're attempting.

As with other tanks, your number one job is simple: keep enemies attacking you instead of your teammates, and make sure you survive in the process. That said, Protection is all about managing your Holy Power, mana, and using defensive cooldowns in critical situations. Note your Shield of the Righteous ability is unlike most other Holy Power consuming skills, in that it doesn't scale with the amount of Holy Power you have. Instead, it flatly uses three of the resource, providing a sizable damage mitigation cooldown.

For emergency situations, use your large cooldowns to hopefully survive a heavy siege. Don't hesitate to use Lay on Hands on yourself should the situation get dangerous.

GROUP BUFFS AND DEBUFFS

Paladins can provide either the Stats buff with Blessing of Kings or the Mastery buff with Blessing of Might. Protection Paladins also apply the Weakened Blows debuff with Hammer of the Righteous.

PLAYING AS A RETRIBUTION PALADIN

As their name suggests, Retribution Paladins use the power of the Light to unleash vengeance upon their foes. It is the only DPS-oriented spec available to Paladins, specializing in the use of two-handed weapons in melee range. It shares numerous abilities with Protection Paladins, but several passive skills make them completely different in how they're played.



Mastery: Hand of Light

Allows your Crusader Strike, Hammer of the Righteous, Hammer of Wrath, Templar's Verdict, and Divine Storm abilities to deal extra Holy damage based on your Mastery.

GETTING TO LEVEL 85

Retribution is the fastest leveler out of the three Paladin trees, dealing the most damage and converting Holy Power into speedier kills. Your basic rotation is sufficient for most enemies; remember to use cooldowns often, as they will increase your effectiveness (chiefly Avenging Wrath or its improved version).

For talents, Long Arm of the Law provides the best benefit for leveling if you're using Judgment often, especially as an opening move. Sacred Shield is also great for leveling, as it will nullify some of the steady, weak damage dealt by standard enemy monsters. Lastly, Sanctified Wrath is great when paired with Long Arm of the Law, allowing you to use your short sprint much more often as Retribution.

BASIC ROTATION

The most important thing to keep track of as Retribution is Inquisition, which provides a drastic damage increase as long as the buff is present. You usually want to save up the 3 Holy Power to get the longest duration, but consider using less if you predict a fight is going to end soon, or you need the healing from Word of Glory.

- Use Judgment when available
- Use Crusader Strike when available
- Use Exorcism when available
- Use Inquisition if you have 3 Holy Power and the buff is about to expire
- Use Templar's Verdict if you have 3 Holy Power and Inquisition is active
- Use Hammer of Wrath if your target is below 20% health

PLAYING IN A GROUP

Execute your standard rotation for single enemies, using DPS-increasing cooldowns as desired, and making sure not to pull threat (this is especially important for all melee classes, as they pull aggro off the tank more easily due to distance). When there are several enemies close together, you should use Divine Storm, but make sure Inquisition is always up. Switch your seals around based on the situation—most of the time, however, you'll be using Seal of Truth in groups. If you pull aggro, or your tank happens to die, you can still survive by using Divine Shield, or save party members through the use of Hand spells, coupled with the Reckoning taunt. Being a plate user, you're likely more durable than the rest of your group. Remember to keep your Blessing spells active on party members if nobody else in the group can provide the buffs they grant.

GROUP BUFFS AND DEBUFFS

Paladins can provide either the Stats buff with Blessing of Kings or the Mastery buff with Blessing of Might. Retribution Paladins use Hammer of the Righteous to inflict the Weakened Blows debuff on targets, while Judgments of the Bold applies the Physical Vulnerability debuff.

PRIEST

Alliance Races



Horde Races



Either Faction



OVERVIEW

Priests harness the power of Holy and Shadow magic. Priests are versatile healers with many instant spells that can save group members from certain death. They're also the only class with two different healing specializations, both with very different playstyles, each excelling at restoring or preventing different kinds of damage.

While the Priest might initially sound like a healing-exclusive class, they're also able to use many spells that deal damage directly or over time. Beyond healing and dealing damage, Priests possess many other utility spells, such as Mass Dispel, Leap of Faith, Hymn of Hope, Shackles of Undeath, Levitate, and Mind Vision.



RACIAL ADVANTAGES

ALLIANCE	
RACE	NOTES
Draenei	Heroic Presence grants Draenei +1% Hit chance. Gift of the Naaru heals the Draenei or any ally. Draenei take 1% less damage from Shadow spells.
Dwarf	Stoneform is excellent for PvP and PvE as it removes all poisons, diseases, and bleed effects as well as reduces damage taken by 10%. Dwarves take 1% less damage from Frost spells.
Gnome	Escape Artist provides an extra ability for escaping slow or snare effects; great for PvP. Expansive Mind increases your mana pool by 5%. Gnomes take 1% less damage from Arcane spells.
Human	Every Man for Himself removes effects that impair movement and cause loss of control of your character which is great for PvP and PvE. The Human Spirit increases your Spirit by 3%.
Night Elf	Night Elves are 2% less likely to be hit by any physical attack and take 1% less damage from Nature spells. Shadowmeld renders the Night Elf invisible while motionless and cancels spells being cast by enemies on the Night Elf.
Worgen	Worgen get 1% increased Critical Strike from Viciousness. Darkflight increases movement speed temporarily. Worgen take 1% less damage from Shadow and Nature spells.

HORDE	
RACE	NOTES
Blood Elf	The signature Blood Elf racial, Arcane Torrent, provides mana and an AoE silence. The former helps in tight mana situations, and the latter is great for PvP and certain PvE encounters. Blood Elves take 1% less damage from Arcane spells.
Goblin	Rocket Jump is a great mobility tool, allowing Priests to stay at range. Goblins get 1% increased Haste from Time is Money. Rocket Barrage is another source of damage for Goblins.
Tauren	Tauren take 1% less damage from Nature spells. War Stomp provides an (AoE) stun in melee range, and Endurance boosts base health by 5%.
Troll	Berserking grants a temporary increase in attack and casting speed. Da Voodoo Shuffle passively reduces the duration of movement impairing effects. Trolls regenerate Health faster than other races, and 10% of total Health regeneration may continue in combat.
Undead	Undead are more suited for PvP as they can break out of Charm, Fear, and Sleep effects with Will of the Forsaken. Their passive racial, Touch of the Grave, is a life leech and also provides a slight DPS increase in any situation. Undead take 1% less damage from Shadow spells.

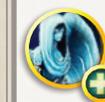
PANDAREN	
RACE	NOTES
Pandaren	Epicurean doubles the statistical bonuses from being Well Fed. Quaking Palm acts as a form of brief crowd control.

SPECIALIZATIONS

At Level 10, Priests must decide to follow one of the following specializations: Discipline, Holy, or Shadow.



Discipline Priests balance their healing and spellcasting. This isn't a damage-dealing line, but it provides a number of effects that mitigate damage, protect Priests and their allies, or aid in casting (whether for damage or healing).



Holy Priests are the healers' healers. Their goal is to heal well under almost any circumstance. Outside of Chakra: Chastise stance, they have almost no offensive strength, but that's not the goal for Holy Priests. Holy Priests are so dedicated to healing, they eventually learn how to continue healing after being killed!



Shadow Priests violently diverge from the other two Priest trees. Ideal for soloing, Shadow Priests get to have fun tormenting enemies before killing them.

EQUIPMENT OPTIONS

ARMOR TYPE	SHIELD
Cloth	No

USABLE WEAPONS	
1 HAND WEAPON	2 HAND WEAPON
Daggers	Staves
Maces	
Wands	

PROMINENT CLASS ABILITIES

HEALING VARIETY

Priests are extremely versatile healers, as they possess a large arsenal of heals. Priest healing boils down to four primary heals: Prayer of Healing, Flash Heal, Heal, and Greater Heal. You must choose the right heal for a particular scenario; for example, a situation where a party member is quickly taking damage might not give you enough time to cast Greater Heal, meaning you must use Flash Heal. When possible, however, opt for the slower heals like Greater Heal or Heal, as they conserve mana in the long run.

Other situational heals include Prayer of Mending and Renew, which alleviate the need for small heals in group situations and are relatively mana-efficient for their cost.

More specific heals are based on which healing specialization you select. For example, Discipline has Penance, which is great for quickly healing a single target, while Holy has Circle of Healing, which is great for instantly healing an entire group. Ultimately, the spells you choose for healing determine how quickly you spend your mana.

DAMAGE PREVENTION

Think of damage prevention as proactive healing. You put a buffer on your target that helps reduce the amount of health you need to restore later. The main tool for this is Power Word: Shield, which absorbs a certain amount of damage based on the Priest's level and Spell Power; moreover, it prevents spell pushback as long as the shield is active. Discipline Priests in particular excel at Power Word: Shield, with passive abilities like Mastery: Shield Discipline to increase the amount of damage absorbed. Power Word: Shield is an invaluable tool for any Priest. It can be used both proactively and reactively, and it will often save your life when things go awry. Because Power Word: Shield is not a Holy spell, it's available while in Shadowform.

Another great tool is Leap of Faith, a spell (on a considerable cooldown) that instantly pulls a party member toward the casting Priest. Leap of Faith can be a priceless tool in encounters where a party member needs to be at a certain spot (or away from one) immediately. In boss encounters, this spell has proven very useful where a player (often the tank) is targeted by a boss ability and must quickly get away from it. In PVP, any ability that allows for quick movement out of danger is an invaluable tool.

DOMINATE MIND

One of the most interesting spells available to a Priest is Dominate Mind. This Level 15 Talent puts a target humanoid (player or NPC) under the Priest's command for a short period of time. While controlling a humanoid, the priest cannot use his own abilities; instead, the priest's action bar changes and includes some of the key abilities that the target Humanoid Mob can use. Dominate Mind can be broken at any time by cancelling the buff, or by using a Priest ability located somewhere other than the target's action bar (such as one of the sidebars).

The uses of Dominate Mind are up to the casting player; traditionally, this spell is used most for PvP situations where the Priest doesn't need to immediately heal his or her teammates and would rather control an enemy player to reduce damage or stop healing. In dungeons, Dominate Mind can be used to reduce the number of mobs in a large pack of humanoids—simply Dominate Mind the closest enemy and the others will attack it as if it were your minion. Another use for Dominate Mind is to cast buffs on your group that only enemy mobs can cast. These usually have a short duration, however, so they're best used within the same area the mob was found. There are also other fun possibilities for this spell, such as healing or buffing the opposite faction (Alliance or Horde).



PLAYING AS A DISCIPLINE PRIEST



Discipline is one of the Priest's healing specializations. It excels at mobile restoration, agile casting, defensive abilities and, perhaps most importantly, damage prevention. Discipline is all about instant or quick casts, which allow the Priest to be constantly on the move. Discipline Priests are no deadlier than Holy Priests, but are slower killers than Shadow Priests, so it's an okay leveling specialization as long as you're patient.

Discipline Priests lack the raw aggression of a Shadow Priest. Penance is a long-range spell that damages enemies or heals allies. Discipline Priests, and only Discipline Priests, get Power Word: Barrier, an ability that protects an entire area.



Mastery: Shield Discipline

Increases the potency of all your damage absorption spells and all of your healing. Each point of Mastery increases the potency of absorbs and healing.

HEALING

Discipline is one of the most unique healing trees out of any class, providing incredible damage prevention (and through Divine Aegis passive) and single-target healing.

SITUATION(S)	USE...
An ally is in need of immediate healing	Power Word: Shield; Flash Heal if not available
Healing a single target that's not in immediate danger	Penance when off cooldown, Heal or Greater Heal depending on the incoming damage
Everyone is healthy, but you know there's going to be incoming damage	Power Word: Shield and Prayer of Mending
Heavy AoE damage from enemies	Power Word: Barrier and Prayer of Healing



GETTING TO LEVEL 85

Discipline isn't the fastest choice for Priest leveling, but it's decent when compared to other classes' healing specializations. Needless to say, Discipline Priests are durable; with all the boosts granted to Power Word: Shield, this might be the only healing (or damage prevention in this case) needed while leveling.

At lower levels, Smite and Shadow Word: Pain will be your bread and butter. Later, you can use Penance and Holy Fire for some added damage. Keep Power Word: Shield on you, if necessary, to avoid interruption or pushback, especially for channeled spells. At level 38, Discipline Priests learn Atonement which is a significant boost in keeping your health up while also doing damage.

For talents, consider taking Void Tendrils (to gain distance from mobs), Body and Soul (for the increased speed), and Power Word: Solace if you have any mana problems.

PLAYING IN A GROUP

The Discipline healing style is a little less straightforward than other classes, but it's plenty of fun. Instead of simply healing through damage, the idea is to prevent it as much as possible, and then heal through what couldn't be prevented. The prime tool for this, naturally, is Power Word: Shield. If you take a quick look at the Discipline passives, note that some of them boost the effects of Power Word: Shield. Being a successful Discipline healer involves predicting which party members will take damage, and then using Power Word: Shield on them. The tank of your group will often require additional healing, for which Penance is a great tool. Flash Heal is also a great asset if Penance is still on cooldown and one of your group members needs quick healing. Pain Suppression serves as a sizable damage dampener on a friendly target. Lastly, Power Word: Barrier is a great spell to use in situations where the group is taking heavy AoE damage.

GROUP BUFFS AND DEBUFFS

Discipline Priests provide the Stamina buff with Power Word: Fortitude.

PLAYING AS A HOLY PRIEST

Holy excels at sheer healing output, Area of Effect (AoE) heals, and heals over time (HoT). Because the Holy tree boosts AoE heals and introduces a new one (Circle of Healing), it is a useful addition to encounters with high amounts of AoE damage. Holy Priests can be dedicated tank healers as well, as their single-target heals can be formidable and mana efficient.

Holy Priests can create Lightwells to let people heal themselves even in the middle of a fight. As a pivotal healer in a group or raid, it's nice that Spirit of Redemption allows Holy Priests to continue to heal for a little while after dying. Guardian Spirit is a protective buff unique to Holy Priests that increases healing received by the person and then saves them from a killing blow if necessary.



Mastery: Echo of Light

Your direct healing spells heal for an additional 10% over 6 sec. Each point of Mastery provides additional healing over 6 sec.

GETTING TO LEVEL 85

Holy is now viable as a solo leveling spec. With Evangelism and the changes to Chakra: Chastise, Holy Priests are capable of outputting a lot of damage for very little mana. Coupled with talents such as Surge of Light (for free Flash Heals) and Power Infusion (for more burst), Holy Priests are comparable to Discipline in leveling speed, though Shadow remains faster than both.

HEALING

SITUATION(S)	USE...
An ally is in need of immediate healing	Holy Word: Serenity if available, Flash Heal otherwise. If the target is very likely to die, use Guardian Spirit
Healing a single target that's not in immediate danger	Heal or Greater Heal depending on the incoming damage. Binding Heal if you need healing as well
Everyone is healthy, but you know there's going to be incoming damage	Prayer of Mending and Renew
Heavy AoE damage from enemies	Circle of Healing and Prayer of Healing

CHAKRA

Holy Priest healing has perhaps the most tools out of any healing class, making them incredibly versatile. The three different Chakra spells work similarly to stances, granting significant buffs to different playstyles. Each spell is best used to adapt to certain situations.

Chakras have a 30-sec cooldown, so you cannot constantly switch back and forth between single-target and AoE healing, for instance. The cooldown is short enough, however, that you can adapt to the type of incoming damage several times in a fight.

NAME	DESCRIPTION	BEST FOR...
Chakra: Chastise	Increases the damage done by your Shadow and Holy spells by 50%, grants 10% chance for Smite to reset the cooldown of Holy Word: Chastise, reduces the mana cost of Smite and Holy Fire by 90% and transforms your Holy Word spell back into Holy Word: Chastise Holy Word: Chastise Chastise the target for Holy damage, and disorients them for 3 sec. 30 sec cooldown.	Increasing damage output
Chakra: Sanctuary	Increases the healing done by your area of effect healing spells by 25%, reduces the cooldown of your Circle of Healing spell by 2 sec, and transforms your Holy Word: Chastise spell into Holy Word: Sanctuary. Holy Word: Sanctuary Blesses the ground with Divine light, healing all within it every 2 sec for 30 sec. Only one Sanctuary can be active at any one time. 40 sec cooldown.	AoE healing
Chakra: Serenity	Increases the healing done by your single-target healing spells by 25%, causes them to refresh the duration on your Renew on the target, and transforms your Holy Word: Chastise spell into Holy Word: Serenity. Holy Word: Serenity Instantly heals the target and increases the critical effect chance of your healing spells on the target by 25% for 6 sec. 15 sec cooldown.	Single-target healing

PLAYING IN A GROUP

Being one of the most versatile healers, Holy Priests can be played in vastly different ways when grouping. It's all about striking a balance and adjusting to different encounters. Newcomers might find it easier to use the three main heals (Flash Heal, Heal, and Greater Heal) directly, but for maximum mana efficiency, take advantage of the Holy Priest's full repertoire of spells and abilities.

GROUP BUFFS AND DEBUFFS

Holy Priests provide the Stamina buff with Power Word: Fortitude.

PLAYING AS A SHADOW PRIEST

Shadow is the primary damage-oriented Priest specialization tree. Like other spellcasters, Shadow Priests prefer to stay at range, especially considering Mind Flay, one of the primary Shadow spells, is channeled and suffers from spell pushback. Shadow Priests enjoy increased damage output and survivability, as well as decreased downtime due to having access to many abilities that return mana such as Vampiric Touch, Dispersion, Shadowfiend, and Hymn of Hope. Because some healing spells can still be cast (and passive healing from Devouring Plague), Shadow Priests are reasonably durable when soloing.

Shadow Priest might suffer from mana issues if they spend a large amount of time healing or applying their DoTs on many targets. To lessen the mana tension it is best to use your Shadowfiend at the start of a fight so you can get the full benefit of the mana return. If you happen to pull a mob off of your tank, remember to use Fade to give them time to regain the lead in threat.



Mastery: Shadowy Recall

Gives your periodic Shadow damage spells a chance to deal damage twice, each time they deal damage.

GETTING TO LEVEL 85

Shadow is the fastest Priest specialization for leveling. Keep in mind, however, that some higher-level abilities and passives significantly boost a Shadow Priest's solo ability. This means you might have some downtime at early levels, and accidental pulls with numerous enemies could make quick work of you.

That said, killing monsters in a solo setting is relatively straightforward: apply your DoT spells (you can skip Shadow Word: Pain if you feel the mob won't live long enough for it to be worth casting, but you usually want to cast Vampiric Touch anyway), then use Mind Blast and Mind Flay. If you get 3 Shadow Orbs while fighting an enemy (and you often will), hold off on using Devouring Plague until the next enemy, as the DoT portion is pretty significant and heals you. Remember you also have some survivability and healing tools at your command, like Dispersion, Flash Heal, and Power Word: Shield. The latter is best used over holy-based heals, as they will drop you out of Shadowform.

Because DoT spells continue to tick when an enemy is feared, consider taking up the Psyfiend talent, and use Psychic Scream for multiple enemies.

BASIC ROTATION

In its simplest form, the Shadow tree's rotation consists of keeping DoT spells active, and then using other abilities based on certain scenarios:

- Apply/refresh Shadow Word: Pain
- Apply/refresh Vampiric Touch
- If available, use Mind Blast
- If you have 3 Shadow Orbs, use Devouring Plague
- If the target is below 20% health, use Shadow Word: Death
- Use Mind Flay

PLAYING IN A GROUP

Execute your base rotation against single targets, and remember to use other abilities as necessary. If the group is in need of heavy healing and the healer seems to be falling behind, use Vampiric Embrace. If a target is low on health, use Shadow Word: Death to (hopefully) finish them off. Mind Spike can be a good tool for when you need burst damage, especially if you know your target will die before you are able to apply your DoTs, but remember that Mind Spike will extinguish all current DoTs on your target so use it sparingly!

Against multiple enemies, you need to consider how long they will live. If there's a swarm of small enemies with low health, simply use Mind Sear for best results. If there are several enemies that are likely to live more than 15 seconds, it's worth it to cast your DoT spells on them, and then either Mind Sear or continue your normal rotation on a single enemy. The last tier of talents also provides some AoE abilities, but these are often based on positioning.

GROUP BUFFS AND DEBUFFS

Shadow Priests provide the Stamina buff with Power Word: Fortitude and the Spell Haste buff when Shadowform is active.



ROGUE

Alliance Races



Horde Races



Either Faction



OVERVIEW

Rogues are known for their outstanding agility and skills that cloak them from enemies. They are exclusively melee damage dealers. All three of their specialization trees provide a different set of skills through which they deal melee damage.

Garbed in leather equipment, Rogues sport the weakest armor out of any melee-based class; that's not to say they're the frailest, however, as their abilities provide numerous ways to survive dangerous situations. A Rogue caught off-guard, however, is likely to perish quickly—Rogues are all about ambushing enemies, a technique they've long perfected.



RACIAL ADVANTAGES

ALLIANCE	
RACE	NOTES
Dwarf	Stoneform is excellent for PvP, as it removes all poison, disease, and bleed effects while reducing damage taken. Mace Specialization provides increased Expertise with maces. Dwarves take less damage from Frost spells.
Gnome	Escape Artist provides an extra ability for escaping slow or snare effects; great for PvP. Shortblade Specialization provides increased Expertise with daggers and one hand swords. Gnomes take less damage from Arcane spells.
Human	Every Man for Himself removes effects that cause loss of control of your character. Sword Specialization increases Expertise for swords by 1%.
Night Elf	Quickness means Night Elves are less likely to be hit by any physical attack. Night Elves take less damage from Nature spells. Shadowmeld renders the Night Elf invisible while motionless and cancels spells being cast by enemies on the Night Elf. Elusiveness increases the Night Elf's movement speed while stealthed by 5%.
Worgen	Worgen get 1% increased Critical Strike from Viciousness. Darkflight increases movement speed temporarily. Worgen take less damage from Nature and Shadow spells.

HORDE	
RACE	NOTES
Blood Elf	The signature Blood Elf racial, Arcane Torrent, provides Energy and an AoE silence. The former helps in tight Energy situations, and the latter is great for PvP and certain PvE encounters. Blood Elves take less damage from Arcane spells.
Goblin	Rocket Jump is a great mobility tool. Goblins get 1% increased Haste from Time is Money, making them great for PVP and PVE. Rocket Barrage is another source of damage for Goblins.
Orc	Orcs are great for maximizing damage. Blood Fury increases your attack power for a short period of time. Axe Specialization increases Expertise with axes by 1%. Hardiness reduces the duration of stun effects by 15%.
Troll	Berserking grants a temporary increase in attack speed. Da Voodoo Shuffle passively reduces the duration of movement impairing effects, which is important for Rogues. Trolls regenerate Health faster than other races, and 10% of total Health regeneration may continue in combat.
Undead	Undead are more suited for PvP as they can break out of Charm, Fear, and Sleep effects with Will of the Forsaken. Their passive racial, Touch of the Grave, is a life leech and also provides a modest DPS increase in any situation. Undead take less damage from Shadow spells.

PANDAREN	
RACE	NOTES
Pandaren	Epicurean doubles the statistical bonuses from being Well Fed. Quaking Palm acts as a form of brief crowd control.

SPECIALIZATIONS

At Level 10, Rogues must decide to follow one of the following specializations: Assassination, Combat, or Subtlety.



Assassination Rogues are the royalty of burst damage. They focus on using daggers, poisons, and sudden attacks. For the biggest sudden numbers, look here! Assassination Rogues gain combo points quickly, and they spend them on pure damage.



Combat Rogues are more direct. They often use heavier weapons and stand toe to toe with the target, wailing away with an emphasis on outdamaging the enemy. "You die first" is their way of thinking. If you want to have a direct combat character and don't mind light armor, Combat Rogues are a pile of fun.



Subtlety Rogues are, indeed, the most subtle of the bunch. They rely on more frequent use of special abilities, cooldown improvements, and damage over time abilities. It takes longer to master this talent line compared with the alternatives, but it's always been a rewarding choice for a thinking person's Rogue.

EQUIPMENT OPTIONS

ARMOR TYPE	SHIELD
Leather	No

USABLE WEAPONS	
1 HAND WEAPON	2 HAND WEAPON
Daggers	None
Fist Weapons	
Axes	
Maces	
Swords	

PROMINENT CLASS ABILITIES

STEALTH

One of the signature Rogue abilities, Stealth, allows you to move throughout the world while remaining unseen to most enemies.



This ability single-handedly changes the way Rogues play, as catching an enemy off guard is extremely advantageous in a fight. While under the effects of Stealth, you can also use several abilities exclusive to this mode, such as Sap, Ambush, and Cheap Shot. Most of these abilities will end the Stealth effect, thus engaging you in combat; others, however, will not, allowing you to let the enemy know you're around without giving your location away.

In PvE, you can slide past enemies with Stealth, but they will spot you if you get too close, at which point they'll turn toward you. If you keep getting closer, they will open fire if they're aggressive. Both players and monsters alike can spot an invisible Rogue much more easily if they are higher level, so take this into consideration before trying to sneak past monsters ten levels higher than you!

COMBO POINTS

Another feature exclusive to the Rogue archetype (of which Feral Druids are also a part of) is combo points.

These points provide the Rogue with an additional resource that is generated through usage of several abilities, usually known as "combo point generators." Certain other abilities, known as "finishers," use this currency and have their effectiveness affected by the number of points you have.

Combo points are target-specific, meaning that, when you use a combo point generator, you gain combo points on your current target. When you switch targets, you cannot use the points you have accrued on the new target. Some Rogue abilities help alleviate this, allowing you to switch targets more efficiently.

Combo points can be seen around your character's portrait, up to their maximum of five—look for the red or gray dots that represent active or empty combo points, respectively.

ENERGY

Rogues' primary combat resource, shared by Feral Druids and Monks, is called Energy.

This resource is constantly replenishing itself as time passes, usually in a speedier fashion than other resources (it's a matter of seconds for an Energy bar to go from empty to full). The highest amount of Energy is 100 by default, but can be increased through equipment, set bonuses, and some abilities.

Because this resource regenerates so quickly, abilities based on it often use a great amount at once, serving as a pacing mechanism for Rogue DPS.

In some situations such as PvP combat, pooling energy is a common tactic that allows you to use crucial abilities in a pinch.



PLAYING AS AN ASSASSINATION ROGUE

Assassination Rogues are the masters of poison effects, largely depending on their weapon poisons to deal damage and hinder enemies. Primarily using sharp and deadly daggers, Rogues that opt for this specialization prefer to use underhanded tactics to their advantage in order to defeat their opponents.



Mastery: Potent Poisons

Increases the damage done by your poisons by a percentage determined by your Mastery.

GETTING TO LEVEL 85

Like other Rogue specs, Assassination can level fast by choosing the right talents. Rogues have numerous survivability cooldowns, so make sure to use them should you accidentally pull several enemies at once. Note that Rupture and Slice and Dice are not always worth it, and sometimes you're better off using them at 1 or 2 combo points. Rupture, however, has an added bonus for Assassination: it restores energy proportional to the time left on it. It's still better to use it early in a short fight, however.

Talents are of great importance to Rogue leveling: consider Nightstalker if you decide to open fights with Ambush or Nerve Strike if you want the safer route of opening with Kidney Shot. Shadowstep provides a quick gap closer between you and enemies, and is usable in stealth, further improving stealth openers. Talents whose efficiency is largely affected by a large amount of damage (like Cheat Death) are best skipped for leveling.



BASIC ROTATION

Assassination Rogues have to keep track of two timers that greatly increase DPS output: Rupture and Slice and Dice. The duration of these effects is based on your combo points, but generally speaking, they last long enough that you don't have to constantly worry about generating enough points to use them. Because Mutilate consumes so much energy, you'll want to use Dispatch as often as possible—the Blindside passive lets you use it occasionally regardless of the enemy's health.

- If you have 5 combo points (or less, depending on the monster's health), use Rupture
- If both Rupture and Slice and Dice are up, use Envenom to consume your combo points
- Use Dispatch when available through Blindside, or when the enemy is below 35% health
- Use Mutilate to generate combo points

PLAYING IN A GROUP

Rogues have one role in groups: dealing damage. With no abilities to heal other players, and being largely independent when it comes to surviving, you will be focusing on quickly dispatching enemies most of the time. Do note you have many interrupts and stuns for enemies that can be shunned from such effects.

Being a melee, naturally, you'll want to stand behind enemies to avoid parries and those nasty cleave effects that make quick work of Rogues. The buffs you provide for your group are passive, so you don't have to worry about casting them. Another benefit of being a melee: you bring a lot of useful debuffs you can apply on enemies!

Lastly, if your group needs long-term crowd control, your Sap ability will provide just that. Blind can also be used, even in combat, for a shorter crowd control that's usable from range.

GROUP BUFFS AND DEBUFFS

Rogues provide the Attack Speed buff with Swiftblade's Cunning. Rogues bring a host of debuffs to groups. Since the job of a Rogue is to deal damage without drawing attention, always let tanks apply any debuffs they have in common with you. Expose Armor applies the Weakened Armor debuff, Master Poisoner applies Magic Vulnerability, Wound Poison applies Mortal Strike, and Mind-Numbing Poison applies Slow Cast.

PLAYING AS A COMBAT ROGUE

Combat Rogues prefer to stand toe-to-toe against enemies, using their skills and knowledge to circumvent subtlety in favor of slaughter. Combat Rogues are not limited to dagger use, as their key abilities simply require any melee weapon to be equipped, making them proficient at the use of axes, fist weapons, and swords (all one-handed, of course).



Mastery: Main Gauche

Gives your main-hand attacks a chance, based on your Mastery, to execute an extra attack that's slightly stronger than the original.

GETTING TO LEVEL 85

Like other Rogue specs, Combat can level fast by choosing the right talents. Combat is much more direct in its damage than Assassination or Subtlety, allowing you to simply go up to an enemy and start dealing damage. Rogues have numerous survivability cooldowns, so make sure to use them should you accidentally pull several enemies at once. Note that Slice and Dice is not always worth it, and sometimes you're better off using it at 1 or 2 combo points.

Talents are of great importance to Rogue leveling: consider Nightstalker if you decide to open fights with Ambush or Nerve Strike if you want the safer route of opening with Kidney Shot. Shadowstep provides a quick gap closer between you and enemies, and is usable in stealth, further improving stealth openers. Talents whose efficiency is largely affected by a large amount of damage (like Cheat Death) are best skipped for leveling.



BASIC ROTATION

Because of its large DPS increase, you still want to keep Slice and Dice on yourself. Because Combat is all about finishing moves, they get several bonuses passively, including the ability to reduce the cooldown on damage-increasing abilities.

- Open with Revealing Strike, and keep it up. One great benefit of it is that it can proc an extra Combo Point, allowing you to reach 5 combo points faster
- If you have 5 combo points (or less, depending on the monster's health), use Slice and Dice
- If you have 5 combo points and Slice and Dice is up, use Eviscerate
- Use Sinister Strike to generate combo points

PLAYING IN A GROUP

Rogues have one role in groups: dealing damage. With no abilities to heal other players, and being largely independent when it comes to surviving, you will be focusing on quickly dispatching enemies most of the time. Do note you have many interrupts and stuns for enemies that can be shunned from such effects.

Being a melee, naturally, you'll want to stand behind enemies to avoid parries and those nasty cleave effects that make quick work of Rogues. If you can't stand behind an enemy, it's not as big a deal as it would be for other Rogue specs (chiefly Subtlety), making you more versatile. The buffs you provide for your group are passive, so you don't have to worry about casting them. Another benefit of being a melee: you bring a lot of useful debuffs you can apply on enemies!

Lastly, if your group needs long-term crowd control, your Sap ability will provide just that. Blind can also be used, even in combat, for a shorter crowd control that's usable from range.

GROUP BUFFS AND DEBUFFS

Rogues provide the Attack Speed buff with Swiftblade's Cunning. Rogues bring a host of debuffs to groups. Since the job of a Rogue is to deal damage without drawing attention, always let tanks apply any debuffs they have in common with you. Expose Armor applies the Weakened Armor debuff, Master Poisoner applies Magic Vulnerability, Wound Poison applies Mortal Strike, and Mind-Numbing Poison applies Slow Cast.

PLAYING AS A SUBTLETY ROGUE

Subtlety Rogues live up to their name by using abilities that exploit the enemy's weak spots, and making use of the Stealth mechanic to its full extent. Rogues that opt to go the Subtlety route benefit greatly from being behind enemies, largely due to the Backstab and Ambush abilities, which deals a large amount of damage but can only be used if the enemy isn't facing you.



Mastery: Executioner

Increases the effectiveness of your finishing moves, and the effectiveness of your Slice and Dice, by a percentage determined by your mastery.

GETTING TO LEVEL 85

Like other Rogue specs, Subtlety can level fast by choosing the right talents. Being the spec that benefits the most from Stealth openers (primarily due to the Master of Subtlety passive, which increases your damage after Stealth breaks), you will likely want to dispatch enemies by starting a fight from Stealth mode. Rogues have numerous survivability cooldowns, so make sure to use them should you accidentally pull several enemies at once. Slice and Dice gives Energy, which can make leveling slightly faster (it can be automatically refreshed with the Deadly Momentum glyph). Rupture deals more damage as Subtlety due to the Sanguinary Vein passive, so keep that in mind.

Talents are of great importance to Rogue leveling: consider Nightstalker if you decide to open fights with Ambush or Nerve Strike if you want the safer route of opening with Kidney Shot. Shadowstep provides a quick gap closer between you and enemies, and is usable in stealth, further improving stealth openers. Talents whose efficiency is largely affected by a large amount of damage (like Cheat Death) are best skipped for leveling.

BASIC ROTATION

As previously stated, the unique aspect of Subtlety DPS is that you greatly benefit from being behind an enemy. You can still execute your rotation if you can't meet the positioning requirement, but this won't let you use Backstab, which is a hefty DPS increase. That aside, the rotation is similar to Assassination in that you have to keep track of Rupture and Slice and Dice.

- If available, use Premeditation to get 2 combo points on the target and activate Slice and Dice (if you're concerned about the loss of damage from Sanguinary Vein, open with a Garrote)
- If you have 5 combo points (or less, depending on the target's health), use Rupture
- If both Rupture and Slice and Dice are up, use Eviscerate to consume your combo points
- Use Hemorrhage if you can't get behind an enemy
- Use Backstab to generate combo points

PLAYING IN A GROUP

Rogues have one role in groups: dealing damage. With no abilities to heal other players, and being largely independent when it comes to surviving, you will be focusing on quickly dispatching enemies most of the time. Do note you have many interrupts and stuns for enemies that can be shunned from such effects.

Being a melee (and especially as Subtlety), naturally, you'll want to stand behind enemies to avoid parries and those nasty cleave effects that make quick work of Rogues. If you can't stand behind an enemy, you can still use Hemorrhage as a combo point generator, but your overall DPS will be lower. The buffs you provide for your group are passive, so you don't have to worry about casting them. Another benefit of being a melee: you bring a lot of useful debuffs you can apply on enemies!

Lastly, if your group needs long-term crowd control, your Sap ability will provide just that. Blind can also be used, even in combat, for a shorter crowd control that's usable from range.

GROUP BUFFS AND DEBUFFS

Rogues provide the Attack Speed buff with Swiftblade's Cunning. Rogues bring a host of debuffs to groups. Since the job of a Rogue is to deal damage without drawing attention, always let tanks apply any debuffs they have in common with you. Expose Armor applies the Weakened Armor debuff, Master Poisoner applies Magic Vulnerability, Wound Poison applies Mortal Strike, and Mind-Numbing Poison applies Slow Cast.

SHAMAN

Alliance Races



Horde Races



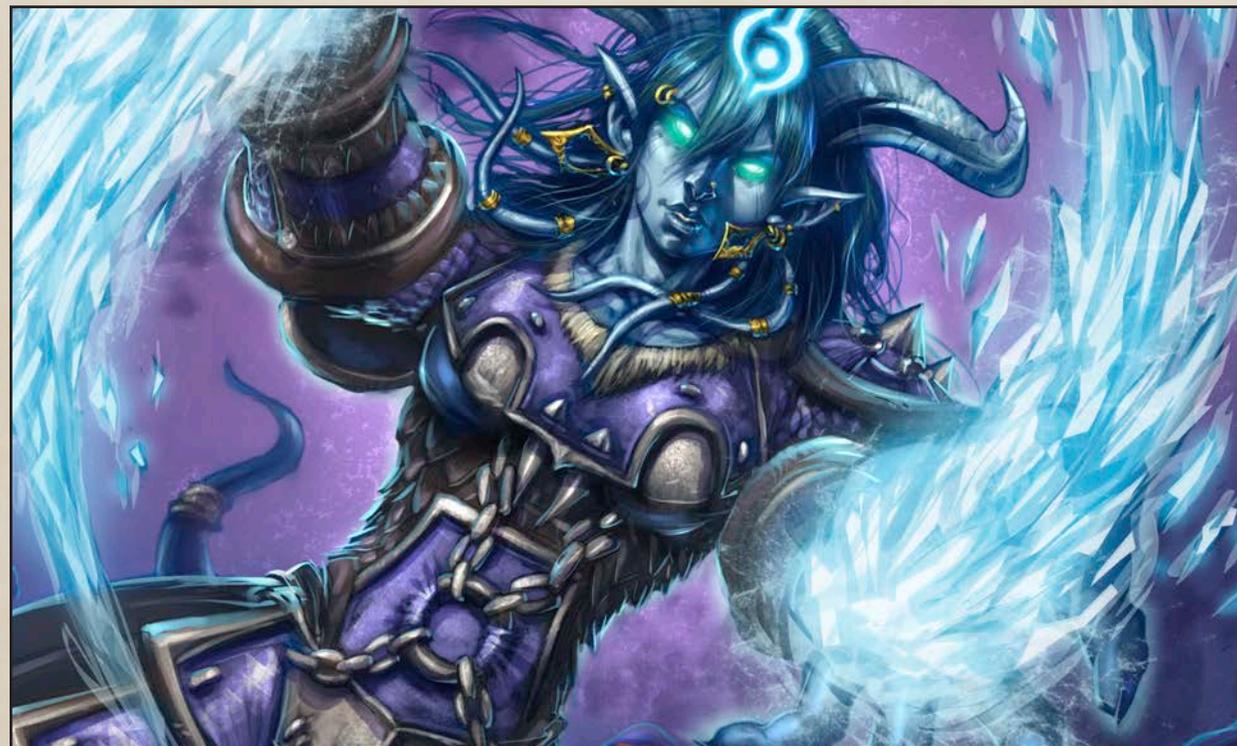
Either Faction



OVERVIEW

Shamans are masters of nature and elemental magic. They are a hybrid class that can perform multiple roles with vastly different playstyles.

While Shamans are primarily spellcasters, they can excel at melee combat if the proper specialization tree is chosen. Shamans are also capable of deploying totems, which will grant significant temporary benefits to the Shaman and his or her allies. Totems are invaluable for grouping, and other Shaman buffs add to the desirability to group with a Shaman. Because of their ability to heal, coupled with their hefty armor and shield, Shamans are a great class for solo play as well. There are several totems across the four elements; choosing the right one for every situation is part of the fun of playing a Shaman.



RACIAL ADVANTAGES

ALLIANCE	
RACE	NOTES
Draenei	Heroic Presence grants Draenei +1% Hit chance. Gift of the Naaru heals the Draenei or any ally. Draenei take less damage from Shadow spells.
Dwarf	Stoneform is excellent for PvP, as it removes all poison, disease, and bleed effects and reduces damage taken. Mace Specialization increases Expertise with maces, which are common Shaman weapons. Dwarves take less damage from Frost spells.

PANDAREN	
RACE	NOTES
Pandaren	Epicurean doubles the statistical bonuses from being Well Fed. Quaking Palm acts as a form of brief crowd control.

HORDE	
RACE	NOTES
Goblin	Rocket Jump is a great mobility tool, allowing Shaman to stay at range. Goblins get 1% increased Haste from Time is Money. Rocket Barrage is another source of damage for Goblins.
Orc	Blood Fury increases your attack and spell power. Axe Specialization increases Expertise for axes. Hardiness reduces the duration of stun effects by 15%.
Tauren	Nature Resistance increases a Tauren's ability to stand up to harmful Nature effects. War Stomp provides an (AoE) stun in melee range, and Endurance boosts base health by 5%.
Troll	Berserking grants a temporary increase in attack speed. Da Voodoo Shuffle passively reduces the duration of movement impairing effects. Trolls regenerate Health faster than other races, and 10% of total Health regeneration may continue in combat.

EQUIPMENT OPTIONS

ARMOR TYPE	SHIELD
Leather until 40, then Mail	Yes

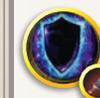
USABLE WEAPONS	
1 HAND WEAPON	2 HAND WEAPON
Axes	Axes
Daggers	Maces
Fist Weapons	Staves
Maces	

SPECIALIZATIONS

At Level 10, Shamans must decide to follow one of the following specializations: Elemental, Enhancement, or Restoration.



Elemental Shaman use shocks and other spells to take down enemies. They deal damage while standing at a safe distance from melee combat. Elemental Shaman have a few tricks to push away enemies who draw too close, while the Mail armor they wear allows them to stand up to punishment better than most other spell-casting damage dealers.



Enhancement Shaman thrive in the midst of battle, dealing damage to enemies with a weapon in each hand and a host of spells at their command. Where most classes focus on using either weapons or spells to deal damage, Enhancement Shaman use a balanced mix of both in combat.



Restoration Shaman offer support to the groups they join with healing spells that keep allies alive and fighting. Restoration Shamans are not designed to inflict damage, but their totems boost the abilities of others, making the overall group a more effective fighting force.

PROMINENT CLASS ABILITIES

TOTEMS

Placing totems is a Shaman's signature ability. As you level, you can learn to cast numerous different totem spells, each of which has a specific function for solo or group play. Totems are small friendly units that usually grant you (and your group) a buff or inflict negative effects on hostile targets. They are very fragile and can usually be killed with one swing of an enemy's weapon. However, because they are unaffected by AoE, enemies must manually target your totems if they wish to destroy them.

Totems are grouped into four categories, each corresponding to one of the elements of nature: Fire, Wind, Earth, and Water. Their classification is relevant, because you can only drop one totem per element at a time. For example, if you have an earth-based totem on the ground and you drop a different earth-based totem, the first one will instantly perish. Totems are considered spells, and as such, cost mana and trigger the global cooldown (do note they are all instant, however).

At times, you might want to purposefully destroy all your totems (perhaps to avoid an enemy from spotting them). Totem Recall does just that—it instantly recalls all your totems, granting you a fraction of the mana spent to summon them. It is good practice to recall your totems whenever you move to a new spot, as wandering enemies might run toward you after spotting and killing your abandoned totems.

In the days of yore, totems were used to grant party members long-term buffs, most of which are passive now. To eliminate this redundancy, totems are now cooldown-like abilities with a very specific use. Naturally, their number has been greatly reduced, and the ability to drop numerous totems at once has been removed.

ELEMENTAL SHIELDS

As a Shaman, you can learn several different elemental shields that grant diverse bonuses passively or when struck in battle.

Lightning Shield is the simplest form of this spell category. It creates several lightning orbs that surround you and deal damage to any enemy that attacks you. The orbs only detonate every few seconds, so fast attackers will not deplete all your lightning orbs instantly. Certain passive abilities in the Enhancement and Elemental trees increase the usefulness of this skill.

Water Shield is very useful if you're aiming to be a healer-type Shaman. It creates three water globes that surround you and passively grant you mana regeneration. In addition, Restoration Shaman gain Resurgence. Resurgence is a passive Restoration ability, which makes it so that direct healing spell Critical Strikes also grant mana as long as Water Shield is active.

Lastly, Earth Shield, exclusive to Restoration Shamans, is an outstanding skill for survivability. It surrounds the target with numerous earthen orbs, each providing a small heal upon detonation (when the target is struck). Earth Shield also increases healing taken by the target in question, which only applies to Shaman heals.

You can only cast one shield on yourself, but as a rule of thumb, Enhancement and Elemental Shamans might prefer Lightning Shield (unless mana is a problem), and Restoration Shamans always prefer Water Shield. Earth Shield can be cast on others, but it is also useful if cast on yourself when survivability is an issue (such as PvP encounters).

WEAPON IMBUES

Like the elemental shields, weapon enchantments are self-cast buffs that enhance your abilities or hinder enemies. The main difference is that these enchantments are cast on your weapon, and remain active until they expire or they're cancelled.

As a bonus, the imbues have a special ability triggered by the Unleash Elements ability, which is a baseline Shaman spell with a short cooldown. The special ability is based on the type of imbue.

These imbues remain largely unchanged, but can now be selected through the Weapon Imbues ability, which groups them neatly. The imbues are detailed in the following table.

IMBUE	BUFFS	UNLEASH ABILITY
Flametongue Weapon	Increases magical damage done, and melee swings deal a small amount of fire damage.	Deals fire damage and greatly increases the damage of your next fire spell.
Frostbrand Weapon	Melee swings deal frost damage and apply a slowing debuff.	Deals frost damage and applies a slowing debuff, which is more effective if another frost slowing debuff is already active.
Rockbiter Weapon	Increases threat generation and slightly reduces damage taken.	Taunts an enemy to attack you.
Earthliving Weapon (Restoration only)	Increases healing and gives your heals a chance to place a HoT on their target.	Heals your target and greatly increases the effectiveness of your next healing spell.
Windfury Weapon (Enhancement only)	Gives your attacks a chance to trigger three extra attacks with bonus attack power.	Deals damage and increases your attack speed briefly.



PLAYING AS AN ELEMENTAL SHAMAN

Elemental Shamans are the most durable damaging caster class when it comes to armor, as they can wear mail gear and a shield. The spells boosted by the Elemental tree are primarily nature-based. Lightning Bolt and Chain Lightning are the main sources of damage, but Shock spells of different elements, along with Lava Burst (one of the major sources of damage from an Elemental Shaman), benefit as well. If you're looking to stay at range and deal magical damage, Elemental is the specialization tree for you.



Mastery: Elemental Overload

Gives your spells a chance to overload, dealing a portion of their damage again for free. The chance is based on your Mastery.

GETTING TO LEVEL 85

With outstanding armor, a shield, and healing spells, keeping your distance from mobs isn't as important as it is for other caster classes. As an Elemental Shaman, you will be very durable and capable of withstanding blows from several enemies at once. Remember to keep your weapon imbued at all times! Flametongue Weapon is the ideal choice for Elemental Shamans, as it will increase your spell damage. Keep your Lightning Shield up at all times. Flame Shock is always a good idea, even if the enemy won't last its full duration, as it increases the amount of damage dealt by Lava Burst. Finish enemies with Lightning Bolt or Chain Lightning, and keep an eye on your mana pool.

Talents aren't as relevant to Shaman leveling as they would be for other classes, but consider Echo of the Elements and other passive talents.

BASIC ROTATION

Elemental has several passive abilities that interact with your core Shaman spells. Most notable among these is Rolling Thunder, which gives you a charge of Lightning Shield when using certain damage spells.

- Apply/refresh Lightning Shield on yourself
- Apply/refresh Flame Shock on an enemy
- If you have 7 charges of Lightning Shield, use Earth Shock to proc Fulmination
- Use Lava Burst whenever available
- Use Lightning Bolt as a filler

PLAYING IN A GROUP

Shamans are incredibly versatile in groups and can greatly aid a struggling healer, potentially saving the party. Naturally, this is very dependent on your talents, especially the level 75 line. Because your totems act more like cooldowns than they did before, you only need to drop them in specific situations, such as an AoE fear effect on the party (for which you'd use Tremor Totem).

Make sure you watch your threat—overall, however, it shouldn't be much of a problem (and you can still take a hit if necessary).

GROUP BUFFS AND DEBUFFS

All Shaman provide the Spell Power buff with Burning Wrath and the Mastery buff with Grace of Air. Elemental Shaman get the Elemental Oath ability, which provides the Spell Haste buff. Use Earth Shock to inflict the Weakened Blows debuff on your enemies.



PLAYING AS AN ENHANCEMENT SHAMAN

As an Enhancement Shaman, you can get up close with enemies and damage them using your weapons and other melee abilities. Enhancement is a specialization tree primarily dedicated to boosting your melee prowess, while using your mana pool to increase your damage through various spells. Enhancement is one of the few specializations that delves into the art of wielding two one-handed weapons at once. Enhancement Shamans are very durable, as they are still able to wear mail armor and heal themselves in a pinch.



Mastery: Enhanced Elements

Increases damage done by your elemental (fire, frost, and nature) spells by a percentage determined by your Mastery.

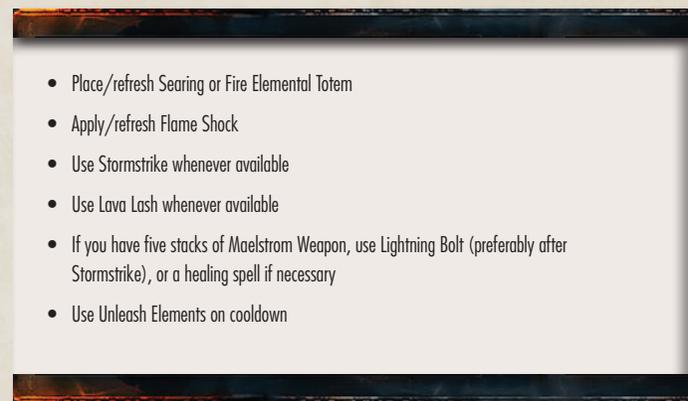
GETTING TO LEVEL 85

Enhancement is perhaps the fastest of the three specialization trees when it comes to leveling solo. As Enhancement, you will be killing enemies quickly while keeping your health and mana pools healthy through healing spells and mana-regenerating abilities. Weapon imbues are particularly useful for Enhancement Shamans, as they will provide a sizable damage boost just by being active on a weapon.

Use your shock spells depending on the situation; generally, Flame Shock will deal the most damage if used early in a battle (and the battle lasts long enough for it to complete its duration). Use instant strikes, such as Primal Strike at low levels (replace it with Stormstrike as soon as Stormstrike becomes available) and Lava Lash whenever possible. Also keep your Lightning Shield up, unless mana is an issue, in which case switch to Water Shield. Remember to use your Enhancement-specific cooldowns (Shamanistic Rage and Feral Spirit) often in order to minimize your downtime.

BASIC ROTATION

Note that Enhancement Shamans use quite a few damage spells, making them one of the least physical-based melee classes. The passive Mental Quickness makes this possible, greatly reducing the mana cost of spells and increasing your spell power based on your attack power. Another passive, Maelstrom Weapon, stacks and makes your next Nature or Elemental spell instant, so keep an eye on it.



PLAYING IN A GROUP

Being melee-based, you will often have to watch your threat near the start of a fight, particularly if the tank is less geared than you are. Use Wind Shear to interrupt caster enemies, as it can significantly reduce damage taken by the group, or the healing enemies do to each other. Like other Shaman specializations, you can greatly help a struggling healer with your healing abilities, chiefly Healing Stream Totem and the entire level 75 line of talents. This makes you much more versatile and desirable in a group (not to mention Shamans bring numerous group buffs as well).

GROUP BUFFS AND DEBUFFS

All Shaman provide the Spell Power buff with Burning Wrath and the Mastery buff with Grace of Air. Exclusive to Enhancement Shaman is Unleashed Rage, which grants the Melee and Ranged Haste buff. Use Earth Shock to inflict the Weakened Blows debuff on enemies.

PLAYING AS A RESTORATION SHAMAN

Restoration is the healing-oriented specialization tree available to Shamans. It specializes in boosting Shaman abilities that restore health to the caster or other friendly units. Restoration Shamans, like Druids, use nature-based heals. They are one of the most resilient healer classes due to the ability to use mail armor and a shield. Like other specialization trees, Restoration is able to provide noticeable buffs through totems, which makes it a good healer choice for small and large groups alike.



Mastery: Deep Healing

Increases the efficiency of your healing spells by a percentage based on your Mastery. The percentage is also proportional to the targets' current health—lower health targets are healed for more.

GETTING TO LEVEL 85

Restoration is not the optimal choice for Shaman leveling, as it lacks the offensive capability of Enhancement or Elemental. If you want to be a viable dungeon healer while leveling, you can choose Elemental as your primary leveling specialization, as it will usually be proficient enough at healing. Note that, because Elemental benefits from Spirit, the gear between these two specs will often be identical, further encouraging Restoration Shamans to have the Elemental dual-specialization when leveling.



HEALING

Shaman healing is largely dependent on mana. Luckily, the passive Resurgence restores some mana from your critical heals, if Water Shield is active (and it should always be!). Other passives benefit from Critical Strike as well, making it a very attractive secondary stat for Restoration Shamans. As with all healing classes, the best way to improve your efficiency is to use different spells based on the situation.

SITUATION(S)	USE...
An ally is in need of immediate healing	Healing Surge
Healing a single target that's not in immediate danger	Healing Wave or Greater Healing Wave, depending on the frequency and amount of damage taken by the target
Everyone is healthy, but you know there's going to be incoming damage	Earth Shield on a target you know will take steady damage, such as a tank
Heavy AoE damage from enemies	Healing Rain if you have time and there are allies grouped together, then Chain Heal, preferably a target you used Riptide on

PLAYING IN A GROUP

Restoration is one of the most straightforward specialization trees when it comes to healing, while still being extremely versatile. In groups, your primary heals will be direct ones, along with your trusty Earth Shield and Riptide. Your totems will complement your ability to keep your group alive nicely, as they provide defenses or healing for several situations. Remember to use Totemic Recall whenever your group is relocating and you have totems active, so you can regain some of the mana spent.

Your main heals will be Healing Surge, Healing Wave, and Greater Healing Wave. Healing Surge and Greater Healing Wave both interact differently with Tidal Waves (and thus mana and HPS throughput). Generally, Healing Surge does the most healing per second but has the worst mana efficiency, and Greater Healing Wave is somewhere in between. Gauge the danger of the situation and react accordingly, while keeping Earth Shield on a target that takes constant damage (usually the tank). At times, there will be heavy incoming area of effect damage, which can be countered by using Chain Heal, Healing Stream Totem, Healing Rain, and talents. Remember to keep Earthliving Weapon active! Since Riptide is no longer consumed by Chain Heal, always have a Riptide active and Chain Heal through that target when needed, as it boosts your healing done significantly.

GROUP BUFFS AND DEBUFFS

All Shaman provide the Spell Power buff with Burning Wrath and the Mastery buff with Grace of Air. Use Earth Shock to inflict the Weakened Blows debuff.

WARLOCK

Alliance Races



Horde Races



Either Faction



OVERVIEW

Warlocks are powerful casters who delve into dark magic and demonic arts. They are damage-oriented magic users with the ability to summon powerful pets to aid them. Warlocks possess hefty damage-over-time spells, and are good at summoning and controlling demons, applying various curses, and instilling fear into their enemies.

Like Mages, Warlocks lack physical defense, but they make up for this lack through skillful use of crowd control spells and defensive abilities like Unending Resolve, which reduces damage and prevents spell interruption for several seconds. Warlock specializations range from pure burst damage to steady damage-over-time and proficiency in summoning demons. Though a Warlock's signature spell kit consists of Shadow spells, they can make effective use of the Fire school, particularly when specialized as Destruction. Among the utility repertoire of a Warlock lies the ability to summon other players, or even create portals through which they can travel in order to quickly change locations.



RACIAL ADVANTAGES

ALLIANCE	
RACE	NOTES
Dwarf	Stoneform is excellent for PvP and PVE as it removes all poisons, diseases, and bleed effects as well as reduces damage taken by 10%. Dwarves take less damage from Frost spells.
Gnome	Escape Artist provides an extra ability for escaping slow or root effects; great for PvP. Expansive Mind increases your mana pool by 5%. Gnomes take less damage from Arcane spells. Shortblade Specialization increases Gnomes expertise with Daggers and Swords by 1%, which applies to Spell Hit as well.
Human	Every Man for Himself removes all movement impairing effects and all effects which cause loss of control of your character. Sword Specialization increases Human's expertise with Swords by 1%, which applies to Spell Hit as well.
Worgen	Worgen get 1% increased Critical Strike from Viciousness. Darkflight increases movement speed temporarily. Worgen take less damage from Nature and Shadow spells.

HORDE	
RACE	NOTES
Blood Elf	Arcane Torrent provides mana and an AoE silence. The former helps in tight mana situations, and the latter is great for interrupting enemy spells mid-cast. Blood Elves take less damage from Arcane spells.
Goblin	Goblins get 1% increased Haste from Time is Money. Rocket Jump is a great mobility tool, allowing Warlocks to stay at a comfortable range. Rocket Barrage is another source of damage for Goblins.
Orc	Orcs are great for maximizing damage. Blood Fury increases your spell power temporarily. Command increases your pet's damage output. Hardiness reduces the duration of stun effects by 15%.
Troll	Berserking grants a temporary increase in spell-casting haste. Da Voodoo Shuffle passively reduces the duration of movement impairing effects. Trolls regenerate Health faster than other races, and 10% of total Health regeneration may continue in combat. Beast Slaying increases Troll's damage by 5% against Beasts.
Undead	Undead are more suited for PvP as they can break out of Charm, Fear, and Sleep effects with Will of the Forsaken. Their passive racial, Touch of the Grave, is a life leech and also provides a modest DPS increase in any situation. Undead take 1% less damage from Shadow spells.

SPECIALIZATIONS

At Level 10, Warlocks must decide to follow one of the following specializations: Affliction, Demonology, or Destruction.



Affliction Warlocks are the damage over time specialists. They lay down damage over time spells faster than other Warlocks varieties, and they're good at moving from target to target to maximize their ability to keep damage flowing.



Demonology Warlocks are the toughest of the bunch. They're quite hard to kill, and sometimes they even end up tanking specific events. They gain improved pets, more survivability, and can occasionally transform themselves into a Demon (it's as awesome as it sounds).



Destruction Warlocks are the more traditional casters of the three. To slay their enemies they rely on hard-hitting fire and shadow spells, having tremendous burst damage and felling single targets quite well.

EQUIPMENT OPTIONS

ARMOR TYPE	SHIELD
Cloth	No

USABLE WEAPONS	
1 HAND WEAPON	2 HAND WEAPON
Daggers	Staves
Swords	
Wands	

PROMINENT CLASS ABILITIES

DEMONIC PETS

One of the most important aspects of playing a Warlock is the ability to summon minions. Although the Demonology tree is capable of summoning the powerful Felguard and Wild Imps, every specialization tree benefits from using summoned demons. The level 75 line of talents directly alters how demons are used in battle—you may even sacrifice your demon in order to boost your damage, if the correct talent is chosen.

The process of summoning is usually lengthy compared to other spells. But some abilities, such as Destruction's Flames of Xoroth, will allow you to instantly revive your pet. There are numerous demons that can be summoned, each useful depending on the scenario. It will often boil down to personal taste. Look for more details about Warlock pets later in this section.

DEALING DAMAGE OVER TIME

Regardless of what talent tree is chosen, a Warlock's offensive spell arsenal includes damage-over-time (DoT) spells. Such spells don't deal burst damage; instead, they place a debuff on an enemy target, slowly chipping away at their health. Don't be fooled by the relatively small numbers, however—DoT spells are among the most powerful damage dealing abilities in the game!

To get the most out of DoTs, apply them early in the fight so that they last for their entire duration. When in combat with more durable targets, recast your DoT spell shortly before the effect wears off in order to prolong duration of the DoT. One big advantage DoT spells have over direct damage is that they're usually fast casts (and are often instant), granting the Warlock some freedom to move around while still dealing damage.

SECONDARY RESOURCES

Although Warlocks use mana as their primary resource to cast spells, each of their specialization trees is capable of generating and spending a secondary resource.



The key to maximizing DPS and survivability is learning to manage these resources efficiently.

RESOURCE	DESCRIPTION
Soul Shards	Usable by Affliction Warlocks, Soul Shards are consumed via Soulburn to empower specific abilities.
Demonic Fury	Demonology's special resource, Demonic Fury, is generated by casting offensive spells, and spent while in Demon Form.
Burning Embers	Burning Embers (exclusive to Destruction Warlocks) are generated by casting Incinerate or Fel Flame, then consumed to cast Chaos Bolt for a big burst of damage at a single target, to spread Fire spells to multiple targets with Fire and Brimstone, or used for a burst of potent self-healing via Ember Tap.

PLAYING AS AN AFFLICTION WARLOCK

Masters of damage-over-time spells, Affliction Warlocks employ an array of shadow-based debuffs and drains in order to deal damage. Affliction Warlocks are great at dealing with multiple enemies at once, but can also hold their own against single targets—thanks to Malefic Grasp and Haunt.

The four angular shapes that appear under your Affliction Warlock's health and mana bars are Soul Shards, which turn purple as they are filled. Use Soul Shards to activate Soulburn, which grants various bonuses to certain spells. The Soulburn effect lasts 30 seconds and consumes a single Soul Shard. Soulburn is a critical ability for Affliction Warlocks, improving the effects of Drain Life, Health Funnel, Curses, Seed of Corruption, Unending Breath, Demonic Circle: Teleport, Soul Swap, and Summon Demon.

Maintaining your Soul Shard supply is important. There are two ways to renew this resource, dependant on whether your Warlock is in combat or not. Out of combat, Soul Harvest (a passive ability) adds Soul Shards automatically over time; you should gain back all four shortly (it takes 75 seconds). In combat, Warlocks must rely on Drain Soul, a channeled attack spell with a twelve second duration. If it ticks twice on a target, it restores 1 Soul Shard, and if a target dies while affected by Drain Soul it restores 3 Soul Shards. The Affliction passive ability Nightfall also grants a rare chance to generate a Soul Shard when Corruption deals damage to a target.

BASIC ROTATION

The intent behind Affliction's rotation is to keep reapplying the damage-over-time debuffs as close to their expiration time as possible. Strongly consider downloading a debuff-tracking add-on to best see when debuffs are about to expire on enemies.

- Apply/refresh Agony
- Apply/refresh Corruption
- Apply/refresh Unstable Affliction
- Repeat for any adds that will live long enough for Corruption to fully tick
- Use Haunt if you have Soul Shards
- Channel Malefic Grasp if target is over 20% health
- Channel Drain Soul if target is under 20% health



PLAYING IN A GROUP

Similar to leveling, playing in a group is all about keeping damage debuffs up on enemies. Use your normal rotation on single enemies, and DoT multiple enemies if necessary. Keep a pet out unless you selected Grimoire of Sacrifice. Since your spells damage constantly (and often uncontrollably once applied), keep an eye on threat and use Soulshatter if you pull aggro.

GROUP BUFFS AND DEBUFFS

Dark Intent provides both the spell power and Stamina buffs when cast.

Warlocks can apply either the Magic Vulnerability debuff with Curse of the Elements, or apply the Slow Cast and Weakened Blows debuffs with Curse of Enfeeblement.



Mastery: Potent Afflictions

Increases the damage of Agony, Corruption and Unstable Affliction by 25%.

GETTING TO LEVEL 85

Leveling as Affliction is efficient and fun. You can DoT enemies as you run around to gather more targets. The best way to level is to pull enemies with Agony from as far away as possible, then apply Corruption while moving onto the next target. Finally, apply Unstable Affliction, which requires a brief pause to cast. While your DoT'ed up enemy is running towards you, find another one and repeat the cycle. More often than not, a single set of DoT spells will be enough to kill enemies. For extra efficiency, you can time Soul Swap (with or without the glyph) on low-health enemies in order to fully debuff another mob.

For talents, take Howl of Terror (use when enemies catch up to you after debuffing), Burning Rush, Grimoire of Supremacy, or Sacrifice, and Kil'Jaeden's Cunning.

PLAYING AS A DEMONOLOGY WARLOCK

Adept at demonic magic, Demonology Warlocks' favored party trick consists of turning into a demon to increase damage dealt. They're able to summon the powerful Felguard to do their bidding, as well as the small but helpful Wild Imps. Many damaging spells and demonic pet abilities generate Demonic Fury.

Demonic Fury is the resource used exclusively by Demonology Warlocks while employing their Metamorphosis ability. When in Demon form, Warlocks consume 6 Demonic Fury per second and all spells have a Demonic Fury cost instead of a Mana cost. If Demonic Fury reaches zero, Warlocks revert to their normal selves. Demonic Fury will passively increase or decrease to a value of 200 when a Warlock remains in caster form and out of combat for a while. The maximum amount is 1000 Demonic Fury, so whenever you hit that, don't hesitate to use Metamorphosis to wreak havoc upon your foes.



Mastery: Master Demonologist

Increases the damage done by your demon servants by 8%.
Increases the damage you deal in caster form by 8%. The damage done while using Metamorphosis is increased by 24%.

GETTING TO LEVEL 85

As Demonology, it's best to keep your Felguard out. For weaker enemies, you can opt for the Affliction approach and use Corruption and Hand of Gul'dan on everything you encounter. Then turn into a demon and use Hellfire (to activate Immolation Aura), Chaos Wave, and Felstorm. In demon form, your curses become an aura which emanates from the Warlock, so it might be worthwhile to use Curse of the Elements while engaging bigger packs. Do note that Hand of Gul'dan makes enemies slower, allowing you to outrun them in a pinch.

For talents, take Grimoire of Supremacy (since you will be using your Felguard), then Burning Rush and Kil'Jaeden's Cunning to help you stay mobile while casting spells. Howl of Terror and Shadowfury should both be roughly equal in terms of usefulness when leveling as Demonology.

BASIC ROTATION

Dealing damage as Demonology is all about proper use of Metamorphosis. Timing it with other damage-boosting abilities such as trinkets and Grimoire of Sacrifice is optimal.

- Use Metamorphosis if close to 1000 Demonic Fury (or judge how long the enemy is going to live)
- Apply/refresh Corruption (Doom in demon form)
- Apply/refresh Hand of Gul'dan
- If moving, use Fel Flame (Void Ray in demon form)
- Cast Soul Fire if Molten Core is active
- Cast Shadow Bolt
- If you need to AoE, go into demon form and use Hellfire and Chaos Wave. Remember to use your pet's Felstorm ability as well

PLAYING IN A GROUP

Your standard rotation should be best against most enemies. Demonology Warlocks really shine when there are numerous enemies bunched up in a cluster—should this be the case, use your AoE abilities as described in the Rotation section for maximum damage. You need to be in melee range for some of the abilities to work, so make sure you're ready to Soulshatter to shed some aggro if necessary. Luckily, Metamorphosis form is quite resilient.

A quick note about Glyph of Demon Hunting: it allows you to taunt (through Soulshatter), makes you more resilient, and all-around transforms you into a pseudo-tank. The key here is "pseudo," as it will not transform you into a full-fledged tank. It might be sufficient for lower-level instances, or just for fun, but you might be visiting your friend Spirit Healer if you attempt to tank higher-level content with it.

GROUP BUFFS AND DEBUFFS

Dark Intent provides both the Spell Power and Stamina buffs when cast.

Warlocks can apply either the Magic Vulnerability debuff with Curse of the Elements, or apply the Slow Cast and Weakened Blows debuffs with Curse of Enfeeblement. The Felguard pet can apply the Mortal Strike debuff with Mortal Cleave.

PLAYING AS A DESTRUCTION WARLOCK

Destruction Warlocks are fire-based spellcasters who rain down havoc upon their foes. This explosive specialization tree is especially fun for those who like fast damage, big critical hits, and ample self-healing. Burning Embers are the resource of the Destruction specialization. These appear below your health and mana bars, and you can hold a maximum of four at a time.

Chaos Bolt, Shadowburn, Ember Tap and Flames of Xoroth all consume one Burning Ember, and have great results, such as huge damage, an instantly revived Demon, or Health restoration. To gain Burning Embers, cast damaging Fire spells. Attacks such as Rain of Fire and Immolate have a chance to generate part of an Ember on critical hits, and Incinerate and Conflagrate always generates some of an Ember, making it your primary path to replenishing your store of them. While it may take a little while to fill up one or two, the power of the spells that use them is vast. Since Burning Embers fade soon after combat ends, don't hesitate to use them to your advantage.



Mastery: Emberstorm

Increases the damage of Immolate, Incinerate, Fel Flame and Conflagrate by 9%. Increases the effectiveness of Burning Ember consuming spells by 24%.

GETTING TO LEVEL 85

Destruction leveling is smoother than it once was, thanks to the added effect of Conflagrate, which can slow down enemies. Although you probably shouldn't chain-pull everything in sight like an Affliction Warlock would, you can quickly dispatch enemies one at a time. Cast Immolate and then immediately Conflagrate in order to slow the enemy down. Follow with Incinerate until the enemy dies, or is low enough on health for Immolate to kill it. Burning Embers can be used to open up on an enemy with Chaos Bolt (often killing it instantly) or to cast Shadowburn at a low health target—killing a Shadowburned target within 5 seconds returns two Burning Embers! Ember Tap can be used to help keep your health from dropping too low.

For talents, take Shadowfury (the stun offers another way to prevent enemies from reaching you quickly), Burning Rush, and Kil'Jaeden's Cunning. Grimoire of Sacrifice, along with Ember Tap, will help you recover the health cost of Burning Rush.

BASIC ROTATION

Destruction damage consists of applying the Immolate DoT, using Conflagrate as often as possible, and timing Chaos Bolt with other damage increases.

- Apply/refresh Immolate
- Use Conflagrate if it's off cooldown (this will give you Backdraft, speeding up Incinerate and Chaos Bolt casting speed)
- If moving, use Fel Flame
- Cast Chaos Bolt if you have a whole Burning Ember
- Cast Shadowburn if you have a whole Burning Ember, the target is below 20% health and you're moving, or the target is about to die
- Cast Incinerate
- If you need to AoE, just use Rain of Fire for numerous low-health enemies. For heftier enemies, Immolate everything and then Rain of Fire

PLAYING IN A GROUP

As Destruction, it's usually best to focus on a single enemy and then use Havoc on secondary targets. Using Immolate on secondary targets is worth it, but only for a marginal DPS increase, so only do it if it's easy for you to switch back and forth. As usual, keep an eye on threat (especially when using Chaos Bolt early) and Soulshatter as necessary. AoEing as Destruction is tricky, as you have to judge whether to Immolate the targets or not. If most of the enemies will be alive for more than 20 seconds, it's best to Immolate (preferably with Fire and Brimstone) and then Rain of Fire. If you don't have a Burning Ember banked and there are too many enemies to keep Immolate up on all of them, you can cast Rain of Fire, then use single-target spells until you generate an Ember. If you have Embers banked, you can use Fire and Brimstone to spread Immolate, cast Rain of Fire, then cast Incinerate (with or without Fire and Brimstone) to continue generating Embers.

GROUP BUFFS AND DEBUFFS

Dark Intent provides both the Spell Power and Stamina buffs when cast.

Warlocks can apply either the Magic Vulnerability debuff with Curse of the Elements, or apply the Slow Cast and Weakened Blows debuffs with Curse of Enfeeblement.

WARLOCK PETS

All pets come with the abilities Fel Energy and Avoidance. Avoidance is a Passive ability that reduces the damage a summoned demon takes from non-player area of effect attacks by an additional 90%.

Short Duration Demon Pets

At level 49, Warlocks learn how to summon an Infernal. After being summoned, Infernals remain active for one minute and use powerful AoE attacks. Summon Doomguard, learned at level 58, works in a fashion similar to the Infernal. The difference being that Doomguards cast Doom Bolts at a single target while they are active.

Grimoire of Supremacy renames these two demonic pets and boosts their damage output. An Abyssal is an upgraded Infernal, while the improved Doomguard is called a Terrorguard.



Imp

Imps are fragile casters with the ability to heal you over time and dispel magical debuffs. Imps augment the damage output of the Warlock with fire spells.



Succubus

Succubi are fragile seductresses with the ability to deal melee damage, knock-back, and crowd control enemies. A Succubus is best used in situations where a foe must be kept at bay, such as PvP.

Fel Imp

Fel Imps replace Imps when a Warlock selects the level 75 talent, Grimoire of Supremacy.

Shivarra

Shivarra replace Succubi when a Warlock selects the level 75 talent, Grimoire of Supremacy.

Voidwalker

Voidwalkers are durable demons with the ability to disarm or taunt enemies to keep them away from you and your allies.



Voidlord

Voidlords replace Voidwalkers when a Warlock selects the level 75 talent, Grimoire of Supremacy.



Felhunter

Felhunters are melee-range demons adept at silencing and stealing buffs from enemies. Because Warlocks don't have an offensive dispel or silence, Felhunters serve as a nice complement to their abilities, especially in PvP.



Observer

Observers replace Felhunters when a Warlock selects the level 75 talent, Grimoire of Supremacy.

DEMONOLOGY-ONLY PET



Felguard

The Felguard are powerful and well-rounded melee demons exclusive to the Demonology tree. Felguard are powerful melee fighters who excel against multiple targets and reduce healing received by their target.



Wrathguard

Wrathguards replace Felguards when a Warlock selects the level 75 talent, Grimoire of Supremacy.



WARRIOR

Alliance Races



Horde Races



Either Faction

OVERVIEW

Warriors are the juggernauts of Azeroth. They combine immense strength and building rage to destroy enemies or protect allies from harm. Warriors specialize in effectively using a variety of weapons in combat; they are able to choose between different combat styles, including dual wielding massive weapons that would normally encumber other classes.

The Warrior is an incredibly mobile melee class, able to charge and leap to quickly get to, or get away from, enemies. Because they're lacking in the ranged damage department, Warriors must keep enemies close with slowing abilities like Hamstring. Warriors depend on equipment quality more than other classes, as they use the full extent of their armor and weapons to both deal damage and prevent it.



RACIAL ADVANTAGES

ALLIANCE	
RACE	NOTES
Draenei	Heroic Presence grants Draenei +1% Hit chance. Gift of the Naaru heals the Draenei or any ally. Draenei take less damage from Shadow spells.
Dwarf	Stoneform is excellent for PvP, as it removes all poison, disease, and bleed effects and reduces damage taken. Mace Specialization provides increased Expertise with maces. Dwarves take less damage from Frost spells.
Gnome	Escape Artist provides an extra ability for escaping slow or snare effects; great for PvP. Shortblade Specialization provides increased Expertise with daggers and one hand swords. Gnomes take less damage from Arcane spells.
Human	Every Man for Himself removes effects that cause loss of control of your character, which is great for PvP. Mace and Sword Specialization increases Expertise with swords and maces.
Night Elf	Quickness means Night Elves are less likely to be hit by any physical attack. Night Elves take less damage from Nature spells. Shadowmeld renders the Night Elf invisible while motionless and cancels spells being cast by enemies on the Night Elf.
Worgen	Worgen get 1% increased Critical Strike from Viciousness. Darkflight increases movement speed temporarily. Worgen take less damage from Nature and Shadow spells.

HORDE	
RACE	NOTES
Blood Elf	The signature Blood Elf racial, Arcane Torrent, provides Rage and an AoE silence. The former helps in tight Rage situations, and the latter is great for PvP and certain PvE encounters. Blood Elves take less damage from Arcane spells.
Goblin	Rocket Jump is a great mobility tool. Goblins get 1% increased Haste from Time is Money, making them great for PVP and PVE. Rocket Barrage is another source of damage for Goblins.
Orc	Orcs are great for maximizing damage. Blood Fury increases your attack power for a short period of time. Axe Specialization increases Expertise with axes. Hardiness reduces the duration of stun effects by 15%.
Tauren	Nature Resistance increases a Tauren's ability to stand up to harmful Nature effects. War Stomp provides an (AoE) stun in melee range, and Endurance boosts base health by 5%.
Troll	Berserking grants a temporary increase in attack speed. Da Voodoo Shuffle passively reduces the duration of movement impairing effects, which is important for Warriors. Trolls regenerate Health faster than other races, and 10% of total Health regeneration may continue in combat.
Undead	Undead are more suited for PvP as they can break out of Charm, Fear, and Sleep effects with Will of the Forsaken. Their passive racial, Touch of the Grave, is a life leech and also provides a modest DPS increase in any situation. Undead take less damage from Shadow spells.

SPECIALIZATIONS

At level 10, Warriors must decide to follow one of the following specialization paths: Arms, Fury, or Protection.



Arms Warriors use a two-handed weapon to deal strong burst damage.



Fury Warriors equip weapons in both hands which includes the option of using a two-handed weapon in one hand! Few sights instill as much fear as a plate-clad Warrior brandishing two giant weapons.



Protection Warriors are tanks. They have options for stunning, and provoking enemies, but most of all they excel at staying alive. They gain abilities that extend their lives during tricky battles, and allow them to reduce the damage they take.

PANDAREN

RACE	NOTES
Pandaren	Epicurean doubles the statistical bonuses from being Well Fed. Quaking Palm acts as a form of brief crowd control.

EQUIPMENT OPTIONS

ARMOR TYPE	SHIELD
Mail until level 40, then Plate	Yes

USABLE WEAPONS

1 HAND WEAPON	2 HAND WEAPON
Axes	Axes
Daggers	Maces
Fist Weapons	Polearms
Maces	Staves
Swords	Swords

PROMINENT CLASS ABILITIES

STANCES

Warriors can adopt one of three stances, based on the situation and spec, in order to become more efficient at their role. Note that stances are now on the global cooldown, meaning you should not try to constantly switch between them. Instead, assess what the situation calls for in terms of rage, and switch accordingly. Protection Warriors will likely remain in Defensive Stance most of the time, as some of their key abilities require this in order to generate Rage (and it's difficult to tank without the increased threat generation). Arms and Fury Warriors will find themselves using all three stances at some point. For most fights, Battle Stance provides the most Rage. For fights with a steady stream of damage taken (and PvP encounters), Berserker Stance grants more rage. Shields are not recommended for standard DPS use, but they're a requirement for Shield Wall, which can definitely save your life—just remember to switch to a shield/one-hander setup first!



SHOUTS

Warriors use various Shouts to inspire groups or demoralize enemies. Some shouts are available only as talents, and some available only to certain specializations, but every Warrior has a few to choose from.

Commanding Shout and Battle Shout are used to provide benefits for your party or raid, and to generate initial Rage before a fight. These shouts share a 1 minute cooldown. Also, a Warrior's own shouts will over-write each other, therefore in raid groups Warriors must split the shouts between them to enjoy the benefits of both shouts.

The remaining shouts can cause an enemy to flee, reduce the damage they can inflict, do AoE damage, and snare or root enemies within the Warrior's shout radius. Learning how and when to best use these shouts can make the difference between winning or losing an encounter, so keep a level head during combat, and surprise your foe with a mighty roar!



QUICK MOVES

Warriors have always been one of the most mobile classes, which helps to offset their lack of ranged abilities. Talents provide hefty buffs to Charge, which can be used in combat. Juggernaut allows you to use Charge nearly twice as often, while Double Time lets you use it twice before it incurs its cooldown (and it looks similar to using Charge and then Intercept in previous expansions). Additionally, Heroic Leap allows you to jump a great distance, and there's a glyph to reduce its cooldown. Lastly, Intervene allows you to charge towards an ally and intercept the next single attack made toward them. These abilities, along with Hamstring, should allow you to stay on top of fleeing enemies.

PLAYING AS AN ARMS WARRIOR

Arms Warriors, as their name suggests, excel in the mastery of weapons. Being able to use nearly all weapons available in the game, these battle-hardened juggernauts use mobility and finesse to defeat their opponents. Because of passive skills like Seasoned Soldier, Arms Warriors prefer the use of two-handed weapons to dish out their damage. In contrast with the Fury specialization, Arms damage is more controlled and has on-demand burst, including skills that can greatly aid in damaging multiple enemies at once.

Arms Warriors benefit from having multiple targets to attack. Their use of Sweeping Strikes allows for far more damage output when there are more targets to hit.



Mastery: Strikes of Opportunity

Grants a chance for your melee attacks to instantly trigger an additional melee attack for 55% normal damage.

GETTING TO LEVEL 85

Arms Warriors are one of the most efficient leveling machines in the game. The way it works is fairly straightforward: Charge in order to get to your enemy and generate rage, then use Colossus Smash on cooldown and Mortal Strike. Each time you cast Mortal strike, you will gain two charges of Overpower (which has a 60% increased critical chance). You can have up to five Overpower charges at once. If you run out of Overpower charges and Mortal Strike is still on cooldown, you can use Slam in the meantime. As soon as Mortal Strike is back up, repeat the process. Below 20%, use Execute.

For talents, Juggernaut lets you use Charge much more often, Impending Victory lets you instantly gain health in emergency situations (Second Wind is a solid alternative), and Bladestorm allows you to defeat several enemies at once. Instead of the latter, Dragon Roar is also a good choice.

BASIC ROTATION

Arms Warriors deal damage primarily through instant melee-based abilities, while taking advantage of the Colossus Smash debuff. In PvE, during what's called "execute range" (an enemy is below 20% health), Arms and Fury warriors shine due to their damage output from Execute, which can be devastating when paired with other damage-increasing cooldowns.

- Use Charge to quickly close the distance to your enemy and generate some initial rage
- If available, use Colossus Smash so your subsequent attacks bypass the enemy's armor
- If the enemy is below 20% health, use Execute
- If available, use Mortal Strike
- If available, use Overpower
- Versus single targets, dump rage with Slam; against more than one target, dump rage with Whirlwind

PLAYING IN A GROUP

Use your standard rotation for single enemies, using DPS-increasing cooldowns as desired while avoiding stealing the tank's threat (this is especially important for Warriors, as they are a melee class that has no threat reduction moves). When there are two enemies close together, you should use Sweeping Strikes, as this results in an incredible DPS increase and is one of the most efficient ways to dispatch two enemies at once. For a greater number of enemies, still use Sweeping Strikes, but use your excess rage on Cleave (instead of Heroic Strike) and Whirlwind.

If you pull aggro, or your tank happens to die, you can still save the day by using Die by the Sword, which provides 100% parry chance and will keep you from taking damage for 8 seconds. If that doesn't work, equip a shield and a one-handed weapon (this can be done through a macro as well) and use Shield Wall, which will hopefully give your group enough time to recover.

GROUP BUFFS AND DEBUFFS

Warriors provide the Attack Power buff with Battle Shout and the Stamina buff with Commanding Shout. They inflict the Weakened Armor debuff with Sunder Armor and Weakened Blows with Thunderclap.

Arms Warriors add to the debuffs provided by other Warriors by applying Mortal Wound with Mortal Strike and Physical Vulnerability via Colossus Smash.

PLAYING AS A FURY WARRIOR

Fury Warriors are designed to deal massive, constant melee damage with either two one-handed weapons, or (starting at level 38) two two-handed weapons. **Crazed Berserker** increases autoattack damage by 10%, and off-hand damage by 25%. While other classes, like Rogues, can dual wield one-handed weapons, the ability to dual wield the heavier set of weapons is exclusive to Fury Warriors. This makes them quick-attacking berserkers that deal an immense amount of steady damage. Additionally, the Fury-exclusive passive **Single-Minded Fury** increases your damage output while dual wielding one-handed weapons, making them roughly similar to two-handers in terms of damage.

Fury Warriors often trade their safety for increased damage output. This puts them at risk of dying in groups. However, when played well, you can learn to avoid stealing threat and let the tanks do their job. Avoid grabbing the attention of the monster, kill your targets, and know how to get out of trouble.



Mastery: Unshackled Fury

Increases physical damage done while Enraged.

GETTING TO LEVEL 85

Fury Warriors level at a respectable pace thanks to **Bloodthirst** and **Victory Rush**. Note that Fury is more gear-dependent than Arms when it comes to leveling, so its efficiency will be based on your weapons and how much Hit and Expertise you have through your gear. That said, the leveling process itself is fairly simple: Charge, use **Bloodthirst** (to generate Rage and get the **Bloodsurge** buff to reduce **Wild Strike** rage requirements), then continue your normal rotation. There are several factors that can increase how quickly an enemy is dispatched, most important of which is how many times you proc **Enrage**.

For talents, **Juggernaut** lets you use Charge much more often, **Impending Victory** allows you to gain health in emergency situations (**Second Wind** is a viable alternative), and **Bladestorm** allows you to defeat several enemies at once, though **Dragon Roar** (same level as **Bladestorm**) is a good choice as well.

BASIC ROTATION

Fury Warriors deal damage primarily through instant melee-based abilities. **Colossus Smash** should be used consistently, almost every time it is available, in order to maintain the **Physical Vulnerability** debuff. In PvE, during what's called "execute range" (the enemy is below 20% health), Fury Warriors shine due to **Execute**, which can be devastating when paired with other damage-increasing cooldowns.

- Use Charge to quickly close the distance to your enemy and generate some initial rage
- If available, use Bloodthirst to generate Rage and deal damage
- If the enemy is below 20% health, use Execute
- If you have any charges, use Raging Blow
- Use Wild Strike

PLAYING IN A GROUP

Execute your standard rotation for single enemies, using DPS-increasing cooldowns but do not to pull threat (this is especially important for Warriors, a class that has no threat reducing moves). When fighting multiple enemies, it's important to take advantage of **Meat Cleaver**, which increases the number of targets hit by your **Raging Blow** every time you use **Whirlwind** (stacking up to 3 times). Because **Raging Blow** deals a large amount of damage, this passive makes Fury Warriors with sufficient Rage a great AoE specialization.

If you pull aggro, or your tank happens to die, you can still save the day by using **Die by the Sword**, which provides 100% parry chance and will keep you from taking damage for 8 seconds. If that doesn't work, equip a shield and a one-handed weapon (this can be done through a macro as well) and use **Shield Wall**, which will hopefully give your group enough time to recover.

GROUP BUFFS AND DEBUFFS

Warriors provide the **Attack Power** buff with **Battle Shout** and the **Stamina** buff with **Commanding Shout**. They also inflict the **Weakened Armor** debuff with **Sunder Armor** and **Weakened Blows** with **Thunderclap**.

Fury Warriors add to the debuffs provided by other Warriors with **Wild Strike** inflicting **Mortal Wound** and **Colossus Smash** imparting **Physical Vulnerability**.

PLAYING AS A PROTECTION WARRIOR

Protection Warriors are shield-bearing tanks that protect allies from harm by holding the attention of enemies. One of the best tools Protection Warriors have for keeping attention on them is **Devastate**. **Devastate** replaces **Sunder Armor** and applies the **Weakened Armor** debuff but has the added benefit of inflicting a good bit of damage at the same time. At higher levels, Protection Warriors get more tools that enhance their survivability (**Last Stand**, **Bastion of Defense**, **Shield Barrier**) and ability to tank multiple targets at the same time (**Revenge**, **Blood and Thunder**).

What sets Protection Warriors apart from other tanks is their superior mobility. Between **Charge**, **Intervene** and **Heroic Leap**, Protection Warriors can move almost instantaneously to a hostile target (and stun it at the same time), a friendly target (and save it from an incoming attack at the same time), or to a specific location (and damage nearby enemies at the same time).



Mastery: Critical Block

Increases your chance to block and your chance to critically block.

GETTING TO LEVEL 85

Protection is the slowest leveler of the three Warrior specializations, but **Victory Rush** makes Protection Warriors close to indestructible when facing same-level monsters with a shield. When you tackle multiple enemies at once, **Shield Slam** has a good chance to make **Cleave** Rage-free, while **Blood and Thunder** makes **Thunder Clap** apply **Deep Wounds** on all nearby enemies. **Revenge** strikes three targets at once, so try to pull groups of three enemies at a time once you feel comfortable with your rotation. Stay in **Defensive Stance** through these fights since **Vengeance** is the source of a good deal of your damage output, and there are abilities that will only generate Rage in **Defensive Stance**.

For talents, **Juggernaut** lets you use Charge much more often, and **Impending Victory** lets you instantly gain health in emergency situations (**Second Wind** is a viable alternative to **Impending Victory**). **Dragon Roar** is a good choice since it's another source of AoE damage and also knocks down nearby enemies. **Bladestorm** deals bonus damage for Protection Warriors, so it is a viable alternative to **Dragon Roar**, especially for leveling.

BASIC ROTATION

Your number one job as a tank is to generate threat as quickly as possible and maintain it throughout the fight. When you're confronted with a pack of enemies, consider using **Heroic Leap** instead of **Charge** to open the fight. **Heroic Leap** deals damage to all enemies near the landing location, giving you a head start on threat. Otherwise, use **Charge** and then **Thunder Clap** to get their attention.

- Use Charge to quickly close the distance to your enemy and generate some initial rage
- Use Shield Slam to deal damage and generate rage
- Use Thunderclap to apply the Weakened Blows debuff
- To increase your defenses, use Shield Block or Shield Barrier if you have sufficient rage
- If available, use Revenge
- Use Devastate

PLAYING IN A GROUP

Playing a Protection Warrior is all about managing Rage and using defensive cooldowns in critical situations. You can use **Shield Block** twice every 9 seconds, but it costs 60 Rage, which means you should save it for the times you know it will mitigate damage and save healer mana. Skilled Protection Warriors know when to use **Shield Block** and **Shield Barrier**, and when it's best to spend the Rage generating more threat by using damage-inflicting skills.

In emergency situations, use long cooldown abilities—**Last Stand** and **Shield Wall**—to survive a heavy siege. Don't hesitate to use **Disarm** on enemies that have weapons, as it doesn't cost any rage now.

GROUP BUFFS AND DEBUFFS

Protection Warriors provide the **Attack Power** buff with **Battle Shout** and the **Stamina** buff with **Commanding Shout**. They also inflict the **Weakened Armor** debuff with **Devastate** and **Weakened Blows** with **Thunderclap**.



THE USER INTERFACE

This chapter further develops and details the concepts introduced in "Taking Your First Steps" so some of what follows may be familiar to you if you read that section already.

USING YOUR MOUSE

The mouse pointer is your primary tool for learning about and interacting with the game world.

Take a moment to move your mouse pointer (which normally appears as a gloved hand) and hover over different people and objects. Your mouse cursor changes dynamically when you pass it over different people, monsters, and objects. Let your mouse do some of the exploration for you. Highlighting things ahead of time lets you avoid fights with monsters that are too powerful to defeat.

CURSOR SYMBOLS

SYMBOL	WHAT THIS MEANS	SYMBOL	WHAT THIS MEANS
	Acts as a basic pointer		Vendors or loot from corpses
	Characters who can give you quests		Vendors who can repair your gear
	Characters with whom you can speak		Guards who can offer directions
	Trainers who can teach you new skills		Items or objects that you can open or operate (important for quests)
	Creatures you can attack		Items which act as a Mail Box (you can send or receive in-game mail)

THE GAME INTERFACE

The game interface is everything you use to interact with the game, including your Action Bars, chat windows, and the minimap. Press Alt and Z together, then wait a second and press them again. Everything that briefly vanished from your screen is considered part of the game interface.

You can also mouse over parts of your game interface. The information you get from these tooltips is invaluable as you gain levels and learn more abilities. Because you can do so many things in the game, the game interface can appear to be complex, so it's broken down here for you.



BUFFS AND DEBUFFS

Near your minimap are any positive or negative effects that are currently in place. These effects show up as icons. Buffs (the positive effects) are usually cast by your character or their group members. Debuffs (the negative ones) are usually cast by enemies you are fighting. If you mouse over a buff or debuff, you are given details about its effects and duration. When a buff or debuff is about to expire, the icon that appears here begins to blink.

The most important piece of information to learn about a debuff is what type of debuff it is (the most common are Poison, Disease, Magic, and Curse) because many classes eventually gain abilities that allow you to remove the debuff instantly.



CHARACTER PORTRAIT

The Character Portrait shows your character's face, name, level, life bar, and a second bar which varies with the class you chose.

Life Bar

All character classes have a green health bar. If your health reaches zero, your character dies. When you're out of combat, your health gradually returns to its maximum value. Having an ally use a healing spell on you (using a healing spell on yourself works as well), or eating in-game food replenishes your character's health much faster.

Second Bar

The color of your second bar and what it represents are determined by your class. Depending on your class, there may also be an additional resource bar that appears here. The same bars are used by all characters, enemies, monsters, and animals in the game.



Warlocks also have the typical blue mana bar, but depending on their specialization, also develop other resources to fuel the dark powers they unleash on their enemies.



Monks use either Energy or Mana, depending on their specialization; however they also build Chi as they perform their mystical arts. Chi allows the Monk to augment special abilities as their life energy flows.

Target Portrait

When you left-click on an NPC or monster, you target that character. The Target Portrait appears next to your character's portrait and shows the target's face, name, level, and life bars. There is more information about the Target Portrait on page 143.



Druids start with a mana bar but use different bars as they acquire animal forms starting at level 6. In bear form, Druids use a rage bar. In cat form, Druids use an energy bar. Balance Druids have an Eclipse bar as well as a mana bar.



Death Knights build a resource called Runic Power, much like a Warrior's Rage, by activating strikes and Runes to punish their enemies. The majority of their abilities are fueled by a combination of Runes and Runic Power.



Hunters and their pets have an orange focus bar that fuels special attacks. Focus regenerates over time or with the use of abilities like Steady Shot or Cobra Shot.



Mages, Priests, and Shamans all have a blue mana bar, which fuels their spells. While mana regenerates slowly over time, the quicker way to replenish your mana is to sit and drink different types of water when you're out of combat.



Paladins primarily use mana to fuel many of their spells, however they also use the Holy Power resource to bolster their abilities and trigger special actions.



Rogues have a yellow energy bar that is consumed as the Rogue uses special combat abilities. Lost Energy regenerates over time.



Warriors have a red rage bar, which increases as they take and deal damage. Warriors use accumulated rage to use their special abilities.



MINIMAP BUTTONS

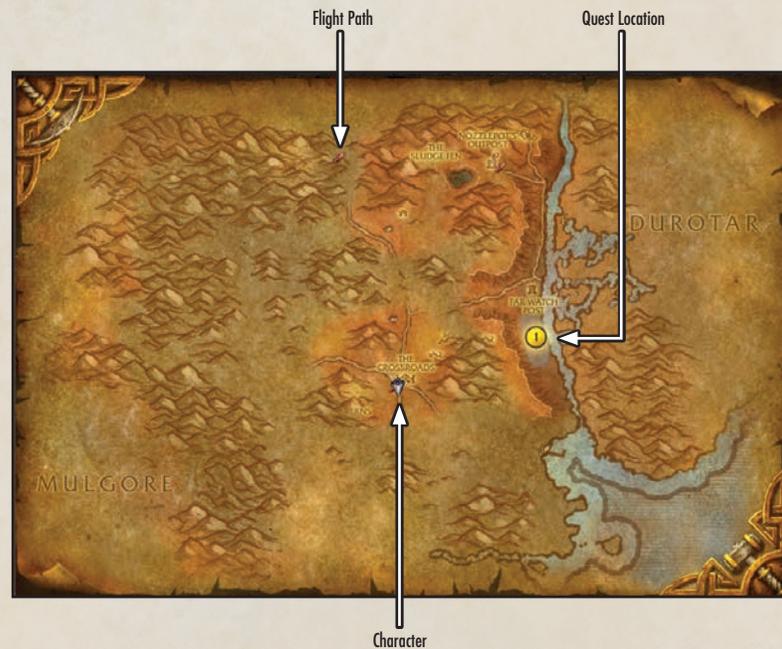


TRACKING:

The smaller circle on the top left is a menu that allows you to track different things in-game. Click on the circle to get a drop down menu of all things your character can track. If you click on something specific to track, such as Food & Drink, any nearby vendors who sell Food & Drink will appear on your minimap.

WORLD MAP:

This button opens a map of your current region. Locations you have found appear on the map; undiscovered locations remain obscured until you find them. You can also press the letter "m" to bring this up at any time.



MORE ON MAPS

One right-click on your region map opens a map of the continent. A second right-click opens the continent-wide map. A third right-click opens the map of the entire world. Left-click on parts of the map to zoom in to that area.



Northern Barrens is a region of the continent of Kalimdor. Kalimdor is a continent on the world of Azeroth. Azeroth is one of two planets in World of Warcraft.

Under Attack?

The game never pauses, so you can be attacked while staring at the map. If this happens, the map screen is surrounded by a red flashing border to let you know that something is chewing on your leg.

CALENDAR

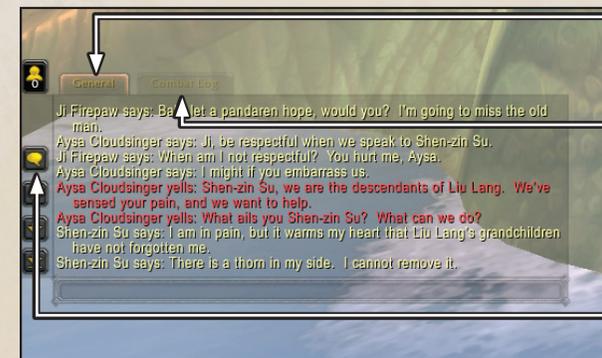


The calendar shows upcoming in-game events. There are scheduled events, such as the weekly fishing contest in Stranglethorn Vale and the Darkmoon Faire, as well as seasonal feasts and holidays.

If you're in a guild, each guild has its own event tracking. The calendar also tracks battleground holidays and raid lockout resets, but those are for higher level characters. You don't need to worry about those just yet.

CHAT LOGS

If you mouse over the Chat log area, the chat tabs appear. By default, the General log is visible. This displays announcements and the General and LocalDefense channels for your region as well as Says, Whispers, Party, Guild, and Battleground chat. You'll also see Trade chat when you're in a city.



General Log Your conversations and other non-combat system messages appear under this tab.

Combat Log The Combat Log offers options for observing what happens to you, other characters nearby, and enemies during combat. You don't need to watch this log while you're fighting since your character portrait and target portrait provide an adequate summary of how any fight is going. Instead, use the Combat Log to review recently completed fights if you feel something didn't go the way you planned.

Chat Menu The Chat menu offers shortcuts for communicating with other players in the game. Click to open; press Esc to close. You can also type in the shortcuts listed on the right of the menu. To learn more about communicating with other players, turn to page 168.

INTERFACE BAR

OPENING AND CLOSING WINDOWS

To open a window, you can either click on the button associated with that window, or use the shortcut key. Hover over a button and look for the letter in parentheses to find out its shortcut key. Press the same button or key to close a window that was previously opened.

You can have multiple windows open at once, and if you want to close everything at the same time, just hit the Escape key.

ACTION BARS

Abilities placed in your Action Bar allow quick access to those abilities. The numbers along the top of the buttons on your Action Bar correspond to the number row on your keyboard. If you want to use the ability in the spot marked 1, you can either click on the icon with your mouse or press the number 1 (above the letter Q, not your number pad) on your keyboard. The bars have 12 slots, using keys 1-0, and then = and - as well.

REPUTATION

You have the option to track the progress of your Reputation gains with any particular faction here. To learn more about Reputations, turn to page 124.

EXPERIENCE BAR

The experience bar is a long strip of 20 bubbles at the bottom of your screen. Highlight this to find out how much experience you need before gaining the next level. This bar fills in real time, so each quest completed, enemy slain, or new area explored causes it to fill. There is a shaded region of your experience bar to represent your character's rested experience.

Rested

All characters start the game in a Normal state. However, if you log out your character “sleeps” and goes into a Rested State. The next time you log in, there will be a notch on your XP bar that indicates how much Rest XP you have accumulated. Logging out in an Inn or a city adds Rest XP at a much greater rate than logging out in the open. The easiest way to tell if you’re in the right place is to look at your character portrait. If your name is flashing yellow, and your character level changes to “zzz”, you are in the right spot.

While you are Rested you earn twice the experience you would normally gain from slaying a monster, gathering professions, and from discovering a new region on a map; the experience earned from turning in completed quests is unchanged. You become less rested as you kill monsters, gather and discover new locations. When your XP bar catches up with your Rest Marker, you feel normal.

DUNGEON FINDER

Use this window when you would like to join a group (some players call it a party, but it's the same thing) to explore a Dungeon, Raid or Scenario. This works by placing you in a queue that assembles groups based on available role compositions.

PLAYER VS. PLAYER

The Player vs. Player (often abbreviated PvP) button is the Horde insignia for Horde characters or the Alliance insignia for Alliance characters. After reaching level 10 you can queue to participate in bracket-based battle grounds against other players.

GUILD

Use the Guild Finder window to list yourself as looking to join a guild, or browse through guilds looking for potential members. After you join a guild, this pane provides detailed information about your guild's activity.

MOUNTS & PETS

This window displays the mounts and companion pets you've collected in game. Each race has specific mounts, but there are ways to acquire other types of mounts as well. You can get your first mount at Level 20. Companions, or vanity pets are fun to play with. You can summon them to wander around the world with you, or fight them against other player's pets! These are earned in a variety of ways.

DUNGEON JOURNAL

This panel details information about all the dungeon and raid encounters available in the game. It provides information about individual encounters (bosses), such as abilities they may use, or loot they may drop. This is a handy resource for a player's first time in a dungeon or raid group setting.

GAME MENU

Use the Game Menu to customize the game interface, change in-game settings, or log out of the game. Until you become more familiar with the game, you should leave the settings at their default values. There are literally hundreds of options to tweak inside this menu, so like most things in WoW it might seem daunting at first. Don't let it scare you away. Playing with the interface is a wonderful way to unlock the game's information. You tell the system how to present everything, and it is happy to oblige.

EQUIPMENT CONTAINERS

Early on, you only have a Backpack; eventually, you should acquire a bag for each of the slots in the lower right. Some enemies may drop bags, but certain players are able to create bags. There is an option to display the amount of free inventory space on your backpack icon.

CUSTOMER SUPPORT

The question mark at the end of the bottom row is your call for help. Here, you can access the Knowledge Base or contact a Game Master about problems. The Knowledge Base has searchable answers to the most common questions about game mechanics. Game Masters can only help with issues of game functions, problems with other players, or if you character is physically stuck in the game. Neither option offers tips or strategy for completing quests or defeating monsters. These are for bugs or things that just can't be helped without external intervention.

QUEST LOG

The Quest Log lists all quests you have accepted but have not yet turned in to the quest giver. There is additional information about Quests on page 16.

ACHIEVEMENTS

The Achievements window lists thousands of in-game achievements—some include rewards such as titles, or new pets, for your character. In most cases, the reward is earning the achievement itself. Click on a given achievement to learn more about how to earn it.

SPECIALIZATION & TALENTS

This button opens a panel that details your specialization and talent choices. You can also access the Glyphs window. Glyphs allow you to customize some of your character's abilities.

SPELLBOOK

See opposite page.

CHARACTER

The Character window provides all the details you need to know about your character. There's more information on page 124.

SPELLBOOK

Your Spellbook (opened with “p”) lists all the spells and abilities that your character has acquired and ones that will be available as your character gains levels. The Spellbook has various tabs that organize your spells by type. When you start the game, all your character's active spells are already in your Action Bar.

THE PROFESSIONS TAB

(opened with “k”) is empty until you learn a Profession. There are more details about Professions later in this guide.

A FEW WORDS ABOUT IN-GAME MONEY:

Copper coins are indicated with the C abbreviation.

Silver coins are indicated with S.

Gold coins are indicated with G.

100 copper = 1 silver

100 silver = 1 gold

CHARACTER INFORMATION

The Character window has two tabs: Character and Reputation. A third tab, Currency, will become available after your character earns one of the types of currency tracked in game, such as Honor Points, Cooking Tokens, and Darkmoon Faire Prize tickets. Some classes, notably Warlocks and Hunters, have a Pets tab that provides important information about their currently active pet.

Click the yellow arrow in the bottom right corner of your character window to display detailed information about your character. It's amazing how much there is to take in at first. Luckily, you don't even need to understand all of it yet. Your character has what they need to kick monsters around. What each stat does and what you need to maximize isn't important until you earn more levels.

However, some people are curious right off the bat. If you want to understand more, here's a head's up.

STATISTIC DEFINITIONS

CATEGORY	HOW THIS AFFECTS YOUR CHARACTER
Health	How much damage you can take before dying
Strength	Raises Attack Power (amount varies by class)
Agility	Raises Attack Power (again, the amount varies), and Critical Strike
Stamina	Increases health
Intellect	Raises mana and Spell Critical Strike (if applicable)
Spirit	Controls mana regeneration
Damage	Base damage from your weapon attacks
DPS	Damage over time of your weapon's attacks
Attack Power	Influences physical damage output
Attack Speed	How often you make auto attacks
Mastery	Improves talent bonuses
Haste	Influences Attack and Casting Speed
Hit	Improves your odds of hitting
Crit	Improves your odds of scoring criticals (extra damage attacks)
Expertise	Reduces the chance that an enemy will Dodge or Parry your attacks
Armor	Reduces physical damage (highlight to see the % mitigated)
Dodge	Chance to Dodge a physical attack, avoiding 100% damage
Parry	Chance to Parry a physical attack, avoiding 100% damage
Block	Chance to Block with a shield, mitigating additional damage (highlight to see the amount)
PVP Resilience	Provides damage reduction against all damage done by players and their pets or minions.
PVP Power	Increases damage done to players and their pets and minions, and increases healing done in PVP zones.



Character Reputation

REPUTATION

The Reputation window indicates your character's standing with various factions. Factions are groups of associated NPCs found at various points in the game world. Many NPCs are associated with some faction. As you progress through the game, you encounter more factions, and your Reputation page will change. If your Reputation reaches higher levels with some groups, you are able to purchase special gear. If your Reputation reaches lower levels, members of that group become Hostile and eventually attack you on sight.

CHARACTER

The Character window shows all the slots for your characters clothing, armor, and weapons. It also shows all the physical and mental statistics that influence your character's performance in the game.

CONTROLLING YOUR CHARACTER

In this section, you learn more about controlling your field of vision in the game and moving your character around the environment. This chapter builds on the concepts introduced in "Taking Your First Steps" so some of what follows may be familiar to you if you read that section already.

BASIC MOVEMENT

There are two ways to control the movement of your character: with your keyboard, or with your mouse. By default, your character moves at a run. To switch between running speed and walking speed, press the forward slash key, which is found on the number pad.

Jump to It!

To start out, hit your space bar; it's a big target so it's a natural place to begin. The space bar causes your character to jump. Jumping is often the quickest way to avoid low obstacles, and it won't slow you down if you're running somewhere.

Keyboard Commands

If you prefer to use your keyboard to move your character then try to use the W, A, S, and D keys. The arrow keys move your character as well, but using WASD leaves your fingers closer to the number keys used to activate your character's abilities. Of course, there's nothing wrong with using the arrow keys. If you're more comfortable with those keys, then use them while you're playing.



Mouse Control

To control your character's movement with the mouse, press both mouse buttons simultaneously to move forward. Your character continues to move forward so long as you hold down both mouse buttons. Slide the mouse to the left or right to turn your character in that direction.

Strafing

Strafing is a way to move left or right while barely changing what you see on screen. If you're not familiar with strafing, take some time now to try it out. Press the Q key to strafe to the left, and press the E key to strafe to the right. Strafing does not cancel Auto-Run.



Auto-Run

If you press the Num Lock key, your character starts to run and will continue to run until you cancel it. The following are the quickest ways to cancel Auto-Run:

- Press Num Lock again
- Press any of the keyboard keys that cause your character to move forward or backward
- Press both mouse buttons at the same time.

You retain control of your character when Auto-Run is active. Pressing the keys to turn your character left or right still turn your character and do not cancel Auto-Run. If you want to use your mouse to turn your character, hold the right mouse button and slide the mouse left or right.



THE CAMERA

In most games, "camera" refers to your field of view of the gaming world. In World of Warcraft, the default camera view shows a small area, with your character in the middle of the screen. The smoothest way to change what you see is to press the left button on your mouse, and hold it down while you move the mouse. Your character stays in place, but what you see changes. Be careful when moving your mouse forward or back. You may end up staring at the ground or straight upward!

After you get comfortable looking around, do it while your character is in motion. It may be disorienting at first, but try to get the hang of it. It's a big help when you're on the lookout for enemies.

You can also change how far the camera is from your character. Some players like to zoom in tight on their characters; others like to zoom out for a broader view of the game.

To zoom in, press the Home key multiple times or roll your mouse wheel forward. Once you are in first person perspective (meaning you are looking through the eyes of your character) you can't zoom in anymore.

To zoom out, press the End key multiple times or roll your mouse wheel backward. There is a limit to how far you can pull back the view, and it will always center on your character.





GETTING AROUND

At the beginning levels, your only choice is to hoof it when you want to go somewhere. Once you start getting quests that send you to new places, it helps you a great deal to know about all your transportation options.



TRAVELING BY FOOT

It's not glamorous, but everybody starts out running to get to new places. When you're going long distances, use Auto Run (defaults to the NumLock key), so you can focus on controlling your character.

It is possible to walk if you aren't in the mood to run. Though slower, this is fun for roleplaying or setting a tone; it's also good if you're escorting an NPC that is wandering around at a different pace. To walk, tap "/" once. Tap it again to resume running.

There is no sprint key, unless you're a Worgen or a Rogue, both of whom have abilities that let them put on the speed every few minutes.

BUFFS FOR RUNNING

Even on foot, some classes have skills and abilities to increase their speed. They don't start with these abilities at level 1, so keep an eye on your spellbook to see when the following abilities become available.

Druids

Druids learn a Travel Form that lets them turn into a Stag. This gives them considerable speed.

Hunter

Hunters learn an ability called Aspect of the Cheetah, which increases speed indefinitely (they also learn Aspect of the Pack which increases the run speed of the entire group). You are immediately dazed if you take damage while using Aspect of the Pack, so it isn't useful during combat.

Shaman

Shamans learn how to turn into a Ghost Wolf. This form increases speed indefinitely, so it is ideal for long journeys.

SWIMMING

At times, you need to swim through bodies of water to get to your location. At other times, you need to dive to find hidden items for quests. Almost every body of water has some sort of aqualife—some of them are hostile.

Controlling your character while swimming differs from controls for running.

SWIMMING CONTROLS

KEY	EFFECT
X	Dive deeper into the water
Spacebar	Swim to the surface
Right-click+mouse movement	Moves the direction your character is swimming
NumLock	Character continues swimming in the same direction

Buffs for Swimming

Swimming is slower than running, unless you have some buffs or abilities. Your character can stay under water for a limited amount of time before running out of air and eventually dying, unless you consume the proper potions or consumables, or have a Warlock around to grant you underwater breathing.

Druids eventually learn how to shift into an Aquatic Form. This form allows Druids to stay underwater as long as they like. They also move faster than other classes. Shaman and other classes, such as Death Knights, Rogues, and Hunter pets, have abilities which allow players to walk on the surface of water as if it were land. It works for mounted characters as well.



Fatigue

Running out of breath isn't the only danger when you're out in the water. Characters get fatigued if they try to swim for too long in deep water. This prevents people from trying to cross the ocean without a ship. If you see the fatigue bar pop up, return to lighter water as fast as you can. Depth is not an issue in this, so staying at the top of the water won't help.

FLIGHT PATHS

Using flight paths is the most common means of travel in the game. Flight paths are in every city as well as in most regions. Flight Masters are identified by the winged foot icon on your region map.

To access a new flight path, you must discover the two ends of the path on foot. All characters start with access to the flight point in their home city. However, you won't be able to use that flight point until you discover another destination attached to it.

Each time you enter a new region or town, look for the flight point using the tracker in your mini-map. Right-clicking on the Flight Master with a green exclamation point gets you the flight point. Right-clicking on him again opens a map that shows you where you can fly. Click on your destination, and you're on your way immediately.

Most flight paths are specific to Alliance or Horde, and each faction flies on different types of beasts. There is a modest fee each time you fly. When you think about it, flying saves you money. The cost of the flight doesn't compare with the money you make questing and killing enemies in the time you've just saved!

Flying is one of the coolest features of the game. You can use your mouse to look around you while flying, because you can't fall off a flying mount. This isn't true once you have your own mounts, but that's a different issue.



FACTION-SPECIFIC TRAVEL METHODS

Alliance Ships

Ships are designed for cross-continent travel. Most ship paths are for Alliance destinations, though the path between Booty Bay and Ratchet is available to both Horde and Alliance.

Unlike flight paths, there's no need to "discover" a ship path. Simply go to the harbor, find the right dock, and wait for the ship to arrive. Most harbors serve several ships, so you need to speak to the Harbor Master to make sure you're getting on the right one. You may have to wait a few minutes for the ship to arrive, so talk to people nearby, look at talents and achievements, practice your crafting, or just relax. There is no fee for a trip on one of these vessels. If you jump or fall off the boat, you must swim for shore.

Deeprun Tram

The Deeprun Tram is a commuter trip between Stormwind and Ironforge. The trip is as fast as flying, and it's free. The tram stop in Stormwind is located in the Dwarven District. In Ironforge, it's in Tinker Town.

Zeppelins: Horde Regions

Zeppelins are also designed for cross-continental travel. All zeppelin paths are for Horde destinations.

Unlike flight paths, there's no need to "discover" a zeppelin path. Simply go to the zeppelin tower, find the right platform, and wait for the zeppelin to arrive. Most zeppelin towers serve several ships, so you need to speak to the Zeppelin Master to make sure you're getting on the right flight. You may need to wait a few minutes for the zeppelin to arrive.

There is no fee for a zeppelin trip. If you jump off the zeppelin, your character will probably die. That said, people can jump off of the Tirisfal Glade zeppelin without dying. Usually. Just don't jump too soon.

The Silvermoon Portal

A portal connects Silvermoon City and the Undercity. The Undercity portal is located just inside the city walls. The Silvermoon portal is located in Sunfury Spire. This portal is free.



PERSONAL MOUNTS

At Level 20, players are eligible to purchase ground mounts. Riding a mount is 60% faster than running. To use a mount, you must purchase the mount itself and Apprentice Riding, which enables you to use the mount.

You aren't required to use the standard racial mount for your character. By exploring the world, you are likely to find other mounts. Some of these require doing repeated quests to raise your reputation with a given faction, but it's all worthwhile when you want their cool mounts.

Riding is a skill that you only need to train at each tier. Thus, you can have ten mounts and still only need to have trained Riding that first time. The only recurring expense is when you go to buy another type of mount.

There are faster mounts in the game, including epic mounts (that require more intense Riding training) and flying mounts. Flying mounts cost the most, and you won't be able to get involved with those until you're well into the game's later content.

RACIAL MOUNT CHOICES

RACE	COMMON MOUNT
Draenei	Elekks
Dwarves	Rams
Gnomes	Mechanostriders
Humans	Horses
Night Elves	Nightsabers
Worgen	No Mount
Pandaren	Dragon Turtle
Blood Elves	Hawkstriders
Goblins	Trike
Orcs	Wolves
Tauren	Kodos
Trolls	Raptors
Undead	Skeletal Horses

Warlock and Paladin Bonus!

Warlocks and Paladins have special ground mounts that are class specific. Paladin mounts even change depending on your character's race. You get the first mount at level 20, and the second at level 40.



MAGE PORTALS

Mages first learn the ability to Teleport themselves to significant cities. Later, mid-level Mages are able to open Portals that teleport people in their party to a specific major city. As Mages level, they learn how to access even more cities (with their race's capital being the first option).

WARLOCK SUMMONS

At Level 42, warlocks learn the Ritual of Summoning. The warlock and two other players can use the spell to summon another player to the warlock from anywhere in the world. This spell is frequently used to bring group members to the same location. Note that the Ritual of Summoning can only be made with everyone being in the same group or raid. This doesn't work on people outside of your group.

SUMMONING STONES

Dungeons have stones that let people call their groupmates. It only takes two people at the stone to bring everyone else in the group to the proper location. You need to be at an appropriate level for the dungeon at hand; otherwise, this feature will not work.





PLAYER VS. ENEMY COMBAT

Explore the area around your character and drag your mouse cursor over the different creatures you see. Look near the bottom right corner of the screen for a small information box to appear. Enemies appear in red text, not green like a friendly NPC or yellow like a neutral one. Some neutral targets can be attacked, but they won't fight until you go after them. Enemies are aggressive; they'll go after you if you get too close! Be ready to defend yourself.



When you chose to fight a creature, you are considered to be in combat. "In combat" means you are actively targeting, or are the target of, an enemy. It's easy to tell when you're in combat as your character portrait flashes red and your level numbers change to crossed swords. Being in combat means you are unable to perform some actions, such as eating and drinking.



A Different Way to Choose a Target

You can always left-click to select between targets, but there are other ways to find your enemies. Press the Tab key to shift between various monsters that are close to your character. Move near a group of enemies and hit Tab several times to scroll through the various available targets.

The benefits of using Tab include quick target changes with minimal loss of attention to your keyboard and that it targets any nearby enemies—even the ones you can't see. The downside to Tab targeting is that it doesn't reliably target the enemy you want to engage next nor does it always pick the closest target.



Try fighting both ways (manual selection of targets and using Tab) and find what feels more comfortable to you.

ABILITIES AND SPELLS

It's fun to watch a fight unfold, but you must pay attention to more than the action in front of you. During combat, watch for opportunities to use spells or abilities that might trigger at one time or another. Gauge your health and your resources well to know when to unload on a target, when to give up and run, and how it's all going to develop.

Each character begins with a handful of abilities that vary with the class and race you selected for that character. These initial abilities appear on your Action Bar so they are easy to access. Highlight the icons on the Action Bar (or in your spellbook) with your mouse. This brings up a tooltip that provides more information about the ability. Read that panel to find out more about any of your abilities.

Bloodthirst
 Melee Range
 Instant 4.5 sec cooldown
 Requires Melee Weapon
 Instantly attack the target, dealing 90% weapon damage plus 1,320 with your main hand weapon and restoring 1% of your health.
 Bloodthirst has double the normal chance to be a critical strike.
 Generates 10 Rage.

Passive Abilities

Some abilities in your spellbook are listed as Passive and don't appear on your Action Bar. These abilities are always active on your character.

You should get used to your abilities by using them, even if you're unsure of their value at first. Don't be skittish and worry about whether you're doing things perfectly. Just try out things and see how they feel and what they accomplish. The following pages will help you understand the information provided in the tooltips and what they mean to you and your character.



ABILITY TERMS

If you're not sure what an ability does or when to use it, the following terms may point you in the right direction. The same terms also apply to abilities that are used during a battle.

Knowing how abilities work can help you put together a plan of action when you face enemies. For example, if you have some sort of stun or interrupt, you can keep an enemy from hitting you with a powerful spell or healing itself.

COMMON TERM	DEFINITION
Aggro/Threat	Refers to managing an enemy's attention, either increasing or reducing a monster's attention toward a character
Resist/Resistance	These effects make it harder for certain spells and abilities to fully damage their target
Immune/Immunity	These effects provide full immunity to a given damage or crowd control type
Fear	These abilities cause a target to run around chaotically; the effect may break if the victim takes too much damage
Daze/Snare	These abilities slow victims
Disorient	Causes a victim to wander aimlessly for a brief time
Stun	An ability that prevents the target from taking any action
Root	Abilities that immobilize the victim; though the target cannot move, they can still fight or use abilities
Interrupt	An ability that stops an enemy spell from completing
Area of Effect (AoE)	Something that has an effect over a wide area, influencing multiple targets within that zone of effect
Curse/Disease/Poison	Debuffs that damage a target in certain ways; these can often be Dispelled or otherwise removed
Damage over Time (DoT)	An ability that inflicts an amount of health damage over a certain number of seconds
Heal	Abilities that restore lost health
Heal over Time (HoT)	These abilities restore health every tick (duration between ticks is defined by the ability)
Aspects	Buffs that enhance players or groups for an extended period of time
Polymorph	Changes targets into helpless animals for a long time. This effect breaks if the target takes damage
Sop	Knocks out a target for a long time. This breaks if the target takes damage
Shield	The ability absorbs damage, preventing the target from losing health as quickly in a fight

More About Daze

While there are abilities that daze your character, it's possible to become dazed at almost any time. If an enemy hits you from behind (if, for example, you are running away from a fight) there is a chance for you to become dazed. Being dazed is dangerous as it reduces your running speed, which allows the enemy to get in more attacks while you're trying to get away.

ACTION BARS

Your Action Bar appears at the bottom of the screen. Your Action Bars are the most efficient way to access your character's spells and abilities. At low levels, you won't have many abilities here, but that will change as you get further into the game.

All players have six Action Bars. You can shuffle through your Action Bars in two ways: first, press and hold the Shift key, then press any number between 1 and 6; second, click on the up and down arrows to the right of the button marked with the equals sign (=). The number in the small circle next to the arrows tells you which Action Bar is currently active.

Be logical about the way you set up your Action Bars. It makes a huge difference in your combat effectiveness. It's a bad sign if you find that you must switch Actions Bars often in a regular fight. By the same token, you don't want to shift between numbers too dramatically. This is easier to show with an example or two.

People with good Action Bar set ups are much faster on the draw. They are using an ability every 1.5 seconds (that's normally the global cooldown on how quickly you can use your abilities). If your character is frequently auto-attacking while you fish around for something to do, they become inefficient.

It's also normal for a new player. Don't be upset with yourself if this takes time to learn. Instead, attempt to find a setup for yourself that makes sense. As you feel your speed improve, congratulate yourself and think about how much deadlier your character is becoming.



Clicking Versus Typing

At some point, everyone must click on an ability icon with their mouse pointer. Maybe you've set up five hot bars on your screen and can't get to everything quickly. However, your goal should be to use the keyboard for all possible actions. This is often much faster and lets your character pop through abilities at lightning speed.

Demonstrate this for yourself.

Search for the ability in slot six and left click on it, even if nothing is there.

Press 6 on your keyboard. Which was faster?

Once you're used to the game, teach yourself to use abilities without even looking to see what they are. Memorize where each ability is located and watch your character transform into a killing machine. No one expects you to master this instantly, but it will make your experience in the game go much more smoothly.



MORE INFORMATION ABOUT ABILITIES

Casting Time

Every spell or attack has a casting time; this tells you how much time your character needs to make the attack. Instant abilities happen as soon as you press the button with which they're associated. Timed castings can take several seconds, leaving your caster exposed for the entire process. Characters that are casting spells often cannot move to defend themselves without halting their current spell cast. They stop making any auto-attacks, and they can't use other abilities.

Some enemies (including other characters) have Interrupt abilities to stop spellcasters if used with the proper timing. In addition, damage can set a caster back, forcing them to take more time to get their spell off.

Channeled spells take time as well, but they're a different breed. These start to take effect quickly, but the spellcaster must maintain the channel for its effects to continue. As with timed spells, these effects can be interrupted. Damage doesn't set them back; instead, it sets channeled spells forward, causing them to end prematurely.

Casters often find ways to earn time for themselves to cast spells. They slow enemies, force them to run away, or otherwise make it hard to engage in melee combat while they are busy.

Cooldowns

The Action Bar tooltips also indicate the cooldown times of your various spells and abilities. Cooldown is the amount of time you must wait to use an ability again. Once you use an ability, the Action Bar shortcut darkens that action until it's ready to be used again. This graphic representation is important because it lets you know what you can do at any given moment.

Cooldowns are represented visually on your Action Bar icons as a clockwise-moving line that moves like a stop watch. When you can't cast a spell due to a cooldown, the game tells you: "That spell isn't ready yet."

There is also a global cooldown (often abbreviated to GCD) that is triggered when most abilities are used. The global cooldown lasts 1.5 seconds (1 second if you're a Hunter, Rogue, Death Knight, Monk, or Druid in Cat Form). When you use an ability, watch almost every other slot darken as well. Anything that isn't on the global cooldown is able to be used even when you've just finished a different action. These unlinked spells and abilities are often potent, reactive abilities that get you out of trouble without having to wait.

Some abilities have a shared cooldown beyond the global one. For example, any Shaman's Shock spell triggers the cooldowns of the others, so you can't blast someone with a different Shock every second and a half.

CATEGORIES OF ABILITIES

All character classes have numerous types of abilities that fall into different categories. It's almost impossible for you to know the exact effect of everything in the game. However, knowing the category of an ability and looking for key words in the text will give you clues as to how best to use that ability.

Schools of Magic

The schools of magic are Arcane, Fire, Frost, Holy, Nature, and Shadow. Some abilities that aren't spells can also inflict some of these types of damage. Different enemies are immune or highly resistant to different types of damage. No single school of magic is inherently more powerful than the others.

Most classes who can use spells have access to two or three schools of magic. However, until you gain access to specializations at level 10, all schools of magic are essentially equal.



BUFFS AND DEBUFFS

During combat, buffs and debuffs appear near your minimap. These are also shown underneath your character portrait if you highlight yourself.

Most classes have some sort of buff that they can cast on themselves, a weapon, or their group. You should cast those before combat begins and keep them going whenever possible. The cost of buffs is almost always trivial compared with the benefits they add to your character or others.

During combat, you can be hit with debuffs from your enemies. Most debuffs have a short lifespan, and you may need to wait them out. Other debuffs can be countered by the right spell or item.

Many classes inflict their own debuffs on enemies. You might even be able to strip off buffs from enemies too.

If you're buffing group members, realize that you don't need to click on individual people ahead of time. Cast the buff on one character in your party and everyone in your party should get it at the same time.



FIGHTING ADDS

An add is an additional enemy that unexpectedly joins your fight. During the course of battle, there's always a chance for adds to appear and complicate things. These additional enemies generally join battle for one of three reasons. First, some enemies try to run away when their health is nearly depleted. This is problematic because the enemy can run out of your attack range and could bring back friends. In other cases, you may be fighting too close to an enemy's patrol path. If the enemy spots you, even if you're already engaged in combat, it will join the fight, and not on your side!



There is a third, and much rarer instance, of adds joining the fight. Some powerful enemies have henchmen that may not join the fight immediately. Instead, the main enemy may wait until some portion of health is gone before calling in reinforcements. That's why it pays to always stay alert in combat!

Pull monsters away from their buddies if you're worried about adds. This is a safer way of fighting, but it takes more time. When you're confident of victory, don't bother doing this.

If you're wondering how to pull monsters, there are many ways to get the job done. For a melee character, hit the monster, step back, hit them again, and repeat. You won't miss auto-attacks by being on the run (as long as you're facing your target), and your abilities are often usable on the fly as well.

For ranged characters, this is easier to do. Cast a spell at long range to start the fight. Next, run like the wind until you're in the place where you'd like to fight them. Turn back around and resume casting.

Keep in mind that if you try to pull a monster too far, they'll "tether" back to their starting point.

RUNNING AWAY

Sometimes you see the writing on the wall, and it says that you're doomed. Perhaps another enemy joined the fight when you were already badly hurt. Maybe a monster was a tad more dangerous than you realized. Whatever the case, you know that you probably won't survive the encounter.

Go ahead and run! If you're by yourself, there is no shame in this. When you're with others, let them know that you're fleeing so that they don't die in your stead.

Some classes are much better at this than others. If you get out of melee range, the monster can't pound on your back during your flight.

Also, monsters will have a chance to daze you! Getting dazed slows your character, giving monsters even more time to attack before they tether and return home.

Thus, use anything in your repertoire to stun a target or root them in place before you start to flee. Freeze them, hamstring the suckers, or use fear effects. Do something. Anything!



Once you're in motion, watch the area ahead of you (don't look back at the thing slaving behind you). Try to avoid other targets during your flight; otherwise, you're just making things worse for yourself.

Finally, avoid running through other people when you're evacuating. Pulling monsters through another person is called "training." If you die while fleeing and the monsters aren't far enough to "leash" back home, they'll attack any nearby targets. Nobody likes getting hit with a trained mob, especially if they get killed or end up fighting creatures that aren't worth experience because you attacked them first.

EATING AND DRINKING

Between battles, you may need to replenish your health or mana. Eating food replenishes your green health bar. Drinking beverages replenishes your mana bar, if you have one. Both health and mana regenerate naturally, but eating and drinking restores these much faster.

The regeneration rate for your mana is tied to your Spirit. At low levels, you can move between most fights with little delay.

Right-click on any food or drink that you want to use. Note that these items (and any other usable item) can be dragged onto the Action Bar at the bottom of the screen. This makes the items more convenient in the future, lowering the time you spend looking through your bags.



Well-Fed Bonus

Some food and drink provides a "Well Fed" buff if you consume them over an extended (and uninterrupted) time. Low level food that conveys the Well Fed buff lasts for fifteen minutes, while high level food buffs last for sixty minutes. Well Fed bonuses affect one or more of your character's stats, such as Stamina, Strength, or Hit. To see if a food provides a bonus, and what the benefit will be, place your mouse pointer over the food's icon until a tooltip appears.

DYING

This won't be on your list of things to do, but at some point early in your character's life, their health bar will reach zero, and they will die. It might happen because you forgot to refresh your health bar between battles; you were attacked by multiple enemies simultaneously; or you attacked an enemy who was too tough for you.

It happens. Everybody dies. Sometimes more than once. Over and over again. The only penalty to dying is that your current armor suffers a 10% durability loss. Durability is essentially the health of your gear. When you take damage, die, or resurrect at the Spirit Healer, your gear slowly loses durability.

When you die, the Release Spirit box appears over your corpse. When you click this button, your character turns into spirit form and is transported to a graveyard with a Spirit Healer.

To reunite your spirit with your body, you can run back to your corpse; or you can ask the Spirit Healer to resurrect your body at its location. If you Accept resurrection, you receive an additional 25% durability loss in your armor. At later levels, you also suffer resurrection sickness. Resurrection sickness depletes your character's stats, making it nearly impossible to do anything in the game until the sickness disappears. When the debuff icon for Resurrection sickness fades away, your stats return to normal.

Most of the time, you will simply retrieve your corpse by running back to the location where you died. A new arrow appears on your minimap that indicates the exact location of your corpse. The second arrow that appears is to guide you back to the Spirit Healer. Fortunately, ghosts run faster than living characters.

When you reach the general location of your corpse, you get the option to "Resurrect Now?" There is a generous area in which you can resurrect, so that you can avoid any enemies around you. You must retrieve your body from a safe place, because characters resurrect with only 50% of health and mana bars. Eat and drink quickly to restore your health and mana.



ENEMIES

Enemies, monsters, and mobs are all generic terms for anything that you can fight in the game. When you target an enemy, you can get helpful information about it by looking at its portrait and tooltip. The character name might indicate the class of enemy; and a blue mana bar indicates it's some kind of caster who can attack you from afar.

By mousing over the enemy, the tooltip tells you the type of enemy it is. The types of enemy include Humanoid, Beast, Undead, Demon, and Elemental. Some abilities only work against certain types of enemies and will fail if you try to use them against the wrong type of enemy.

TARGET PORTRAIT COLORS



RED

The target is hostile and will attack if you get too close. In PVP situations, players from the other faction also appear with this color.



YELLOW

The target is passive and will only fight if you attack first.



GREEN

The target is friendly.



ORANGE

The target is unfriendly. It won't attack you, but don't expect any interaction with it. There are often a series of quests that allow you to gain reputation with the target's faction in order to change its disposition.



GRAY

The target has already been attacked by another player. You can still attack this target, but killing it will not give you any experience points and you will not share in any loot. In addition, the kill will not count toward any quests you have.



BLUE

The target is a player, just like you.



LEVEL NUMBER COLORS ON TARGET PORTRAIT



The color of the target's level number provides important information to you as well.

If the numbers are gray, killing that enemy doesn't provide any benefit other than loot.

Green numbers indicate the enemy is a few levels lower than you, and should be easy for you to kill.

Yellow numbers are for enemies who are close in level to your current level and could be a challenge in a fight.

Red numbers are for enemies that are a few levels higher than you; it's best to avoid combat with them until you are a higher level.

If you target an enemy and a skull appears in the place of its level, then that enemy is at least 10 levels higher than you. Avoid enemies like this whenever you encounter them!

SOCIAL MONSTERS

If you see a small group of enemies and aren't sure you can handle them all at the same time, observe them for a moment to see if they move apart from each other. With some patience, you can typically fight each enemy by itself.

However, some creatures are social, and will help their comrades when they are attacked even when they aren't right next to each other. There is no way of identifying which types of monsters are social except through experience.



Critters

Critters are the non-combat animals you see roaming around, including rabbits, cows, snakes, and prairie dogs. If you attack them, they can't fight back; and you get no XP from killing them. Some Critters are considered wild pets and are eligible for Pet Battles.

RARE SPAWNS

Creatures with a silver dragon around their portraits are unique mobs with guaranteed drops. Some items they drop are not found on any other creature, while others are guaranteed to drop better than average loot.



If the silver dragon around the creature's portrait has wings, it is an Elite monster. These creatures have the traits of both rare spawns and elite monsters.

ELITE MONSTERS

Elite monsters are powerful enemies, usually the targets of group or dungeon quests. Elites are stronger than their level would indicate. Generally speaking, you can assume that fighting an elite will be as hard as fighting a monster three levels higher. In addition, Elite monsters often have special abilities that make fighting them even trickier.



Elites are identified by the gold dragon around their character portrait and the word Elite in their tooltip.

They Keep Coming Back

The enemies you kill don't stay gone forever. They eventually respawn, meaning an area you cleared of enemies will shortly be filled again.

LOOT

Enemies won't stand against you forever. Every target has a health bar under its name. When this green bar drops to nothing, the creature dies. Almost all enemies offer some kind of loot after they've been defeated. When you have loot waiting, your dead enemy sparkles. Look for this golden shimmering effect and rejoice. You've earned something!

Right-click to open the enemy loot box, then click on each item to put it into your inventory. If a creature drops an item related to a quest you're following, that loot will be highlighted yellow. If you press Shift and right-click at the same time, each item is sent directly to your Backpack.

You earn rewards by looting enemies and from completing quests. Quest rewards go directly to your backpack after you finish the quest. Any money you collect, from any source, goes immediately into your backpack. It can't be lost or unintentionally discarded. Also, money has no weight in World of Warcraft. You can carry half a million gold around if you like.





ADVANCING YOUR CHARACTER

For now, all of your possessions are either equipped on your character or are being carried in your backpack. Press shift plus “b” to open your backpack and see what is inside. Another way to do this is to left-click on the backpack icon on the right hand side of your action/interface bar.

MANAGING YOUR INVENTORY

Eventually, you acquire additional bags to expand your inventory. Characters can carry up to four additional containers. Some professions allow characters to craft their own bags, or sell them in the Auction House. There are in-game bag vendors, who can provide storage, but inventory space is at a premium, more slots cost more money.

As you explore Azeroth, questing and looting defeated foes, your backpack will quickly fill with items. When your backpack is full, you won’t be able to receive any more loot, and the game will tell you, “Inventory is full.” To make some room, look for a vendor who will buy low quality items, other items you cannot use, or don’t need. If you aren’t near a vendor but still need room, you can always delete items from your backpack by left-clicking and dragging an item to pull it out of your backpack. Left click again on the desktop to drop the item. You’ll get a message asking whether you want to delete the item. Click Yes.

If you get a quest reward container, or find a bag of any kind, keep it! It’s far more valuable to you for storage than the money you could get from a vendor by selling it. Drag new bags into any of your Equipment Container slots, or right click them from inventory to equip them.



Hearthstones

Every character starts the game with a Hearthstone. These special items teleport your character to the last place that they bound. Normally, you bind at inns. These are good locations to log out of the game because you get rested bonus (and thus free experience) by letting your character rest there when you’re not playing.

Hearthstones are on a long cooldown timer; this means that you can only use them every 30 minutes, at most. It’s best to save these for times when you need to cross a large distance and know where you’re teleporting or for times when you’re about to log out and want to get someplace safe to rest.

SELLING TO VENDORS

To complement the coppers you’ve collected from defeating enemies and completing quests, you can earn money by selling the unneeded items collected from slain foes. Since your bag space is limited you should return to your quest hub or city to sell off these items. Get into the habit of selling off your unwanted loot when you turn in quests, that way you’ll have bag space when you strike out into the world again. Although each vendor sells only a specific type of merchandise, they buy anything that you have. Items that aren’t considered gear come in two colors: grey and white.

Grey items are often called “vendor trash” because they have no real purpose other than to be sold to vendors.

White items are useful in some way if you plan to take on a crafting Profession, but there’s usually no harm in selling off the items at this point.



I Didn’t Mean to Sell That!

If you accidentally sell something you meant to keep, don’t worry. At the bottom of each vendor window is a Buyback tab. Click on that tab and purchase the item you sold by mistake.

GEAR

All new characters start out with minimal weaponry, armor, and clothing. In the starting zone, there are three sources of improved gear: looting enemies, completing quests, and armor vendors. For most starting players, the vendors aren’t an option because you don’t have much money. If you do have the money and you like to have your character’s outfit match, then check out what the vendors have to offer.

You can tell if an item is a new piece of gear because its tooltip includes information about where you wear it (hands, back, chest, etc.). When you find a piece of gear, open your bags and mouse over the item. The color of the first line tells you about the quality of the item. At early levels, you are likely to find only gray, white, and green items.

The next color to look for is red. Red text on an item tells you that you are unable to equip it. It could be that it’s a weapon or type of armor you can’t use, or that you are not high enough level to equip it. If you might be able to use an item after you gain levels, keep it. If you are playing with friends, see if anyone else could use the item. Otherwise, find a vendor and sell off your unusable gear.



ITEM COLOR	QUALITY
GRAY	POOR
WHITE	COMMON

ITEM COLOR	QUALITY
GREEN	UNCOMMON
BLUE	RARE

ITEM COLOR	QUALITY
PURPLE	EPIC
ORANGE	LEGENDARY

Color-Coded Information

This tooltip for Goblet of Anger provides some basic information using colors. The name in purple means the item is Epic quality. The red text tells you why you can't use the item. In this case, the character doesn't meet the item's level requirements.



Weapon Skills and Armor Proficiencies

If you're ever wondering which weapons are available to your character, press "p" to open your spellbook and look for the Weapon Skills icon. Highlight the icon to see what weapons are available for your character to use.

The Armor Proficiencies icon details the type of armor you can currently use plus whether your character can equip a shield. These limitations are determined entirely by your class. However, some classes get an armor upgrade when they reach higher levels. Warriors and Paladins start the game with only mail proficiency, but they eventually learn how to wear plate. Shaman and Hunter start out wearing leather, but can use mail armor when they hit a certain level.



Epic gear exists before level 60, but it's not plentiful. Don't even worry about it unless you're doing something very specific. Unless you're stuck at a given level, such as being at the cap, Epic gear isn't necessary. This is equipment that rewards someone for staying a given level and doing an exceptional level of content over time. Thus, you level past the utility of Epic gear throughout most of the game.

Legendary equipment is so rare that most people will never have access to such an item. Even endgame raiders in big guilds can't count on having these items at their disposal.

Heirloom Items

Heirloom items are special pieces of equipment that change based on the character using them. These items are bound to accounts instead of individual characters. Generally, you must have a higher level character on your account to purchase one of these items and send it through the mail to a lower level character. These items often offer experience bonuses, and improve as you level. As your character increases in levels, the items do the same.



ARMOR

When you start the game, most of your armor slots are empty. Eventually you find pieces for your head, shoulders, back, chest, waist, legs, feet, wrist, and hands. If a shield is held in the off hand the character is limited to using weapons that require only one hand to use, but shields provide an amazing amount of armor.

CLOTHING

Clothing pieces fill up your shirt and tabard slot. These don't often have any influence on your character's progression, but they decorate your avatar. Tabards can identify your affiliation with a guild. They can also show an association with certain in-game factions.

COMPARING EQUIPMENT

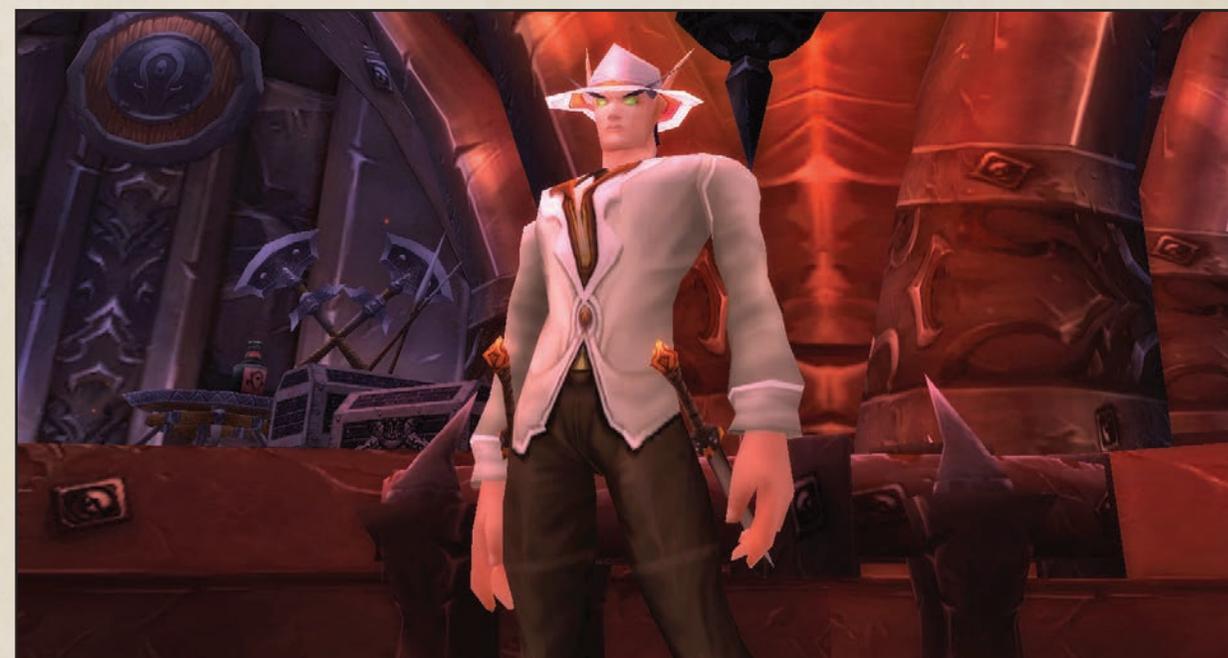
When you mouse over a piece of equipment, you can see details about its attributes. At early levels, equipment will have an Armor stat only, so you can choose the piece with the highest level of armor protection. Later in the game, however, you will find gear that offers other stat increases as well.

Hold down the shift key while highlighting a potential upgrade. This compares your currently equipped gear with the new item. The game automatically gives you a summary of the stat changes that would occur if you switched.

At early levels, you are likely to find only Poor (gray), Common (white), and Uncommon (green) items. If you cannot use a gray item, sell it. If you find a white or green item, hopefully, you can wear it. If you cannot use a green item, you might consider selling it to another player.

After you pass through the earliest game levels, Poor and Common items stop being acceptable for use. You want to switch to Uncommon gear exclusively (i.e., all greens for your weapons, armor, and peripheral equipment).

After level 20, you start seeing more than an occasional blue item. These Rare pieces are quite nice for their time, and you should seek them out. However, it isn't until much later in your career that they become baseline equipment.



WEAPONS

All characters have a main hand and an off-hand inventory slot. These are taken up by a two-handed weapon, two one-handed weapons, ranged weapon, or a weapon and an off-hand item, such as a shield. Class selection determines a great deal of what you end up equipping here.

AMULETS, RINGS AND TRINKETS

These are higher level item slots. You wear a single amulet around your neck, but get two slots each for rings and trinkets. Some of these items are active. Many trinkets have powerful abilities that when activated give your character a sudden boost in one aspect of play. You can drag the trinket from your character sheet to your action bar to access this easier.

Don't worry too much about these until you reach higher levels.

REPAIRING YOUR EQUIPMENT

As your gear loses durability, a paperdoll of your armor appears under your minimap in the top right of your screen. Yellow means damaged; red means broken. When your armor is broken, that piece no longer protects you in combat, nor applies its stat bonuses.

To repair your armor, you can ask a guard or turn on repair tracking from the minimap to easily locate a place to repair. Anvils indicate vendors who are capable of repairing your gear. When you right-click this type of vendor, two icons appear in the vendor window, showing the cost for repair. Click on Repair All Items. At low levels, you don't really need to worry about repairing your gear because you should replace it quickly. As you start gaining levels, repairing your gear becomes more important, but more costly.



OTHER WAYS TO IMPROVE YOUR CHARACTER

There are other ways that you can give your character an edge. These items don't need to be equipped. Instead, they're used (often permanently) to boost your character or your character's equipment. Some effects are temporary, others are more permanent.

Some of the following suggestions discuss Professions. To learn more about Professions, turn to page 192.



POTIONS, ELIXIRS & FOOD

Characters drink potions and elixirs and consume foods to enhance their performance. Potions, elixirs, and flasks can be made by characters with the Alchemy profession. If you're lucky, potions are sometimes found in treasure chests.

Some potions have short-term benefits, only working for the moment after you drink them. These restore health or mana, and they can get you through some nasty times. Potions can be taken during combat, but there is a cooldown timer for their use. You can't bring ten potions into a fight and hope to keep yourself alive indefinitely.

Elixirs and some potions buff your character for a somewhat longer period. They can enhance a number of things, including armor, health regeneration, attributes, and so forth.

There are other drinkable items called flasks. These are incredibly expensive because they demand many more reagents during creation. Flasks persist through death and are a common aspect of dungeon runs and raiding.

Food is either purchased, or created with the Cooking profession. Some food items have short-term effects and typically enhance character attributes. Regardless of the type of statistical bonus provided by food, its buff is always called Well Fed.

ARMOR KITS

Some armor pieces can be permanently improved by adding armor kits to them. These kits are produced with the Leatherworking profession. Early armor kits mainly provide additional armor, but higher level kits offer substantial benefits.

SPELLTHREADS

Spellthreads are made by character with the Tailoring profession. These are similar to armor kits in that they enhance armor and can provide attribute benefits, but they can only be attached to leg slot items. Applying either enhancement makes an item soulbound.

SHOULDER INSCRIPTIONS

The Inscription profession creates special Incriptions that are applied to shoulder armor. Just like Spellthreads, these Incriptions cause items to become soulbound. You won't see your first shoulder armor Inscription until your characters are much higher level.

Charscale Leg Armor
Requires Level 85
Use: Permanently attach charscale armor onto pants to increase Stamina by 145 and Agility by 55.
Can only be attached to leg armor in your inventory. Wearer must be level 85 or higher.

ENCHANTMENTS

Another way to permanently enhance equipment is to have it enchanted. Almost every type of equipment can carry some type of enchantment. Though the temporary cost is quite high, the long-term benefits are substantial if you have most of your gear enchanted. This raises attributes, adds damage to weapons, and is fun to pursue, especially if you have some cash to spare.

GLYPHS

As you progress through the levels, Glyphs start coming into play. Press the letter “n” to bring up the Specialization window. From there, select the tab labeled Glyphs to see which ones are open for your character. Glyphs are created by the Inscription profession and can also be bought from the Auction House.

There are two tiers of Glyphs and you unlock additional slots for Glyphs as you gain levels. Major Glyphs allow you to further customize the effects of some of your abilities. On the other hand, Minor Glyph effects include slight alterations to your spell’s visual effects.

TRANSMOGRIFICATION

One last form of item improvement, though it’s purely aesthetic, is Transmogrification. For a price, you can transform your equipment into a look you find more visually pleasing. There are restrictions on some equipment appearances, and the transmogrified item must be the same type item. For example, you cannot transmogrify a one-hand sword to look like a two-hand sword. If you find a piece of gear that you like the look of, hold on to it so you can transmogrify your future items into it even when you find an upgrade.



GAINING LEVELS

As you kill enemies, complete quests, gather herbs and ore, and discover new areas in the game world, you gradually earn experience points (XP), and fill the experience bar located along the top of your action bar. When the bar is full, the game congratulates you on earning a new level with a flash of light and fanfare. Completing the initial quests you find in your starting village will easily move you from Level 1 to Level 2.

TRAINING NEW ABILITIES

As you gain levels, the game lets you know when you learn new abilities. New abilities automatically (for the first few levels) go into an open slot on your Action Bar. You’re free to move your newly learned skills around on your Action Bar in any way that makes sense to you.

LEVEL 5: LEARN A PROFESSION

When you hit level 5, you gain the option of learning a Profession. It isn’t necessary for you to learn a Profession, but if you’re interested in learning more, turn to page 192.

CHARACTER STATS

Each time your character gains a level, many of their attributes (such as health, mana, Agility, Strength, etc.) are increased. Go into the character window to find out more about these changes.

Discussion of stats is a fairly advanced topic, and stats change at each level, but here are some basics that you should know when you look in this window.

White	By default, your stats should be in white. This is a normal level.
Red	Stats in red are being affected negatively by a debuff, broken armor, or other negative effect.
Green	Stats in green are good and are likely being enhanced by a buff, enhanced armor, or potion.



LEVEL 10: THE BIG CHOICE

At level 10, your character must select a specialization to follow within his or her chosen class. Press the letter “n” to open the Specialization panel and display the options available. You’re also able to look at some of the core abilities that you’ll learn within each specialization.

If you’re unsure about which specialization you’d like to pursue, highlight the abilities in the preview panel for each specialization to learn some details about each skill.

Once you’ve decided on the specialization that you’d like to play as, click your choice on the left side of the panel and click learn on the bottom of the panel to finalize your selection and learn your new specialization specific abilities.

RESETTING YOUR SPECIALIZATION

After playing your class with your chosen specialization, you may find that it doesn’t quite fit your play style. Don’t worry; you can always reset your specialization by talking with one of your Class Trainers.

Changing your specialization incurs a fee that increases each time you decide to change, but it isn’t so taxing that you won’t be able to explore the play styles for each of your specialization choices until you find the one that best suits you.



TALENTS

Beginning at level 15 and every 15 levels after that until you reach level 90, you earn a Talent Point that you can use to purchase a talent based on your class. Press the letter “n” to open the Specialization and Talents window. Selecting the Talents tab allows you to view the talents available, and you get to choose one of the three options presented.

Typically, the choices presented either augment a spell or ability within your specialization, or provide you with a new utility ability. In some cases one of the talent choices provided grants a special ability to be used in times of dire circumstance.

Highlighting the options by using your cursor to mouse over each of the presented talents provides some detailed information about what each talent does for your character.

Talents are presented to give you a chance to add some flair to your character without impeding the other spells and abilities you use within your specialization. There is no right or wrong choice for talents, as they are presented only to enhance how you choose to play your character.

After you select your talent, click the Learn button at the bottom of the pane to add the talent to your spellbook.



RESETTING YOUR TALENTS

Over time, you may decide that one talent may offer you more benefits, according to your play style, than another. If this is the case, you can easily reset your talents with Vanishing Powder, Dust of Disappearance, Tome of the Clear Mind (depending on your level). You can also speak with one of your Class Trainers, who will refund your Talent Points so that you may spend them again on any new talent choices you decide to make.

Please bear in mind though, each time you choose to reset your talents, you are charged a fee by your trainer. This fee increases each time you decide to relearn your talents.



MONEY

You carry your money in your Backpack at all times, and there's an extremely high limit on how much personal gold you can carry. Unless you're approaching a million gold, it's not worth worrying about.

At early levels, you won't have much money, so you may be shocked by the cost of many items and what other players are willing to pay. However, the game offers you higher rewards as you complete more difficult quests and as you pursue new ways to earn money.

HERE'S A QUICK LIST OF A FEW WAYS TO EARN MONEY:

- Loot EVERYTHING!!
- Sell off your old Soulbound items or gray items to vendors.
- Sell items directly to other players.
- Sell items through the Auction House.
- Use your profession skills to collect or create items for sale.

Banks

Each major city has at least one bank. Talk to a city guard for help finding one. Inside are bankers with whom you can interact (right-click). Banks really function as vaults for storing items — not money. Using a bank is a way to free up your bag space and store items that you don't need on a moment-to-moment basis.

When you right-click on a banker, you open your personal vault. The first thing most people notice is that the bank vault is quite large. You have more personal space in there than you would with just your backpack and a few tiny bags. This gets even better!

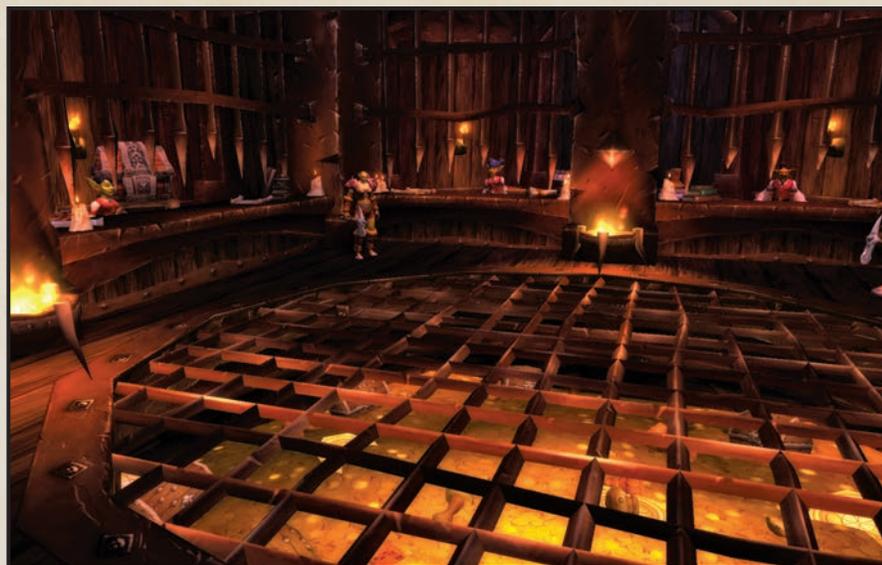
With a bit of extra money, you can purchase bag slots for your bank vault. These increase in cost dramatically after your first few slots are unlocked, but it's still a wise way to spend money if you're running out of space.

Collect spare bags for the bank vault; taking away ones from your character is foolhardy because it reduces the amount of items you can carry around. Thus, it limits your income from looting and gathering! Always invest in high-quality bags. They pay for themselves better than many alternatives. They also make your life easier.

All banks are linked. So, even though you deposit your items in one bank, you can access them from any other bank.

Guild Vaults

Guilds have their own bank vaults. These groups store money and items to keep them accessible to their guild members. The Guild Master sets a list of permissions that control access to the guild items. Ask members of your guild for details.



JUST FOR FUN

This chapter lists many of the “extras” that you can do in World of Warcraft. Some of these activities will get you in-game rewards, but most are for fun and socializing.

Get a Haircut

Several major cities offer Barbershop services. All races and genders have the option for a makeover for a small fee. Features you can change include hair color, hair style, facial hair, horns, piercings, tattoos, and undead parts.

Socialize

There are always other players with whom you can chat, exchange items, inspect their gear, or check out their pets and mounts.

Use Training Dummies

Training Dummies are mechanical NPCs that you can use for target practice. There are training dummies of different levels in all major cities.



Send People Gifts

If you want to remember a friend's birthday or send a player a thank you gift, here are some fun items you can purchase:

- Fireworks in Ironforge
- Wine & Flowers in Stormwind
- Flowers in Thunder Bluff





Companion Pets & Pet Battles

Companion pets, as opposed to hunter pets, are available to all classes in the game. For the most part, companion pets have no effect on gameplay, but Pet Battles have been added for Mists of Pandaria.

By going to a Battle Pet Trainer, you can learn how to pit your pets against others' pets, or face wild pets. You get Achievements as you collect more pets and as you win more battles. There are a variety of ways to collect companion pets—from purchasing them outright to gaining them as quest rewards to capturing wild pets after weakening them in a fight. Some professions are capable of creating pets, and you can find more companions by completing Achievements, or by searching for enemies that drop pets on rare occasions.

The following tables show which pets are available for purchase throughout the worlds of Azeroth and Draenor.

OTHER PURCHASABLE PETS

PET	LOCATION
Frogs	Darkmoon Faire
Birds	The Cape of Stranglethorn, Booty Bay
Magical Creatures	Netherstorm, The Stormspire

COMMON HORDE PETS

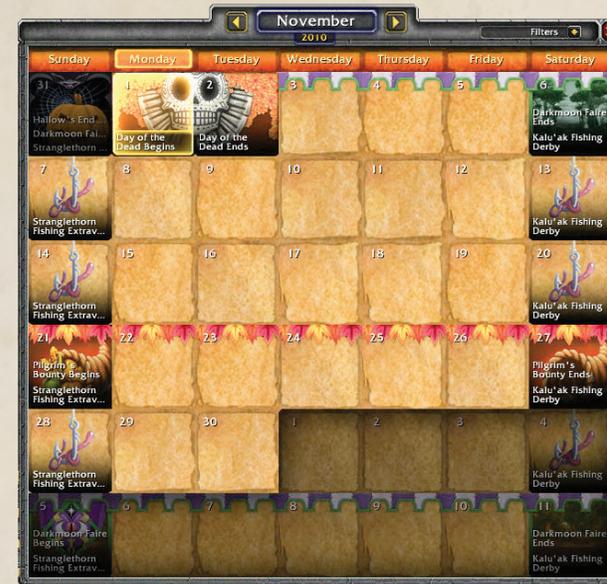
PET	LOCATION
Undercity Cockroach	Undercity
Snakes	Orgrimmar
Prairie Dog	Thunder Bluff
Dragonhawk Hatchling	Eversong Woods, Fairbreeze Village

COMMON ALLIANCE PETS

PET	LOCATION
Cats	Elwynn Forest, Southeast of Stormwind
Snowshoe Rabbit	Dun Morogh, Amberstill Ranch
Owls	Darnassus
Moths	The Exodar

CELEBRATE IN-GAME HOLIDAYS

The game offers numerous seasonal holidays with accompanying events, including quests, games, gifts, costumes, and holiday food. Holidays last for varying lengths of time, so check your in-game calendar regularly so you don't miss out!



AZEROTH HOLIDAY CALENDAR

TIME OF YEAR	EVENT
January	New Year's Day
Late Winter	Lunar Festival
February	Love Is in the Air
Spring	Noble garden
Late Spring	Children's Week
June	Midsummer Fire Festival
July	Fireworks Spectacular
September	Harvest Festival
	Pirate's Day
Fall	Brewfest
October	Halloween's End
	Day of the Dead
November	Pilgrim's Bounty
	Darkmoon Faire
December	Feast of Winter Veil
	New Year's Eve

ATTEND IN-GAME EVENTS

The Darkmoon Faire opens monthly on its own island. The Darkmoon Faire offers unique vendors, games, and opportunities for prizes. Players can earn Darkmoon tickets by completing a quest or by bringing requested items to the carnival workers.

The Stranglethorn Fishing Extravaganza is a weekly fishing contest in the Stranglethorn region. This is predominantly a solo activity for players who have passed level 30. When you reach Northrend around level 80, there's another fishing contest run by the Kalu'ak.

The Gurubashi Arena Booty Run is a free-for-all battle experience in the Cape of Stranglethorn Vale. Go to the Gurubashi Arena every three hours when the call goes out throughout the zone. Everyone who attends is flagged for PvP, and the winner gets a prize.



Call To Arms is a series of weekly Battleground challenges for players interested in PvP combat. The featured Battleground yields more rewards during this period, and there are usually extra players signing up, meaning that matches are buzzing all day and night.

GO FISHING

You can fish anywhere in the game, but what you catch depends on your fishing skill and where you fish. Some fish can only be found in specific areas. Even the most unlikely bodies of water can yield fish and help increase your skill level.

Bait and lures are available from Trade or Fishing Supply Vendors all over Azeroth. Fishing Trainers offer lures, but they may also have better Fishing Poles that increase your skill further.



HUNT FOR ACHIEVEMENTS

Achievement hunting is incredibly addictive, especially for a certain type of player. There are people who look through the list each day, pick out a few things to try for, and make it all happen.

And why not? You don't need to wait for the level cap to do this. Sometimes it seems strange to invest time in something that doesn't improve the strength of your character, but is that really important? You can level whenever you want, and it doesn't take that long to hit the cap. Instead, the happiest people seem to be those who set their own goals and have a great time meeting them.

Try this out. You too could become an achievement hunter.



PLAYER VERSUS PLAYER BATTLES

Up to this point, PvP has been mentioned only in passing. There are two reasons for that. First, World PvP generally doesn't get extremely competitive until you're around level 20. Even on PvP servers, the zones up to level 20 are controlled by one side or the other so you're free to ignore players from the opposite faction as you see fit. Second, PvP is an advanced and incredibly deep topic that is covered later in this guide. However, that doesn't mean PvP is always serious business.

Open World PvP

Sometimes, the most fun in PvP comes from open-world PvP, which offers some of the best and most interesting fights in the game. There isn't a limit on numbers or sides. There isn't a necessity for fairness or timers. Just form a group or raid, and choose somewhere to attack. Fight, laugh, lose, regroup, and watch as more people join both sides of the engagement. These attacks can last for hours.

"What if I'm on a PvE or RP server?" you ask. That's not a big hindrance. Flag yourself for PvP combat and go into an area with players from the enemy faction. Once one of them will take the bait, they'll be flagged afterward, whether you win or lose. Encourage more of your own people to join. More of theirs will too, and soon it'll be just like a PvP server, for a while at least.



PET BATTLES

GETTING STARTED

The only requirement to get started with Pet Battles is having 10 gold (at any level) to purchase Battle Pet Training. There are Pet Battle Trainers in the towns nearest each race's starting locations. For example, look for trainers in Goldshire (Elwynn Forest) and Razor Hill (Durotar), though each faction capital (Stormwind for Alliance and Orgrimmar for Horde) has a trainer as well. Speak with any of these trainers to learn the Pet Battles ability. In addition to teaching your companions how to battle, you'll also learn how to track wild pets and return your companions to full health every 8 minutes. These trainers also sell starter pets to you, based on your character's race (see below).

Your trainer also offers a quest called "Learning the Ropes" that sends you to your first Pet Battle. Look for wild pets in the areas outside the town where you trained. Run around the area and watch your mini-map for a green paw icon. This green paw icon indicates the locations of wild pets eligible for battle.

Before you click on a wild pet to start a battle, press "Shift-P" to open your mounts and pets window. Click on the Pet Journal tab to view the vanity pets you've collected previously. If there's a specific pet you want to use, click on the pet's icon and drag it into the Pet Battle Slot. Be aware though, once you click on a wild pet to start a fight, you can't switch any pets from your journal into an active slot so make sure you make the right pet choice beforehand. Once you are satisfied, right click on a wild pet to start your first battle!



More Fun with the Pet Journal

There are a few other commands available to you in the Pet Journal. Right click on any portrait to bring up the following options: Summon/Dismiss, Rename, Set as Favorite, and Release.

Use Rename to name your pets. Set as Favorite marks your pet and allows you to find it quickly when you choose to display only favorite pets. If you right click on a pet that's already marked as a favorite, the option becomes Remove Favorite. Release returns your pet to the wild.

There's another option available to pets that are purchased from a vendor: Put In Cage. Pets that can be put into a cage can be traded with other players or sold through the Auction House.

A BASIC PET BATTLE

In your first encounter your pet has a single ability set in its first ability slot. Pet Battles are round-based, meaning each combatant is allowed one action each Round. Click on the icon, or press "1" on your keyboard to send your pet out to attack. After you win a battle, return to the trainer and complete your quest.



KEEPING YOUR PETS HEALTHY

Your trainer offers a follow-up quest, "On the Mend." You're tasked with locating a Stable Master and getting your pets restored to full health. Speak with the indicated Stable Master, heal your pets (there's a minimal charge for the service), and turn in the completed quest to the trainer.

Stable Masters are just one way to restore your pets. Your other choice is the Revive Battle Pets ability, available once every 8 minutes. Look for the ability's icon at the top right corner of the Pet Journal page.

Pets Learned from Pet Battle Trainers

The race of your character, not the race of the trainer, determines which pet a given trainer offers to you.

ALLIANCE	
RACE	PET
Draenei	Blue Moth
Dwarf	Snowshoe Rabbit
Gnome	Snowshoe Rabbit
Human	Orange Tabby Cat
Night Elf	Great Horned Owl
Worgen	Gilnean Raven

HORDE	
RACE	PET
Blood Elf	Golden Dragonhawk Hatchling
Goblin	Shore Crawler
Orc	Black Kingsnake
Tauren	Brown Prairie Dog
Troll	Black Kingsnake
Undead	Undercity Cockroach

PANDAREN	
RACE	PET
Pandaren	Jade Crane Chick

GETTING YOUR PET TO LEVEL 3

The next quest from the trainer is "Level Up" where you raise one pet to level 3. The only way to level up your pets is through defeating wild pets, so head back out into the wilds. While you're completing this quest, your pet will reach level 2 which will grant it a new ability that will appear in the 2 spot when you go into battle. Now you will have a choice of abilities to choose from in each round of battle. You can mouseover the abilities icon to read a description to learn more about it and then try it out in battle to get more familiar with it.

ADDING WILD PETS TO YOUR PET JOURNAL

After completing "Level Up," your Pet Battle Trainer offers you a new quest called "Got One," which sends you out into the wild to capture your first pet. Once your first pet reaches level 3, the ability to capture wild pets will be unlocked. This ability, called Trap, will appear in slot 5 of your shortcut bar and will only become active once the wild pet is at 35% health or lower. Slowly whittle down the wild pet taking care not to kill it. When Trap is able to be used it will become highlighted. Click on the ability to try to capture the weakened wild pet. There's only a chance you will succeed in capturing the wild pet each round, so be prepared to exercise some patience.



MULTIPLE PETS AND NPC PET TRAINERS

Once your first pet reaches level 3, a quest should have popped up that sends you to the Battle Pet Trainer in your faction's capital city. By speaking to this Battle Pet Trainer, you will receive another quest to challenge a certain Pet Trainer (the quest is named after the Pet Trainer you're asked to challenge), but you should complete the quest "Got One" and get one pet up to level 5 before tackling the trainer. Getting a pet up to level 3 grants the achievement, *Newbie*, and unlocks your second battle pet slot. The third slot opens when you get a pet to level 5 (you also get the achievement, *Just a Pup*). To change a pet in a Pet Battle, click on the Switch Pet Button and choose a different pet.

The bad news about trainer battles is that these trainers have two or three pets you must defeat instead of the single wild pets you've faced up to this point. At least one of your pets must survive the battle for you to get credited with a win and a completed achievement. The good news is that your pets get far more experience from these fights.

Defeating the first trainer leads to a battle against a second trainer in a higher level zone. This process repeats and you take on progressively tougher trainers with higher level pets.

GOING INTO BATTLE

Regardless of the opponent you're facing, you have the same choices on each of your turns. Keep in mind that some abilities include a cooldown. When you use one of these abilities, a number appears over the icon to let you know how many rounds must pass before the ability is ready to use again. There are also certain abilities that block some of your options for a limited number of rounds. For example, many spiders use *Sticky Web* to keep you from switching pets for a few rounds.

TYPES OF PET BATTLES

There are three types of Pet Battles:

PVP Battles are fought anonymously against other players. Use the Find Battle button on your Pet Journal window to find opponents.

Pet Duels are initiated with a right-click on another player's portrait. Select Pet Duel and wait for the other person to accept.

Wild Pet Battles are fought against wild pets. Locate a wild pet with the green paw icon floating over it and right click it to start the fight.

You are immune to NPC damage while engaged in a Pet Battle, but if you're flagged for PVP, you are vulnerable to other players. Be careful where you choose to battle!

PvP Pet Battles

When you click on the Find Battle button on your Pet Journal, you are randomly matched against other players. The game does not track your losses, only the number of times you've won.

Pet Duels

Pet Duels function basically the same as regular duels. Approach another character, right-click their portrait and invite them to a Pet Duel. Pet Duels follow the same rules as regular duels, meaning you can't duel inside a city or designated sanctuary. If your PVP flag is turned on, then Pet Duels against characters of the opposite faction are not an option. You must use an area such as the sewers under Dalaran if you want to Pet Duel when characters are flagged for PvP. There are no rewards for Pet Duels, other than earning Achievements.

Pet Battles Against NPC Trainers

There are NPC pet trainers found in many locations in every world. A line of quests sends you to battle them, and you must work your way through these trainers in order to unlock the daily quests listed in your Achievements under the Pet Battles tab.



The yellow arrows on the portrait show which pet has initiative (acts first in a given round). Keep in mind that there are a limited number of abilities that always act first regardless of initiative.

Mouseover here for more info about NPC pets. You can see the pet's stats and abilities. This information is not available when you're facing off against another player.



Pet Battles Against Wild Pets

Until you're overloaded with level 25 pets, the bulk of your Pet Battles take place against wild pets. There are wild pets throughout Azeroth and Outland, with most zones having at least one that appears nowhere else. These are the battles where your pets gain most of their experience points, and the means by which you add to the population of your Pet Journal.

Pets in the wild can be any level (from 1 to 25) and they maintain the majority of their levels when you capture them. (For example, a pet caught at level 24 can be weakened to level 22 by capture.) Once they're yours, they gain experience in the same way as any other pet you own. If you want to go after higher level wild pets, you must look in increasingly higher level zones.



Picking the Best Pets to Capture

The quest "Got One" showed you how to capture pets, but how do you know which are the best ones to capture? Pet quality can be determined by looking at the border around the pet portrait. Grey = Poor, Common = White, Uncommon = Green, Blue = Rare. Just like loot! Rare pets are the most desirable and hardest to find. Rare quality pets have the best stats (more on stats later in this section) and are sought after by every serious pet battler.

There are also limitations to keep in mind when it comes to capturing pets. You are limited to three of the same type of pet in your Pet Journal. If you're not happy with a pet and want to capture a different one, you must have no more than two copies of that pet in your journal before you start a battle. Once the battle begins, you cannot release the pet to make room for a newer one. In any given battle, you can only capture one pet, so don't waste your trap on a creature you don't want! Once it's in the trap, you're stuck with it until the battle ends.

The World is Full of Beasts and Critters

The most common types of wild pets are Beasts and Critters. If your goal is to capture as many different pets as possible as quickly as possible, strongly consider leveling up a combination of the following: a Beast pet (Beast attacks do higher damage against Critters), a Flying pet (high resistance to Beast attacks), a Humanoid pet (high resistance to Critter attacks), and a Mechanical pet (Mechanical attacks do higher damage against Beasts).

Not all Beasts and Critters use Beast and Critter attacks at all times, but they generally include at least one ability in their repertoire.

Other Ways to Acquire Pets

Companion pets have been available in World of Warcraft since it first went live. Most of the pets you've been collecting since then are now eligible for Pet Battles. That includes the pets from:

- Vendors
- Achievements
- World Events
- Blizzard Store
- World of Warcraft Trading Card Game
- Crafted with Professions
- Quests
- World/Raid Drops
- Promotional Pets

BATTLE PETS

Everything up to this point has covered the basics of Pet Battles: obtaining pets, how to fight, who to fight, and how to keep your pets healthy. This section focuses on the pets themselves and the characteristics that make them more or less desirable to use in battle.

ABILITIES AND STATS

Open your Pet Journal ("Shift-P", then click on the Pet Journal tab) and you should see something similar to the following image.



Pet Icon and Level

Mousing over the icon tells you how to acquire the pet and provides the creature's lore. This also works with pets you haven't yet obtained.

Experience Bar

Tracks how much experience a pet has earned and how much more is needed to reach the next level.

Pet Battle Achievement Points

Total Pet Battles Achievement Points earned.

Stats

All battle pets have three stats: Health, Power, and Speed. Each stat increases as your pet gains levels.

STAT	DESCRIPTION
Health	This is your maximum health. When a pet's health reaches zero, they're incapacitated and unable to continue fighting.
Power	This number determines the amount of damage a pet deals in combat. The higher the number, the more damage the pet does in battle.
Speed	Speed determines initiative, which is used to set the order in which pets act in each round of battle.

In addition to these stats, all pets have an extra characteristic: Quality. Quality can be Poor (gray), Common (white), Uncommon (green), and Rare (blue). Quality never changes as pets gain levels, but can be upgraded by using Battle-Stones (items acquired from wild pet battles at higher levels, the Auction House, or from daily quests in Pandaria). It's simply a way to see if you have one of the best examples of a given type of pet.

Abilities

All pets begin with a basic attack ability. Additional abilities become available at levels 2, 4, 10, 15, and 20. Each pet has three active ability slots for battle. However, you are limited to two choices for each slot. To change between active abilities, click on the yellow notch under the ability slot and choose the ability you want to make active.

SLOT #	ABILITIES ELIGIBLE FOR THE SLOT (BY LEVEL EARNED)
1	1 or 10
2	2 or 15
3	4 or 20

Abilities are broken down into the same families as battle pets. Each family of abilities has one other family against which it is 50% more effective (noted by a green arrow) and another family against which it is 33% less effective (noted by a red arrow).

ATTACK TYPE	DEALS 50% EXTRA DAMAGE	DEALS 33% LESS DAMAGE
Aquatic	Elemental	Magic
Beast	Critter	Flying
Critter	Undead	Humanoid
Dragonkin	Magic	Undead
Elemental	Mechanical	Critter
Flying	Aquatic	Dragonkin
Humanoid	Dragonkin	Beast
Magic	Flying	Mechanical
Mechanical	Beast	Elemental
Undead	Humanoid	Aquatic

It's important to note that there is no bonus damage from a pet using an attack of the same family as the pet. The only factors that determine how well an ability does are the attacker's Attack value, the family of the ability used, and the target's family.

Passive Family Abilities

In addition to abilities that they use in battle, each family of pets has a passive ability.

FAMILY	PASSIVE ABILITY	DESCRIPTION
Aquatic	Purity	Harmful damage over time effects are reduced by 25% on Aquatic pets.
Beast	Enrage	Beasts deal 25% extra damage below half health.
Critter	Elusive	Critters break out of crowd control effects more quickly.
Dragonkin	Execute	Dragons deal 50% additional damage on the next round after bringing a target's health below 25%.
Elemental	Weather Immune	Elementals ignore all weather effects.
Flying	Swiftess	Flying creatures gain 50% extra speed while above 50% health.
Humanoid	Recovery	Humanoids recover 4% of their maximum health if they dealt damage this round.
Magic	Spellshield	Magic pets cannot be dealt more than 40% of their maximum health in one attack.
Mechanical	Failsafe	Mechanical pets come back to life once per battle, returning to 20% health.
Undead	Damned	Undead pets return to life immortal for one round when killed.



COMMUNICATING WITH OTHER PLAYERS

Like everything else in the game, you can control how much communicating and socializing you want to do with other players. This chapter tells you how to talk to other players, how to ask for help, and make in-game friends.

The most basic way to communicate in the game is to press the Enter key, which opens the Say prompt. You can just type in your comment and press Enter. This message is sent to everyone in your general vicinity.

WHO CAN HEAR ME?

The different speech commands are in place to let you communicate selectively. You wouldn't want to shout everything to the entire world, right?

Say:

/say goes to anyone nearby. Speak to players in your vicinity. By default, you see a speech bubble over your head. As long as people nearby are in the same faction as your character, they'll see what you type (players from the opposite faction will see what appears to be gibberish). Because this is public, avoid saying anything awkward or inappropriate.

Whisper:

/whisper (/tell works as well) is a private message for one other player. You must include the character's name after the /whisper. There is no distance limit on these messages.

Try it out for yourself! Hit Enter, then type "/whisper" followed by your character's name. When you hit space, the prompt changes, and whatever you type next becomes the message you send to yourself after you hit Enter again.

Reply:

Use /r (or just r) to reply to whomever last whispered to you.

Yell:

/yell is a broadcast message to all players in your region. This is the most awkward communication method in World of Warcraft. It's similar to /say in that it displays your text to anyone within its radius; however, the distance covered is much wider than /say.

Party Chat:

/party is a private message that lets you communicate with everyone in your current group at the same time. No one outside of your group can hear this chat even if they're standing in the middle of your party.

Guild Chat:

/guild sends a message to anyone in the same guild as you. No one else can hear you, and members will see what you're typing even if they're half a world away from you.



The Chat Menu

All these same commands are available through the Chat menu. Click on the option you want from the Chat menu (it looks like a speech bubble) and select what you want from the list.

All the messages that you send and receive appear in your General chat log. To see older messages, use the up and down arrows. To see the most recent messages, use the end arrow. If you right-click on a chat tab, you can customize everything that appears in the chat log, including the background (transparent to solid black) and filters (including text color).



USING VOICE EMOTES

Voice emotes are in-game expressions that your character (not you) can say. Voice emotes have nominal benefit in group situations. You can see a list of them by clicking on the Chat menu (speech bubble icon) and then mousing over Voice Emote. Click one of the voice emotes to make your character speak.



USING THE CHANNELS

Each time you log into the game or enter a new region, you get a reminder in your General chat log about what channels are available to you. A list of the various common chat channels is included on this page.

Channels are used to communicate with all players in the same channel. By default, you join the General Chat and LocalDefense channels; you also join the Trade channel, but that only becomes active when you enter one of the big cities found throughout World of Warcraft.

You can leave each of these channels at any time by typing `/leave #`, where # is the number of the channel.

GENERAL

The standard channel for your specific region or major city where your character is currently located. There's a different General channel for every region. This is a good location to ask questions about quests specific to your region.

TRADE

This channel links all the major cities in your faction. Players offer goods to be sold and seek goods to purchase. This channel is very busy (and the talk doesn't always stay on topic), so you won't want to stay on indefinitely. Your character must be inside a city to use it.

LOCALDEFENSE

This channel informs players when in-game attacks from the opposite faction are being made in your local region. This is primarily of interest to players seeking PvP (or trying to avoid it).

WORLDDEFENSE

Similar to LocalDefense, but this channel tells you about opposite faction attacks anywhere in Azeroth.

LOOKINGFORGROUP

This channel links all regions in your faction. Players must be in a major city in order to gain access to the LookingForGroup channel.

CHANNEL COMMANDS

To see which channels are available, press the letter "o" for the Social menu and click the Chat tab. On this page, you can see all the channels available in your current location. If you're on a channel, it's white; if you're not on a channel, it's gray. Click on a white channel, and the game shows you all other characters currently on the channel too.

For all the / shortcuts, you press the space bar after the command word, then you type in your message.

	COMMAND	EXAMPLE
Joining a channel	<code>/join <fullnameofchannel></code>	<code>/join General</code>
Speaking on a channel	<code>/# <Your question or comment goes here.></code>	<code>/3 Seeking guild of mature players to run dungeons</code>
Leaving a channel	<code>/leave <# of channel></code>	<code>/leave 3</code>



There is absolutely no need for you to stay on any of the in-game channels. If you find them overwhelming, `/leave` them.

If you enjoy a quiet playing experience, leave the chat channels as soon as possible. The game becomes amazingly calm once you do this. If you like constant banter, look for a guild and/or keep yourself in as many channels as you like.

CUSTOM CHANNELS

Did you know that you can create your own chat channels? This is a powerful ability for people who are just starting on a server. Maybe you don't have a guild up yet, but you want to speak to a group of your friends. Let them know to `/join "Custom Channel Name"` as soon as they come on.

EXAMPLE

`/join Friendschat`

This puts you in the Friendschat channel, even if there wasn't one already open. Other people who type that command will be thrown in with you. It's another way to have buddies stay in touch.

You can even have a guild within a guild this way, or even a group within a group, and dissolve the temporary chat system when the current task is completed.



ASKING FOR HELP

There are several ways to seek assistance. The most effective way to get a real answer to a specific question is to find another player in your current area who is doing or has done something similar to your current task. You can then use `/say` if you're in the same area or `/whisper` if they're too far away to ask a question directly.

A broader way to go about asking for help is sending your query out on the General channel. There are more people on the channel, but they may not be able or willing to help. Sometimes, the General channel is very helpful. Sometimes, it's full of chatting players being silly.

Here's the command for asking a question on the General channel:

`/# <Your question or comment goes here>`

By either method, the best way to ensure you get a helpful response is to ask a specific question, and avoid being vague or demanding.

Bad Example: "I can't find the barrow key!!!"

Good Example: "Is anyone else looking for the barrow key?"

Better Example: "I'm having trouble finding the barrow key. Any hints out there?"

An Internet search can be surprisingly powerful for getting a fast response as well. Odds are that if you're having a problem, someone else has bumped into the exact same thing. Searching with "WoW where is the barrow key" would likely get you answers if people in-game are just as stumped as you are.

SENDING & RECEIVING MAIL

Use the mail system to send messages, items, or money to other players. Mailboxes are found in all big cities and most towns and villages. They take on various appearances, depending upon their locale. You can track the locations of mailboxes on your minimap.

Receiving Mail

Any time you have mail waiting, the game shows you an icon near your minimap. This looks like a letter, so it's pretty clear what you're expecting.

To get your mail, right-click when you approach and target a mailbox. The first tab that opens is your Inbox. Left-click to open any messages, and click on any items to send them to your Backpack. When an attachment is removed from a piece of mail that doesn't have a message, the mail itself will be deleted.

If you read a piece of mail but leave it in your Inbox, the letter turns gray and can remain in your Inbox for 30 days. When mail expires, it is automatically deleted, including any attachments.

If someone sends you an item by mistake, you can click on Return to immediately send it back to them. You can also Reply to the sender.



Buyer Beware

Sometimes people would scam others through the mail system. They'd send people items through the mail (something small and trivial) but put a Cash on Delivery tag with it. Grabbing the item would cost considerable money.

World of Warcraft now has a number of systems in place to reduce or eliminate this type of scam, but it's wise to be careful of mail from strangers. In some ways, real life isn't always that different from World of Warcraft.

Should you have any issues, you can always contact Blizzard's in-game support staff, known as GMs. When other players suggest you "send in a ticket" they mean to send a message through the support system. Click on the big, red "?" to the right of your bottom action bar to get started.

Sending Mail

The second tab in the mail system is the interface to send mail. Type in the recipient's name very carefully (the game will autocomplete names from your friend list or from people in your guild), and include a subject line if you wish. You cannot send mail to yourself or to players in the opposing faction. You can, however, send mail to other characters that you control that are on the same server. The only mail you can mail directly to your characters of different factions are Bind on Account items, such as Heirloom equipment.

You decide whether to write a message, send an item, or send money. To attach an item, you can right-click on anything in your Backpack or grab and drag the item over to your letter. To send money, you type in the number of gold, silver, or copper coins you wish to send. Then press Send. The game will ask for your approval.

Each sent message costs 30 copper (plus 30 copper for each attachment), unless you use the C.O.D. option. C.O.D. is for players selling and buying items. By choosing this option, the mail system sends the item, but the transaction only completes when the recipient agrees to pay. Then, one player gets his money and another gets his gear. C.O.D. items expire after only 3 days.

Letters arrive immediately. Items and money can take one hour to arrive unless you're sending messages between members of a high level guild. One perk of these guilds is that they can send things through the mail at lightning speed.



USING THE SOCIAL WINDOW

You can use the Social Window to track new friends and find other players in your current region.

Using the Friends List

The first tab of the social window is your Friends List. If you've enjoyed chatting or questing with someone, you should add them to your Friends List so that you can find them again. To add a new name, click Add Friend, type in the name, and click Accept. That player is now added to your Friends List. Any time you open this window, you immediately see whether they are online as well as their current location. From the same window, you can send a message, invite them to a group, or remove their name.



For Private Time

World of Warcraft is a social game, but there are times when you may not want to be disturbed, such as during a tricky fight or while you're in a battleground and you need to concentrate. There are tools built into the game to cover these instances.

If you type /dnd (meaning Do Not Disturb) any player who tries to use a /whisper or /tell to contact you gets a message back saying that you're busy. Typing "/dnd" again turns off the Do Not Disturb notice and people can contact you normally.

You can't like everyone all of the time. If you want to pretend that someone doesn't exist, click the Ignore Tab on the Friends List. Click Ignore Player, type their name, and click Accept. You can always go back and remove players from this list at a later time. You can also ignore players by right clicking their name in the chat window and selecting ignore.

When someone is on your Ignore List, they won't be able to send you messages. Their text is invisible to you, so grouping with someone in this situation is suboptimal. They could be shouting warnings to everyone while you're happily pulling away, ignorant of the trouble. If you're going to /ignore someone, please avoid them entirely!

Battle.net and Real ID

Blizzard has been expanding the things you can do between accounts. You can now try to share your Real ID with another player, giving them the ability to contact you even when you're off on another server. This is a nice feature, but you can certainly see why you wouldn't want to give this access to everyone in the game world.

To start a Real ID friend request, type in a person's email address or Battle Tag in the friend section and wait for them to accept. Your request appears in the Pending tab of this window, and they can choose to accept or deny the request whenever they see it.

Please consider reserving this power to people that you're close with. Just because someone is in your guild doesn't mean they're your friend in real life. Real ID is certainly for people that you trust.



Real ID Features

- Chat across game servers and even in other Battle.Net games
- Real names are shared between these friends
- See what you friends are doing, not just where they are located
- Broadcast messages to your group of buddies
- All characters from your friend's account are automatically friends of yours, so you won't have to search for each alt and sign them up

Scroll of Resurrection

Another new feature is the ability to send friends Scrolls of Resurrection. Click the scroll icon in the top-right corner of your friends list to get this process started.

Scrolls of Resurrection are used to bring a friend back to World of Warcraft. If you know someone who let their account lapse for any reason, you can use this function to give them one free week of play. Should that friend purchase additional game time, you (and they) earn some nice bonuses, like mounts, and the ability to bump a character up to level 80.

However, the inactive account must have been made before March 2012, and they can only ever accept one scroll from anyone on that account. If you have any friends who used to play, consider using a Scroll of Resurrection to tempt them to come back and help you in your World of Warcraft adventures.

INTERACTING WITH OTHER CHARACTERS

If you're in the same place as another player of your faction (meaning a character with a blue target portrait), there are several ways you can interact with them directly. Target them and then right-click on their player portrait. You get a short list of ways that you can communicate. You also see the name of the player's guild in their tooltip. Underneath their name you also see this guild identifier.

INTERACTION METHOD	RESULT
Add Friend	Adds the character to your Friends List
Set Focus	Sets a current target as your focus target, allowing you to keep track of two different targets at the same time
Whisper	Another way to whisper to a player
Inspect	Opens the player's Character window, so you can see their armor, PvP status, Talents, and Guild
Invite	Invite the player to join a group
Compare Achievements	Used to see who has done more in-game activities
Trade	Opens the Trade window, so two players can buy, sell, trade items, enchant, or unlock items for each other
Follow	Causes your character to follow behind the other person, as long as you can keep up
Duel	Invite another player to fight to the almost-death (no permanent damage is incurred by either party) while outside of major cities
Pet Battle Duel	If both characters have trained Pet Battles, you can challenge that character to a Pet Battle Duel
Target Marker Icon	Set an icon for your party or raid group above this player
Move Frame	With this option, you can move their portrait and raid frame to a position you prefer
Report Player for	If the player has an offensive name or is violating the terms of service to cheat, you can report them to Blizzard. Check Blizzard's Harassment Policy before you use this

TRADING WITH OTHER PLAYERS

Before initiating a trade, you and another player should agree on the item to be sold and the price to be paid. To trade with another player, you must be in close proximity. Either party can initiate the trade by right-clicking on the other player's portrait and clicking on Trade. You can also drag an item over a character to open this window.

The left window shows what you wish to trade; the right window shows what your comrade wishes to trade. There are three different areas for money, items, and items that you do not actually wish to trade. To make a trade, you can type in the amount of money you want to pay or you can right-click on any item in your Backpack to send it to the Trade window. When your side of the transaction is accurate, press Trade; your window turns green. When your comrade does the same, the trade completes.

The "Will not be traded" section is for items that will be modified by another player. This includes equipment that someone will enhance or locked boxes that will be opened. To complete this transaction, place your item in the bottom box, and your comrade goes to work. It is customary to tip a player that performs this service for you.

Be careful about making trades of large sums of money or valuable materials if you don't know the other person. Most players are honest, but you should always be careful about who you do business with.



MORE INFORMATION ABOUT PLAYERS

If you are chatting with someone from afar, or if you see them chatting on a channel, you can find out more about them or initiate a conversation with them by clicking on their name when you see it in the General chat log.

Click on the player name to whisper to them.

Shift-click on the player name, and the game tells you their level, race, class, guild, and current location.

If you're trying to find someone, use the /who command to search for players that match a name, level range, location, or class description. /who is quite useful in this way, but you can only search with it every few seconds. Type too quickly and the server will ignore some of your requests.



GROUPS

GROUP RULES

A group consists of two to five players, with one of them being a leader. When you're in a group, you can use the /p command to chat only with players in your group.

These are the automatic group rules in the game:

- Groups divide experience for kills. With enough characters in the group, there is a bonus to the total XP gained, so groups that kill quickly can make more than soloing players. However, this requires an aggressive pace.
- If multiple people are on the same collection quest, each player waits his turn to get a dropped quest item.
- If multiple people are on the same quest to kill a single enemy, all players will be able to loot the associated head, insignia, or other item the quest has requested.
- All members are awarded kill credit for targets as long as they are close enough to the fighting.

To create a group, there are two sets of commands: those you can use if you are in the same room and those you use if the player is in another location.

GROUP COMMAND SUMMARY

COMMAND	EFFECT
Join	If you are asked to join a group, choose Accept or Decline
Create/Invite	If you are creating a group, type: /invite <playername>; You can also right-click on the player portrait, and click Invite. You are now the Leader. Only the Leader can Invite.
Uninvite	To remove a player from your group, type: /kick <playername>. You can also right-click on the player portrait, and click Uninvite. Only the Leader can Uninvite.
Promote to Leader	If you are the Leader, you can designate someone else the Leader. Right-click the player portrait, and click Promote to Leader.
Leave	To leave your party, right-click your own portrait, and click Leave Party.
Party Chat	/p <Anything you want to say>
F1	Target yourself
F2, F3, F4, F5	Target other party members
F-key	Assist target; this targets anything that the currently selected person is targeting.

Focusing Fire

One of the most fundamental strengths of a group is their ability to kill targets quickly by focusing all attacks on a single target. Five characters attacking five monsters simultaneously are effectively soloing. What's the point? Why would that even help? A few shared buffs would be the only major difference.

However, five people that attack one monster kill it almost immediately. That takes 20% of the damage out of the fight. Always try to /assist the leaders of your group. They should let you know who to /assist. If they don't, actively state that you're going to /assist the tank. This encourages others to do the same.



LOOTING OPTIONS

When playing in a group, there are several different options for sharing the loot you find on corpses. The default option is Group Loot, which is the most practical choice at beginning levels and for players who don't know each other. Here is the full list.

Free-For-All	Any player can loot any corpse. This is useful if one player is seeking a specific drop. However, this isn't a good option for strangers on collection quests. Friends get the most out of this because it's fast and easy.
Round Robin	Every player takes his turn in a specified order, just like a hand of cards. You know when it's your turn to loot, because the corpse "sparkles" for you.
Master Looter	The Leader takes all the loot and doles it out at the end. This is primarily used in specific guilds, where point systems are in place to figure out loot distribution.
Group Loot	Has the same rules as Round Robin, with an additional option. When an Uncommon (Green) or better item appears, the game offers an option for players to roll, as in rolling dice, for the item. This is a good default when dealing with strangers.
Need Before Greed	Similar to Group Loot except that players who cannot equip the valuable items automatically cannot roll for them. This is the automatic setting for groups created in the Dungeon Finder. While this option is engineered to be the most fair, not everyone who can equip an item needs it. And sometimes, people who can't equip an item can use it for an alt, or a disenchant. Think carefully when choosing this option.



MORE ABOUT GROUP LOOT AND NEED BEFORE GREED

Most parties tend to be in one of these two looting formats, so it's important to be able to quickly decide which is the best option to choose. When an item of high enough quality appears in the loot pool (and the loot is set to Group Loot or Need before Greed) every eligible player is prompted to roll on the item.

Need

If the item description shows that you can use the item, and it's also an upgrade for the character you're using in the group, select Need. Doing so generates a random number from 1-100. Your roll is compared against all other players who rolled Need. The item is awarded to the player with the highest roll.

However, be careful when picking Need. If you're in a group with people you don't know, it's considered proper etiquette to ask in party chat if anyone minds that you "Need" an item. By asking politely and not abusing Need to hoard items, you'll find yourself in many players' good graces.

Greed

Assuming no one selected Need, everyone who chose the Greed option generates a number between 1-100. The player with the highest result is awarded the item. If you want the item for an alt, you should choose Greed. If you plan to sell the item, you should definitely click Greed, or Pass. You will earn the goodwill of everyone in the party.

Disenchant

If your party includes an Enchanter, all players will get this option. Disenchant is considered a Greed roll, meaning if anyone clicks Need, the results of the players who chose other options are disregarded. Disenchanting causes the item to be destroyed with the resultant materials placed in the inventory of the winner. You should only choose this once you feel comfortable enough with the game that you know if loot will be more valuable to you as components than as an item.

Pass

If you simply don't want the item, or if you don't know if you have permission to roll on the item at all, choose Pass. There are many times when the benefit of stepping aside is more than the benefit of having an item. You can get another weapon, but being a polite party member could result in making new friends.

GROUP ETIQUETTE

The following is a short list of guidelines for becoming a reliable group member.

1. Be polite and communicative. Say thanks when someone helps. Apologize if you make a mistake. If someone is new and makes a mistake, be helpful. Don't forget, you were in their place at one point!
2. Confirm what role you need to play in the group: tank, damage dealer, or healer. Try to fill that role as best you can by equipping the best gear for that role and use the abilities that maximize your potential in that style of play.
3. If your class has a buff of some kind, share it with everyone in the group. Do the same with items that your class creates (such as Warlock Healthstones).
4. Share any relevant quests with party members.
5. Tell the group if you must leave at a certain time. Do this as far ahead of time as possible to avoid a sudden, unexpected departure.
6. If multiple players have the same gathering professions (Herbalism, Mining, Skinning), share the resources fairly.
7. Don't loot while others are still fighting. Wait until everyone is safe.
8. Share loot that you can't use. If you get a weapon you can't equip, consider giving it to a player who can.
9. Disband the party only after everyone has completed the quests they started together.
10. Stay close to your group members, so you don't accidentally draw the aggro of extra enemies.
11. State openly if you're going away from keyboard or taking any kind of break.
12. Don't whine if things aren't going your way. Bad groups are out there, and they happen to everyone. Leave (politely) as soon as you can if a group isn't to your liking, but don't make a scene. You never know why someone is having an off day, and hurting their feelings is unnecessary.

These guidelines go both ways. All members in your party should be cooperative and fair. If they aren't, feel free to tell them so and add them to your Ignore List. Occasionally, groups do go poorly. A good rule of thumb is to express your concern and give the group a chance to improve. If members don't cooperate, you can feel justified in leaving mid-group. Keep in mind that leaving an instance before it is completed will bar you from joining another group through the LFR system for 15 minutes. When you have a great group, say thank you. You can even add your new comrades to your Friends List, or consider joining their guild. If no guild exists, consider starting one.

ADVANCED GROUP PLAY

Grouping changes the nature of World of Warcraft play considerably. Players are no longer focused on doing everything for themselves. Instead of acting as tank, healer, and damage dealer all at once, you get to focus on whatever you do best, while others in your group do the same.

Groups can carry up to five members, and that is what you need to complete most dungeon runs. This section explains more about roles in a group, and dungeon running.

WORLD DUNGEONS

World dungeons are large places designed for more intensive play than standard areas in World of Warcraft. Some world dungeons are bigger than others, but they all have instanced zones. An instance is a specific copy of the dungeon that is for your group only. In the same way that your server is a copy of World of Warcraft, your instance is a copy of a dungeon. You can only enter the same copy of the dungeon if you are in a party with your friends.

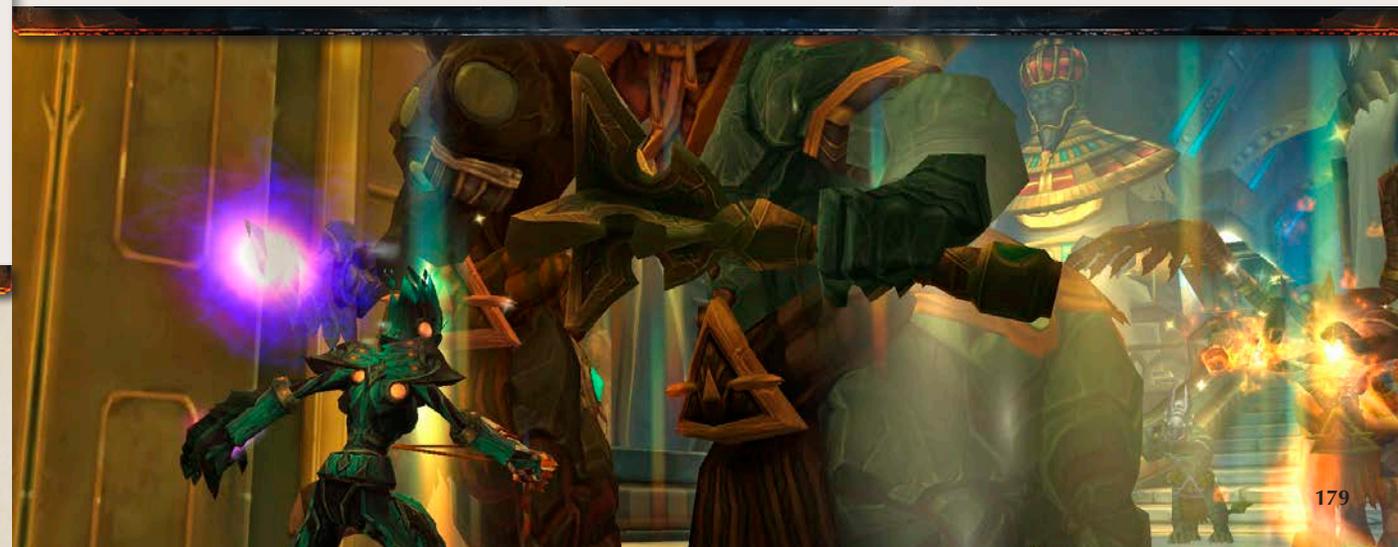
Level 15 is the minimum character level to enter the lowest level World Dungeons. You aren't required to take five characters into a dungeon. An overleveled character can solo things to farm for low-level materials. You won't be getting in anyone's way because you'll be in your own copy of the dungeon.

However, taking on any dungeon of appropriate level should be done with all five character slots filled. Everyone should also meet the level requirements of the dungeon and be geared adequately. Even if someone's gear seems a bit low, don't immediately assume they're no good for the dungeon. Give that player a chance before making a snap decision based solely on gear. Poor player skill is far more of a liability than weak gear!

What to Expect in World Dungeons

World dungeons differ from standard gameplay in many ways:

1. Dungeons are designed for groups — not solo play.
2. Completing a dungeon can be time consuming.
3. The enemies are tougher and more numerous. Expect almost all monsters to be elite.
4. Dungeons are populated with many special monsters, called bosses.
5. Dungeon quests are much harder.
6. The rewards are much richer. You find a much higher percentage of Rare or Epic gear by fighting in dungeons.



GROUP PREPARATION

When you're in a group that is considering a dungeon run, make sure that you know the answers to the following questions.

Who is the main tank? This is the person who will initiate fights, hold aggro, and protect the group. You want to ensure that their job is as easy as possible because your character's life depends on it.

Who is the main healer? Almost any group is going to need one healer, and some are going to need more than one to get through a dungeon. The main healer should be saving all resources for healing. They only try to add damage to a fight when things are going especially well.

Who is dealing damage (DPS)? Everyone who is going to focus on damage is included in the group's DPS (damage per second, but it often is just used as a way to say damage). Damage dealers should have /assist macros to ensure that they are all hitting the same targets. The tank or most experienced DPS member should be the one that everyone assists.

Who will do the pulling? Some main tanks like to have another person bring monsters back to the group. A puller is a character who goes ahead of the group and then lures enemies back to a safer position, where they can be ambushed and killed without the danger of additional targets joining the encounter. If the main tank isn't a puller, this task often falls to a ranged character.

Who is the group leader? Someone needs to lead, and the others must follow. A tradition is to have the main tank lead, but what if they don't know the dungeon well? A good leader should know an area ahead of time and be a skilled player!

Does everyone have all the dungeon quests? Look in the quest log to make sure that everyone has any pertinent quests. Share everything possible so that everyone gets the most gold and experience from their dungeon run.

How long will it take? Confirm whether anyone has to leave early. Some dungeons are much longer than others, and having someone leave in the middle is a major hassle.

What are the loot rules? Every group must decide on loot rules before starting their fights. You don't want a good item to pop up and get snatched away because you didn't decide on this ahead of time.

Has everyone shared their class buffs? Use class buffs, food, and any other bonus-producing goodies before you start a challenging quest or dungeon run.

Are hunters and warlocks managing their pets? Pets should be set to assist. For specific encounters where precision is key, people may even ask that pets be dismissed.



LEVEL REQUIREMENTS

Because the content in dungeons is difficult, each dungeon has a recommended level range that all members in your party should meet. Taking someone who is below that level requirement will be problematic, because enemies can aggro on that lower-level character from farther away. This makes it much harder to manage fights or sneak through specific areas, and even in more cautious groups it can lead to problems. Also, higher-level monsters are hard to hit; a character below the minimum isn't going to contribute much toward a group's success.

The best way to find dungeons that are appropriate for your level is to use the Dungeon Finder Tool and see what's available to you. Once you hit level 15, there will be at least one instanced dungeon available to you.

Dungeon Preparation

Here are another few things to take care of before you start a group for a dungeon run.

1. **Repair your armor.** There's no place to repair in a dungeon. Some characters can use abilities to help out with this, but you shouldn't rely on them (especially considering that most players won't have them until higher levels).
2. **Empty your bags.** You often collect a great deal of loot in a dungeon, so take only essential items in your bags. Being full of crummy items is lame when you have expensive dungeon gear to snag. As a last resort, destroy low-quality loot or grey items in your bag to make room for better stuff.
3. **Stock up on provisions.** Take enough food, water, potions, and reagents.
4. **Bring any required quest items.** Double-check quest text to see if you need anything while you're in the dungeon to complete the quest.

WIPEOUTS

Wiping occurs when all members of your group die and they have no way to resurrect where they died. If this happens, you must run back from a graveyard and return to your corpse. When this happens inside a dungeon, you must go back into the dungeon's entrance before your body respawns.

Depending on the timing, all the monsters you killed may still be dead or they may have respawned, which means they've reset, and you have to fight them again. This only happens when a group takes a long time to complete a dungeon. This is sometimes a sign that things aren't going well and that people might want to try again another time.

Understandably, groups want to avoid a wipe at all costs, so it's wise to try to save a party member who can resurrect everyone else later. However, if your group does wipe, don't get too upset about it. Wipeouts happen, especially when people are learning new dungeons/encounters.

Your gear suffers a durability hit when your character dies, but the cost isn't that severe. It's easy to make money with questing, selling things on the Auction House, and by general looting. You aren't going to end up poor because of a few lousy dungeon runs.



PICK UP GROUPS (PUGS)

In this case, PUGs aren't cute little dogs. This refers to groups that are formed by strangers, often using the dungeon finder. These are the hardest groups to win with, but that doesn't mean that they'll always be of low quality. Indeed, you might end up with several people who know a dungeon already or have impressive gear, and the dungeon will be a walk in the park because of it.

The reality of PUGs is that you won't know what to expect. Their quality has such wide variance that you might have a perfect run and follow it up with a nail-biting, hair-pulling attempt that falls flat after an hour.

To limit your time with random groups, remember to /friend people who impress you. Good players make groups a great deal more enjoyable. If you can fill two or three slots with players of known skill, you won't have nearly as much uncertainty in your dungeon delving.

Eventually, you might find a group or guild of people that adventures with you regularly. This leads to considerable advances in tactics and playstyle. It's also a great way to make friends.

TACTICS

Take a look at which abilities you use while soloing. Some of them make perfect sense when you don't have anyone watching your back. However, in a group environment, some of these become a waste of time and resources. If you're not taking aggro from monsters, why use something that raises your survivability by a substantial measure (especially if it takes away from your damage output)?

Figure out how you can best contribute within your role. If you're a tank, learn how to mitigate as much damage as possible. Use abilities that get attention from multiple monsters. Try to keep yourself from going low on health, and learn how to control monsters' positions so that the damage dealers know where to stand in each encounter.

Healers should spend a huge amount of time looking at everyone's health and saving the group from harm. Find ways to do this efficiently during long fights as well as methods to maximize your healing output and mana during tense boss fights. Consider who the most important people are to keep healed (e.g., a tank or another healer), move as necessary to keep things from pounding on you, and take enemies over to someone else if you do get attention. Being an effective healer isn't only about managing bars, it's also about good communication.

Damage dealers should lay on as much damage as possible without stealing aggro from the main tank. As long as they assist each other to stay on one target at a time, this is not terribly difficult. They'll rip down individual enemies while the tank holds onto everything else (and preferably the single target as well)!

Don't be afraid to ask questions before a fight. Ask about your role or your abilities. If you don't know a boss encounter, you should say so before the pull begins. "I've never fought this guy before. What should I do?"

Some people will be annoyed by this. The majority won't, because they know that you're trying to learn. They also know that your questions might save the group in the pull ahead. If one person didn't know what to do, maybe there were a couple more people who didn't know but were afraid to ask!

Also, use available resources to find out more about your targets. The Dungeon Journal is an in-game tool that lists all the abilities and available loot within World Dungeons.

HAVE FUN

This section might make dungeons seem extremely intimidating and tough. They can be, but they can also be very satisfying to complete. Dungeons reveal more about the Azeroth storyline, and they hold the most exotic, sometimes amusing, and powerful enemies in the game. For success, enter a dungeon, listen to your leader, and pay close attention, but also have fun!

DUNGEON FINDER TOOL

If you want to run a dungeon, whether you are a part of a full group of five players or joining on your own, the Dungeon Finder tool is a valuable resource for you. Using the Dungeon Finder to run dungeons has many advantages, but the biggest one is arguably the fact that you are transported directly to the interior of the dungeon instead of spending the time traveling to that dungeon.

What about the other options?

Raid Finder, Scenarios, and Challenges don't become available until you are at or near the maximum level for Mists of Pandaria.

USING THE DUNGEON FINDER

The Dungeon Finder tool first becomes available at level 15. To access the Dungeon Finder tool, either click on the appropriate icon in your interface bar, or press I on your keyboard. First, you can select a specific dungeon, or set the system to assign you to a dungeon randomly. Next, select a role appropriate for your class and spec (Tank, Healer, Damage Dealer).

The Dungeon Finder places you in the queue, and the Dungeon Finder tool icon appears near your minimap. Mousing over the Dungeon Finder icon near the minimap provides the average wait time for players using the system. Tanks and Healers generally have much shorter wait times than players who choose a Damage role.

Use the drop down "Type:" menu to choose to run a random dungeon, or a specific dungeon from a listing appropriate for your party's level range. While it might be tempting to stick with dungeons you're familiar with, there are advantages to running random dungeons (more on that soon).

The Dungeon Finder always places you in dungeons appropriate to your character's level and equipment. At higher levels, you may need to meet certain requirements, such as completing a quest or discovering a dungeon's entrance, to access the dungeons through the Dungeon Finder tool.

Queuing in a Group

Groups, whether they are full or need to fill a few roster spots, can still use the Dungeon Finder. The group leader queues the entire group, but individual players must chose their role, or roles (with dual specs, most classes can select more than one role), within the group. If your group has fewer than five players, it is placed into the queue and other players already in the queue will be added to your group when a dungeon is selected.

If your group already has five characters, then you are sent to a dungeon immediately after everyone has selected a role. Keep in mind that at least one player must select Tank and another Healer in order for the Dungeon Finder to place your group.

INSIDE THE DUNGEON

After entering the dungeon, you can use the Dungeon Finder icon near your minimap to teleport out. Doing so sends you back to the spot from which you were teleported into the dungeon. Walking out of the portal at the start of the dungeon does the same thing. To find the option to return to the dungeon, right click on the Dungeon Finder icon.

RANDOM DUNGEON BONUSES

Completing a random dungeon provides extra rewards. Most often the rewards are extra money, experience, and even items at lower levels. Another advantage to selecting a random dungeon is that everyone in a group with at least one random member receives a Luck of the Draw buff. Luck of the Draw increases damage done by 5%, healing done by 5%, and health by 5%. This number increases in 5% increments for each random party member included in the group, although the maximum benefit given by Luck of the Draw is 15%.



GUILDS

Guilds are player-run organizations that form to accomplish some type of goal that becomes easier to achieve through cooperative efforts. Members of a guild might be involved in PvP events, role playing, running dungeons and endgame raiding, questing, or just about anything else you can consider. There are thousands and thousands of guilds throughout World of Warcraft, some with members that have been adventuring together for longer than World of Warcraft has been released!

Most players end up joining a guild at some point, but players join guilds for many different reasons. As long as you're playing with a full version of the game, you can join any guild that invites you. Using multiple characters, you can even be a member of different guilds!

FINDING A GUILD

It's easy to find a guild. In fact, you may be asked to join guilds by total strangers. The trick is finding an active and stable guild that suits your purposes. If you meet a player that you enjoy playing with, it's completely appropriate for you to inquire about their guild. Keep in mind that there are no rules for monitoring of guilds, so guild behavior varies widely. The following are some criteria you should consider if you're looking for a guild.

There's a Guild Finder Tool built into the game's interface as well. If you aren't currently in a guild, press "j" to open the Guild Finder Tool. Check the boxes relevant to your interests and availability and you can browse which guilds are currently recruiting and share your interests.

TYPES OF GUILDS

Questing guilds work together to explore all the lands of World of Warcraft through the completion of quests. Many guilds of this type are also thought of as leveling guilds, since the emphasis is often working with new or low-level players to increase their character level.

PvP guilds focus on player-versus-player combat in the battlegrounds or elsewhere in the world. Due to the competitive nature of PvP, many PvP guilds aren't prone to accept new players without a trial period.

Dungeon and Raiding guilds are typically looking for players to fill specific roles in their 5-, 10-, or 25-man groups. Guilds running dungeons may have characters at various levels and could have a spot available for newer players. Raiding guilds are stocked with max level characters, and focus on completing endgame content and are more likely to have more specific rules on playtimes and character readiness than many other guilds.

RP guilds are together for role playing. They stay "in-character" while playing World of Warcraft.

GUILD SIZE AND MEMBERSHIP

Guilds can be large or small, and neither is better than the other. Small guilds are usually more intimate and friendly, but you have fewer players to game with. A large guild can feel less personal, but there are more players on whom you can rely.

Most people feel more comfortable in a guild with members with some similar interests. If you're new to the game, you may not be comfortable in a guild of players progressing through high-level content. On the other hand, if you want to improve your combat skills, being around more experienced players may benefit you.

You can find guild members of varying age, gender, and life experiences. In addition, you should inquire about the playing hours of other guild members. That way, you'll get a sense of whether this is a place where you'll fit in.



COOPERATION

A strong guild encourages cooperation among its members. This means that players will help you complete quests—even if they don't have the same quest, and you will be expected to reciprocate. Guilds are also good opportunities for improving your Professions. Guild members are often willing to provide the raw materials for your Profession if you supply them, or the guild in general, with improved gear.

The Downside of Guilds

Really, there is only one big downside to playing with guilds. They expose you to drama. Any large group of people has its politicking and foolishness. Don't expect gaming to change that at all!

Guilds can break apart in the span of hours, even after they've been together for years. It's essential to find a guild with calm, friendly, and still firm leadership if you want to stay in one place for as long as possible. Larger isn't necessarily better for this. Age helps (both of the guild and of its player base), but that is no proof against drama either.

Instead, the actions of a guild's players speak the loudest. Observe multiple members of a guild in various circumstances. How are they in groups? Are they polite? Serious? Do they cause any trouble? How do they handle troublemakers?

For the best results, try out for a guild and let them work just as hard to impress you. Find people who like doing the same things that you enjoy. It pays for itself in the long run, even if you spend a good while on your own, looking for the right fit.

GUILD BENEFITS

The primary benefit of joining a guild is that you are never alone in the game. Being part of a guild is like being part of a club or team. Your guild mates are there when you have questions or problems in the game or when you just want to play with a group.

Playing with the same people also builds tremendous rapport. It's easier to complete dungeons and raids when you can communicate well with other people, and getting to know everyone in a guild aids that process.

Guilds have their own bank vaults to exchange materials, and they often have far more advanced crafters than people who are soloing. Because members of these Professions have multiple gatherers on their side, they raise their skills quickly and then often provide their work to others on the team at a trivial rate (or free of charge).

GUILD PERKS

Guilds are leveling creatures. The more its members gain experience, the more the guild is able to provide for them. Guild bonuses include increased experience gain for its members, faster mount speeds, and much more.

Nearly everything the members of the guild do in the game works to increase the guild's level. In addition to the experience the guild needs to reach higher levels, members of the guild must build their own standing within the guild.

GUILD ACHIEVEMENTS

Guild Achievements appear in your Achievement pane under the Guild tab. Most of these achievements mirror your standard achievements with the added stipulation of accomplishing many of them in a group made up primarily of members of your guild.

These achievements span every facet of the game. Completion of dungeons, and participation in PVP battles are examples of achievements that must be done in a guild-heavy group. Other achievements keep track of the combined efforts of the individuals in the guild. Getting at least one of every class from each possible race to maximum level is an example of such an achievement, as is having Zen Masters in every Profession.



GUILD REPUTATION AND REWARDS

Guilds can't simply add players with high level characters or maxed out Professions. Each character must achieve a certain standing with the guild in order for their accomplishments to count. This also applies to players. You can't join a guild and instantly gain access to everything the guild has unlocked. You must put in time and effort before you benefit from the work the guild as a whole has completed. Gaining Guild Reputation happens as you're accomplishing the tasks that boost your guild's level, so it's a win/win situation!

JOINING A GUILD

To join a guild, you need to get an invite from a guild officer. You might get an invitation right away, or you may have to wait until a particular member is online.



Once you accept the guild invitation, you'll be added to the guild channel, and you'll start seeing the ongoing guild chat.

LEAVING A GUILD

To leave, type /gquit.

Joining a guild is not like getting married. It is, however, like dating: you may need to join successive guilds before you find one that really suits you. If you decide to leave your guild, it's good form to tell the Guild Leader that you're leaving and why.

CREATING A GUILD

If you'd prefer to lead rather than follow, find four other people and make your own guild. This starts when you go to a major city and purchase a Guild Charter. They cost 10 silver, and you can find the Guild Master NPC that sells them with the help of the local guards.

This is the only upfront money that is needed for a guild to be put together. You use the charter to get other people to sign, and once you have all the signatures you are ready to go. Bring the charter back to the Guild Master and turn it in.

Different characters from the same account cannot log in to sign the charter once one character from that account has already signed it. Thus, you need five different players to work together when forming a guild.

People who sign your charter don't need to remain in the guild after it forms. They can leave instantly if they like, so even a single person can be in a guild (by themselves). If you pay others to help you put things together, this is quite doable. It's lonely, but some people prefer things that way.

GUILD RANKS

Guilds have the following ranks for their members: Initiate, Member, Veteran, Officer, and Leader. What the ranks actually indicate varies from guild to guild. Each guild has only one Leader, but Officers can do many guild management tasks.



GUILD TABARD

A tabard is a tunic bearing the colors and insignia of your guild. It indicates your allegiance to your guild, but there is no in-game benefit to wearing a guild tabard. Purchasing a tabard costs 1 gold. If you leave one guild and join another, you can use the same tabard; the insignia updates as you change guilds.

GUILD VAULT

Each guild can buy Guild Bank tabs at the Guild Vault. Some guilds are wealthy, and some are poor. The vault is always managed by the Guild Leader, who decides what kind of access each member gets. Vaults can hold anything, including gold, weapons, armor, recipes, and other shared items.



AUCTION HOUSES

Auction houses are located in all major cities. Like banks, they are linked by faction. So, you can access the same auctions from any auction house in any city. There are also several neutral auction houses that serve both Horde and Alliance, but you'll need to be around level 40 to reach them.

The Auction Houses in World of Warcraft work very much like real-life online auction sites. You set up a timed auction with a minimum starting price that sells to the highest bidder; you can also set a buyout price that enables players to purchase the item immediately. And, if you find an item you want, you can place a bid or buyout the item instantly.

Right-clicking on any Auctioneer opens the auction interface. It has three tabs: Browse, Bids, and Auctions.

BROWSING

The Browse tab enables you to search through all current auctions. Because there are thousands of available items, you need to use specific criteria to narrow your search.

For example, suppose you're looking for a nice, new piece of Mail Armor. Using the category pane on the left hand side of the Auction House window, you can open a series of menus that can help refine your search. Once you're happy with the category of search, hit the 'Search' button to return a list of everything for sale in the auction house.

There are buttons along the top of the search results screen that allow you to sort the presented list of items by Rarity, Level required to use, Time left on the auction, the Seller, and the Current Bid. Use these to help narrow down your search for the item that is perfect for you.



If you know exactly what you're looking for, you can enter its name in the 'Name' field at the top of the auction house window. Again, a list of available items will appear in the search results pane. If you use your cursor to mouse over the icon for each item, the game will return detailed information about the item, so you can confirm it's the item you want, or can use.

There are additional filters for use in the Auction House window. The 'Level Range' boxes allow you to filter the results for the level range you enter. For example, a level 12 character may enter a level range from 10 to 12, ensuring they see only items they can use, and that they haven't outgrown. Finally, the 'Useable Items' box can be checked, filtering search results to display only items that your character can use.

BIDS

To make a bid, click on the item you want, enter your bid below, and click 'Bid' button. You won't need to stay online for your bid to remain active. Auctions can last for a very long time, so it's a good idea to go off and do other things. The Auction House mails you your items if you win the bid, so the system is quite simple.

The Bids Tab enables you to keep tabs on the status of these auctions. If you are outbid while you are online, you receive a message in your General chat log. If you've been offline for a while, check the status of these sales by opening the Bids Tab. If someone else is the highest bidder, their name appears in red. This gives you an opportunity to bid again if you wish.



BUYOUT

Using the buyout option works the same way except that you must meet the buyout price. Like other online options, the benefit is that you get the item right away, but you are likely to pay more when using this option.

Because it's final, the game asks you to confirm payment. Click Accept. As soon as the transaction is complete, you receive a mail flag on your mini-map, indicating that your auction item is already in your mailbox. Retrieve it as you would regular mail.



Always Sell With a Buyout Price

It's rare not to have a good reason to post items and give a buyout price. Sure, the sky is the limit when people are bidding against each other, but who knows if their bidding war will ever have enough time to meet the maximum value that one of the players would have paid.

Instead, figure out the best prices for your items and go for the throat. People get quite eager for the items they want, and having instant gratification at their fingertips is worth in-game money to them.

When you're uncertain of proper pricing, use the auction house itself or research the item online to see what it's selling for elsewhere. To search locally, act as if you're shopping for the exact item that you're about to sell. Use the Auction House to search for the item, then undercut your competition by offering the item for a tiny bit less (a single gold, or maybe even a few silver). Either way puts your item above theirs when players search for it!



AUCTIONS

To create an auction of your own, use the Auctions Tab. Start by left-clicking and dragging the designated item into the Auction Item slot. By default, the game enters a common Starting Price for the item. The given starting price may or may not work for your purposes, so feel free to change it. You can also change the duration of the auction and include a Buyout price. Notice the deposit fee. This goes to the auction house, and you cannot get it back. Once you've set up the parameters, click the 'Create Auction' button.

The item appears as an auction listing for your character. Regardless of whether your item sells, you don't have to do anything more. If the item sells, you will receive confirmation and payment through the mail. If your item doesn't sell, the Auction House mails the item back to you, minus their cut.

Neutral Auction Houses take a much higher cut of your final sale price, so they're brutal for high-end sales. The nice thing about them is that they allow for one of the only means of cross-faction exchanges of items.



USING THE TRADE CHANNEL

Using the Trade channel to buy and sell is a much less structured way to conduct business. The Trade channel is designed to discuss trade; you can get feedback about the price or availability of an item, and maybe make a purchase or sale.

A word of warning, bored players often use the Trade channel to discuss just about every topic under the sun, so be prepared to endure the din of the crowd.

Use this command line to speak in the Trade channel and then Shift and left-click your item:

`/Trade Want to sell <Hold down Shift and left-click the item in question>` That way, players can click the link for details. Likewise, if someone posts a link in the channel, you can click it to see the item's stats. You can do this for any sort of item, including one that you are seeking for a quest.

Most players use communication shorthand for buying and selling in the Trade channel. Here are a few of the most common abbreviations:

ABBREVIATION	WHAT IT MEANS
LF	Looking For
WTB	Want To Buy
WTS	Want To Sell
LFW	Looking For Work (Someone is offering their Professional services)
PST	Please Send tell (Please whisper to them privately to get more information or to haggle)

GLOSSARY

The following is a list of important in-game terms and abbreviations. Not all of these are official terms used by Blizzard, but there’s a good chance you’ll see them used by other players fairly often. You don’t need to memorize this list, but it’s a handy reference in case you encounter an unfamiliar word or phrase.

A

Add
An extra monster that has joined an existing battle.

AFK

Away From Keyboard. Used to show that the player isn’t at their computer. When you see a character’s name preceded by <Away>, that person is not actively playing the game.

Aggro

A monster’s aggressive attention. “That Orc is aggroing on you. Look out!”

Aggro Radius

The radius around the monsters that determines their aggression. You will be attacked if you step within their aggro radius.

AGI

Agility. A character statistic that controls defensive aspects of play and damage for some classes.

AH

Auction House. A place where items are bought and sold between players.

Alt

A character on your account other than your main character. A secondary character.

AoE or AE

Area of Effect. Often used to talk about abilities that damage enemies in groups.

Avatar

Your character and, thus, your representation in the game.

B

BG

Battleground. This is a place for organized PvP combat.

Buff

A beneficial spell cast on a player or monster.

C

Caster

A character or monster that uses spells, often at range.

Cheese

To exploit an imbalance in the game.

Combat Pets

A creature controlled by a player that assists during combat.

Creep

An older gaming term for a monster

Critters

Creatures that aren’t a threat to a player. These include deer, bunnies, and other fauna that won’t aggro on anyone.

Crowd Control (CC)

Any ability that temporarily removes an enemy from a battle. Examples are Sap, Polymorph, and Hex.

D

DD

Direct Damage. This is a spell that does all of its damage in one hit rather than spreading its damage over time.

Debuff

A negative spell cast on a unit that makes it less powerful.

Detount

Related to aggro. Abilities of this type throw aggro off of a character and force it onto someone/something else.

DMG

Short for damage.

DoT

Damage Over Time. This often refers to an effect that “ticks” every few seconds, applying damage each time there is a tick.

DPS

Damage Per Second. This is a concept that is used to universally evaluate weapons and spells of different speeds.

E

Elite

Monsters with a gold dragon around their icons are elite; they have more health, greater damage output, and sometimes have special abilities.

Experience (XP/EXP)

A stat that rises from exploring, killing monsters, and completing quests. Each tier of experience grants characters a higher level and, thus, more power.

F

FH
Full Health.

FM

Full Mana.

FTL

For The Lose or For The Loss. An Internet or sports term that implies that a strategy, concept, or action is weak.

FTW

For The Win. This means that something is powerful or useful.

G

Gank

To grossly overpower a target and exploit (or decimate) it. “I was fighting a monster and a level 85 Rogue ganked me.”

GG

Good Game. Most often used after a battleground or arena match to thank other players for contributing or when someone is about to log off.

GM

Game Master. Someone employed by Blizzard Entertainment to assist and help players.

Griever

A person who purposely tries to annoy or anger other players.

Grinding

To repeat any activity to achieve a conclusion through sheer investment of time. “I’ll keep fighting these Boars to grind out this level.” Or “I’m grinding reputation with Orgrimmar.”

Group

A team of up to five characters that join together to take on a dungeon or a particularly tricky quest.

H

HP

Hit Points or Health. This is a measure of a character’s survivability.

I

Incoming (INC)

This means an attack is imminent.

Instancing

A copy of an area that is only shared by a specific group. The world is not instanced. Dungeons, raids, Scenarios, and battlegrounds have many copies. These are instances.

INT

Intellect. A character statistic that controls efficacy of spells.

K

Kiting

A style of combat in which a player continually stays out of the combat range of an enemy, usually by running away from it, while simultaneously causing damage to it.

KOS

Kill on Sight. Some NPCs will rush forward and attack players of a different faction the moment they see them. Example: Alliance guards toward Horde players.

KS

Kill Steal. Attempting to hit a monster and thus ensure that you or your group gets to loot it even though another person/group is about to attack the same target or is already attacking the same target.

L

LFG

Looking For a Group.

LFM

Looking For More. This implies than an existing group has open slots and wants to get more people before starting a quest/dungeon run.

Log

When you log off; disconnect from the game.

LOL

Laughing Out Loud. An Internet term expressing humor.

LOM

Low on Mana. This is a warning from casters that they don’t have much healing or damage left to contribute to a fight.

Loot

To take the treasure from a monster that has been killed or from a chest. The term also refers to the treasure gained in this action.

LOS

Line of Sight. Often used as a warning. “Break LOS” means that you should get your character behind cover to avoid a target’s attention or attacks.

LVL

Level. A measure of a character’s power.

M

MA

Main Assist. A member of a group assigned to select the target for the damage dealers in a group to attack at the same time.

MMORPG

Massive Multiplayer Online Role-Playing Game.

Mob

An older programming acronym of “Mobile Object Block.” Mobs are computer-controlled characters (usually monsters) in the game.

Mount

A summoned, rideable creature. Ground mounts are available early in the game and can be ridden around many areas. Flying mounts are gained at higher level, and they allow players to soar above the world. All of these increase player speed.

MT

1) **Main Tank.** A member of a group that protects the others by holding the monster’s attention (their “aggro”).
2) **Mistell.** A message accidentally sent to the wrong person.

N

Named

A special monster that is usually stronger than surrounding monsters, with possible special abilities and item drops.

NBG

Need Before Greed. This is a loot system. With this set, only people that need an item as an upgrade will roll dice to see who gets it.

Nerf

To downgrade, to be made softer, or make less effective.

Newb/Noob

Short for Newbie, but more often used as a pejorative.

Newbie

A new player.

Ninja

To try to loot an item without other players knowing or paying attention. Such actions are considered extremely rude.

NP

No Problem.

NPC

An in-game person that is controlled by the server, such as a quest giver.

O

OOM

Out of Mana. This marks the end of healing or damage output from a caster.

P

Pat

A patrolling monster. This may be issued as a warning that said creature is coming your way. “PAT!”

PC

Player-controlled Character.

Pet

A creature (NPC) controlled by a player such as a Wolf, Infernal, and so on. Non-combat pets, like kittens or penguins, do not affect combat but are instead summoned to add flavor to a character or used in Pet Battles.

PK

Player Kill or a Player Killer. More of a term for open-world PvP interactions.

POP/Repop

Contraction of “Repopulation.” This is a warning that monsters are returning to an area after being slain.

Proc

An effect that is randomly triggered from time to time based on another action taken by a character.

PST

Please Send Tell. Indicates that the person wants to hear back regarding a certain sale or issue.

Puller

A character that pulls monsters for the party, controlling the way a battle initiates.

Pulling

The act of heading out, getting aggro from a monster, and bringing the fight back to a party.

PvE

Player vs. Environment. Combat between players and computer-controlled opponents.

PvP

Player vs. Player. Competition between players that can be as small as a duel or as large as 80 or more players.

R

Raid

A congregation of player groups that bands together for extremely challenging content or PvP situations.

Res/Rez

Short for “Resurrect.” This refers to any spell or ability that can bring a character back to life. “I need a rez. I went AFK and something killed me.”

Respawn

The same as “**Pop/Repop.**” A monster can return to the world after being killed. The act of returning is called respawning. The creature itself may also be referred to as a respawn.

Rest

Characters accrue rested bonus while their player is out of the game. This happens when someone logs their character out while inside an inn or within the boundaries of a city. This adds bonus experience during subsequent play.

Roll

This means that you should roll a random number to determine who has the right to get an item. /roll generates a number between 1 and 100. The highest roll would win something.

Root

To trap a target in place using a spell or ability.

RP

Role Play. To interact with the game and players as though you are your character, as though you are in a theatre performance.

RPing

Role Playing. See “**RP.**”

S

Shard

Disenchant an item, often while in a group. Rare quality items (which most dungeon bosses drop) are turned into shards of different types when disenchanting. Thus, instead of saying, “I’ll disenchant this item,” players began saying “If no one wants this item, I can shard it.”

SPI

Spirit. A character statistic that influences mana regeneration.

STA

Stamina. A character statistic that determines the health (HP) of a character.

Stack

Stack has a few meanings. In your bags, some identical items can placed (stacked) in a single inventory slot to conserve space. In boss encounters, players often group up (stack) on a single spot during a special attack from a boss.

STR

Strength. A character statistic that influences damage for many melee characters.

T

Tank

A character that takes damage and holds monsters’ attention to protect others.

Tap

The first point of damage a monster takes locks its future loot to the character that dealt said damage. This act is called tapping. Creatures that are tapped have their bars go grey so other people know not to mess with them.

Taunt

Related to aggro. Abilities of this type pull aggro off of a target and bring it back to a tank.

Threat

This measures how much a monster wants to kill each member of a group engaged in a fight. The person with the highest threat usually keeps the monster’s aggro.

Train

Visiting your class trainer to learn new abilities.

troll/trolling

See “Griever.”

Twink

A low-level character with the absolutely best gear, often because of guild assistance or money/gear sent down by a higher-level character played by the same person.

TY

Thank You.

U

Uber

German slang for “super.” This is a common gamer term for something that is impressive.

V

Vendor Trash

An item that only a vendor/merchant would buy.

W

WoW

World of Warcraft.

WTB

Want to Buy. Shorthand for saying that someone is looking to purchase something, often listing their intentions afterward.

WTS

Want to Sell. Shorthand for saying that someone has something to sell, often listing their goods afterward.

Y

YW

You’re Welcome.



PROFESSIONS

Professions are additional skills for your character, most of which you can learn starting at level 5. Learning Professions is completely optional, but they add additional layers of interaction (and fun!) to your time in World of Warcraft. In addition, primary professions give statistical bonuses that can be very useful when you're trying to optimize your character's gear.

There are two categories of Professions: primary and secondary. Each character can choose only two primary Professions. You can select as many secondary Professions as you like. There are no class or race restrictions when it comes to choosing a Profession, but some races enjoy advantages for certain Professions.

Some primary Professions involve your character going into the world and looking for specific types of loot. These are called gathering Professions. You might be hunting for metal, animal skins, or herbs. Other Professions use these materials to create items, and they are known as crafting Professions.

Crafting Professions allow characters to produce items for others to use. You might be making permanent items, such as armor or weapons, or you might be invested in short-term goodies, like potions. Crafting Professions require a higher investment in money and time than gathering Professions.

Secondary Professions are specific in what they can do. Though more limited in scope than primary Professions, these are easier to pick up, master, and play around with.

PRIMARY PROFESSIONS

There are 11 primary Professions in the game. If you're interested in a certain Profession after reading the brief introductions that follow, there is more detail about each Profession, starting on page 200.

PROFESSION	TYPE	WHAT IT DOES
Alchemy	Crafting	Make potions/elixirs/flasks
Blacksmithing	Crafting	Craft mail/plate armor and weapons
Enchanting	Crafting	Improve equipment
Engineering	Crafting	Create gadgets, ranged weapons, bombs, and other toys
Inscription	Crafting	Make Glyphs to augment characters
Jewelcrafting	Crafting	Create rings, trinkets, and gems to improve gear
Leatherworking	Crafting	Craft leather/mail armor and armor kits
Tailoring	Crafting	Craft cloth armor and bags
Herbalism	Gathering	Gather herbs
Mining	Gathering	Gather ore
Skinning	Gathering	Gather animal skins

IMPROVING PROFESSIONS

Practicing the Gathering Professions

To increase your skill in Herbalism, Mining, or Skinning, you must simply perform those gathering tasks again and again. Performing the actual task is just like looting: you right-click on the object. Herbs are found on the ground all over the world. Mining veins are usually along ridges or tucked into valleys. They're also plentiful inside caves. Skins are taken from many normal animals or monsters.

Most times you gather an item, your skill increases as shown in your General chat log. Eventually a given type of object "greys out." This means that you can't get points from them anymore (you can still gather them, though). You can tell this because the tag below the object appears in grey instead of green, yellow, orange, or red.

Items shown in red are too high to use. If you try to harvest it, the game lets you know what skill level you need to achieve to harvest the item. Raise your skill in that Profession and they will eventually be accessible.

Practicing the Crafting Professions

To practice the non-gathering Professions, click on the Profession's icon from your Spellbook or your Action Bar. This opens a window that lists all the recipes you currently know in that Profession. Clicking on the individual recipe shows you all the ingredients required.

If you have all of the required ingredients, the number of times you can use that recipe with the materials you have on hand is indicated beside the name. To make an item, click on the recipe to highlight it, input the number you want, and click Create. If you queue multiple items of the same type at once, your character will continue crafting until they are interrupted or have finished the job, gaining points in the profession as they would if making only one item at a time.



CRAFTING PROFESSIONS



Alchemy

Alchemists use herbs and oils to create potions, elixirs, and flasks with such effects as healing, mana regeneration, invisibility, speed, underwater breathing, and increased strength. The earliest focus in this profession are potions that restore health and mana.



Blacksmithing

Blacksmithing uses metal bars to create weaponry and both mail and plate armor. Blacksmiths need a Blacksmith Hammer and access to an anvil to create items. Many merchants have crafting items, and any of these will sell your character a Blacksmith Hammer for a trivial amount of money. Anvils are found in most towns and in all cities.



Enchanting

Enchanting uses magic recipes to permanently enhance armor and weapons with improvements such as increased stats. Enchantments require magical ingredients that result from Disenchanting other items. This is a rare case where a crafting Profession is also its own gathering Profession.

Enchanting is a difficult profession for a new player to skill up easily. Guilds often offer the support a person needs to become a higher-level Enchanter without crippling themselves financially. Tailoring is a good profession to take in addition to Enchanting, as it doesn't require a Gathering profession to make its goods, and the items made can then be Disenchanted.



Engineering

Engineering uses metal and stones to create a variety of useful and fun items, such as goggles, explosives, ranged weapon scopes, and mechanical animals. Creating different items with Engineering requires a handful of tools, most of which are created by the Engineer. One exception is a Blacksmithing Hammer, which is required for the creation of many Engineering items.

Engineering is helpful for dedicated solo and PvP characters. Where many crafting professions only affect your combat strength by passively increasing your stats, Engineers can craft a bevy of utility items, including parachute cloaks, explosives to stun foes, or trinkets that can summon pets to assist you in combat.



Inscription

Scribes create glyphs, scrolls, cards, and other paper and book items. Glyphs are class-specific recipes that enhance characters' abilities. At beginning levels, scribes need a Virtuoso Inking Set, herbs, and parchments. Scribes automatically learn Milling, which turns herbs into pigments. They are then able to combine pigments to make inks.



Jewelcrafting

Jewelcrafting is the art of creating beautiful and powerful jewelry from metals and gems. There are a number of nifty recipes that are only meant to be used when a Jewelcrafter makes the items for themselves.

At higher levels of Jewelcrafting, you create gems that are slotted into higher-tier equipment. Anything that has red, yellow, blue, or meta slots is letting you know that there are empty spaces for gems there. Jewelcrafters take gems found with metal veins or gained through Prospecting and cut them into finished items that convey various bonuses.



Leatherworking

Leatherworking uses hides and skins to create leather and mail armor, armor kits, and a few other items. Many early Leatherworking items require you to purchase materials from Trade vendors, but you won't need to worry about any required tools for making items.



Tailoring

Tailoring is the weaving and sewing of cloth into armor, shirts, bags, and other items. Cloth can be looted from slain humanoid enemies, and higher-level enemies tend to possess more advanced varieties of cloth. Because of this, leveling the Tailoring profession is easiest if done while leveling a character.



GATHERING PROFESSIONS



Herbalism

Herbalism is the harvesting of herbs from plants. Herbs also occasionally drop from enemies and some enemies can be harvested once they are killed (usually ones that are affiliated with nature).



Mining

Mining is the collection of minerals and ore from natural deposits all over Azeroth. Metal is most often found in hilly or mountainous regions. Some enemies can be mined once killed.



Skinning

Skinning is the act of removing leather and hides from animal corpses. Mousing over an enemy corpse indicates whether it is "skinnable." You can skin your own kills after looting them. In addition, you can skin other people's kills if they loot their targets and leave. It's good to wait a second before doing this in case the other person is also a Skinner and is planning on coming back. You don't want to steal anyone else's work!

SECONDARY PROFESSIONS

There are four secondary Professions in the game, and you can acquire as many of them as you wish. There is no reason not to take all four and to raise them whenever you have the time to spare.



Archeology

Archeology allows players to recover fragments of artifacts from various parts of the world. You turn on artifact tracking (which can be used in concert with tracking for other gathering Professions). Look for special areas within each region and use Surveying to uncover the fragments that are assembled into finished pieces.



Cooking

Cooking uses many of the ingredients you receive as loot to create food for you and your comrades. Certain recipes create food that can offer a temporary benefit when eaten, such as the "Well Fed" buff which increases your character's stats.



First Aid

First Aid enables you to create bandages for restoring health and antidotes to remove poison. First Aid is most valuable for classes without a healing ability, but everyone benefits from First Aid. Healers can use bandages for times when they're out of mana or are silenced. Bandages are created from cloth drops in the game.



Fishing

With Fishing, you catch fish and you may also catch other marine life, junk, or treasure. Fish are found in any sufficiently deep pool of water (even inside the major cities!) and many types of fish are often found in schools. Most fish can be cooked (use the cooking skill) providing them with increased restorative power and buffs. Because of this, it's best to level fishing and cooking together.

Each character can learn two major Professions and as many secondary Professions as are available in the game. These modes of character progression are optional; you can avoid them entirely if you want. However, there are advantages to having these skills.

Many Professions let you craft items for yourself and others. Making your own gear can be kind of fun. Mastering various tiers of a primary Profession also grants various bonuses, so even heavy combat characters have something to gain.

Learning a Profession

To learn a Profession, you must follow a process:

1. Learn the Apprentice level from a Profession Trainer.
2. Learn specific recipes from the trainer.
3. Acquire any necessary tools or ingredients in the recipes.
4. Create items from the recipes, which also increases your skill level in your chosen profession.
5. Return to #2. Repeat.
6. Every 75 points, you need to find a trainer so that your character can advance to a new grade of that profession. Not all trainers teach every recipe, so you may need to search out various factions and vendors in the world as you reach higher levels.

BECOMING AN APPRENTICE

You can receive Apprentice training from any Profession trainer in the beginning regions of the game. Some of them are found near or in starting villages, but trainers for every Profession are found in each capital city (and if you don't know where to find one, ask a guard). For most Professions, you need to learn a variety of recipes. When you train to be an Apprentice, you automatically learn several initial recipes, patterns, or schematics. Each Profession has its own term for a new type of item, so you know what to search for in the Auction House or when researching things online.

To learn a new Profession, right-click on the trainer that is teaching the skill you want to learn. This is identified by the tag under the Trainer's name. It might say "Journeyman Cook" or something to that effect. Train with that person and pay the cost associated with it. In the very beginning of the game these expenses are moderate, but entirely affordable if you put in some effort.

Your General Chat Log records everything that you learn from your trainer. These abilities are added to your Profession menu. Like other spells and abilities, you can add shortcuts to one of your Action Bars. You should add the Profession and any associated Abilities in this way. The recipes themselves can be chosen from the Profession menu when you are creating items. If you need basic tools as an Apprentice, look for a trade vendor near the trainer.



Changing Professions

The game limits you to two Primary Professions, but you aren't locked into the first two you select. You can drop a Profession and learn a new one. The bad news is that you lose everything from your old Profession, so this is useful only if you find that you don't like the way a Profession progresses. When that happens, don't lament. Drop the Profession you dislike and try something new; it's better than having a slot taken up by something that you never plan on using again!

To drop a Profession, open the Spellbook (with "p") and click on the Professions Tab. Look for small red symbols that look like Do Not Enter signs. These are the unlearn buttons for each Profession. Don't click on them unless you are absolutely sure that you know what you're doing. You lose everything as soon as you say "Unlearn" to the final query.



INCREASING YOUR SKILL LEVEL

The Apprentice level of a Profession covers your skill from 1 to 75. Using your profession advances it until it hits each cap (every 75 points). Whether you're gathering materials or creating them, the color of the activity is your guide to its difficulty.

Red	Your character isn't high enough in the profession to make an attempt to gather an item or learn a crafting recipe
Orange	Success increases your skill points every single time you complete this activity (with the exception of Skinning)
Yellow	There is a high chance of increasing your skill points
Green	This activity is too easy; you aren't likely to gain points from completing it
Grey	There isn't a chance of gaining any skill points whether you complete this activity or not

Green recipes are easy, yellow are moderate, and orange are harder. The harder the recipe, the more likely it is to boost your level. The following colors apply to both gathering and non-gathering Profession recipes.

As a crafter, you'll always have limited resources; you can only carry so much metal or leather or herbs. To get access to the next recipe, you must raise your Profession level. If you need to raise your level, it's important to decide what you make. Look for pieces that require the least amount of material components but are almost certain to give you a point (orange recipes or those that have just turned yellow). That way, you get the most out of your materials.

Once you reach 75, you cannot increase your points until you train again as a Journeyman. Each proficiency level also has a character level requirement.

As your points increase, you can train in more recipes. Returning to your Profession trainer tells you when you can get more recipes or when you can train a higher proficiency. There are also many recipes hidden throughout the world, as a reward from certain quests, or as random drops. Check the Auction House for any new finds!

You might notice that the skill points for professional tiers don't add up evenly. Apprentices go from 1-75, but Journeyman can start as low as 50. This is because you can train a new tier in a Profession a bit early. That's a good idea because you don't want to hit the cap and waste any skill points. Train early as long as you have the money; there are no downsides in completing your training ahead of schedule.

COMPLEMENTARY PROFESSIONS

Following is a list of Professions and classes that complement each other:

PROFESSION	GOOD ADDITIONAL PROFESSIONS TO TAKE
Alchemy	Herbalism, Fishing
Blacksmithing	Mining
Enchanting	Tailoring
Engineering	Mining
Herbalism	Alchemy or Inscription
Inscription	Herbalism

PROFESSION	GOOD ADDITIONAL PROFESSIONS TO TAKE
Jewelcrafting	Mining
Leatherworking	Skinning
Mining	Blacksmithing, Engineering, or Jewelcrafting
Skinning	Leatherworking
Tailoring	Any gathering or Enchanting

Fishing and Alchemy

Fishing is a great Profession to pick up if you plan on being an Alchemist. Some ingredients for Alchemy are obtained through Fishing. What's even better is that Fishing is a Secondary Profession, so you're still able to take Herbalism as your second Primary Profession.





ALCHEMY

Alchemy is one of the easier crafting professions to pick up and learn. If you want to be self-sufficient, pair Alchemy with Herbalism so that you can gather your own materials. The main components to Alchemy are herbs and vials, although other items are required for specific creations.

Alchemists also learn how to transmute certain items into other items. This ability often involves changing element-based items (such as Primals and Eternals) but also covers meta gems and certain ores. A Philosopher's Stone (a trinket created through Alchemy) is required for transmuting items. Transmuting an item sometimes leads to the discovery of a new recipe.

PROFICIENCY LEVEL NAME	CHARACTER LEVEL MINIMUM	SKILL LEVEL MINIMUM	SKILL LEVEL MAXIMUM
Apprentice	5	0	75
Journeyman	10	50	150
Expert	20	125	225
Artisan	35	200	300
Master	50	275	375
Grand Master	65	350	450
Illustrious Grand Master	75	425	525
Zen Master	80	500	600

PRACTICING ALCHEMY

Alchemists don't need to be in a special place or to have a specific item in their inventory to do most of their work; they just need their herbs and purchasable vials. Good Alchemists carry spare vials around if they plan on making any new potions out in the field. More extensive creations (like elixirs and flasks) are better to do in town, where you can be certain to have what you need.

When you reach the new recipes for Mists of Pandaria, the trainer has only two to teach you (Alchemist's Rejuvenation and Master Healing Potion). You must discover the rest as you create Alchemy items.

ALCHEMY BONUSES

Upon reaching skill level 50, Alchemists gain a bonus known as Mixology. With Mixology, you receive an increased effect and duration when you drink any elixir or flask you are able to make. For example, when you consume an elixir or flask with a 1 hour duration, you gain the benefit for 2 hours.

Additionally, you are able to create special trinkets at various levels. There are trinkets that apply to every role, so there's a solid choice for everyone.

Goblin Bonus

Goblins have a racial ability—Better Living Through Chemistry—which increases their Alchemy skill by 15.



ALCHEMY SPECIALTIES

When you reach level 68 and have an Alchemy skill of at least 325, you are given the opportunity to complete a quest that allows you to select an Alchemy specialization. Your choices are Potion Mastery, Elixir Mastery, and Transmutation Mastery.

Potion Mastery and Elixir Mastery work the same way. When you create a potion or a flask/elixir (depending on your specialty), there is a chance you will create additional potions or elixirs of the same type with the same number of reagents. Transmutation Mastery does the same for materials that are created by any recipe tagged as a Transmute. When you transmute any item, there is a chance you will create an additional item at no additional reagent cost.

If you wish to change your specialization at any time, speak with the NPC who granted you the ability, then speak with one of the other specialists. Keep in mind that there is a cost associated with dropping a specialization.

MAKING MONEY AS AN ALCHEMIST

Healing and mana potions are a constant point of sale because people go through them at a considerable pace. Later on, you start to see an expanding market for elixirs and their longer-term buffs. In the late game, flasks become important as well. These products are very expensive, but their effects are the strongest and they last through death (making them essential tools for raiders focusing on new content or very difficult dungeon runs).



BLACKSMITHING

Blacksmithing is the shaping of bars, gems, stones and trade goods into armor and melee weapons. At low levels, Blacksmiths also turns stones uncovered by miners into temporary weapon enhancements. Many unique weapons and armor pieces can be created only by player Blacksmiths for their own use. To be a self-sufficient Blacksmith, take Mining as a second Profession.

PROFICIENCY LEVEL NAME	CHARACTER LEVEL MINIMUM	SKILL LEVEL MINIMUM	SKILL LEVEL MAXIMUM
Apprentice	5	0	75
Journeyman	10	50	150
Expert	20	125	225
Artisan	35	200	300
Master	50	275	375
Grand Master	65	350	450
Illustrious Grand Master	75	425	525
Zen Master	80	500	600

PRACTICING BLACKSMITHING

Most Blacksmithing items require a Blacksmithing Hammer to be in your inventory. In addition, work must be completed near an anvil. Anvils are found in any town or city, most often near the Blacksmithing trainers. Some recipes call for items available only from a trade vendor as well, so don't head for the anvil until you're sure you have everything you need for your creation.

BLACKSMITHING BONUSES

At higher levels, Blacksmiths learn how to add extra gem sockets to their bracers and gloves. Enchantments can be applied to these pieces in addition to the gem sockets placed on the gloves and bracers.

MAKING MONEY AS A BLACKSMITH

Blacksmithing is a brutal profession on your in-game gold. It's hard to find a market for your created items as most of these items are only on par with green quest rewards. Only specific Blacksmithing gear at high levels warrants the higher investment in time and materials.

To cut down on the price, take Mining and gather your own ore. Even here you should be careful. Someone joining a guild is likely to have access to their own Blacksmith. Only take this Profession if you know what you're getting into.



ENCHANTING

Enchanting recipes add various buffs to your weapons and armor, such as improved statistics for your character or procs with random effects to your weapons. They also create low-level wands, and oils (which are short term buffs to weapons).

Enchanters learn a second ability, known as Disenchanting, which they use to create their own materials. That sounds like a great deal, right? You get to make the materials that you need to advance your craft. There's a catch. You can't gather Enchanting materials without destroying magical items. Green, blue, and purple items each have their own types of Enchanting reagents stored inside them. Beyond that, you need to destroy higher level equipment of these quality levels to complete higher level enchantments.

PROFICIENCY LEVEL NAME	CHARACTER LEVEL MINIMUM	SKILL LEVEL MINIMUM	SKILL LEVEL MAXIMUM
Apprentice	5	0	75
Journeyman	10	50	150
Expert	20	125	225
Artisan	35	200	300
Master	50	275	375
Grand Master	65	350	450
Illustrious Grand Master	75	425	525
Zen Master	80	500	600

PRACTICING ENCHANTING

Clicking the Enchanting icon opens a menu of all the magic recipes you know. Clicking the Disenchant icon enables you to extract magical elements from targeted items by destroying them forever. To enchant any item, you must have the proper Enchanting Rod in your inventory.

Up until skill level 60 or so, you can get points from destroying magical items. That trails off fairly soon, and then you need to use Enchanting to get skill points. Some Enchanting suppliers sell components necessary for lowest level enchanting recipes. As long as you have the materials, you can enchant the same item multiple times, but an item can only retain one Enchantment at a given time (you "overwrite" the Enchantment). There are also vellums created via Inscription or purchased from vendors which can hold enchants for later use.

ENCHANTING BONUSES

Enchanters are able to improve their own rings with a number of enchantments. You can improve your Agility, Intellect, Stamina, or Strength.



Blood Elf Bonus

Blood Elves have a racial ability—Arcane Affinity—which increases their Enchanting skill by 10.

MAKING MONEY AS AN ENCHANTER

Enchanting is in high demand as many players are always striving to collect better and better gear. Buying cheap greens off of the Auction House is one way to stockpile materials, but it's still not the best way to get everything you need. Enchanters frequently run dungeons to scoop up lower level blue and green items. You might even find an Enchanter running lower level dungeons by themselves for this exact purpose.

The other option is to take another Profession that creates destructible items. The best one for this is Tailoring; because it doesn't have its own gathering Profession (anyone can gather cloth). You can make any number of simple green cloth armor pieces and then Disenchant them to make your Enchanting ingredients. It's expensive, time consuming, you need to level up two Professions at the same time, and sometimes you won't be able to easily (or cheaply) make the items you need, but it's an option for a self-sufficient Enchanter.

Enchanters, through the use of vellums, have the ability to distribute their enchantments on the Auction House. You do not need to wait around for other players to buy your Enchantments, which means more time for you to do other activities.

ENCHANTING MATERIALS OBTAINED THROUGH DISENCHANTING

There are four types of enchanting materials: Dust, Essences, Shards, and Crystals. The types of materials that come from Disenchanting items is based on the item level of the object.

Essences are more commonly obtained from weapons than armor of Uncommon quality. Dust is more commonly obtained from armor than weapons of Uncommon quality. Essences can be either Lesser or Greater. Three Lesser Essences can combine to become one Greater Essence, and one Greater Essence breaks down into three Lesser Essences.

Shards come from Superior quality items, or rarely from Uncommon quality items. You can get either Small or Large Shards when disenchanting an item. In most cases, three Small Shards can be combined into one Large Shard, and one Large Shard can be broken down into three Small Shards.

Crystals come from Epic quality items, and rarely from Superior quality items. At higher skill levels, you can learn how to convert these Crystals into other types of Enchanting materials.



ENGINEERING

Engineering creates a variety of items such as goggles, explosives, ranged weapon scopes, bombs, and mechanical animals. Creating different items with Engineering requires a handful of tools, most of which are created by the Engineer. Many (but not all) of the items created by Engineers require the Engineering skill to use. One of the fun things about being an Engineer is that you never know when some of your creations will misfire, often leading to unexpected results.

Mining is a perfect way to make an Engineer self-sufficient. Pretty much everything an Engineer needs is found while you're out hunting for metal veins.

PROFICIENCY LEVEL NAME	CHARACTER LEVEL MINIMUM	SKILL LEVEL MINIMUM	SKILL LEVEL MAXIMUM
Apprentice	5	0	75
Journeyman	10	50	150
Expert	20	125	225
Artisan	35	200	300
Master	50	275	375
Grand Master	65	350	450
Illustrious Grand Master	75	425	525
Zen Master	80	500	600

PRACTICING ENGINEERING

Clicking the Engineering icon opens a menu of all the schematics you know. Engineers have a few tools that are needed to make various items, so you might want to carry them around with you if you prefer crafting on the fly (or just get a Gnomish Army Knife!). Otherwise, it's better to work when you're back in town, near a Bank.

ENGINEERING BONUSES

Engineers are able to create specialized mounts. They aren't any faster than other mounts, but who cares when you're flying in a steam-powered helicopter!

Engineers also get a few Engineering-only trinkets, but the big boost for Engineers comes in the form of specialized enchantments for Gloves, Belts, Cloaks, and Boots. These enchantments range from Hand-Mounted Pyro Rockets to turning your cloak into a parachute.

ENGINEERING SPECIALTIES

When you reach an Engineering skill of 200, you are given a choice to specialize in Gnomish Engineering or Goblin Engineering. For the most part, items created by one specialization are usable by any Engineer with a high enough skill level. The main difference is that Goblin Engineers are able to teleport to Everlook (in Winterspring) and Area 52 (in Netherstorm), while Gnomes can travel instantly to Gadgetzan (in Tanaris) or Toshley's Station (in Blade's Edge Mountains).

You can change your specialization if you like. There is a fee involved with dropping your specialization, so you may not want to do this too often.

MAKING MONEY AS AN ENGINEER

Engineering is not the best way to go when you're trying to make gold off your Profession. Because many items created with Engineering require Engineering to use them, your market is reduced. However, some of an Engineer's products are viable for selling. Selling various explosives and scopes is a decent way to make up for the expense of new schematics and materials. There are some big-ticket items (such as the Mechano-hog) that provide some nice income; you just can't depend on selling these items consistently.

Gnome Bonus

Gnomes have a racial ability—Engineering Specialization—which increases their Engineering skill by 15.



INSCRIPTION

In addition to Staves and Off-hand items, Scribes create Glyphs, scrolls, cards, and other paper and book items with paper purchased from Trade vendors, and inks. Scribes automatically learn Milling, which turns herbs into pigments, and other Inscription abilities turn the pigments into ink. While Inscription creates many items, it's best known for making Glyphs. Glyphs are class-specific recipes that enhance characters' abilities. There are two types of glyphs: Minor and Major.

Inscription is an expensive profession, unless you take Herbalism as well. Scribes need a Virtuoso Inking Set in their inventory to create many of their goods. The set isn't expensive, and it never wears out. Keep one in your inventory and your character will be able to Inscribe anywhere in the world.

PROFICIENCY LEVEL NAME	CHARACTER LEVEL MINIMUM	SKILL LEVEL MINIMUM	SKILL LEVEL MAXIMUM
Apprentice	5	0	75
Journeyman	10	50	150
Expert	20	125	225
Artisan	35	200	300
Master	50	275	375
Grand Master	65	350	450
Illustrious Grand Master	75	425	525
Zen Master	80	500	600

PRACTICING INSCRIPTION

Clicking the Inscription icon opens a menu of all the Inscription patterns you know. Milling turns five identical herbs into one of two types of pigments (most herbs have a common pigment result and an uncommon pigment result). You must have five of the same herb in order to Mill them for pigments. The herbs are used up, but you get the pigments necessary to create inks. Creating ink is a good way to skill up Inscription each time you learn a new type of ink.



INSCRIPTION BONUSES

One bonus for Inscription is the ability to create shoulder armor Incriptions which are superior to what is available to anyone else in the game. There are shoulder armor Incriptions for every role, meaning any class and spec benefit from them. There are also epic Staves that bind to your Battle.Net account that are eligible for upgrades over time.

MAKING MONEY AS A SCRIBE

When it comes time to switch Glyphs, players need a steady supply of Tome of the Clear Mind, which can be created with Inscription. Inscription is now the only source for Shoulder slot Enhancements. Scribes can create and sell Epic off-hand items. Finally, the sets of Darkmoon Cards draw quite a bit of interest. The downside to these cards is the random nature of its creation. You never know which card you'll create. Hit the right ones and you could make a small fortune selling them to other players.



JEWELCRAFTING

Initially, Jewelcrafters create the wire and settings necessary to craft low level rings and necklaces, then start making rings, necklaces, and other random items. A Jeweler's Kit is required, but it is available at a trivial cost from a Trade vendor. At higher skill levels, Jewelcrafters learn how to cut gems that provide statistical bonuses to socketed equipment. Even at higher skill levels, Jewelcrafters continue to create rings and necklaces for anyone to use.

Jewelcrafting can be an expensive Profession to skill up, so strongly consider Mining as a second Profession, to gather your own ore. Jewelcrafters learn a second ability, called Prospecting, which allows them to break down raw ore and extract different minerals and gems that are otherwise available only through mining.

PROFICIENCY LEVEL NAME	CHARACTER LEVEL MINIMUM	SKILL LEVEL MINIMUM	SKILL LEVEL MAXIMUM
Apprentice	5	0	75
Journeyman	10	50	150
Expert	20	125	225
Artisan	35	200	300
Master	50	275	375
Grand Master	65	350	450
Illustrious Grand Master	75	425	525
Zen Master	80	500	600



Draenei Bonus

Draenei have a racial ability—Gemcutting—which increases their Jewelcrafting skill by 10.

PRACTICING JEWELCRAFTING

Clicking Prospecting enables you to search five ore of the same type to find gems. The ore is destroyed in the process, but you gain your shiny jewelcrafting ingredients. Some types of ore of Uncommon quality, such as Silver, cannot be Prospected.

For high-level Jewelcrafting, you need a base set of gems to work with. These are then turned into finished cut gems that provide bonuses when slotted into equipment. Note that you don't gain points in Jewelcrafting for slotting equipment, only for making the gems.

JEWELCRAFTING BONUSES

Jewelcrafters, at many skill levels, create and pick up trinkets that work for any role, making them useful to every class and spec. Jewelcrafters also have access to specialty gems that are superior to Epic quality gems available to other players. There is a limit to how many of these specialty gems can be socketed into the Jewelcrafter's gear.

MAKING MONEY AS A JEWELCRAFTER

After reaching high skill levels in this profession, Jewelcrafting turns from a major money sink into a considerable money maker. There's constant demand for high-end gems as many players are striving to collect better gear.

Two Special Cases: Prismatic and Meta Gems

Prismatic gems are considered Unique (meaning you can have only one socketed in all your equipment at a time), provide a boost to all stats, and don't have a defined color. These gems count as every color when it comes to a socket bonus.

Meta gems are a special gem that provide bonuses beyond simple statistical boosts. These gems fit only into meta sockets, and no other gem can go into a meta socket; meta sockets appear only in hats or helmets. Before you choose a meta gem, carefully read what other gems are required for its effect to be active. Raw meta gems are created by Alchemists, then cut by Jewelcrafters.

WHAT CUT GEM NAMES MEAN

The following table provides the names for the cuts for each gem of a specific color. Sometimes when you create a gem of Uncommon quality, you will get a Perfect cut with slightly better stats.

COLOR	CUT NAME	STAT(S) PROVIDED
Blue	Rigid	Hit
	Solid	Stamina
	Sparkling	Spirit
	Stormy	PVP Power
Red	Bold	Strength
	Brilliant	Intellect
	Delicate	Agility
	Flashing	Parry
	Precise	Expertise
Yellow	Fractured	Mastery
	Mystic	PVP Resilience
	Quick	Haste
	Smooth	Critical Strike
	Subtle	Dodge
Green	Balanced	Hit and PVP Resilience
	Effulgent	PVP Power and Mastery
	Energized	Haste and Spirit
	Forceful	Haste and Stamina
	Jagged	Critical Strike and Stamina
	Lightning	Hit and Haste
	Misty	Critical Strike and Spirit
	Nimble	Hit and Dodge
	Piercing	Critical Strike and Hit
	Puissant	Mastery and Stamina
	Radiant	Critical Strike and PVP Power
	Regal	Dodge and Stamina
	Sensei's	Hit and Mastery
	Shattered	Haste and PVP Power
	Steady	PVP Resilience and Stamina
	Turbid	PVP Resilience and Spirit
Vivid	PVP Power and PVP Resilience	
Zen	Spirit and Mastery	

COLOR	CUT NAME	STAT(S) PROVIDED
Orange	Adept	Agility and Mastery
	Artful	Intellect and Mastery
	Champion's	Strength and Dodge
	Crafty	Expertise and Critical Strike
	Deadly	Agility and Critical Strike
	Deft	Agility and Haste
	Fierce	Strength and Haste
	Fine	Parry and Mastery
	Inscribed	Strength and Critical Strike
	Keen	Expertise and Mastery
	Lucent	Agility and PVP Resilience
	Polished	Agility and Dodge
	Potent	Intellect and Critical Strike
	Reckless	Intellect and Haste
	Resolute	Expertise and Dodge
	Resplendent	Strength and PVP Resilience
	Skillful	Strength and Mastery
	Splendid	Parry and PVP Resilience
	Stalwart	Parry and Dodge
	Tenuous	Expertise and PVP Resilience
Wicked	Expertise and Haste	
Willful	Intellect and PVP Resilience	
Purple	Accurate	Expertise and Hit
	Defender's	Parry and Stamina
	Etched	Strength and Hit
	Glinting	Agility and Hit
	Guardian's	Expertise and Stamina
	Mysterious	Intellect and PVP Power
	Purified	Intellect and Spirit
	Retaliating	Parry and Hit
	Shifting	Agility and Stamina
	Sovereign	Strength and Stamina
	Timeless	Intellect and Stamina
	Veiled	Intellect and Hit



LEATHERWORKING

Leatherworking uses leather and hides gathered from slain beasts to create different pieces of armor, and kits that boost armor in different ways. There are no special tools required for Leatherworking, save for the Salt Shaker needed to cure certain lower level hides. Some Leatherworking patterns require items purchased from trade vendors.

PROFICIENCY LEVEL NAME	CHARACTER LEVEL MINIMUM	SKILL LEVEL MINIMUM	SKILL LEVEL MAXIMUM
Apprentice	5	0	75
Journeyman	10	50	150
Expert	20	125	225
Artisan	35	200	300
Master	50	275	375
Grand Master	65	350	450
Illustrious Grand Master	75	425	525
Zen Master	80	500	600

PRACTICING LEATHERWORKING

It's best to do your Leatherworking near a Bank, because you need to carry around a huge amount of leather as well as any products that you're creating.

LEATHERWORKING BONUSES

Leatherworkers get to apply Fur Lining to their wrist slot items. There are many types of Fur Lining, and there's at least one for each role. That means there's a solid choice regardless of your class or spec. In addition, Leatherworkers can create kits for their leg armor at a greatly reduced price and at a lower level than what is available for non-Leatherworkers.

MAKING MONEY AS A LEATHERWORKER

Leatherworkers don't have extensive sales, but they also don't need to invest as heavily in their Profession. Anyone with Leatherworking and Skinning should have an easy time, especially due to the nature of Skinning. It's easy to find creatures that are skinnable, so reagents are somewhat cheap and plentiful.

The problem is that Leatherworking is a poor money maker until you skill up to high-end armor kits in the expansion areas. These are some of the few products in Leatherworking that have widespread appeal. Otherwise, this is more of a niche market.





TAILORING

Tailoring creates cloth armor, shirts, bags, and other items out of different types of cloth. Cloth is available as drops from humanoid and many undead enemies, and the silks dropped by spiders are often required for some patterns as well. Tailors also learn how to improve various types of cloth. These improved pieces of cloth are then used to create more powerful equipment, including special types of Spellthreads that act as Enchantments for leg armor.

PROFICIENCY LEVEL NAME	CHARACTER LEVEL MINIMUM	SKILL LEVEL MINIMUM	SKILL LEVEL MAXIMUM
Apprentice	5	0	75
Journeyman	10	50	150
Expert	20	125	225
Artisan	35	200	300
Master	50	275	375
Grand Master	65	350	450
Illustrious Grand Master	70	425	525
Zen Master	80	500	600

PRACTICING TAILORING

Click on the Tailoring icon to bring up your list of patterns. This can be done at many locations, but like Leatherworking it's best to do near a Bank or trade vendor because there might be additional reagents involved in the creation process.

TAILORING BONUSES

Tailors have the ability to enhance their own cloaks with specialized embroidery patterns. These embroidery patterns help out damage dealing and healing specs. In Northrend, Tailors eventually learn the Northrend Cloth Scavenging ability, which allows them to obtain additional Frostweave from defeated enemies. If you're a fan of flying carpets, Tailoring has what you want. There are three patterns for flying carpets that only Tailors can use to fly around the world.

MAKING MONEY WITH TAILORING

Bags are the most widespread product from this Profession. Tailors have a long-term market for these, especially once they start getting into bags from the later game. In addition, Tailors can create a variety of shirts and other specialized clothing for fun and role-playing purposes. The high level enchantment threads are also in high demand as players earn better and better leg armor pieces.



HERBALISM

Herbalism is the harvesting of herbs from plant nodes, and from some enemies (usually Elemental enemies that look like walking vegetation) which have some affinity with nature. These herbs are primarily used by Alchemists and Scribes.

When you learn Herbalism, you gain the Find Herbs skill. When this skill is active, herb nodes appear on your mini-map. Watch for these icons while hunting and questing and you should see your skill increase rapidly.

When you find a node, the herb sparkles and your mouse cursor changes into a flower blossom. To gather, right-click on the herb in question. The same thing applies when you find harvestable enemies. When you mouse over a corpse, your mouse cursor changes to a flower blossom if you can harvest from it.

PROFICIENCY LEVEL NAME	CHARACTER LEVEL MINIMUM	SKILL LEVEL MINIMUM	SKILL LEVEL MAXIMUM
Apprentice	1	0	75
Journeyman	1	50	150
Expert	10	125	225
Artisan	25	200	300
Master	40	275	375
Grand Master	55	350	450
Illustrious Grand Master	70	425	525
Zen Master	80	500	600

HERBALISM BONUSES

Herbalists gain an ability known as Lifeblood. Lifeblood restores health to the Herbalist over time and also provides a boost to Haste. Lifeblood has a two minute cooldown, and its effects scales with your skill in Herbalism.

MAKING MONEY WITH HERBALISM

Herbalism is a good Profession for making money. People buy herbs at lucrative prices, even from the beginning levels forward. There is always a market for most of these herbs, and a new player stands to make plenty of cash if they sell herbs in the Auction House.



Tauren Bonus

Taurens have a racial ability—Cultivation—which increases their Herbalism skill by 15 and allows them to harvest herbs faster than other races.



MINING

With Mining, you extract ore, gems, and (in lower level zones) stones from raw metal veins, deposits, and from some enemies (usually rocky Elemental creatures). These materials are used primarily in Jewelcrafting, Blacksmithing, and Engineering. Miners learn a second ability, Smelting, which turns the ore into metal bars.

Mining also imparts the ability to Find Minerals. When it is active, mineral nodes appear on your mini-map. When you find a node, it sparkles and the cursor changes into a pick axe. To mine, right-click on the node. The same thing applies when you find harvestable enemies. When you mouse over a corpse, your mouse cursor changes to a pick axe if you can harvest from it.

Another way to increase your Mining skill level is to Smelt ore. To Smelt, you need access to a forge and ore. Click on the Smelting icon to see you what you can currently Smelt. Gaining levels in Mining from Smelting varies wildly with each new ore you learn to Smelt. Any time you work with a new metal, Smelt as much of it as you can as soon as you can. The levels in Mining from Smelting dry up much faster than the skill ups you get from mining.

PROFICIENCY LEVEL NAME	CHARACTER LEVEL MINIMUM	SKILL LEVEL MINIMUM	SKILL LEVEL MAXIMUM
Apprentice	1	0	75
Journeyman	1	50	150
Expert	10	125	225
Artisan	25	200	300
Master	40	275	375
Grand Master	55	350	450
Illustrious Grand Master	70	425	525
Zen Master	80	500	600

MINING BONUSES

Miners gain extra Stamina due to Toughness. The extra Stamina provided by Toughness increases as your skill level in Mining increases.

MAKING MONEY WITH MINING

Mining can be incredibly profitable. With three distinct Professions all requiring ore, you have a large potential market. Try selling your metal in both bar and ore form as some people want the refined bars, while others (particularly Jewelcrafters) want the raw ore.



SKINNING

Skinners are able to harvest the leather and hides from slain beasts. After you slay a beast and loot it (assuming it's a skinnable creature) your mouse cursor changes into an animal hide when you mouse over it. To skin, right-click on a skinnable beast. You can also skin another player's looted corpses, but it's good form to ask for permission first unless the other player leaves the area.

The leathers and hides are primarily used by Leatherworkers. Skinning is faster to advance than Herbalism or Mining, due to the prevalence of beasts in the game.

When you first learn Skinning, you can skin any creature level 10 or lower. For creatures from levels 11 through 20, your skinning must be $[10 \times (\text{Creature's Level} - 10)]$, meaning your Skinning skill must be 20 if you wish to skin a level 12 beast, while a level 20 beast calls for a skill of 100.

For creatures from levels 21 through 79, your Skinning skill must be equal to five times the creature's level to skin it successfully. That means your Skinning skill must be at 300 to skin level 60 beasts, and 350 for level 70 beasts. When you reach level 85 enemies, use the table above to determine what skill level you need to skin beasts.

ENEMY LEVEL	SKINNING NEEDED
85	500
86	515
87	530
88	545
89	560
90	575

PROFICIENCY LEVEL NAME	CHARACTER LEVEL MINIMUM	SKILL LEVEL MINIMUM	SKILL LEVEL MAXIMUM
Apprentice	1	0	75
Journeyman	1	50	150
Expert	10	125	225
Artisan	25	200	300
Master	40	275	375
Grand Master	55	350	450
Illustrious Grand Master	70	425	525
Zen Master	80	500	600

SKINNING BONUSES

Skinners gain extra Critical Strike chance through Master of Anatomy. The extra Critical Strike chance provided by Master of Anatomy increases as you improve your Skinning skill level.

MAKING MONEY WITH SKINNING

Hides are always in demand at the Auction House, but they don't fetch as much as the materials from herbalism and mining. Skins are arguably easier to acquire than ore and herbs since those nodes often appear alone, and you can find packs of beasts for Skinning, which leads to a greater supply, and lower prices.

Worgen Bonus

Worgen have a racial ability *Flayer*—which increases their Skinning skill by 15 and allows them to skin faster than other races.



ARCHAEOLOGY

Archaeology is all about exploration and uncovering the past. There are two steps in the Archaeological process. First, you visit digsites and use Surveying to locate and unearth artifact fragments of items from various cultures. After collecting enough pieces, you assemble them into a restored piece.

Unlike other gathering skills, digsites are player-specific. There is no competition for artifact fragments between players. Other players searching at the same digsite are uncovering their own fragments.

PROFICIENCY LEVEL NAME	CHARACTER LEVEL MINIMUM	SKILL LEVEL MINIMUM	SKILL LEVEL MAXIMUM
Apprentice	20	0	75
Journeyman	20	50	150
Expert	20	125	225
Artisan	35	200	300
Master	50	275	375
Grand Master	65	350	450
Illustrious Grand Master	75	425	525
Zen Master	80	500	600



PRACTICING ARCHAEOLOGY

Open your world map and look for the small shovel icons that appear around the world. There should be up to four zones appropriate to your character's level per continent (Eastern Kingdoms, Kalimdor, Draenor, Northrend, and Pandaria) that include active digsites for you. When you zoom into a zone with an active digsite, the area shaded red on the map provides the exact location for you to visit. There's an option at the bottom of the map frame to toggle the red-shading at the dig sites.

When you reach the area, use the Survey ability to get directions to the exact location of the fragments. The survey instrument that appears indicates both the direction of, and distance to, the fragments. A red light means the fragments are far away, the yellow light indicates you are getting closer and the green light means you are very close to the fragments. When you are close enough to the fragments, a container of some sort appears instead of your survey tools. Right-click on the item to collect the fragments. You don't carry these items around in your Backpack. Instead, they're stored as currency.

Dwarf Bonus

Dwarves have a racial ability—Explorer—which allows them to find additional fragments when looting archaeological finds and survey faster than other archaeologists.

Click on the appropriate Archaeology crest to watch your progress. After you collect enough fragments, click on the Solve button to create the listed item. The item goes into your backpack, you get a skill up, and you start on the next object. Any leftover fragments are applied to the new item, so you don't need to worry about wasted pieces.

Most of the items uncovered with Archaeology are not for combat purposes. There are a few special pieces here and there, but mostly this Profession leads to more peripheral elements, like fun pets and mounts.

TYPE/FRAGMENTS	KEYSTONES	MINIMUM SKILL TO GET DIGSITES
Dwarf	Dwarf Rune Stone	1
Fossil	N/A	1
Night Elf	Highborne Scroll	1
Troll	Troll Tablet	1
Draenei	Draenei Tome	300
Nerubian	Nerubian Obelisk	375
Orc	Orc Blood Text	300
Vrykul	Vrykul Rune Stick	375
Tol'Vir	Tol'vir Hieroglyphic	450
Magu	Magu Statue Piece	500
Pandaren	Pandaren Pottery Shard	500



COOKING

Cooking turns various items (raw meat and fish, flour, and spider parts to name a few) into food that restores health and even conveys short-term buffs to various statistics. Cooking requires a heat source of some type, such as a stove or cooking fire. Fortunately, when you first train cooking you also gain the ability to create a fire anywhere with Basic Campfire. You don't need any tools to create a Basic Campfire.

At higher levels, Cooking buffs go beyond Stamina improvements and start to provide bonuses to different stats. These are very nice, especially considering the low cost involved in creating them. Food isn't hard to gather, and it takes only a few moments to start a fire.

Any character benefits from Cooking. It's easiest to keep up with when you start as soon as possible and use the materials you get from looting enemies. If you are also working on Fishing, there are many recipes available that allow you to cook your catches.

PROFICIENCY LEVEL NAME	SKILL LEVEL MINIMUM	SKILL LEVEL MAXIMUM
Apprentice	0	75
Journeyman	50	150
Expert	125	225
Artisan	200	300
Master	275	375
Grand Master	350	450
Illustrious Grand Master	425	525
Zen Master	500	600

PRACTICING COOKING

Put Cooking and Basic Campfire abilities on an Action Bar. Clicking Cooking opens a menu of all the recipes you know. Clicking Basic Campfire creates a fire should you need a heat source. Some recipes call for special spices or other items, but these are available from Cooking vendors, and most Trade vendors.

MORE FUN WITH COOKING

There are daily quests available only to characters with Cooking. Visit Shattrath City in Outland, Dalaran in Northrend, and any of the Horde and Alliance cities to obtain these quests. Until you learn Pandaren Cooking, these daily quests reward Epicurean's Awards. When you become proficient in Pandaren Cooking, the quests found in your faction's cities award Ironpaw Tokens instead. There are Achievements tied to these daily quests as well as unique recipes, which can't be obtained in any other way.

On a final note, you can't go wrong learning Cooking if you plan on raiding or running heroic dungeons. Cooked meals provide a variety of statistical bonuses (although only one type of statistical boost from cooking can be active at a time), and there are even feasts you can set out for anyone in your party to eat and reap their benefits. While not everyone needs to be a cook, someone needs to create and distribute the food to your group and only you know what type of food buff is best for your character.

Pandaren Bonuses

Pandarens have two racial abilities related to Cooking. Gourmand increases their Cooking skill by 15. Epicurean doubles the statistical benefit from food buffs.



FIRST AID

First Aid enables you to create bandages which are used to restore health, and antidotes to remove poisons. Bandages are created from cloth drops in the game, and they can be used outside of combat or even while in the middle of it. Bandages can be used on yourself, other players, or pets.

Characters that are damage dealers should use First Aid even more aggressively than most. In really big team fights, the tanks and healers get the most attention when it comes to healing. Damage dealers are last on the list, and if there isn't enough mana to go around they are the ones that come up short. Being able to restore some health during these fights is a godsend.

You shouldn't try to use a bandage when an enemy is in the middle of attacking you. This disrupts the process, ending your health restoration. Bandages have a cooldown period, so you can't continually apply them. Stun an enemy or otherwise get away from them for a few moments and use your First Aid.

PROFICIENCY LEVEL NAME	CHARACTER LEVEL MINIMUM	SKILL LEVEL MINIMUM	SKILL LEVEL MAXIMUM
Apprentice	1	0	75
Journeyman	1	50	150
Expert	1	125	225
Artisan	35	200	300
Master	50	275	375
Grand Master	65	350	450
Illustrious Grand Master	75	425	525
Zen Master	80	500	600

PRACTICING FIRST AID

Creating bandages can be done anywhere, and all you need are the cloth pieces required for the specific bandages, or spider venom glands to create anti-venoms.

Bandages come in two varieties per type of cloth: regular and heavy. Each regular bandage requires one piece of cloth. You need two pieces of a given type of cloth to create a heavy bandage. Heavy Windwool bandages initially require 3 pieces of Windwool Cloth, but when you reach skill level 600, Heavy Windwool goes from 3 to 2 material cost.





FISHING

Fishing allows you to cast your line into any body of water deep enough and see what you bring up. You can catch fish, of course, but you may also catch other marine life, junk, or treasure.

Fish have many uses, including Alchemy, but they are mainly used for food. Most types of fish can be eaten raw by your character or Hunter pets, but it's better to cook the fish first if you have the appropriate Cooking recipe.

The types of fish available from a body of water are not determined by your Fishing skill. Instead, the types of fish are determined by the area. However, if your skill isn't considered high enough for the area, you only catch random trash items.

There are also schools of fish in the waters around the world. These schools enable you to catch specific fish, if your casting is accurate. When you gain the ability to track fish, these schools of fish appear on your mini-map making it easy to find them.

PROFICIENCY LEVEL NAME	CHARACTER LEVEL MINIMUM	SKILL LEVEL MINIMUM	SKILL LEVEL MAXIMUM
Apprentice	5	0	75
Journeyman	5	50	150
Expert	5	125	225
Artisan	5	200	300
Master	5	275	375
Grand Master	5	350	450
Illustrious Grand Master	5	425	525
Zen Master	5	500	600



PRACTICING FISHING

Put Fishing on one of your Action Bars. Click on Fishing and watch your character cast a line. A bobber appears on the water's surface; move your mouse cursor over the bobber until it turns into the fishhook icon. Watch that carefully until the bobber moves, and then quickly right-click the bobber. If successful, you receive a loot window that includes a fish or another item of some value.

There are many unique Fishing Poles in the game, some with improved Fishing skills or other buffs, such as underwater breathing. You can also use a variety of baits, lures and enchanted fishing lines to improve your odds of catching a fish.

MORE FUN WITH FISHING

There are daily quests available only to characters with Fishing. Visit your faction's capital, Shattrath City in Outland, and Dalaran in Northrend to obtain these quests. There are Achievements tied to these daily quests as well as unique pets that can't be obtained in any other way.

There are also weekly fishing contests on two continents. The goblins of Booty Bay host an event, and the Kalu'ak of Northrend host another in the city of Dalaran. There are some great rewards for the players who manage to win these contests.

On a final note, Fishing is essentially a necessity if you want to create the best food available via the Cooking Profession. Cooked fish provide a variety of statistical boosts, and there are even fish feasts you can set out for anyone in your party to eat and reap the rewards.





PVP COMBAT

PvP Combat comes in many flavors, and there's bound to be at least one type you'll enjoy. Some players like to test their skills in one-on-one duels. Battlegrounds provide opportunities for larger teams to work toward objectives while stopping the other side from accomplishing those same objectives. World PvP is often a chaotic affair with no guarantee of meeting foes of the same level or in the same numbers. There are also two types of PvP where you could find yourself facing off against your own faction: Arenas and Rated Battlegrounds. Arenas offer deathmatch-style battles where small teams face off. Rated Battlegrounds use a limited selection of Battleground maps and require full groups of 10 to queue for them.

DUELING

Dueling another player is one way to practice your PvP skills. You can duel on any kind of server, and you can duel players from either faction.

To start a duel, right-click on a player's portrait and click "Duel." A duel flag appears, and your opponent can choose to accept or decline. If they accept, a countdown begins, indicating when the duel will start. A duel ends when one player's health is reduced to 1. Anyone who runs too far away from the duel flag, or types /forfeit, loses by default, so that is another way that the match can end.

Outside of an achievement, there are no tangible rewards to dueling other players. You cannot gain Honor in this way, nor can you loot anything from your opponents. The person who loses the duel doesn't actually die, so they won't have to deal with durability loss or reclaiming their body.



WORLD PvP: PvP SERVERS

On PvP servers, Horde and Alliance players are actively at war. Anytime you enter neutral, contested, or enemy territory, you can be attacked by players of the opposite faction. This completely changes the nature of the game; while you are completing quests, you must also look for and defend against the enemy. Many players on PvP servers play with regular groups for protection.

PvP kills of the opposite faction yield Honor. But you never know what's ahead. Even if you find a solo character and kill them, there could be all kinds of trouble heading your way as a result!

PvP deaths that don't involve damage from monsters or falling won't cost you money. There isn't a durability loss as a result of these fights. However, you must still run back and claim your body or resurrect at a graveyard.



WORLD PvP: PvE SERVERS

If you are on a PvE server, you can choose to engage in PvP combat. Right-click your own character portrait and click PvP-Enable. You can now engage in PvP with other players who have turned on their PvP flags. When you click Disable, your PvP flag remains on for another 5 minutes.

You can tell that another player is flagged for PvP because their colors change. Someone flagged (when you are not) will look like a neutral target. As soon as you flag, they become red, signaling that combat can initiate at any time. Honor rewards and combat dynamics are exactly the same on PvE and PvP servers. Needing to flag for combat is the only difference between them.

If you get in over your head, enemies might kill you and corpse camp your character. That means that they wait for you to resurrect near your body, hoping to kill you again. Wait for 5 minutes, if necessary, and let your PvP flag fall. Doing so allows you to come back to life safely.

As an alternative, call for help from buddies or from people in the region. Use /general chat to let other players know that flagged targets are in a certain area. Someone might show up for a free fight!



BATTLLEGROUNDS

Battlegrounds are instanced PvP combat areas for players above level 10. Players fight Horde versus Alliance in a structured game setting. You can enter a battleground alone or with a group of comrades. To get the most out of your time in Battlegrounds, try random Battlegrounds and spend time in the Battleground Call to Arms during the weekends. The Battleground Call to Arms changes every week, and the schedule appears on the in-game calendar.

PvP Currency

You earn Honor Points by killing players from the opposing faction or by participating in Battlegrounds. If you accumulate enough points, you can use them to purchase items, such as PvP gear. Honor Points are listed in the Currency tab of your Character window. While there's no limit on how many Honor Points you earn each week, there is a limit on how many you can store at any given time. If you hit the cap, you must spend some Honor Points and you can start earning additional points immediately.

Conquest Points work similarly to Honor Points, but are a bit harder to obtain. Conquest Points come from participating in Arenas, Rated Battlegrounds, taking part in random Battlegrounds or the cyclical Battleground Call to Arms. There is a weekly cap on how many Conquest Points you can earn, and how many you can store at any given time.

When each new Arena season begins, all your Conquest Points are converted to Honor Points, and some of the Conquest Rewards from the previous season are made available for purchase with Honor Points.

RATED BATTLEGROUNDS

Rated Battlegrounds offer a way for players who enjoy PvP, but not Arena matches, to obtain the best gear possible. Rated Battlegrounds are 10 vs. 10 and use the following maps: Warsong Gulch, Arathi Basin, Eye of the Storm, Silvershard Mines, Temple of Kotmogu, Battle for Gilneas, and Twin Peaks.

Only fully premade groups can take part in Rated Battlegrounds. Just as with Arenas, your group will be matched up with teams of similar ranking, and level of gear. Good Premades aren't just going to know each other. They're going to use voice chat extensively, tactics that they've played before, and use every trick in the book. They're almost undefeatable if your team isn't similarly prepared.

Other than improved equipment, rewards from participation in Rated Battlegrounds include mounts, titles for your character, and Achievements.



Ratings

You are given two different ratings if you take part in Arena fights or Rated Battlegrounds. There is a Personal Rating that reflects your win/loss performance in Rated Battlegrounds and Arenas. There is also a Team Rating that reflects the win/loss performance of a given Arena or Rated Battleground Team.

Team Ratings are used to match up teams in Arenas and Rated Battlegrounds. You must have a minimum Personal Rating in order to purchase the best PvP equipment available in each current season.

ARENA

Arena combat offers deathmatch-style, highly competitive PvP. Teams of 2, 3, or 5 compete against each other in a ranked series of tournaments. There are seasons for this, and the rewards that come from Arena are on par with what you can get from Rated Battleground matches.

There is no forum more competitive than the Arena. People really must know all the ins and outs of their class and be able to use them at just the right moment. They must also find partners who complement their playstyle and skill as well as possible. Tactics and strategies for the Arena change constantly, and the best way to stay on top of things is to read forums and visit websites dedicated to Arena tactics.



WAR GAMES

War Games allows you to challenge a specific guild, or group of friends, and face them in a Battleground or Arena. There are no rewards from War Games, other than practice in a controlled environment and bragging rights. War Games ignores faction ties, which means you can challenge any other similarly-sized group, even if that group is comprised of other people from your guild! The groups can agree on a Battleground, or they can let the game pick one for them.



PvP Tips by Class

PvP tactics change considerably depending on the situation, and the goals of the battleground or arena in which you find yourself. They also change constantly as new abilities and talents are introduced to the game, or existing abilities and talents are modified. If you want to remain at the top of the PvP heap, look for active discussion boards, find the other top PvP players on your server or battleground and stay current.

10 VS. 10

WARSONG GULCH



Style of Play: Capture the Flag
 Level Brackets: 10-14, 15-19, 20-24, 25-29, 30-34, 35-39, 40-44, 45-49, 50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85



15 VS. 15

ARATHI BASIN



Style of Play: Hold Territory
 Level Brackets: 10-14, 15-19, 20-24, 25-29, 30-34, 35-39, 40-44, 45-49, 50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85



EYE OF THE STORM

Style of Play Hold Territory and Capture the Flag Hybrid
Level Brackets 35-39, 40-44, 45-49, 50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85



STRAND OF THE ANCIENTS

Style of Play Siege and Vehicle Combat
Level Brackets 65-69, 70-74, 75-79, 80-84, 85



40 VS. 40 ALTERAC VALLEY

Style of Play Massive Siege Warfare
Level Brackets 45-49, 50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85



ISLE OF CONQUEST

Style of Play Massive Siege and Vehicle Combat
Level Brackets 75-79, 80-84, 85





ACHIEVEMENTS

Achievements are a different way to show what you have accomplished in World of Warcraft. To see a full list of Achievements, click on the icon in the interface bar, or press the “y” key. This area lists hundreds of in-game Achievements. You get them for almost anything you can imagine.

While Achievements won’t lead to improved weapons or armor, they do provide special titles, companion pets, and mounts. Sometimes you get a reward for getting a certain Achievement, while others require you to unlock a set of Achievements that take an entire year to earn! Achievements are in the game purely for fun. Love them or leave them, but these Achievements are not supposed to make or break your day. They give you an awesome way to smell the roses while exploring the world.



TYPES OF ACHIEVEMENTS

Click on individual Achievements to learn more about them. Most of these are quite specific, so it isn’t hard to understand what is required to earn them. Sometimes making the events happen is the trickier part.

Achievements are now account-wide, though some are still specific to each character. Account-wide Achievements have a blue header, while character-specific Achievements retain the brown look familiar to most players.

Achievements are broken down into different categories to make it easier to find which Achievements are available to you depending on where your interests lie. The Achievement categories are General, Quests, Exploration, Player vs. Player, Dungeons & Raids, Professions, Scenarios, Reputation, World Events, Pet Battles, and Feats of Strength. Guild Achievements has its own tab and includes the following categories: General, Quests, Player vs. Player, Dungeons & Raids, Professions, Reputation, and Guild Feats of Strength.

GENERAL

Some Achievements don’t fall easily into other categories, so General is a catchall category. There are many extras available from these Achievements, including a tabard and a few bonus mounts for mount collectors.

QUESTS

There are two Achievements that award extras in the Quest category. When you complete enough quests, you earn the title “The Seeker.” When you earn the Loremaster Achievement, you get the title “Loremaster” and a bonus tabard.

One change here is that for Pandaria zones, Quest Achievements are often tied to experiencing the game’s storyline as opposed to getting through a given number of quests in a zone.

EXPLORATION

Almost every Exploration Achievement is tied to uncovering hidden nooks and discovering the out of the way places found in every zone. The other type of Exploration Achievement is tied to finding and killing one of the rare enemies which spawn in Outland, Northrend, and Pandaria (the Pandaren rare spawns are considered champions of their race).

Exploring the known world provides you with the title “Explorer”, while Brann Bronzebeard awards the characters who explore all of Northrend with a special tabard.



PLAYER VS. PLAYER

Player vs. Player Achievements are linked to battlegrounds and arenas. Many of these Achievements call for meeting incredibly specific conditions in a single battleground, or for long-term accomplishments such as being on the winning side in a battleground 100 times! Most of the rewards for Player vs. Player Achievements are titles.

DUNGEONS & RAIDS

Many Dungeons & Raids Achievements are given for defeating the bosses which appear in the world dungeons and raids of World of Warcraft. When you start running heroic versions of dungeons, there are additional Achievements tied to meeting specific conditions while facing the bosses in the dungeons. There are even more Achievements tied to the raid bosses, some requiring heroic attempts while others can be done during the regular version of the boss encounter. The rewards for Achievements in Dungeons & Raids include titles, bonus mounts, and transmogrifiable armor.

SCENARIOS

Scenario Achievements are similar to the ones found in Dungeons & Raids. Many of them are tied to simply completing each Scenario, but others call for meeting specific conditions while completing an encounter. Perhaps the oddest Achievement is Scenaterday, which requires the completion of scenarios on a Saturday.

PROFESSIONS

Profession Achievements are more focused on the Secondary Professions (Archaeology, Cooking, First Aid, and Fishing) since each character is limited to only two Primary Professions. The change to account-wide Achievements has opened the door to a few new Profession Achievements, but they're tied to reaching the maximum skill level in each Profession.

Archaeology Achievements include a few titles, and you can become a "Chef" and "Master of the Ways" with enough patience with Cooking. A Fishing-exclusive reward, a Titanium Seal of Dalaran, calls for a little luck and a great deal of patience, as does the "Salty" title.

REPUTATION

Improving your Reputation with the many factions found in World of Warcraft has become an increasingly important facet of the game to every type of player, and for many reasons. Many factions are the source of improved equipment, mounts, and companion pets. The Achievements tied to these improved Reputations are mainly new titles.

WORLD EVENTS

World Events are special dates (typically marked on the in-game calendar) that include holidays and celebrations. There are Achievements tied to each date, and these Achievements take on many forms. While many are tied to completing quest lines, some holiday Achievements require facing dungeon bosses that appear only during the holiday or visiting battlegrounds.

There are many titles to earn from World Event Achievements, but if you complete the Achievement "What A Long, Strange Trip It's Been" you earn a Violet Proto-Drake mount.



PET BATTLES

Pet Battles Achievements are a brand new set of Achievements for you to earn. To earn these Achievements, you must collect pets, use them in battle, and improve your pets to the maximum level. The rewards from this category of Achievements include titles, daily quests, and additional pets.



FEATS OF STRENGTH

Feats of Strength Achievements are generally awarded from one-time occurrences, such as logging in during an Anniversary celebration, obtaining a Collector Edition pet, or being part of a leading Arena Team for a specific season. Other Feats of Strength are the result of changes to the game which remove the ability to earn some Achievements. Recent examples are the changes to the way characters obtain weapon skills. Before Cataclysm, there were Achievements for raising your Unarmed, or raising your skills in four different weapon types, to their maximum levels. However, the system changed in Cataclysm, and characters are no longer required to level up weapon skills.



GUILD

Guild Achievements can be unlocked only while you are in a guild, and most of these Achievements require groups made up mainly of characters from the same guild to work together in various ways. Many of these Achievements mirror those found in other categories (mainly Dungeons & Raids and Player vs. Player) so you should earn an individual Achievement at the same time as the Guild Achievement.



CUSTOMIZING THE GAME INTERFACE

After playing the game for a while, you may want to adjust some of the options in the game interface to make certain functions faster or more convenient for you.

The World of Warcraft interface is highly adjustable, so this chapter doesn't try to cover every way in which you can customize the game. Instead, it lists some commonly used options that may be helpful to new players.

Using Auto Loot

Instead of manually clicking on every piece of loot to send it to your Backpack, you can auto-loot your corpses, which is much faster:

1. Press Esc to open the Game menu.
2. Click Interface, and click Controls.
3. Change the Auto Loot options as you see fit.
4. Click Okay when you're done.

In the Auto Loot options, you have several choices. If you check Auto Loot, you only need to right-click to automatically send all loot to your Backpack. The other options are better if you'd like to peruse loot more thoroughly before grabbing any of it.

Open & Close Bags Quickly

b = Open or close all bags simultaneously.

Shift + B = Open or close Backpack.

F12 = Open or close Backpack.

F8, F9, F10, F11 = Use to open or close other bags individually.

Turn Off Beginner Tutorials

1. Press Esc to open the Game menu.
2. Click Interface, and click Help.
3. Undock Tutorials.
4. Click Okay.

This kills the pop-ups that dominate the early experience with the game. You can turn these off if you feel comfortable with World of Warcraft.

If the pop-ups are something you want and that you'd like to see again, you can reset them here, and the game will act like you're coming back for the first time.



Change the Resolution of WoW

1. Press Esc to open the Game Menu.
2. Click System.
3. Select Graphics.
4. Under the Resolution pulldown, click the right one for your monitor.
5. Click Okay.

If the game isn't running quickly enough for your tastes, this is the single fastest way to improve your performance. Lower your resolution and see if that helps the situation.

There are also many other graphical options as well. Try changing these to make the game faster or more attractive. If you don't know what everything else does, play around with the bar in the middle of the Graphics window until you have speeds that suit your interests. Click the Recommended button at the bottom left of the Graphics menu to let the game choose the settings for your computer.

When in doubt, speed is better than graphical quality. Jitters, poor frame rates, and other problems with speed are insidious. They can ruin your gaming experience without it even being obvious that they are at fault.

Access Action Bars

Shift+1 = Action bar 1

Shift+2 = Action bar 2

Shift+3 = Action bar 3

Shift+4 = Action bar 4

Shift+5 = Action bar 5

Shift+6 = Action bar 6

Once you know where your actions are located, this is much faster than switching through multiple Action Bars to get where you need. Jumping from bar one to bar five is just as easy as going from one to two! In addition, keyboard shortcuts are almost always superior to using mouse commands on the interface.

Display Action Bars

Instead of accessing other Action Bars by pressing Shift+2, Shift+3, Shift+4, Shift+5, and Shift+6, you can permanently display other Action Bars on your screen:

1. Press Esc to open the Game menu.
2. Click Interface, and click ActionBars.
3. You have the option to display as many as four additional action bars in different places on-screen.
4. Click Okay.

Right Bar corresponds to action bar 3.

Right Bar 2 corresponds to action bar 4.

Bottom Right Bar corresponds to action bar 5.

Bottom Left Bar corresponds to action bar 6.

Though at first your screen seems more cluttered to have these up all the time, you soon find that it's a gift from the heavens. Having all your abilities onscreen at all times ensures that you know how all of your cooldowns are going! It's also wonderful for crafting; you can set your Profession abilities off to one side, away from your regular combat abilities, but still have access to them when you need them.

Lock Action Bars

This prevents you from accidentally dragging an icon out of an action bar:

1. Press Esc to open the Game menu.
2. Click Interface, and click ActionBars.
3. Check Lock ActionBars.
4. Click Okay.

When you want to reconfigure your Action Bars easily, uncheck Lock Action Bars. If you're truly uncomfortable with keyboard hotkeys, this is essential. It keeps you from accidentally removing your ability instead of using it!

Note that if you want to move a single ability, hold Shift while clicking on the icon you want to move. If you drop it into a spot which already has an icon, click that location but continue to hold Shift. You automatically pick up the now displaced icon and can place it elsewhere. This will be on by default, but you may need to change it or confirm that it's on.

Auto Self Cast

By selecting this, you tell the game to cast positive spells on your character unless you have another, allied character targeted first. Thus, you can heal yourself even during a fight without having to stop, select yourself, and then cast the spell or cast the spell and hit F1. This way is faster than either of those alternatives.

1. Press Esc to open the Game Menu.
2. Click Interface, and click Combat.
3. Check Auto Self Cast.
4. Click Okay.

This defaults to on, but when grouping, you may want to turn off this option to avoid mistakes. The Self Cast Key defaults to Alt, but can be changed to Ctrl or Shift.



Display Cast Bars for Targets

This option shows the channeling bars for enemy casters. Watching this may help you interrupt their timed spells (although if you see a gray shield on the cast bar, you can't interrupt the spell). It lets you see when to use your interruption abilities.

Time those attacks so that the enemies waste effort on a spell only to have it countered at the last possible moment. This is toggled on by default.

1. Press Esc to open the Game Menu.
2. Click Interface, and click Combat.
3. Check Cast Bars On Targets.
4. Click Okay.



Combat Text Options

You can change the Combat Text options so that you see more on-screen text showing what's happening during combat:

1. Press Esc to open the Game Menu.
2. Click Interface, and click Floating Combat Text.
3. Check Damage to see the damage you deal, and check any other options you wish to see during combat
 - Reactive Spells & Abilities is a good reminder for players of when specific spells are ready.
 - You may need to experiment to see which features help you and which get in your way.
4. Click Okay.



Using Key Bindings

The Key Bindings option serves two purposes:

A reminder of shortcut keys already in the game.

You can map your own shortcut keys, if you wish.

1. Press Esc to open the Game Menu.
2. Click Key Bindings. A scrollable window opens, indicating all the keys that already have shortcuts listed in white.
3. To set up a new shortcut, click the Command you want to tie to a specific key. For example, The Talent Pane has a keyboard shortcut (“n”), but the Glyphs Pane does not. Scroll down to Interface Panel Functions, and click Toggle Glyphs.
4. Choose the key you want to bind it to. If that key is already bound, like G is, a red notification appears at the bottom of the menu. You can always reset the Key Bindings to default if you need to.
5. Click Okay.

These bindings aren't limited to your keyboard! You can assign functions to your mouse or other input devices as well.

Customize Chat Logs

There are many tiny changes you can make to the way your chat system presents information. Right-click on your chat window's tabs to begin this process. You can change the size of the font. You can define which colors appear from any source of information. You can also change the background color and intensity of the window itself. This is extremely useful for people who have trouble reading the text; darken the window to make it clearer all the time instead of needing to highlight it when you want to read.

Play around with this system as much as you want. You can't really break anything. If the windows end up being too strange, simply “reset” them from the same menu and they're back where they started.

OTHER SHORTCUTS

COMMAND	EFFECT
Press X	Sit or Stand
Press Z	Unsheathe or Sheathe Your Weapon(s)
Shift+P	Open Window for All Mounts and Pets
Press V	Show red nameplates and health bars directly over your target in combat and nearby creatures.
Right-click a buff	Remove any positive buff on self

COMMAND	EFFECT
Shift+I	Open Pet's Spellbook
Esc	Close an open window
Alt+Z	Turn Off Game Interface
PrintScreen	Capture Screenshot (Screenshots are automatically saved in the World of Warcraft/Screenshots directory.)

MACROS

The base game already has many options to consider, but you might want even more once you understand everything. The Macro system is in place to help you find the perfect WoW experience.

Macros let you trigger abilities in a more complex manner. You have access to any command in the game through this, and you can even chain multiple commands together. This system is found inside the Game menu. Hit the Escape key and select Macros to see what it's all about.

MAKING A MACRO

You can make character-specific Macros or you can make ones that are available to all characters on your account. There are thousands of ideas floating around for good Macros, so one of the best to find these is to hunt around class message boards and see what other people have made.

You can also fool around on your own. Click New, select an icon for your Macro and a name for it, and then type in commands. When you're done, drag the Macro onto a valid action bar slot and then you can use the Macro like any normal ability.

Standard slash commands work just fine in Macros. For example:

/say /party /dance /flirt

However, you can also use commands that you wouldn't normally type in. /cast is the most common one. This lets you trigger abilities through the Macro system!

Think of the uses for this! Imagine that you're a Rogue that is about to Sap a target. You want everyone in the group to know that you're doing this. Try the following Macro.

/cast sap

/p Sapping %t

This Macro uses Sap on the target you currently have selected. It then displays for your group that you are Sapping the monster (and the actual name of that monster will be displayed).

To avoid having to type in ability names, open your Spellbook and shift + left-click the ability while your Macro is open. This automatically fills in the /cast part of the Macro with the ability in question. It's that easy.

You might wonder, “Will this work with items too?”

Try it! Shift-click an item in your backpack or bags while the Macro system is open. The command that appears is /use, but, yes, this works just like the cast system. You can have a Macro trigger your goodies, so long as you have them in your possession when you use the Macro.

This is only the tip of the iceberg with Macros. Now that you know what to look for, you're bound to find a wealth of awesome ideas that are specific to your class or playstyle.



ONLINE RESOURCES

If you're looking for more help, or want to know how to restrict certain aspects of the game so your children can play, try the main website for World of Warcraft (us.battle.net/wow).

From the home page, you can choose to visit its forums, check out Blizzard's game guide for World of Warcraft, view official and fan-made media, manage your account (including setting Parental Controls), visit the Shop, get news updates relevant to the game in its current state, and what the World of Warcraft team is working on for future patches and expansions.

COMMUNITY

The Community page allows you to search for characters and guilds by name. You can look up any active characters here and see what equipment they use, how they spend their talent points, where you can find upgrades for your gear, and so on.

The Community page also has links to official social media pages, fan contributions, leaderboards for Challenge Mode (by dungeon and realm), and PvP rankings.

Remote Auction House

If you have fun "playing the Auction House," you can now access your realm's Auction House from your web browser or mobile device. Anyone can browse the Auction House for free, or subscribe to the premium service which allows you to bid on and buy out auctions with real-time results, create auctions from items in your bags, bank, or mailbox, and collect gold earned in your auctions.



FORUMS

Forums are online bulletin boards where players can ask questions, brag, help other players, and read updates from Blizzard staffers. Using forums is like mining for gold: There's a plenty of valuable information in forums, but you must wade through many random topics to find it.

Some of the most helpful forums for new players are Class, Realm, Profession Discussion, and Quest Discussion. With some patience, you should find a great deal of assistance.



SHOP

The Shop offers free services, paid services, games and subscriptions, and a link to the full Blizzard Store, where you can purchase a variety of items.

Free services include Recruit-A-Friend, Scroll of Resurrection, and ways to improve your Account Security. Paid services are covered in more detail below.

PAID SERVICES

If you want to change something about your character (and a trip to a barber in one of the major cities won't do the trick), Blizzard offers other options to you. Before you decide to use any of the following services, read the helpful FAQs on Blizzard's website for more information.



Appearance Change

Appearance Change, or Character Re-Customization, is an option inherent in Faction and Race Changes, but if you want to change your character model or gender (remember, you can change your character's look with a visit to the barber shop!) without changing your character's race, select Appearance Change. This service lets you change your character's gender, face, hair and skin color, hairstyle, name, and other cosmetic features determined by their race and gender combination.



Faction Change

If you want to see what life is like on the other side, you can change your character's faction from Horde to Alliance, or Alliance to Horde. As a part of the Faction Change, you must select a new race and customize your character's look.



Name Change

Changing your character's name is an option included in some of the other services, but if your character's name is the only thing you wish to change, this service is the one you should choose.



Character Transfer

There are two types of character transfers. If you start on one realm, but find that you have friends playing on another realm, you have the option to transfer a character to the other realm. In rare instances, usually when a realm's population grows too large, you may be able to transfer a character at no charge. The second type of character transfer involves a move between World of Warcraft accounts. There are many restrictions for this type of transfer.



Race Change

If you want to try out a new race which is a part of your current faction, select the Race Change option. The full range of customization options offered by the Character Re-Customization service is included as well.



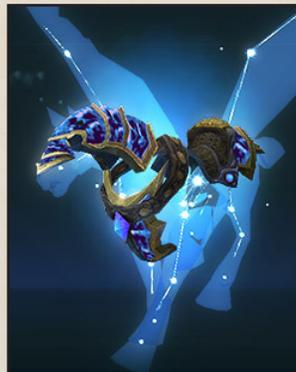
PETS & MOUNTS

The Blizzard Store offers a few items for sale that appear in World of Warcraft. The items available under the Pets & Mounts header are digital items that are attached to one or more of your characters. The offerings are updated as additional pets and mounts are created, so keep checking back for new items.

Mounts for Sale



Swift Windsteed



Celestial Steed



Heart of the Aspects



Winged Guardian

Pets for Sale



Cinder Kitten



Pandaren Monk



Lil' Ragnaros



Lil' K.T.



Lil' X.T.



Cenarion Hatchling



Moonking Hatchling



Guardian Cub



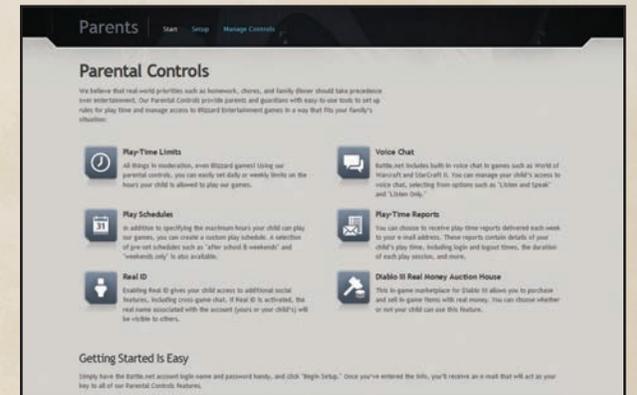
Soul of the Aspects

ACCOUNT SERVICES AND SECURITY

Parental Controls

Blizzard Entertainment believes that real-world priorities such as homework, chores, and family dinner should take precedence over entertainment. Their Parental Controls provide parents and guardians with easy-to-use tools to set up rules for World of Warcraft play time and manage access to Blizzard Entertainment games in a way that fits your family's situation.

You can set Play-Time Limits, a schedule, and even have weekly reports sent to your e-mail account that provides information about the times your child was playing the game, and much more. All these options are found on the battle.net website (www.battle.net) under your account settings.



Authenticator

If you're worried about your account being compromised, Blizzard offers another layer of protection from unauthorized access. A Blizzard Authenticator is an additional layer of security for your Battle.net account. There are multiple types of Authenticators, but they all provide the same security. The Battle.net Authenticator provides you with a unique code that is constantly changing in addition to your regular password. For more information, check the Account Security section in the Services section on World of Warcraft website.



Find Additional Resources

BradyGames strategy guides are a great source for information and fun ideas, but WoW is too big to put into any single book or even a group of books. There are thousands and thousands of sites with WoW information. Beyond the main forums for the game there are guild sites, fan sites, and millions of individual players to talk to.

Don't play this like it's a solo game. It isn't! There are so many knowledgeable people out there who enjoy sharing their ideas. Talk to people in game. Read the forums. Look up macros, tactics, questions, and answers as well. If you want to know what to craft or where to find a reagent, entire recipe lists are available. If you have trouble with a quest, don't drop it. Find out if other people have had trouble too. Go online and search with the exact quest name. Pretty much every single quest will pop up something, and usually there is information there that helps you get around problems.

Be eager in your quest for knowledge. None of the best players on your server got there by themselves. It's impossible to know everything about every class and situation. Even people who only play one class are bound to miss a few ideas.



BEGINNER'S GUIDE

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Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 13-1 shows that the first printing of the book occurred in 2013.

16 15 14 13

4 3 2 1

Printed in the USA.

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**Special thanks to the Blizzard European team
for their hard work and commitment!**

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